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COREY SANDLER AND TOM BADGETT

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**Official
Sega[®] Genesis[®]
and
Game Gear[®]
Strategies**

Third Edition

**Corey Sandler
Tom Badgett**



BANTAM BOOKS

NEW YORK • TORONTO • LONDON • SYDNEY • AUCKLAND

Official Sega Genesis and Game Gear Strategies
3rd Edition

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To Janice, the genesis of inspiration.

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Thanks, too, to the many third-party game makers who provided us with advance and production copies of their games and other assistance. We're all in this together.

We gratefully acknowledge the assistance of several manufacturers who provided equipment and assistance. We commend their products to your attention.

We used CompuAdd and Northgate MS-DOS microcomputers to write this book and a Fujitsu RX71000PS LED printer for hard copy. The entire system was supported with a Minuteman backup power supply from Para Systems.

Here's how to contact the computer companies:

CompuAdd 80386-20 microcomputer. CompuAdd Corporation, 12303 Technology Blvd., Austin, TX 78727. (800) 627-1967.

Northgate Elegance SP433 80486-33 microcomputer. Northgate Computer, 7075 Flying Cloud Drive, Eden Prairie, MN 55344. (800) 548-1993.

Fujitsu RX7100PS printer. An LED technology Postscript printer with HP emulation. Fujitsu America, 3055 Orchard Drive, San Jose, CA 95134-2017. (408) 432-1300.

Minuteman AT650 Uninterruptible Power Supply. Para Systems, Inc., 1455 LeMay Drive, Carrollton, TX 75007

And finally, we thank you for buying this book. We hope you find it of value; please let us know how we can improve the book in future editions.

Corey Sandler
Word Association, Inc.
P.O. Box 2779
Nantucket, MA 02584

Introduction

It's a dirty job, but someone has to do it: In your hands is the third edition of the most complete encyclopedia of descriptions, hints and strategies for Sega Genesis and Sega Game Gear adventures on the market.

Inside you will find full chapters on 58 Genesis and 24 Game Gear entertainments, plus hints and strategies for 104 more Genesis and three Game Gear challenges: a total of 189 games in all!

We have made our reputation as independent journalists with a series of decidedly *unauthorized* titles, books produced independently of video game manufacturers. We've sold hundreds of thousands of each of those books, and we think that is at least in part due to the fact that we pulled no punches.

However, once again we are happy to include an "Official" Sega label on this book. Here's what that means: Sega of America opened the doors of their development labs and bared the secrets of their marketing plans to us so that this book could include important new products months ahead of their release on the American market. In some cases, we worked with games that consisted of computer chips stuck into huge prototype boards that dwarfed the Genesis or Game Gear machines into which they were plugged.

The "Official" designation, though, does not in any way mean that our integrity as writers was in any way compromised. Sega did not see any of the chapters of this book before they went to the printers; they had no involvement in the definition of this book.

It is to the immense credit of the people at Sega that they were willing to work with us in this way. We think everyone ben-

efits, and especially you the reader: what you read is what you will get when you break open the plastic wrap on your next Sega game. This book is also for players who own the games but want to learn the hidden secrets you won't find in the instruction manual.

The Sega CD

In 1992, look for Sega to enhance its offerings with an exciting new CD-ROM player for the Genesis. The machine, developed together with JVC in Japan, will allow use of highly sophisticated games on CD disks. And, look for innovative multimedia uses of the CD player for electronic encyclopedias, research databases and other such applications. And, finally, you will also be able to use your Genesis as a sophisticated controller for playing CD music on your TV or stereo system.

What's so great about a CD system? Well, to begin with, the capacity of a single CD disk is more than 500 times that of the largest 8-megabit Genesis cartridge. Much of that additional space will be used for digital audio and video as well as tremendously enlarged playing fields and worlds.

The Sega CD Multimedia Entertainment System peripheral was planned for release in November of 1992 with a suggested retail price of \$299. You'll also need a Sega Genesis system (\$99 for the bare machine).

The Japanese version of the CD system, called the Mega CD, was introduced at the end of 1991. Sega of America, for reasons of its own, has altered the U.S. version of the machine so that it will not play imported Japanese games.

The Sega CD sits below the existing Genesis machine and connects to the heretofore ignored port hidden beneath a piece of black plastic on the right side of the Genesis.

The CD machine uses an MC68000 processor that runs at 12.5 MHz, half again as fast as the 7.5 MHz MC68000 with-

in the Genesis. Adding a second processor brings more than mere speed; a set of custom graphics processors in the CD deck allows the new system to paint more colors and sprites (graphics characters) onscreen at the same time than the Genesis, and it adds scaling and rotation features like those boasted by Nintendo's Super NES.

The CD machine includes an eight-channel sound generator to augment the 12 channels already offered by the Genesis.

For play of audio disks, the Sega CD will have two-channel stereo output with eight-times oversampling, a frequency response of 20 to 20,000 Hz, a dynamic range of greater than 90 db and channel separation of more than 90 db.

To experience full stereo sound with games and audio CDs, you will need to connect the audio outputs of the Sega CS to your stereo system. And, by routing the Genesis audio through the Sega CD, you will have full stereo sound from all sources, including cartridge games.

Buttons on the front of the Sega CD allow it to be operated as a standard CD player for music; the Genesis pad and onscreen video displays can also be used to control audio functions as well as video games.

The full details of the CD system, as well as its price and included games, were subject to change as we went to press. Among other things, Sega was keeping a close eye on Nintendo of America's plans for its own CD system, scheduled for release in early 1993.

Early plans from Sega were to include an 8-megabit RAM cartridge and three CDs, including the Sherlock Holmes, Consulting Detective game and a CD containing a number of older Sega Genesis cartridge games on one disk. Finally, Sega is expected to include a CD+G video/graphics sampler disk.

One of the more dramatic improvements the Sega CD brings to video gaming is high-fidelity sound. According to Sega, the precision laser drive and sophisticated electronics of the Sega

CD surpass many consumer CD players in sound fidelity and features.

The Sega CD can be connected to a stereo or home theater system for video game music and sound effects, and can also play standard audio CDs and CD+G disks with onscreen programming.

In Sega CD games, bit-mapped animated objects can zoom, scale and rotate at high speed, enhancements that were previously only available on high-end personal computers.

Sega planned to have 20 CD titles available at the time of the launch of the system, with another 20 titles shipping in the Spring of 1993. Among titles are CD versions of Sonic The Hedgehog and Chakan: The Forever Man.

Under development were graphic adventures such as Kings Quest V and Ultima Underworld, which will feature hours of voices from live actors. Interactive simulations will include Wing Commander and Sherlock Holmes, Consulting Detective.

Many Sega CD titles are being developed at the new Sega Multimedia Studio in Redwood City, Calif. Equipped with state-of-the-art sound and video technology, the studio rivals many Hollywood production complexes in its capabilities and sophistication.

Developing a CD game can take more than a year. During that time, a team of game designers, artists, musicians and producers work together to combine live-motion video, CD audio and the game-playing power of the Genesis.

At the Sega Multimedia Studio, equipment includes a production studio with an electronic "blue screen" to tape action shots which are then digitized and converted into game characters.

Among the first projects at the studio were Batman Returns, Joe Montana's NFL Football and Streets of Rage.

In mid-1992, Sega of America and Sony Electronic Publishing Company announced a broad alliance to produce Sega video games and interactive entertainment. Under the agree-



ment, Sony will develop and market video games for cartridge-based Genesis and Game Gear machines and will become a primary publisher for the Sega CD. Among other projects, Sony is expected to develop video game titles based on motion pictures it will produce or develop.

Finally, another alliance, this one between Sega of Japan and JVC, produced an all-in-one system called the Wondermega that includes the Genesis system, a cartridge slot, a CD player and some enhanced electronics to improve audio output. In addition to regular A/V outputs for a standard TV, the Wondermega includes a Super-VHS output, an output for MIDI electronic musical instruments and even a connection for a modem for telecommunications. For Japanese consumers who are bitten by the karaoke bug, there is also a pair of input jacks for microphones and an echo effects switch to improve sing-along effects. The JVC CD drive is also said to be a bit faster than the Sony mechanism in Sega's own machine. As we went to press, though, there was no indication whether the wondrous Wondermega would be released in America.

The Ultimate Score Rating

One man's garbage is another man's art; one woman's idea of fun may be another's definition of dull.

We are not going to claim in any way that our judgment of games for the Sega Genesis or Sega Game Gear will exactly match your taste on any or all titles. It's just one author's opinion; you can, though, be certain that the scores are calculated evenly and consistently.

The top score possible in each category is 10 points; we take the average of the three categories and produce an Ultimate Score. Some of the games in this book have earned 10s in graphics; none have yet reached a perfect 10 all around. We're not sure we want to see perfection, though: It sounds boring.

The elements of the score include:

Graphics and Sound. Up to 10 points are awarded here for the artistry of the graphic designers. In some games, top scores are awarded for the depth of detail shown; in others maximum points are given for the creativity of the artists.

Response and Playability. A pretty game with great sound is not so wonderful if you can't get your character to jump or dodge bullets or run when you want him to. A score of 5 is somewhere between awful and wonderful; a 10, if we ever meet one, would mean a perfect link between your brain and the computer.

Fun and Realism. This is what it is all about. Not all games are both fun and realistic, by the way: the most intense simulations are sometimes about as exciting as watching paint dry, but they are addictive in their realism.

The Ultimate Score. The average of the three categories.

We'd also like to humbly suggest you add to your library copies of our other video game books, published by Bantam Books and available at your local bookstore.



Hot Hits



Krusty's Super Fun House™

Graphics : 8
Fun: 8

Response : 8
Ultimate Score: 8

Rats! They've invaded Krusty's Fun House, and Bart Simpson can't sit by and let this happen without getting involved.

Here's yet another installment in the strange procession of Bart Simpson and Simpson spin-off games; unlike most other sequels in video game-dom, each of these is different from the one before.

The assignment here is to clear the Fun House of the rats by directing them to a single trap in each level. You'll move blocks to clear obstacles or create passageways, connect pipes or knock down walls. And if that's not enough fun, Krusty will cream his strange pursuers with custard pies.

This game is good, messy fun. By the way, Krusty's Fun House is also available in a nearly identical version for the Super Nintendo machine. **One player only.**

CONTROL PAD

Arrows: Press Left or Right to move in those directions.
Press Up/Left or Up/Right to climb stairs.

Press Down to pick up or drop items.

Press Up to enter doors.

Button A: Jump.

Button B: Shoot/Kick.

Button C: The Last Resort. Pause the game first.

PLAYING THE GAME

Rats! Everywhere.

Your assignment is to direct all of the rats into the single rat trap on each level. Supervising the traps are highly competent folk like Bart Simpson, his dad Homer and characters like Sideshow Mel and Corporal Punishment.

It's not that easy to get the stupid rats into the traps, and it gets harder and harder as the game goes on. To begin with, the little rodents can't climb or jump. Then there are the pipes, holes in the ground and gusts of wind that keep knocking them down. It's your job, then, to help them get past the obstacles to the traps. You'll have a bunch of special tools like blocks, super springs, pipe sections and other devices.

LEVELS

There are five sections to Krusty's Fun House, each with as many as 14 levels.

When you first begin the game, you will find yourself in the main hallway, which includes five doorways—one for each section; within the section are wooden doors that lead to the various levels within. You must complete all of the levels in each section before the door to the next section will open.

Play through the levels in a section in any order you want; you may want to keep notes each time you try a strategy so that you can determine if a particular sequence is better for you. Some of the levels are locked away or hidden and can only be reached by kicking a Magic Bonus Block found within other levels of a section.

The goal in completing each level is to get the rats to the trap and then return to the door. When you do so, you will automatically

be transported back to the hallway where you started. The doorway you came back through will be shut with a silver padlock.

One of the doors in the hall is locked with a golden padlock at the start of the section; you must complete all of the other levels in the section before it will be opened. Once you enter, you will find a different challenge, with no rats; instead, you must find the Magic Block which opens the grate in the hall and leads you back out to the Main Hall and the next section. When you find the block, press the Up arrow to return to the Main hall.

STRATEGIES

Use The Last Resort (the C button after the game has been paused) to get out of a level when you are completely stuck. Don't be too quick to use it, though, because it will cost one of your lives.

SPECIAL ITEMS

Not all items can be picked up, and you can hold only one item at a time. You will know which item you currently have by consulting the item indicator at the bottom of the screen.

Block. Use one as a step for rats or for Krusty to climb on.

Kickable Block. Move it to where you want to use it by standing next to it and pressing the B button to kick it.

Super Spring. Jump higher. Some of the springs can be picked up when you're standing still on it.

Blower. Blows rats in the direction it faces. Some blowers can be picked up.

Pipe Corner. Connects two pipes at right angles.

Straight Pipe. Fills in missing segments of pipe.

Glass Jar. You can capture one rat in it and move it to another place. Once a rat is inside, the jar will serve as a step for other rats. To release the rat inside the jar, stand next to it and press the B button.

MAGIC BONUS BLOCKS

Look for Magic Bonus Blocks within the Fun House. To grab one, stand facing the block and kick it; the block will dis-

appear and be replaced by a bonus.

Magic Blocks contain one of the following bonuses:

Krusty's Bag of Tricks. 10 points.

Krusty Mug. 20 points.

Krusty Hooter. 50 points.

Krusty Doll. 1-Up. You can have a maximum of nine extra lives.

Krusty Burger/Krusty Potato Chips/Krusty Shake. Bonus Health.

Pies. Worth 10 custard pies.

SuperBall. Gives you five SuperBalls. Some of the walls that lead to passages, block your path or block the path of the rats are made of Crumbling Blocks. Some can be removed by stepping on them or by hitting them with one or more SuperBalls. Once you have collected a SuperBall Bonus, press the B button to throw a SuperBall.

Secret Passage Bonuses. Some Magic Bonus Blocks hide passageways instead of bonus items. When you kick one, it will open a passage or doorway to a bonus room somewhere in the current level or in the section hall. You'll have to explore to find it.

When you enter the bonus room, you will have a time limit in which you attempt to collect all of the tokens. If you grab them all, you will be rewarded with a Krusty Doll, worth an extra life; in some levels you may also be teleported to an inaccessible part of the level. If you don't collect all of the tokens, you will be teleported back to the door through which you came.

ENEMIES

Be on the lookout for various weird and bothersome creatures who will pick on Krusty. If they hit him enough times, Krusty will lose a life and you will have to play the current level again; if Krusty loses all of his lives, the game is over.

Your weapon against the creatures is a collection of custard pies. Krusty begins the game with 10 pies; to throw one, press the B button.

Venom Vipers. Look down low for these slithering snakes;

watch for their Venom Balls.

Pink Flying Pigs. They'll fly up high and try to sit on you from above.
LaserAliens. They walk around, armed with high-powered laser beams.

Giant Goofy Birds. High-flying headaches.

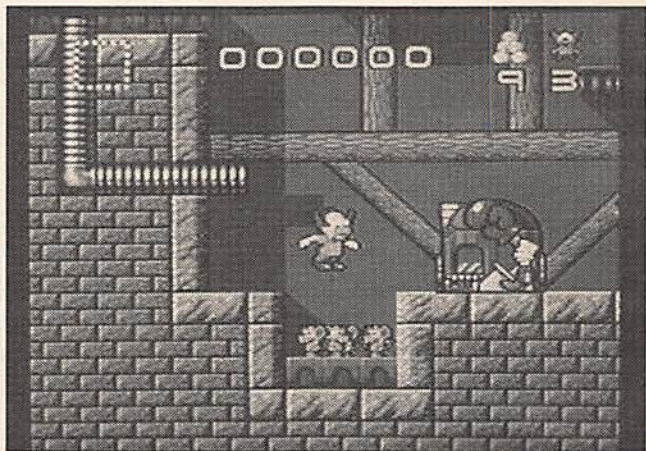
POWER PLAYER HINTS

There is no indicator to tell you exactly how much damage Krusty has suffered at the hands of the strange creatures in the game. You can, though, get an indication by letting Krusty stand without moving for a while. If he's smiling, he's doing fine; if he's breathing heavily, he's not well.

There's no penalty for going too slowly, so take your time if you need to. However, you will receive a large bonus for completing your assignment quickly.

Items can be stacked on top of each other or alongside each other to create a staircase.

Krusty's Super Fun House is a trademark of Acclaim Entertainment, Inc. © 1992, Acclaim Entertainment, Inc. The Simpsons is a trademark of Twentieth Century Fox Film Corporation.



Twentieth Century Fox Film Corporation.



Smash T.V.™

Graphics : 8

Fun: 8

Response : 8

Ultimate Score: 8

Bingo! Welcome to the year 1999, where life and television have merged together to bring us this lovely development: *Smash T.V.* It's a television game show that pits one or two contestants in a battle to the death for fabulous prizes including toasters, microwave ovens, sports cars and vacation trips.

Smash T.V. is a big game, full of action and strange characters. You'll carry missiles, spread guns, grenades, saw blades, shields and even a portable room-sized nuclear weapon. The game is a direct adaptation of the arcade smash hit, and one of the best exploitations of the technical abilities of the Sega Genesis.

The view is from a camera way above the action, which gives an excellent viewpoint, although the characters and weapons are rather small on screen. The enemies will come at you from all directions; keep your finger pressing the Fire button at all times.

Four bizarre bosses wait deep within each of the levels: Mutoid Man is the half mutant/half battle tank boss of Round 1; Scarface is ugly and mean ... and boss of Round 2; Cobra Head is king of the snakes and leader of Round 3; and the Game Show Host with the Most is the most dangerous of them all when you get near the Pleasuredome at the end of the game in Round 4.

We worked from a preproduction copy of the game; some details may change in the final product. This game is similar, but not identical, to the Super Nintendo game of the same name.

CONTROL PAD

ONE CONTROLLER PER PLAYER MODE

Arrows: Press to move your contestant up, down, left, right or on the diagonal.

Button A: Press to fire in the direction you are moving.

Button B: Press to fire in the direction opposite to the one you are moving.

Button C: Press to lock your fire in the current direction, even if you move in another direction.

ONE PLAYER WITH TWO CONTROLLERS MODE

Controller 1 Arrows: Press to move your contestant up, down, left, right or on the diagonal.

Controller 2 Arrows: Press the arrow key to fire up, down, left, right or on the diagonal.

OPTIONS

1 Player, 1 Controller. Use the arrow keys to move around the arena; use the A, B and C buttons to aim and fire your weapons.

2 Players, 2 Controllers. Same controls as 1 Player, 1 Controller.

1 Player, 2 Controllers. An alternate form of control. Use the arrow keys on Controller 1 to move around the arena, and the arrow keys on Controller 2 to aim and fire weapons.

WEAPONS

Grab Power-Ups to improve your basic weapon to one of eight special offensive or defensive devices:

Rapid fire grenade launcher

Remote firing machine gun

Multi-direction photon gun

High-power missile launcher

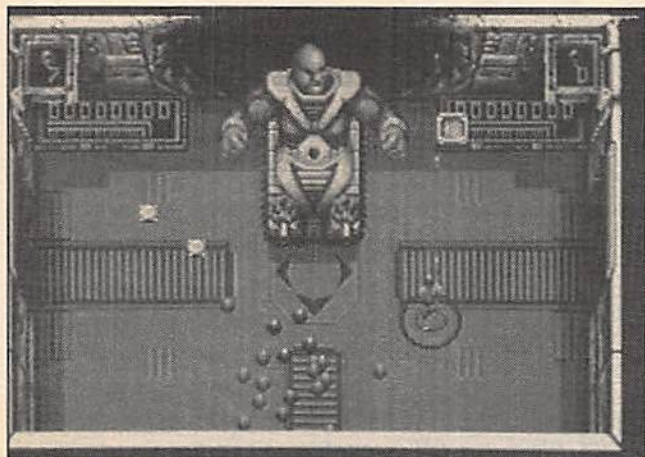
Mobile forcefield

Discus defense

Speed boost

Bonus life

Weapon upgrades last until all six of the squares beneath your score turn red.



SCORING

Scarface (per hit)	250-1,000
Cobra Boss (per hit)	300-1,000
Game Show Host (per hit)	300-1,000
Mutoid Man (per hit)	350
Hulk Clubbers	500
Spear Men	500
Red Swarmers (followers)	1,000
Snakes	1,000
Floating Robot	1,050
Orb-Train (per sector)	2,000
Single Blue Orbs	2,000
Laser Orb	2,500
Shrapnel Bomb	2,750
Prizes (each pickup)	5,010
Wall Gun Man	7,500
Tank (per section)	7,500
Keys	15,000
Red Swarmers (leaders)	20,000

Tank (per section)	7,500
Keys	15,000
Red Swarmers (leaders)	20,000

LIVES

In a one-player game, you will start with seven lives. In a two-player game, each player begins with three lives.

POWER PLAYER HINTS

Move out of a room you have cleared immediately; if you stick around to admire your success you may fall victim to a sneak attack from your vanquished victims.

The bonus prize room is filled with gifts. Grab all that you can, but watch out for the land mines that are hidden among them. When you can manage to collect ten keys, you can use them to open a secret room. Try all of the locked exits and keep trying until one opens.

You can only use one kind of weapon at a time. Therefore if you are happy with the device you currently have, don't pick up a new weapon icon. Power-Ups like speed boosts or mobile forcefields can be used along with weapons.

Though two players can cooperate all the way through the four levels of challenge in the game, only one of them will end up as the Grand Champion with the highest score. That player alone will gain entrance to the ultimate goal of the game, the Pleasuredome.

Watch out for the cannons that occupy the corners of some of the levels—they will lay down a lethal crossfire. Avoid the projectiles they fire and land about a dozen or so direct hits on each cannon to remove it from the set so you can concentrate on the dozens of other enemies on the screen.

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Sonic the Hedgehog™

Graphics : 9

Fun: 9

Response : 9

Ultimate Score: 9

Sonic is Mario with a bad attitude, in a game that is as close as you are going to get to video arcade action without plugging quarters into the slots on the side of your Genesis machine.

Sonic the Hedgehog achieved instant classic status when it arrived on the Genesis—the first such arcade star for Sega. He arrived on the Game Gear soon thereafter. Look for an exciting continuation of the game in *Sonic the Hedgehog 2* for Christmas of 1992.

The evil scientist Dr. Ivo Robotnik has captured a bunch of Sonic's animal friends and transformed them into terrible beasts—things like fireball-firing bees, rocket-launched bugs, batty bats, spiked crabs and more. There's also a measure of natural disasters waiting to happen—things like lava flows, burning grass and water hazards.

A hedgehog, by the way is a spiny mammal who is not nearly as cute as Sonic. Hedgehogs protect themselves by rolling into a ball and leaving nothing but nasty spikes to any nosy enemy.

But our friend Sonic is no ordinary, sluggish hedgehog. He's, well, sonic. This is one of the fastest moving video game heroes yet seen—a tribute to the 16-bit Genesis hardware and the programming that drives it.

What vaults this game into superstar status in the almost endless variety of the changing challenges and fun. You're not going to want to wait to zoom into Sonic's next zone. The graphics

are extraordinary, the sound superior and the fun—did we mention the fun?—never stops. We only wish the game had a password or memory feature to allow players to work their way through without having to return to the beginning after Continues have been used. But, that's a small nit in an excellent package. **One player only.**

WHO?

You are Sonic. You know, the hedgehog.

WHAT?

You know, the Hedgehog in a Hurry. You're out to rescue innocent wild creatures from the clutches of the mad scientist Dr. Ivo Robotnik, who is turning them into evil robots.

WHERE?

This is the fast track. There's hardly time to stop and smell the roses (some of them are booby-trapped, anyway). Sonic zips through 18 weird worlds of wicked plants, animals and devices en route to the showdown with Dr. Robotnik.

HOW?

Run, run, run. And use the patented Super Sonic Spin Attack to pulverize any bad guy who gets in your way.

USING THE GENESIS PAD

Directional Button (D-Button): Press Right or Left to move in those directions. Press and hold to run in those direction. When Sonic is standing still, press Up or Down to see the top or bottom portion of the screen in some locations. When Sonic is moving, press the Down arrow to bump off enemies with the Super Sonic Spin Attack.

Buttons A, B or C: Press to jump and perform the Super Sonic Spin Attack.

PLAYING THE GAME

Grab those rings; they are the keys to power. You are on a mad

dash to rescue your buddies, through a strange world full of nasty challenges. But thank goodness for those golden rings; any time you have at least one in your possession, you are protected against losing a life. When you do touch a bad guy, you will drop your rings; grab them back and collect new ones as you progress through the game.

SCREEN DISPLAY

There are four important indicators on the screen. At top left is the current score. Below that is the timer. You must complete each stage in less than ten minutes; a special time bonus is awarded for substantially bettering that time.

The third indicator down from the top is the number of Rings you have collected. When the number is at zero—the danger zone—it will flash.

Finally, the screen indicates at bottom left the number of Sonics remaining in the game.

HOW TO CONTINUE

Look for the Lamp Posts in each zone of the game. Touch them to record your current score and time. When your character dies, you will be able to start the game from that point with the score and time, but no rings.

MAGICAL POWERS

Look for the little video monitors as Sonic rushes by; jump on them with a Super Sonic Spin Attack to break them open and reveal Special Items. Touch the items with Sonic to put them into effect.

Super Ring. Worth 10 rings.

Shield. Protects you from loss of your rings when attacked, and also guards you from injury if you do not have any rings. It will not, though, protect against loss of life from other obstacles like pits and spikes.

Power Sneakers. It's hard to imagine, but lacing on a pair of these allows Sonic to run even faster.

Invincibility. Look for the little stars in the monitor; grab them

for a short period of invincibility against all attackers. You are not, though, protected from obstacles.

1-Up. An extra Sonic.

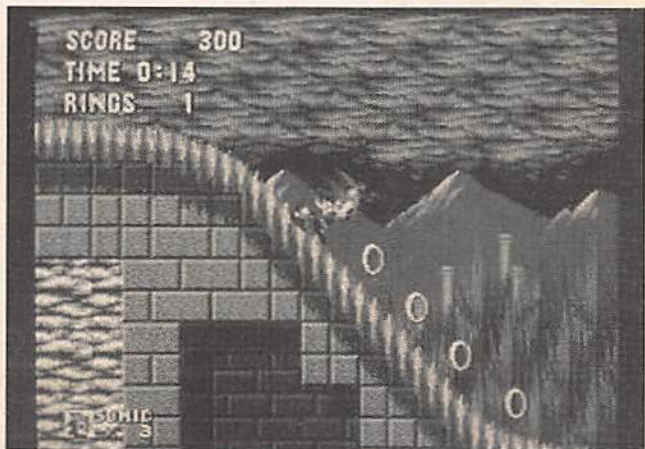
LEVELS

The game includes six zones, each with three acts. You'll meet Dr. Robotnik himself at the end of each final act.

Green Hill Zone. What a pretty country, full of hills and dales for Sonic to frolic in. And those giant loops are like a hedgehog's motocross rally and the Springboards are such fun. But why are those deadly spikes in the way? And those cliffs keep crumbling beneath Sonic's feet. And somebody has polluted the lakes with nasty Choppers and filled the air with annoying Buzz Bombers.

Marble Zone. Things are getting a bit sticky: You'll have to jump pools of molten lava and make your way across shifting island sands. Down below is an underground palace filled with balls of fire and giant weights.

Spring Yard Zone. Sonic becomes a human ... err, hedgehog ... pinball.



Labyrinth Zone. Hold your breath and dive underwater into this complex maze. A timer will tell you how long you have until you run out of oxygen, but you can survive longer by finding air bubbles.

Star Light Zone. A twisty, turny corkscrew of a world, full of sparkles.

Scrap Brain Zone. We don't like the sound of this place; you won't like the look, either. This is the deadly factory outside of Dr. Robotnik's headquarters; it's a place of spinning sawblades and other treacherous equipment. It's also known as the Clockwork Zone, which makes sense when you look at the gears lying around.

THE SECRET ZONES

Each of the six zones has a secret room. Don't bother searching for the entrance; you will automatically be launched into it when you collect a specific number of rings or reach a particular point in the game.

The zones are huge geometric-shape rooms floating in space; they will rotate around an axis, and if you don't control Sonic carefully he'll tumble out of control. And control is what you are after: The secret zones are filled with all sorts of special blocks.

There are two ways out of a secret zone: by touching the Goal, or by touching the Chaos Emerald. Score as many points and 1-Ups as you can before you exit; try to touch the emerald instead of the goal. Here are the blocks you will find in the secret zones:

Bumpers. Bounce off the stars to move about.

R. The Reverse blocks will make the maze change its direction of rotation when touched.

Jump Stand. Launch Sonic off these solid platforms.

Up. Touch one to speed the rotation of the maze.

Down. Touch one to slow the rotation of the maze.

1-Up. Touch the Sonic symbol for an extra life.

Chaos Emeralds. There's one in each of the six secret zones, in yellow, pink, blue, green, red and white. Try to collect them all.

Goal. The end of a secret zone; touch it to return to the previous zone.

NUMBER OF LIVES

You begin the game with three Sonics. You can add lives by collecting 1-Ups. You will also earn an additional life each time you manage to collect 100 rings.

SCORING

Each of the enemies in the game is worth 100 points when destroyed; destroy several in quick succession for bonus points. Defeating Dr. Robotnik at the end of Act 3 of each zone is worth a cool 1,000 points.

Time Bonus. Extra points are awarded for quick clearance of a zone.

Ring Bonus. The number of rings brought to the end of an act will also earn you credits.

SECRETS OF THE PROS!

At the start of any stage or after you return to the game after losing a life, immediately collect at least one ring. Without a ring, the next time you touch an enemy you will immediately lose a life.

Green Hill. Look for treasures hidden way up high in palm trees; find the elevator platform at the edge of the cliff and ride it to the upper branches.

When you meet Dr. Robotnik, avoid his swinging ball—it will strip you of your rings and make you vulnerable to damage. Hit him and retreat until the next opportunity to strike again.

Marble Zone. Stay out of the way of the crabs, blue bees and bats—or better yet, jump on top of them.

At the first lava fall, climb to the top and move to the

right to find three monitors with shields and coins within.

Spring Yard. Timing is everything when you come to the revolving spike balls.

Stay at the bottom of this zone to find the hidden treasures.

Starlight Zone. Don't mess with the spiked creatures; they can't be beaten.

Stay on top in this zone—for profit and safety.

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Sports Talk Baseball™

Graphics : 9

Response : 8

Fun/Realism: 8

Ultimate Score: 8.3

Now you're talking: This is an electronic baseball game with a play-by-play announcer built in.

But don't get hung up on the gimmick. Even without the voice, this is an excellent baseball simulator that is a lot of fun to play.

One or two players.

WHO?

"Leading off, playing Genesis, it's you!"

WHAT?

"Holy Cow! This ballgame talks to you!"

USING THE GENESIS PAD

ARROW ASSIGNMENTS FOR RUNNING AND THROWING

UP: Second Base

LEFT: Third Base RIGHT: First Base

DOWN: Home Plate

ARROW ASSIGNMENTS FOR PITCHING

UP: Changeup

LEFT: Breaking Ball Left RIGHT: Breaking Ball
Right

DOWN: Fastball

OFFENSE

BATTING

Directional Button (D-Button): Press arrow to adjust the position of the hitter within the batter's box.

Button A: Press to attempt a bunt.

Button C: Press to swing the bat.

RUNNING

To take a lead off base, press and hold the arrow key in the direction of the next base, and then press button B until the runner is near the cutout of the base.

To attempt a steal, as the opposing pitcher begins his pitching motion, press and hold the arrow key in the direction of the next base and press the B button again. As your runner reaches the next base, keep the pressure on the arrow key and press button A to slide into the base.

To attempt to return to the previous base, press and hold the arrow in the direction of the previous base and press button C.

To try for extra bases on a hit, press and hold the Up arrow key (toward second) and press the B button just before your runner reaches first base. To go on to third, press and hold the Left arrow as your runner nears second base.

Button A: Press with an arrow key to slide into a base.

Button B: Press with an arrow key to take a lead off the base to attempt a steal; press again as the pitcher begins his windup to break for the next base.

Press with an arrow key to advance on a hit.

Button C: Press with an arrow key to return to the previous base.

DEFENSE

FIELDING

Before the ball is hit, press button A to toggle between available fielding positions. The **Forward** setting brings fielders in toward the batter to defend against a possible bunt or to attempt to make a play at the plate. The **Back** position allows a few extra moments to attempt a double play or to deal with strong hitters. Use **Normal** in other situations.

As the ball is hit, press the arrow key to move the fielder closest to the ball into position to make a catch or pick up a ball that has struck the ground.

To attempt a diving catch, press and hold the arrow key toward the ball and then press button C. To attempt a jumping catch for a ball over your head, press button C without an arrow key.

Once the ball is in hand, press and hold the arrow key in the direction of the base you want to throw to, and press button C to throw.

To run with the ball to a base, press the arrow toward the base and press button B.

Button A: Press to toggle between available fielding positions.

Button B: Press the arrow toward the base you want to run to and press Button B to run with the ball.

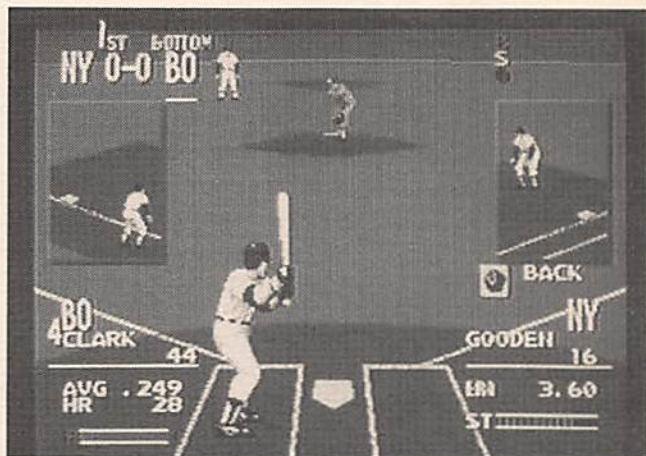
Button C: Press to attempt a jumping catch.

Press and hold the arrow key toward the ball and then press button C to attempt a diving catch.

Press and hold the arrow key in the direction of the base you want to throw to, and press button C to throw.

PITCHING

Press the Left or Right arrows to position your pitcher on the mound. Press and hold the Up, Down, Left or Right arrows to select a pitch. Then press button C to pitch the ball. While the



ball is on the way to the plate, hold the Left or Right arrow to set the amount of break on the ball.

To attempt to catch a runner off base, or to scare him back, press the B button to step off the pitching rubber. Use button C to throw to a base in hopes of catching him.

Button B: Press to step off the rubber to force a runner back to a base; press the arrow key that points to the base you want to throw to, and then press button C to throw the ball.

Button C: Press to pitch the ball.

OPTION SCREEN

Pennant Race. Play a season of 15, 30 or 81 games or a major-league 162—game schedule. The computer will take care of all of the record-keeping and manage the standings; if you finish the season with the best won-lost record in your division, you'll progress to the playoffs against the winner of the other division in your league. Win that series and you'll go on to play the top team of the other league in the World Championship Series.

Exhibition Game. Play a pre-season game against the com-

puter—you choose your team and your opponent, or play a friend in a five-game series. The standard setting for the exhibition game is one-player; to play with two, press the Right arrow. To play a round-robin series with as many as six players, continue pressing the Right arrow.

All-Pro Game. Manage an all-star team from either league against its counterpart. The computer will offer a roster, but you can edit it to include players from any team in either league as substitutes. You can play against the computer or against another human.

STADIUMS

White-Sky Dome. Artificial turf below, artificial sky above, real noise all around.

Blue-Moon Stadium. The largest stadium, games here are played at night. Because of its size, it is most friendly to speedy, defensive-oriented teams.

Red-Sun Stadium. The smallest stadium, with close left and right field fences.

PITCHER SELECTION

Before you begin the game, you must select your starting pitcher. Four pitchers are displayed at a time. Use the Up and Down arrow keys to highlight the pitcher you want to use; if you want to look at the next group of pitchers, use the Left or Right arrow.

The pitcher display includes the following information:

Stamina Gauge. Starters have more stamina than relievers. As the game goes along, the pitchers will use up some of their stamina, although they will recover some while they are on the bench. Therefore, if your team has a long and productive at-bat, your pitcher may return well recharged. Starting pitchers may not fully recover their stamina enough to start games one after another; use other members of the team.

Throwing Hand. Left or Right. Usually—but not always—a left-handed pitcher is most effective against a left-handed batter, and a righty against a righty.

Stats. W=Wins, L=Losses, Sv=Saves, ERA=Earned Run Average. ERA indicates the average number of runs given up over the course of nine innings, excluding runs due to errors. The lower the number, the better the pitching record.

Pitching Analysis. The diagram at the lower right of the screen indicates the strengths and weaknesses of the pitcher. The four pitches—Changeup (Up), Fastball (Down), Breaking Ball Left (Left) and Breaking Ball Right (Right)—are arranged in a diamond in the diagram. The further away from the center a marker is, the stronger the pitcher's ability to throw that particular pitch.

LINEUP CHANGES

The computer will present a proposed lineup for each team. You can choose to use that batting order, to rearrange the sequence, or to make substitutions from the bench.

SCREEN DISPLAY

In addition to the standard electronic baseball screen information including the name of the team, batter's name, balls, strikes, outs and score, the game includes other important information.

At the left, you will find information about the batter. Below the average and number of homeruns you will see a gauge that indicates the batter's success against left-handed and right-handed pitchers. A balanced gauge indicates a balanced hitter; a gauge tilted toward the blue shows a batter who hits lefties best, while a gauge with more orange shows effectiveness against righties.

At the right is information about the defensive team. The gauge at the bottom is the pitcher's stamina level, which will decline as he tires. At the top of the defensive box is an indication of the positioning of defensive players in Normal, Back or Forward settings.

POWER PLAYER HINTS

If one team builds a lead of 10 runs or more, the game will be

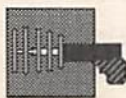
called for "domination" at the end of the complete inning.

If a game is tied after 15 complete innings, the game must be replayed to count in the pennant race.

SUPER SECRET

At bat, you can try to sneak in a swinging bunt by pressing the C button lightly just as the pitcher begins his windup, and pressing the button again as the pitch nears the plate.

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Steel Empire™

Graphics : 9

Response : 9

Fun/Realism: 7

Ultimate Score: 8.3

This is a very familiar, very different, side-scrolling, special-item-collecting, futuristic wartime shoot-'em-up game. It presents a strange and wonderful world where Jules Verne would feel right at home.

You are the pilot of a huge armored zeppelin airship or a zippy little Striker airplane, representing the last hope of the good people of the Republic of Silverhead in a battle against the juggernaut launched by the Motorhead Empire. It's a long, long time ago in the future and the skies, earth and oceans are full of huge metal crafts—weird devices like Colossus Cannon Trains, Naviar Submarines, Lunamauts and Sea Skimmers. Some look like huge eggbeaters, or flying windmills, or tractors with wings.

This game is most enjoyable not because of its old concept, but because of the care, imagination and humor that went into its design. **One player only.**

WHO?

You are captain of the Silverhead fleet, and the last hope for freedom.

WHAT?

The Motorheads will throw the kitchen sink at you, along with dozens of other strange and wonderful craft.

USING THE GENESIS PAD

Directional Button (D-Button): Moves your aircraft up, down, left or right.

Button A: Releases a lightning bomb.

Button B: Fires to the left.

Button C: Fires to the right.

MEGAFIRE SETTINGS (POWER STICK)

Some players may want to use a joystick for this arcade game. A joystick or control pad with turbofire would be useful for buttons B and C.

OPTION SCREEN

Difficulty. The Easy level offers five ships and two Continues; Normal starts with four ships and three Continues; and Hard offers three ships and four Continues.

You can also change the assignment of the buttons on the controller and listen to a sound test.

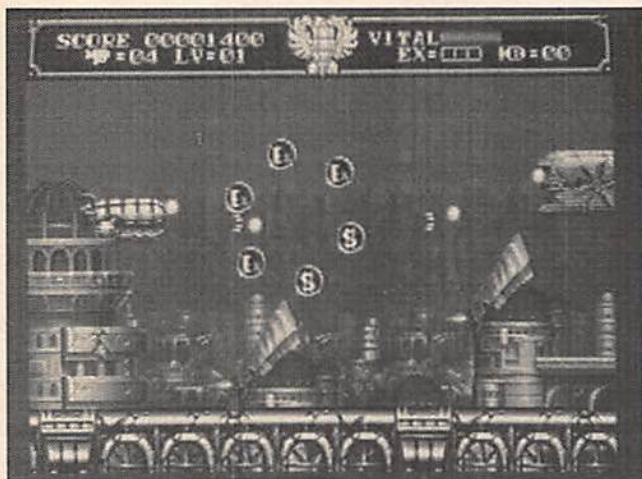
THE FLEET

You can choose between two types of aircraft in the Republic of Silverhead's Sky Fleet. You can change aircraft before each stage of the game.

Striker. A high-speed and agile craft, with front- and rear-firing missiles and air-to-ground armor-piercing missiles.

It is best used in tight air space and against large numbers of opponents.

Z-01 Zeppelin. Slow and powerful, armed with front- and rear-



firing missiles and upward-firing aerial mines. Effective against the huge airships of the Motorhead Empire.

SPECIAL ITEMS

When some of the enemy ships are destroyed, they will leave behind a special item; fly over the item to snare it.

B. One extra Lightning Bomb.

D. Adds a pair of duplicate outrigger planes.

Ex. Adds one unit to Experience Item counter.

S. Speed boost.

Heart. Energy bonus.

1-Up. Extra life.

\$. 100 points.

SCREEN DISPLAY

Important indicators on your screen include:

Ships Remaining.

Upgrade Level. You can improve your chances through 20 levels of upgrade; each one will boost the destructive

power of your weapons, the speed of your aircraft and your Energy Level.

Energy Level.

Lightning Bombs Available.

Experience Item Counter. For every three Experience Items you collect, your Upgrade Level will increase by one.

STAGES

Stage 1: The Mine City of Rahl

Stage 2: The Liedengel Caverns

Stage 3: Sky District Zektor

Stage 4: Gardandi Beach

Stage 5: Dama City

Stage 6: Gernburn Fortress

Stage 7: Lunar Space

POWER PLAYER HINTS

Don't always use a frontal assault on bosses. For example, in the first stage you will face a Colossus Cannon Train. Try flying up and over the gun and shooting at the less-dangerous back side of the weapon.

SUPER SECRET

Choose your own starting round. Go to the Options screen and then listen to the following sounds from the Sound Test: Sound 1, Sound 1, Sound 9, Sound 2. When you have completed this unusual assignment, a new choice will be added to the Options screen; choose from starting stages 1 through 7.

You can also skip stages within the game with this two-controller trick: Begin the game and then press the C button on Controller 2 to skip ahead.

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Greendog™ (Preview)

Graphics : 9

Response : 8

Fun / Realism : 8

Ultimate Score : 8.3

When we first meet Greendog, he is face down in the sand. "Wow! That was a huge wave!" he cries—and then he notices this strange Pendant that has somehow attached itself to his neck. His curvy blonde girlfriend, Bambi, has the answer: The Pendant has robbed Greendog of his greatest skill—surfing—and the only way to get the Pendant off is to recover the lost Treasure of the Ancient Aztecs. Why? Because that's the silly story behind this very entertaining and clever game, that's why.

Your expedition will take you to six sparkling jewels of the Caribbean: Grenada, Mustique, Curacao, Jamaica, Saba and St. Vincent. The challenges are pretty similar throughout the game—jumping, swimming and pedaling a bicycle-copter. What makes this game stand out is its sense of humor and the attractive details of its setting.

This is one gnarly new game, a new star to join Sonic, Toejam, Earl, Krusty, Toki, Kid Chameleon and James Pond in the goofy Genesis pantheon.

We worked with a very early preproduction copy of the game; some details may change in the final product. **One player only.**

WHO?

You are Greendog, who is neither green, nor a dog.

WHAT?

Major bummer, man. You've lost your best (and only) skill:

surfing. You've got to find the lost treasures of the Aztecs to regain the ability to hang ten.

USING THE GENESIS PAD

Directional Button (D-Button): Press Left or Right to move in those directions. Press Down to squat or to jump off a high place. Use the arrow keys while in mid-jump to affect the direction of a jump.

Button A: Panic Button.

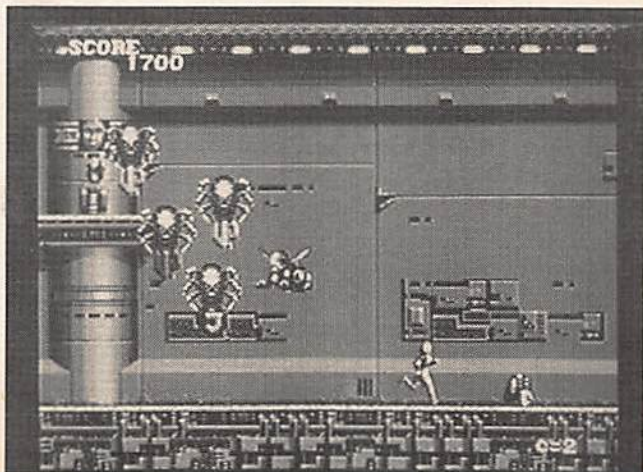
Button B: Throw flying disk, or Punch with spring-loaded boxing glove.

Button C: Jump, swim or fly.

NUMBER OF LEVELS

Grenada. Everything you need to know about winning the game you'll practice here. Toss that flying disk at the columns to reveal special items, jump over the chasms and zoom your way to the first missing piece of the Pendant.

Mustique. Greendog will take to the skies in his pedal-pow-



ered copter in the first stage here. Press the C button to fly and the B button to punch with the boxing glove on the copter. In the second stage, you'll be joined on the beach by your pet mutt who will help grab special items as they tumble. Avoid the starfish—they'll break up into multiple threats—and watch out for the crabs, who will be very angry if you hit them. In the third stage, grab the skateboard to zoom up and down the sides of the Aztec Temple.

Curacao. You'll start again in the 'copter, with lots of enemies, and grab as many as possible of the relief supplies that are parachuted from above. In the second stage here, Greendog will snorkel his way across a huge aquarium; watch out for the deadly surfer-eating clams along the bottom. Swim up with the C button. The third stage here will put you on an underwater stroll. Hit the urns for release items and watch for the walking statues.

Jamaica. After a copter stage, you will find yourself in a big city that looks a lot more like Manhattan than Montego Bay, Jamaica, but hey: This is just a game, right? Grab a pair of skates or a skateboard and zoom across the half-pipes and tubes. The third stage here is one of the funniest of the game, as you find yourself underground in a whacked-out subway station. The further you go into the station, the weirder the people waiting for the train and the more decrepit the environment becomes. There are two more skating and skateboarding stages here.

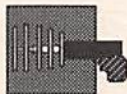
Saba. Okay—you've figured out by now that you'll start with the copter, right? Next is the an unusual expedition in a forest. Jump from the platforms of the trees; watch out for rope traps that will release spears, and beware the fire-breathing statues. In the third stage you will enter within an Aztec Temple with hidden mystery spring blocks that will catapult you to new levels of fun.

St. Vincent. The final challenge starts with the 'copter. Next you enter an underwater sea cave with bats. Hang from ropes

and swing your way across to success in this very tough stage. Finally, you will mount your skateboard in a wild race within the Aztec Temple.

At the very end our hero Greendog gets back his surfing ability, but Bambi is missing! Stay tuned for Greendog 2!

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Black Hole Assault™ (Genesis CD) (Preview)

Earth is on the brink of disaster, with only one hope for survival: Cybernetic Anthromorphic Machines (CAMs). (You might know them better as robots.) Created by the Earth Defense Alliance, two Cams stand between the invaders and the end of the planet.

Black Hole Assault is the sequel to Heavy Nova, a title released as a CD in Japan and as a cartridge in the United States. The game makes use of the huge CD for a full stereo soundtrack and a large playing field.

The player controls one of the two CAMs on a quest to track down and destroy the enemy base, which sits on the edge of a black hole. Player 1 controls Orion, Player 2 Cyquest.

Enemies include Thoraxe, Urchin, Ghostwalker and Mantis X, the ultimate boss.

There are eight levels in the normal game: Venus, Mars Satellite, Mars, Asteroid, Jupiter Satellite, Jupiter, Saturn Satellite and Saturn, plus eight enemy war machines, each with individual powers and fighting characteristics.

Operation BHA is the one-player mode against the computer; the Exhibition Mode is a two-player version.

Each player can select his or her own robot, and determine which planet the battle is fought on. The territory makes varying demands on the Cams. For example, the ice on Mars will make robots slip and fall, while lava explosions on a hot planet can melt them down if they get too close.

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■ 2 ■

Gym Bag



Arch Rivals™

Graphics / Sound: 7	Response : 7
Fun / Realism: 7	Ultimate Score: 7

In your face! This is a high-tech simulation of a low-ball basketball game, sometimes called a basketbrawl. You'll control a pair of scuzzy-looking and mean players against an equally unprofessional pair. The ref is blind as a bat and there are no fouls; the best move to the basket may involve a right hook to the chin of your opponent.

Even the fans get into the game, throwing garbage onto the court. The other team's mascot occasionally runs onto the court to cause trouble. And the coaches and cheerleaders go absolutely crazy along the sidelines.

Each team is made up of two players; you will control one and the computer will handle bringing your teammate along. The computer controls both of the players on the opposing team.

At the start of the game you will choose your team, selecting from a roster of eight stars, each with somewhat differing abilities and skills.

This is by no means a simulation of the NBA or NCAA or



even your local high school team. It is, though, a lot of fun. **One or two players.**

WHO?

You're the captain of a basketbrawl team.

WHAT?

Outta my way, wimp. The ref's looking the other way and you're between me and the basket.

USING THE GENESIS PAD

Directional Button (D-Button): Press to move your players around the court.

OFFENSE WITH THE BALL

Button A: Shoot.

Button B: Press and hold the B button, then release to pass. To fake a pass, press and hold the B button and then press the A button.

OFFENSE WITHOUT THE BALL

Button A: Press the A button to jump and grab a rebound.

Button B: Press to "tell" your teammate to shoot or pass.

DEFENSE

Button A: Jump.

Button B: Steal or punch.

Button C: Dive or lunge.

PLAYING THE GAME

The first rule of this game is: There are no rules. Well, almost none. Play tough and knock down anyone that gets in your way.

When one of your players moves off the screen, an arrow will appear to alert you to his location.

Watch the shot clock; if time runs out before you take a shot at the basket, you will lose possession of the ball.

Pass the ball around while on offense to try to bring one of your players into the open for a clear shot.

On defense, keep the pressure on your opponent. The closer you are to the guy with the ball, the less the chance he has of sinking a basket.

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California Games™

Graphics / Sound: 7

Response : 7

Fun / Realism: 7

Ultimate Score: 7

Totally tubular! Surf's up. It's, like, time for some gnarly competition on some awesome athletic events that come straight from the bizarro beaches of California, for sure.

This is a cleverly animated and entertaining Beach Olympics. You can compete for your own Personal Best, or gather a whole crew for a great party game.

There are five different types of events: Half-Pipe Skateboarding, Foot Bag, BMX Bike Riding, Surfing and Rollerskating. This is a nice break from killing aliens or tussling with dragons. **One to nine players, using one or two controllers.**

WHO?

You, radical dude.

WHAT?

Five bodacious California sporting events.

OPTION SCREEN

You may compete in all events, compete in any particular event or choose one event for practice. There is also a Set Parameters screen that includes the following settings:

Half Pipe. The standard setting puts only one athlete at a time on the pipe. Change to 2-Player to allow two contestants at the same time; this requires use of a pair of controllers.

Foot Bag. The standard setting puts only one juggler on screen at a time. Change to 2-Player for a duo performance using two controllers.

Foot Bag Gravity. The standard is the Earth bag; choose the Moon bag for extra flotation.

Surf. Select the wave action, from Light to Regular to Turbo. The parameter screen also includes a sound and color test to explore the capabilities of the game and your system.

LEVELS

There are five events in the competition: BMX Bike Racing, Foot Bag, Half Pipe Skateboarding, Rollerskating and Surfing.

Half-Pipe Skateboarding. This is an event that was created by daredevil skateboarders who would play in the concrete "rivers" of southern California—the flood control channels

that run from the mountains to the sea. The rivers are dry for most of the year, and skateboarders discovered them as perfect places to do tricks.

You earn points for the stunts you complete, with the more difficult stunts worth more points. Your turn lasts for 80 seconds or three falls, and you will earn points for as many tricks as you can perform in that time.

Arrows: Press Up to climb the ramp and Down to gain speed when riding down. To gain speed, head up and then down like pumping on a swing.

To spin, press Left or Right, in the direction opposite to that taken by the skater.

Button A: Press at the top of the ramp to begin a Hand Plant.

Button B: Press to change tracks.

Button C: Press to slow down.

You will want to carry as much speed as you can handle as you go into a stunt.

Kick Turn. The simplest turn, it is begun right where the pipe begins to go up. Hit the arrow that faces opposite the direction you're travelling and then release the arrow once



your player has turned around. Worth from 100 to 300 points.

Aerial Turn. The most daredevil of all the events here, a Kick Turn in the air. Build up enough speed, then wait until you're over the lip and in the air before you turn your player around. Worth from 400 to 999 points, depending on height.

Hand Plant. Somewhat more difficult, your goal is to go just over the lip of the tube and do a handstand, with the skateboard over your head. Press the A button just before the lip, and then release the button just after the board heads back down to the ramp. Worth from 100 to 700 points, depending on speed.

You will also earn from 100 to 300 points for **Changing Tracks**, and there is a 3,000-point bonus waiting for the skateboarder who can pull off three quick stunts in a row.

Foot Bag. Think this is dumb? Yes, it is. It's also a rather difficult sport; you could think of it as juggling with your feet.

Arrows: Press the Left or Right arrow to go in those directions; press the Up arrow to Jump and press the Down arrow to spin.

Buttons A or B: To kick the foot bag, press as the bag falls toward the ground and just before it comes to your head, knee or foot.

In the two-player simultaneous version of this event, press the A button to pass the bag and transfer control from one player to the other.

Button C: Press to jump, and to try for a super head butt.

To do a stunt, change your position while the bag is in the air.

You have 80 seconds, and you will earn points for as many stunts as you can complete in that time. You'll earn extra points for the greater variety of stunts you complete in one time period. Obviously, you will lose points if you drop the bag or kick it off the screen.

Any Kick. 10 points.

Half Axle. Two kicks with a half spin in the middle. 250 points.

Full Axle. Two kicks with a full spin the middle. 500 points.

Horseshoe. Left back kick and a right back kick. 500 points.

Axle Foley. Any two kicks with one-and-a-half spins in the middle. 750 points.

Five in a Row. Five or more consecutive bounces without the ball touching the ground. 750 points.

Hitting the Bird. Strike the bird that flies overhead. 1,000 points.

Catch from off screen. 1,500 points.

Dizzy Dean. Front head butt, then back head butt. 1,500 points.

Head Banger. Dizzy Dean and then front head butt. 1,500 points.

Jester. Left or right jumping kick. 2,000 points.

Double Arch. Left outside kick, then a right outside kick and finally a left outside kick. 2,500 points.

Pass. Pass from one player to the other, in the two-player simultaneous play only. 3,000 points.

Doda. Left outside kick, head butt and then back head butt. 5,000 points.

Reverse Doda. Doda one way and then Doda the other way. 5,000.

If you select Moon gravity for the bag, you will earn only half as many points for each stunt. In Earth gravity, a bonus clock will appear when you reach 10,000 points; hitting the clock with the bag will earn an additional 13 seconds on the clock.

If you can complete two consecutive Jesters, the bag will flash and you will be awarded an extra 26 seconds plus double points for every stunt.

Surfing. This is almost as much fun as the real thing, and a lot safer.

The real hot shot will ride up a curve and out of the water, to Catch Air. Execute a 180-degree turn in midair and ride the surf again. Just like the real thing, you don't want to ride too close to the bottom of the wave or too far inside the curl or you'll wipe out. You have 80 seconds or

4 wipeouts per turn. The computer will award points for the length of your ride, the number of turns you make and your speed in the turns. There are extra points available for catching air, Riding the Tube (surfing under the curve) and riding near the break.

If you have selected Light waves, you will earn only half points per stunt.

Arrows: Steer your surfer left and right using the control pad.

Button C: Press with an arrow key opposing the surfer's direction to slow him down.

Rollerskating. In New York, they rollerskate on the paved schoolyards; in California, it's the boardwalk. The goal here is to make it from the beginning of the walk to the end in 110 seconds or less without crashing—you've got to avoid bouncing beach balls, piles of sand, cracks in the road, banana peels and other problems. Speed is less important than just getting down the course.

To squat down, press the B button, you'll Jump when you release the button. The control pad issues commands as follows: to steer left, push the Up arrow; to steer right, push the Down button. To spin, press the Left or Right arrow.

Arrows: Skate by pumping the Up and Down arrows in rhythm. Press Left for a single spin; when in midair press Right for a double spin.

Button B: Press and hold to squat down; release to jump.

Try to avoid obstacles and stay off the grass. You will earn points for each object you skate around, with double points awarded for jumping over them. Extra points are given for super stunts.

Avoiding Obstacles: 10-30 points

Jumping over Obstacles: 20 to 60 points

Avoiding the Beach Ball: 50 points

Hitting the Beach Ball: 100 points

Avoiding the Skater: 200 points

Single-spin Jumps: 40 to 120 points

Double-spin Jumps: 60 to 180 points

BMX Bike Racing. We thought this kind of track was just for horses! Bicycle Motocross puts a rider out on a track with steep drops, holes, rocks and water hazards in a 2-minute or three fall contest.

Arrows: Press the Up arrow to steer left; press the Down arrow to steer down.

Button B: Press to jump. Press with the Up arrow for a backward flip. Press with the Down arrow for a 360° turn.

Button C: Press repeatedly to increase speed.

You are allowed three "easy" falls or one "serious" fall. You'll earn extra points for stopping right on the finishing pad; press the B button to clear the pit at the end of the track.

Time. 60 bonus points for each second remaining on the clock.

Jump: 50 to 400 points

360° Turn: 800 to 2,000 points

Backward Flip: 1,500 to 3,500 points

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Evander Holyfield's "Real Deal" Boxing™

Graphics / Sound: 8	Response: 7
Fun / Realism: 8	Ultimate Score: 7.7

This is, as they say, a real deal. It is the most realistic, television-like simulation of a boxing match. The view is up close and personal, and the boxers—including Evander Holyfield—are

recognizable and individual in their skills and style. They even grunt and taunt each other.

If boxing is your bag, this is a knockout. We worked from an early preproduction version of the game; some details may change in the final copy. **One or two players.**

WHO?

It's you against the heavyweights.

WHAT?

Jab, uppercut and break a sweat.

USING THE GENESIS PAD

There are three available sets of button controls. Following is the standard Set 1 that is used unless a change is made from the Options screen.

Directional Button (D-Button): Press Right or Left to move your boxer forward or backward in the ring.

Press Down to make your boxer hunker down to deliver body blows. Press Up to make your boxer straighten up.

Button A: Left jab.

Button A and Arrow toward opponent: Left hook.

Buttons A and B: Left uppercut.

Button B: Block.

Button C: Right jab.

Button C and Arrow toward opponent: Right hook.

Buttons C and B: Right uppercut.

Buttons A, B and C: Press together to taunt your opponent.

OPTION SCREEN

Before the start of an Exhibition match, you will enter an Options area where you can select your opponent. Pick a fighter who is about evenly matched with yours in power, stamina, speed and defense skills or whose skills offer your fighter a good opportunity. For example, if your fighter is very strong in defense and stamina, you might outlast a powerful, speedy opponent.

BOXING SKILLS

Each round lasts three minutes. If the boxers grab hold of each other (a clinch) the referee will call "Break" and both opponents will step back. Getting into a clinch is a good way to kill time and recover some energy if you're being pummeled.

A jab is a powerful straight punch thrown from arm's length away from your opponent. It makes the other fighter defend with a blocking move and opens up the other side for a surprise jab or hook. Don't waste jabs when you are in too close.

Crouch and wear down your opponent with jabs to the body; when he bends to block the punches you should straighten up and hit his undefended face with an uppercut.

ENERGY LEVELS

There are two ways in which a fight can be ended: through a knock-out when one of the fighters is unable to continue boxing, or after a complete set of rounds.

Pay close attention to the Energy Indicators across the bottom of the screen to determine the status of both boxers.

The red bar of the Energy Gauge shows immediate energy. The bar will decrease as a boxer is hit and recover when he avoids taking punches. The more stamina a fighter has, the faster the bar will recover. If the bar completely disappears, the fighter will fall to the mat. The red bar cannot recover beyond the length of the black bar.

The black bar within the Energy Gauge indicates the boxer's ability to take punches; it will also get smaller as he is hit. The shorter the black bar becomes, the fewer punches the other boxer will need to land to knock the fighter down. The black bar will recover somewhat between rounds.

Also shown on screen are Head and Body Damage indicators. They will begin to turn gray as the boxer is hurt; when completely gray, the boxer will not be able to take any more punches and the referee will declare a TKO (technical knock out) and the fight will be over. Head and Body Damage will recover somewhat between rounds.

KNOCKDOWNS AND KNOCKOUTS

If your boxer is knocked to the canvas, you may have enough energy to recover and resume boxing. Immediately start pressing the A button repeatedly. If he is able to recover, the screen will prompt you to press button C to stand.

If a boxer is knocked down and cannot get up, a knockout is declared. If a boxer is knocked down three times in a single round, a TKO will be called even if the fighter is able to recover.

If you lose three bouts in a row, Evander Holyfield will strongly suggest you find some other line of work. You will also be retired after 40 bouts, win or lose.

LEVELS

In the Exhibition Mode you can choose any fighter for a three-round bout.

In Career Mode you will work your way up through the ranked boxers, hoping for a final bout against the World Heavyweight Champion, Evander Holyfield. The game cartridge can store the progress of your career in its memory.

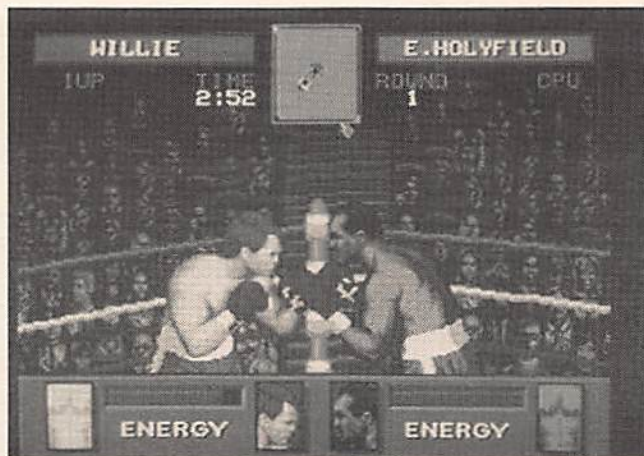
At the start of a career, you create your boxer. Give him a name, choose between right-handed or left-handed dominance, and then select a skin color, face, hair color and set of trunks. You will also have a fixed amount of power to distribute among Power, Stamina, Speed and Defense categories. You can balance the levels equally or boost one or two over others.

Advanced power and speed will usually defeat the lower-ranked boxers, while enhanced stamina and defense will protect from the blows of higher-ranked fighters.

You can play **1P VS CPU** against the computer, **1P VS 2P** against a friend or **CPU VS CPU** to let the computer control both boxers.

TRAINING

After each bout, win or lose, you'll go back to the gym to prepare for your next fight. Following the first fight you will have



two training choices; in later fights you will have three choices as a winner and two as a loser.

Use the arrow keys to highlight an item you want to use to increase your fighting skills for the next bout; press any of the buttons to select the choice. Look at the screen to see the relative amounts of power each opportunity will give you. After you have selected two or three, press Start to train. Here are the opportunities and the skills they will boost:

TRAINING

Exercycle
 Head Guard
 Health Club
 Iron Gum Shield
 Jogging Machine
 Jump Rope
 Karate
 Loose Weights
 Multi-Gym
 Power Gloves

BOOSTS THESE SKILLS

Stamina, Speed
 Defense
 All
 Defense
 Stamina, Speed
 Stamina, Speed
 Speed, Defense
 Power
 Power, Stamina, Speed
 Power

Protein Diet	Power, Stamina, Speed
Punching Bag	Power, Stamina
Running Shoes	Stamina, Speed
Sparring	Defense
Speed Bag	Speed, Stamina
Speed Boots	Speed
Step-o-matic	Power, Stamina
Track Work	Stamina, Speed
Vitamins	Power, Stamina, Speed

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Bulls vs. Lakers and the NBA Playoffs™

Lakers vs. Celtics and the NBA Playoffs™

Graphics / Sound: 8	Response : 6
Fun / Realism: 8	Ultimate Score: 7.3

Electronic Arts' electronic simulation of hoops ranks up there among the most graphically detailed and action-packed of all of the sports games we have yet seen for the Sega Genesis, another fine example of the power of the 16-bit processor.

How good is the animation? Well, the first time we played we got up from the desk while a demo game was on and left the room; when we returned, from across the room it looked like there was a real NBA game in progress on the tele-

vision screen. Watch carefully: From time to time you'll see the coach stand up and pace behind the chairs on the bench; look under the ball as it is shot or passed and you will see its shadow. This game also includes most of the major pro ball fouls: Among other offenses, the ref will call charging, blocking and violations of the 24-second shot clock.

The first game in the series was Lakers vs. Celtics and the NBA Playoffs, which recreated the 1990 season and the championship. New for 1992 was Bulls vs. Lakers and the NBA Playoffs, based on that year's classic matchup. And we're assured that a Bulls vs. Trailblazers version will be out in 1993.

This is an officially licensed series of games, meaning that you will see the actual names, symbols and uniform colors of NBA teams, and the players on the teams are identified by real name. Even more important, Patrick Ewing plays like Patrick Ewing, which is different from the way Michael Jordan plays. You'll even be able to identify some of the more distinctive players on the court—there's no mistaking the large blond head of Larry Bird on the Celts, for example.

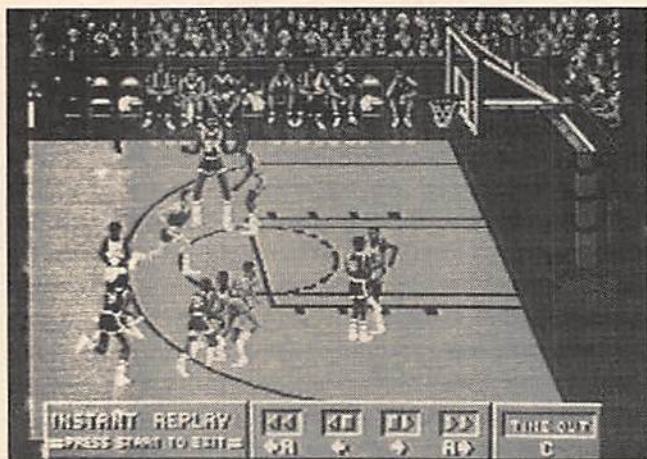
Electronic Arts paid attention to all of the details here, including the production of one of the most complete and best-produced instruction manuals we have seen for a video game. These are All-Star games. **One or two players.**

WHO?

Jordan, Bird, Johnson . . . not only do you get to pretend you are one of your favorite NBA players, but you also are rewarded with the real feel and look of the players. The sharp image from the Sega Genesis makes it obvious that the tall guy in the green uniform and the blond hair is Larry Bird and the tall guy in Chicago red is Michael Jordan.

WHAT?

You can play single games between the Los Angeles Lakers, Portland Trailblazers, San Antonio Spurs, Phoenix Suns, Boston Celtics, Detroit Pistons, Chicago Bulls, Philadelphia 76ers, the East All-Stars or the West All-Stars. Or, you can create a league-length elimination tournament involving all eight of the above professional teams.



HOW?

This is a game that requires arcade-like reflexes.

When you are in possession of the ball, use the arrow keys to move your player up, down, left or right on the court. Press button B to pass in the direction you face; press button A to shoot for the hoop. Be careful not to run into an opposing player, or you will be called for charging; don't forget about the 24-second shot clock or the 10-second backcourt or 5-second inbound clocks, either. Keep it moving!

On defense, press button A to attempt to block a shot and button B to attempt a steal of the ball. If you do manage to steal the ball or obtain it on a rebound, you will have to quickly change your mindset to avoid pressing button A too soon, or you will end up attempting an almost-impossible court-length shot on the net.

In the one-player game, you will control the player with the black shoes; if there is a second player in the game, he or she will control the electronic players wearing gray sneakers.

USING THE GENESIS PAD

ON OFFENSE

You always control the man with the ball, indicated with a white star.

Directional Button (D-Button): Moves the player with the ball.

He will dribble the ball for as long as you press and hold the arrow key; if you let go, he will stop moving but keep dribbling. When you fake a shot, prepare to pass or shoot, your player will stop dribbling; once he has stopped, don't move him again or you will be penalized with a travelling violation.

Button A: A quick press and release fakes a shot.

A full press and release shoots the ball. For a standard shot, press the A button and release when your player is at the top of his jump. Substitutes one player for another from the Stats screen.

Button B: Passes the ball to the player who is closest to and facing the passer. To pass to a particular player, press and hold button B and then use the arrow keys to move the flashing star to the player you want to receive; release the B button to pass the ball. Control will automatically change to the player with the ball. Throws the ball in from out of bounds.

Moves through the Stats screens.

Button C: Press for a jump shot.

Calls timeout (after pressing Start to pause the game).

Buttons A, B or C: Taps the ball in the tip-off in center court at the start of each quarter.

ON DEFENSE.

You control the player with the white star.

Directional Button (D-Button): Moves the active player.

Button A: Makes your player jump to try to block a shot. You'll have the best chance at blocking if your player is directly in front of and facing the shooter; press the A button as your opponent rises to shoot.

Button B: Moves the control arrow to the player nearest the ball.

Button C: Makes your player attempt a steal of the ball from the opposing player.

TWO-PLAYER CO-OP

Available in the Bulls vs. Lakers game. Player 1 controls the team player with the white star; Player 2 controls the player with the black star. The player who is *not* in control of the ball can change control to another teammate by pressing the B button.

SIGNATURE MOVES

One player on each team brings a special trademark shot or move. To attempt one, bring that player, with the ball, to the shaded spot indicated in the instruction manual and press the A button. (The takeoff spot is usually the upper inside portion of the key.) The players and their moves are:

- Hakeem Olajuwon**, Denver Rockets. 360° Slam
- David Robinson**, San Antonio Spurs. Windmill Slam
- Dominique Wilkins**, Atlanta Hawks. Double-pump Slam
- Isiah Thomas**, Detroit Pistons. Spinning 360° Lay-up
- Chuck Person**, Indiana Pacers. Ally-Oop Slam
- Earvin Johnson**, L.A. Lakers. A "Magic" No-look Pass/Lay-up
- Michael Jordan**, Chicago Bulls. "Air" Reverse
- Larry Bird**, Boston Celtics. Fade-away Jump Shot
- Clyde Drexler**, Portland Trail Blazers. Gliding Tomahawk Dunk
- Tim Hardaway**, Golden State Warriors. UTEP 2-Step
- Charles Barkley**, Philadelphia 76ers. Monster Dunk
- Karl Malone**, Utah Jazz. "In Your Face" Jam
- Shawn Kemp**, Seattle Supersonics. Windmill Finger Roll
- Alvin Robertson**, Milwaukee Bucks. "Off-the-Glass" Jam
- Patrick Ewing**, New York Knicks. Bounce Ball Slam
- Tom Chambers**, Phoenix Suns. Fake Drive 2-Hand Slam

SOMETHING FOUL

A player on the offense will be awarded a free throw in the following situations:

- A foul in the act of shooting.** 2 throws if the shot misses, 1 throw if the shot goes through the hoop.
- A foul when a defensive player reaches in and there have**

already been at least four defensive fouls. 2 throws.

A turnover (change in possession of the ball) will be called in the following situations:

Travelling. Once a player starts dribbling the ball and then stops, he cannot move again. He can only shoot at the basket or pass the ball.

24-second Shot Clock Violation. You must shoot at the basket within 24 seconds of taking possession of the ball. If you shoot and miss, the clock is reset to 0.

Charging. You will lose possession for running into a defensive player who is standing still.

10-second Backcourt Violation. Another anti-stalling rule: You must move the ball from your own backcourt within 10 seconds of taking the ball.

Backcourt Violation. Once you have brought the ball over the halfcourt line into the other team's territory, you cannot cross back into your own zone.

5-second Inbound Violation. You must bring the ball into play from out of bounds within 5 seconds.

Out of Bounds. When the ball crosses over the boundaries of the court, possession will change from the team that last touched the ball.

SHOOTING A FREE THROW

Use the T-Meter to aim your shot. A basketball-shaped cursor moves back and forth along a horizontal bar, determining the aim to the left or right. Press the A button to stop the ball within the white zone. Now, the ball-cursor will move up and down in a vertical bar. Once again, press the A button to stop the ball within the white zone. When both balls have been stopped, the player will automatically shoot.

The speed of the basketball cursor within the T-Meter is based on the actual free throw percentage of the player at the line. The better his percentage, the slower the cursor will travel and the easier it will become to shoot.

LAKERS VS. CELTICS SUPER SECRETS

Here is a passel of passwords for a glimpse deep into the *Lakers vs. Celtics* game.

Celtics vs. Spurs **CZ2 QKT**

Lakers vs. Bulls **LLQ RJK**

Suns vs. Celtics **RP2 HJT**

Blazers vs. Celtics **TY6 HJK**

Spurs vs. 76ers **8W2 QJS**

Pistons vs. Lakers, first game of the playoffs:

T#6 CGK

Celtics vs. Spurs, with Boston ahead 3-0 in the playoffs:

LGQ HJK

To go directly to the championships as the Bulls with a 9-0 record and play the Phoenix Suns, try this code:

296 ROS

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*Mario Lemieux Ice Hockey*TM

Graphics / Sound: 8	Response: 7
Fun / Realism: 8	Ultimate Score: 7.7

Mario! Mario!! MARIO!!!

No, not that silly little Italian plumber guy who is always being chased by snails with guns and other weird creatures. We're talking about Mario Lemieux, star of the champion Pittsburgh Penguins of the National Hockey League.

We spent some time with a prototype of Sega's new ice hockey game, and we're still out of breath: This is one of the most realistic and active sports simulations yet. We should stop for a moment and consider all of the action in a hockey game: there are ten skaters on the ice, plus a goalie for each team. The puck travels very fast. And there are some critical—and sometimes complex to follow—rules for the ref. All of that—plus the maintenance of the most detailed set of sports statistics we have seen in any simulation—is handled exceptionally smoothly by the Genesis machine.

We especially liked the side-of-the-rink viewing angle for this game, which brought us more into the action than an over-the-shoulder or overhead angle, as have been used in other hockey simulations.

The animation of the players includes high-sticking, slamming into the boards, sprawling saves by the goalie of 90 mph slap shots and more. The screen moves into close-ups for one-on-one situations such as face-offs, shoot-outs and fighting. (If you check an opponent too hard, you are likely to end up in a fight.)

The game includes a unique manual passing game for "pro" levels. Instead of always playing as the man with the puck, the way most sports simulations are designed, you can pass the puck and make a break for the goal where you can call for the puck to be passed back to you for a "give and go" shot.

Each of the 16 teams in the game have three sets of forward and three sets of defensive lines; they can be changed in mid-game to keep a fresh set of skaters on the ice at all time. The teams happen to coincide with the NHL cities, although they are not directly linked to real pro squads.

There are no less than 14 pages of statistics available for review at the end of a period or at any point during the game. Stats include goals, shots on goal, penalty minutes, faceoffs won, time in the attack zone and much more.

We would be hard-pressed to come up with a favorite between this game and Electronic Arts' NHL Hockey, also reviewed in this book. The game play on NHL Hockey seems a bit more realistic and responsive, although the side view of the rink and action

in Mario Lemieux offers a better sense of playmaking and positioning. (NHL Hockey presents an overhead camera angle.) If you're a hockey nut, you will want both games. **One or two players.**

WHO?

The Mario who carries a hockey stick.

WHAT?

A cool sports simulation.

USING THE GENESIS PAD

Directional Button (D-Button): Moves players right, left, up and down on the screen.

Controls the goalie in shoot-outs.

OFFENSE.

On offense, you will be in control of the player with the puck, the player closest to the puck and the last player to have the puck.

Button A: Press once to shoot low. Aim the puck with the arrow keys as you shoot.

Press twice to shoot high.

Button B: Pass the puck; hold down an arrow key in the direction you want to pass.

Request a pass from another player in manual mode.

Grab the puck at a face-off.

Button C: Press to switch player under control.

Buttons A and B: Press together to change the forward line.

Buttons B and C: Press together to change the defensive line.

DEFENSE

. Every defensive player is responsible for man-to-man coverage on the ice; if you chase the puck or double-team an opposing player you may be leaving a skater on the other team open.

Button A: Checks an opponent. (If the penalty box is full, your player will swing his stick wildly.)

Button B: Makes goalie pass the puck. (If he holds onto the puck too long, a penalty will be called and a face-off set up.)

Button C: Switches the player under control.

FIGHTING

Ever go to a boxing match and see a hockey game break out in the ring? Punches made and received will cost you energy; be sure to stand far enough away from your opponent to make your punches most effective.

Button A: Jab.

Button B: Roundhouse.

Button C: Uppercut.

Buttons A and B or Buttons B and C: Low blow.

SHOOTOUTS.

One offensive player against a goalie in a tiebreaker.

Directional Button (D-Button): DEFENSE. Moves the goalie into one of eight positions in front of the goal to attempt to block the shot.

OFFENSE. Aims the shot in one of eight directions, including upper left, lower left, upper right and lower right parts of the goal.

Button A: DEFENSE. Executes the block.

OFFENSE. Shoots the puck.

OPTION SCREEN

Pro Rules. Yes or No. Pro rules include Offsides and Icing whistles.

Referee. Fair, Tough or Blind. You can get away with just about anything with a blind ref, and almost nothing with a tough one.

Fighting. Yes or No.

Minutes. 5, 10, 15, 20. The default is five minutes; a real NHL game includes three 20-minute periods.

Level. Beginner, Pro, Normal.

Control. Auto/Manual. In the Auto mode, you will control whoever has the puck. In a Manual mode game, you can keep control of a player after you pass the puck, or switch to the player with the puck by pressing the C button.

TEAM SKILLS

The game allows you to become the general manager, adapting your computer-assigned squad to create your own dream

team. Each of the six available levels is ranked from 1 (lowest) to 5 (highest) for the following skills:

Shooting. Increased offensive power comes at the expense of lower checking and fighting abilities. You can attempt to create a balanced team, or go for the blazing slap shot here.

Power. A high rating here means you will put a squad of fierce checkers and fighters on the ice; opposing players will go down easier and stay down longer.

Passing. A measure of the finesse of your team. Great passing can often out-perform superior defense.

Speed. Faster teams can carry the puck; slower teams must rely more on passing skills.

Defense. Determines your team's likelihood of stealing the puck or blocking shots in front of the goalie.

Goalie. The last defense against a point. Superior goalies move quicker and are more likely to anticipate opponents' shots. A team with superior defense may be able to skimp a bit on the goaltender.

CHANGING LINES

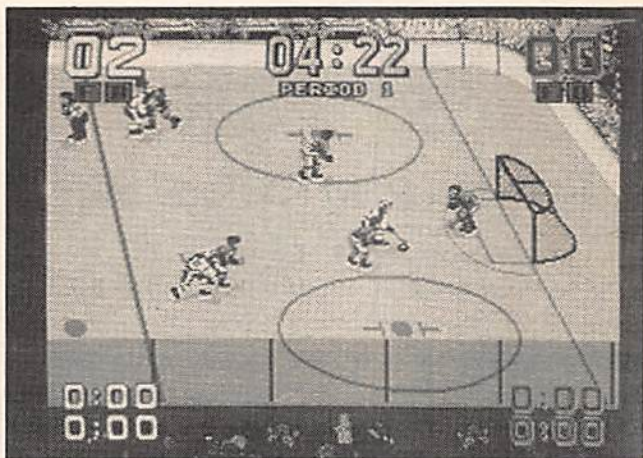
Take your tired lines off the ice and skate rested players. Note the indicators: Green means fully rested, yellow means somewhat rested and red means the skaters are tiring. You can change lines during a play, or take the safer route of changing lines at a face-off.

PENALTIES

In hockey, when a player commits a foul, he is removed from the ice for a few minutes and his team will have to skate with one less player. The maximum number of players in the penalty box is two (and therefore the minimum number of skaters is three). When the box is full, no checking or fighting will be permitted. Players are released from the penalty box if a goal is scored against their team.

Illegal checking: 2 minutes

Losing a fight: 3 minutes



Losing a draw: 3 minutes each player

Delay of game: 2 minutes

Tripping: 2 minutes

Slashing: 2 minutes

Roughing: 2 minutes

SHOOTOUTS

If the game ends in a tie after three periods, you will have a shootout. Each team will take turns shooting at the opposing team's goalie. If the score is still tied after five shots, another shootout will be called.

SECRETS OF THE PROS!

You can't check a goalie. And if the penalty box is full (two players) you won't be able to check at all.

If your goalie makes a save and is then surrounded by attackers, you'll find it safer to hold onto the puck and suffer a face-off than to attempt to pass the puck into heavy traffic.

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John Madden Football '92™

Graphics/Sound: 7	Response: 6
Fun/Realism: 7	Ultimate Score: 6.7

Snap! Crackle! Pop! Go for the goalposts in this extremely detailed and convincing translation of professional football. This is the second edition of this game, improving on the extremely capable original. (For hints on that game, see Chapter 8, "Mini Hints.")

You can play this game as a realistic arcade game, or play it like millions of dollars is riding on each snap and tackle. All of the information you really require for each play is available right there on the screen, but there is also an 80-page instruction manual that includes dozens and dozens of pages of player and team power ratings and descriptions of scores of plays, formations and sets.

We spent an afternoon playing this game and never saw the same play twice. In this section, we barely scratch the surface of this amazing game. **One or two players.**

WHO?

Put on those headphones. Pick up that Gatorade. Snarl at those cameras. You're the coach of a professional football team.

HOW?

The most realistic football simulation we have ever played.

USING THE GENESIS PAD

Here is the quick course to controlling the action on the field.

Directional Button (D-Button): On offense, the arrows are

used to control the movement of the player with the ball; he is identified with a star on the screen. This can be the quarterback, a running back or a receiver.

On defense, the arrow keys direct your tacklers toward the player with the ball.

OFFENSE

KICKING. There's no coin-toss in this game; the visitors always kick off. The referee will place the ball in position on the field and the two teams will line up.

Press the C button to start your kicker running toward the ball. Now observe the Kick Meter that will appear in the lower left corner of the screen. The football-shaped marker will move up toward the top of the gauge; for the greatest kicking distance, press the button C again when it is at the top. You can attempt to aim the kick by pressing the Left or Right arrow as the kicker moves toward the ball; watch the direction marker at the bottom of the Kick Meter.

Button A: Alerts your team that you may call an audible. Then press button C again to set an onside formation.

Button C: Kicks the ball.

After the ball is away, your attention will turn to tackling the ball carrier on the other team. Press button B to take control of your defensive player closest to the ball carrier. Run into him to make a tackle; you can also come near him and press the A button to attempt a diving tackle.

RECEIVING A KICK

The computer will automatically move a player beneath the descending ball to make a catch. Then you can try to advance the ball back down the field.

If you receive the ball deep in your End Zone, you may want to go for a touchback by downing the ball there instead of running with it. Don't move out of the zone and a touchback will be declared; you will take over possession on your own 20-yard zone.

BEFORE THE SNAP

Button A: Alerts your team that you may call an audible. Then press button A for a Trick Play, button B for an Anti-Blitz Play, or button C for a Running Play.

Button B: Fakes the snap by calling "hut."

Button C: Snaps the ball.

AFTER THE SNAP (RUNNING PLAY)

Button A: Runner dives.

Button B: Runner spins.

Button C: Gives the runner an extra push to try to break a tackle.

AFTER THE SNAP (PASSING PLAY)

Hold down the button you choose to throw low and hard; tap the button for a lob.

Button A: Pass to receiver in window A.

Button B: Pass to receiver in window B.

Button C: Pass to receiver in window C.

AFTER THE SNAP (RECEIVING A PASS)

Button A: Receiver dives to make a catch.

Button C: Receiver jumps to catch the ball.

DEFENSE

BEFORE THE SNAP

Button A: Alerts your team that you may call an audible. Then press button A again to call an Anti-run play, press button B to call for a Blitz, or press button C to call a Stunt Play.

AFTER THE SNAP

Button A: Player will dive to make a tackle.

Button B: Take control of the defensive player closest to the ball. Press the button again to try to strip the ball away from your opponent.

Button C: Player will jump to attempt to deflect a pass or block a kick.

MEGAFIRE SETTINGS (POWER STICK)

Some players may prefer to use a joystick. Turn off all Megafire buttons.

OPTION SCREEN

When you first turn on the game you will see the Game Setup Screen. Here you can make the following choices:

Play Mode. Pre-Season is just for practice. It includes no penalties except for offsides, and the 45-second clock is not in effect. The Regular Season follows all rules. You can also choose a Sudden Death game in which the win goes to the first team to score a point of any kind: touchdown, safety or field goal. Finally, you can go to the Playoffs.

Player. You can play human against human, have two human players cooperate against the computer, or let Coach Madden manage either or both teams.

Team. You can choose from any of 28 pro teams or the Madden-coached All-Madden all-star team.

Quarter Length. Select between 5-, 10- and 15-minute quarters.

Stadium. Play in an outdoor grass or turf stadium or under glass on turf.

Weather. Outdoor weather can be fair, windy, rainy or snowy.

CALLING PLAYS

OFFENSE

There are three elements to calling a play in real football, and in this video simulation: the Set, the Formation and the Play.

The Set is the group of players who will execute a play. The video game includes six sets: Normal, Hands, Big, Fast and two Special Teams. Use the Left or Right arrow to move the available choices into the three windows on screen; then press the A, B or C button corresponding to the set you want to use.

Normal. The standard grouping of a pair of wide receivers, a tight end, a halfback and a fullback.

Hands. The best overall group of receivers, including two running backs.

Big. Your strongest backs, guys who act like they have tank treads instead of feet. They're great for chewing up short yardage past determined defenders.

Fast. In Madden's playbook, the Fast Set are the quickest down-field receivers—four wide receivers and a halfback.

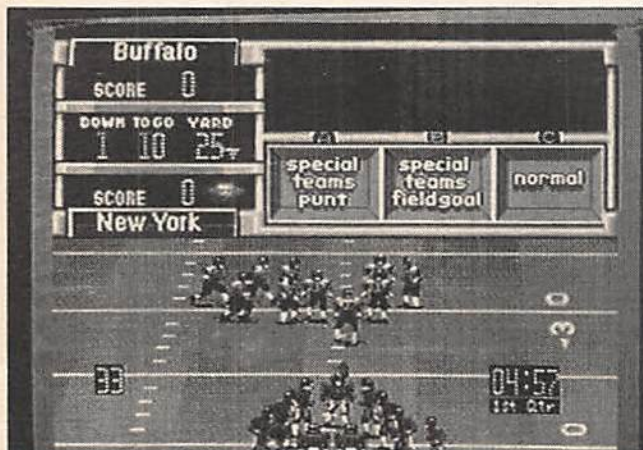
Next you must select a Formation, how the players will line up before the ball is snapped. There are five available offensive formations in the game:

Shotgun. A formation that favors a passing attack, with the quarterback receiving the snap five yards behind the line.

Run & Shoot. Four quick receivers and a halfback.

Pro-Form. Madden's equivalent of the Pro-Set, with a fullback and a halfback lining up beside each other, behind the quarterback.

Goal Line. A special formation aimed at short yardage when



the line of scrimmage is within 10 yards of the goal line.

Far or Near. These describe where the fullback lines up in relation to the strong side of the offensive line. In other words, near to or far from the side where the other team's tight end is located.

And then finally, there is the Play. Madden has selected six different plays for each formation. The options, along with a "chalk talk" drawing, will appear at the top of the screen in separate windows. Use the Left or Right arrow to move new formations into the windows. Press the A, B or C button to select one of the displayed plays.

Once you have chosen a play, there are two ways that you can change it. One is to call an Audible at the line of scrimmage; this shifts the assigned play to one of a set of predefined alternatives. The other is to call a Timeout, which will bring you back to the huddle. You are allowed only three timeouts per half.

If you select a running play, the handoff will take place automatically. Or, you can let the computer move the runner according to the predefined play. You can take control of the ball carrier once the play is underway by using the arrow keys. You can also try to grind out a few extra yards, feet or inches by pressing one of the buttons while the play is in action as described above in "After the Snap (Running Play)."

If you choose a pass play, press the C button to snap the ball. You can let the computer execute the play or you can use the arrow keys to move the quarterback into the pocket. If you are taking control yourself, press the C button again to bring up the passing windows, which show whether your designated receivers are in the open. Press the A, B or C button to throw the ball to the appropriate receiver. You can press the A or C button to make your receiver dive or jump for the ball if necessary.

DEFENSE

Again, you will have to choose a Formation, a Set and a Play.

There are five defensive formations:

Big. A solid wall of big guys, effective in goal line stands and other short yardage situations.

3-4. Three down linemen with four linebackers, the most common pro football defensive formation, valuable for short and medium zone pass coverage and against the run.

4-3. Four down linemen and three linebackers. Used mostly in short and medium zone pass coverage and basic defense against the run.

Nickel. A fifth defensive back is added, usually when a pass is expected.

Dime. This is a go-for-broke defensive formation, when you are absolutely convinced that your opponent is going to attempt a pass. It adds a sixth defensive back.

Special Teams.

There are three basic sets on defense:

Cover. The best defense against the pass, it can be set up as Man-to-Man or Zone.

Read. Balanced coverage. It is not the strongest defense against the run or pass, but is the safest, allowing more flexibility.

Control. The best defense against running plays, it gives up short yardage up the middle but seeks to block any chance of long gains along the sidelines. It cannot be used with Nickel or Dime formations.

Defensive plays include:

Blitz. One or more linebackers or defensive backs break across the line to rush the quarterback, either tackling him or forcing him to make a bad pass. The play is often called when the defense believes the other team is going to attempt a pass.

Zone. Each defender is in charge of a particular piece of the field.

Man-to-Man. Each defender is assigned to a particular receiver, wherever he goes on the field.

Prevent. Aimed at blocking long gains, the defensive backfield sets up further back from the line than usual. Because it is more likely to allow short gains, it is usually used when the defending team is way out in front.

Bump and Run.

Once you have chosen a play, you can change it with an Audible at the line of scrimmage, or by calling Timeout and returning to the huddle.

One way to cross up the offense is to hit the B button before the snap; this changes the player you control. After the ball is thrown or handed off, press the B button to transfer control to the defender nearest the player with the ball.

SECRETS OF THE PROS

CHAMPIONSHIP PASSWORDS

Atlanta	D72C835L
Buffalo	DWJ4NLPV
Chicago	DNGTY8PO
Cincinnati	C536LLJY
Cleveland	BH5OJ4GN
Dallas	BDNZZTR1
Denver	DNZ7N5OD
Detroit	BHL5OXB6
Green Bay	C2VORH5F
Houston	CLDCKBFT
Indianapolis	DKXLZ1LW
Kansas City	DGXLZ1LW
Los Angeles	BHJFGFVR
Miami	C2Z4ZSZS
Minnesota	CC5ON7W4

New England	DG10WJCT
New Jersey	CS41LX68
New Orleans	DV8XCHZG
New York	BTCHRSRX
Oakland	BH4MBO3
Philadelphia	BTGBF4Y9
Phoenix	DR85KS35
San Diego	C8X8RTIV
Seattle	D5KT9LWW
San Francisco	CC7CDVLS
Tampa Bay	DNBS1KMB
Washington	FB16WJWP

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Olympic Gold™ (Preview)

Graphics / Sound: 8	Response: 7
Fun / Realism: 8	Ultimate Score: 7.7

All summer long, you were filled with the Olympic spirit as you watched the world's best athletes show their stuff on your television screen. Don't you wish it was you, up close and personal, for the world to see?

Olympic Gold gives you the chance, in a very nicely programmed and designed set of seven challenges: the 100-meter dash, Hammer Throw, Archery, 110-meter Hurdles, Pole Vault, Diving and Swimming.

We worked from an early preproduction version of the game; some details may be different in the final product. A virtual-

ly identical version is also offered for the Game Gear. One to four players, in successive heats or alternating turns.

WHO?

You are the star.

WHAT?

Compare your scores against the Barcelona record books.

OPTION SCREEN

In keeping with the Olympic spirit, this game offers you the opportunity to have parts of the game displayed in any of eight foreign languages. Select a language by highlighting a flag; the languages are:

U.S. English	French	German	Dutch
Swedish	Portuguese	Italian	Spanish

Training Session. Select any of the seven events for practice as many times as you would like. You can choose one of three levels of competition: **Club**, **National Team** or the most challenging, **Olympics**.

Mini Olympics. Select from the seven events for a short competition.

Full Olympics. Compete in all seven events.

Olympic Records. Consult the record book for results of Olympic games before the 1992 Barcelona games.

EVENTS

Here is a preview of some of the details of the events in the games:

Dash. Press the A and B buttons alternately to run. This is a flat-out sprint, conducted in three heats.

Hammer Throw. Press the C button once to start your athlete circling, a second time to move toward the front of the circle and a third time to release the hammer. Try to let go at the bottom of the upswing for the greatest distance.

Archery. Press any button once to view the target, a second time to pull back on the string and a third time to let go. Before

you let go, use the arrow keys to adjust the aim.

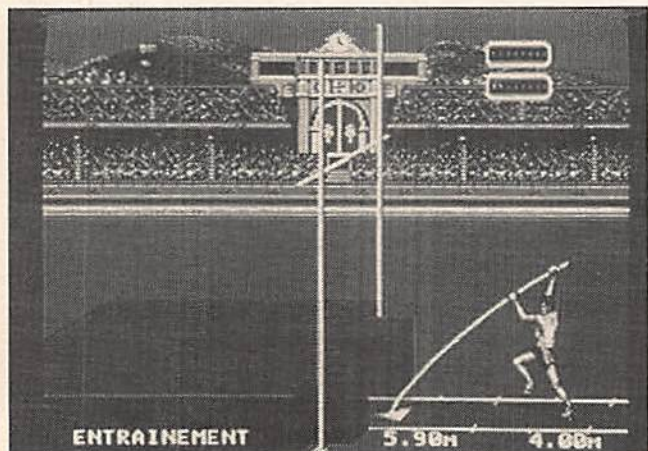
Hurdles. Press the A and B buttons alternately to run, and the C button to jump over a hurdle. Don't jump too soon or too late.

Pole Vault. Press the A and B buttons alternately to run and use the Up and Left arrow keys to plant your pole and vault as high as you can.

Diving. Select from the available dives, at various levels of difficulty. Use the Eye icon to see a demonstration of the dive, including a picture of the Sega controller with buttons and arrows illuminated as the computer uses them.

Swim. Four lengths of the pool; use the A and B buttons alternately to move through the water.

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RBI Baseball 4™

Graphics : 9

Fun: 8

Response : 7

Ultimate Score: 8

The RBI Baseball series is one of the great success stories of the video game market: a well-done game that has sold many hundreds of thousands of copies in coin-op, *unauthorized* Nintendo versions and now available on the Sega Genesis.

For our money (yours, actually) we think this game is among the closest you are going to come to baseball realism in a silicon chip. This is not the flashiest or cutest or even the most attractive baseball game, but it is one that best lets the serious baseball fan feel like a major league manager.

One obvious reason for the realism, of course, comes from the fact that Tengen has struck a deal with the Major League Baseball Players Association allowing the use of real players' names and statistics.

RBI Baseball 4 delivers statistics from the full 1991 season plus the Division Play-off and World Series teams from 1985 through 1991. The newest version includes representations of some of the most famous parks in the majors, including Boston's Fenway Park with its Green Monster, and the ivy-covered outfield wall of Chicago's Wrigley Field, and some of the best graphics ever in a Nintendo sports game.

Each of the teams has a full roster of 24 players, and the amateur manager can set up his or her own batting order and make substitutions of pitchers, fielders and hitters.

Most of the rules of baseball apply. There is even an Instant Replay feature so that you can review that fantastic fielding play you made.

There are three types of competition: You can play against the computer (selecting an easy or difficult automatic opponent), or head-to-head against another player, or you can choose a pair of teams, break out a bag of peanuts and watch the computer play both sides.

OFFENSE

AT BAT

Arrows: Moves the batter within the batter's box.

A Button: Swings the bat. Press and hold for a full swing. To **Bunt**, press and release the button quickly, or press the Select button.

B Button: Not used when at bat.

C Button: Press once to put the bat in the bunting position. If you determine that the incoming pitch is going to be out of the strike zone, press the Select button again and the batter will take his bat out of the strike zone; if you wait too long, a strike will be called.

ON THE BASE PATHS

Arrows: Control the movements of the runner. The directions are as follows: **Right**, runner will advance or return to first base; **Up**, runner will advance or return to second base; **Left**, runner will advance or return to third base, and **Down**, runner will advance to home plate.

B Button: Advances the runner to the next base. Use together with the appropriate arrow key. Use to steal bases, in hit-and-run plays and squeeze plays.

C Button: Base runner will return to a base. Press the arrow button, too. Use this control when a fly ball has been caught or to stop an attempted steal or extra base advance. Once a runner has arrived successfully at a base, he cannot be returned.

OFFENSIVE TIMEOUT OPTIONS

Press the Start button to call timeout. Once time has been called, you will have the following options:

Substitutions. To change a batter, runner or fielder. You can view an extended set of statistics on the players you are inserting into the game by pressing the Select button.

Switch Hit. Batters who are identified as switch hitters can be turned around to face left or right. Do this when the opposing team has changed pitchers, or to try to punch a ball into right field to score a runner on third, for example.

Scoreboard. Press the B button to see the scoreboard. You can examine the stats of the game thus far, and if the situation looks absolutely hopeless, you can even choose to forfeit a game.

Instant Replay. Lets you examine again, in living color, the most recently completed play in most situations.

Time-in. Returns you to play.

DEFENSE

PITCHING

Arrows: Move the pitcher from side to side on the rubber before the windup begins.

When pressed and held as the windup begins, arrows are used to select the type of pitch. Choices are:

Knuckleball/Sinkerball. Use the Up arrow to throw this slow and hard-to-hit pitch;

Curveball. Use the Right arrow to throw a pitch that breaks to the right.

Screwball. Use the Left arrow to throw a curve that breaks to the left.

Fastball. Use the Down arrow.

If you do not press down one of the arrow keys as the pitcher begins his windup, he'll throw a normal pitch down the middle. Note that you can affect whether a pitch comes inside or outside on the batter by pressing the Left or Right arrow as the ball flies toward the plate.

A Button: Begin the windup and throw a pitch. Press and hold an arrow before pressing the A button in order to select a par-

ticular pitch. Once the ball is on its way to the plate, the Left or Right arrows will affect its location.

B Button: Used to attempt to pick off a base runner. Press the B button to make the pitcher take his foot off the pitching rubber. Then press the A button to throw the ball. Without an arrow the ball will go to first base; press the Up, Down or Left arrow to attempt a pickoff at second or third or a throw home against an attempted steal.

DEFENSIVE TIMEOUT OPTIONS

Press Start to call time out.

New Pitcher. Move the cursor to the desired relief pitcher, and press the A button to make the change. Once you remove a pitcher from the game, you cannot bring him back again.

New Fielder. Move the cursor to the name of player you want to take out of the lineup and press the A button; now move the cursor again to the name of the player you wish to put into the game in his place. You can look at some additional statistics by pressing the Select button. Press the A button to make the substitution; press Start to cancel the process.

Scoreboard. Press the B button to see the scoreboard.

Instant Replay. Playback of the most recent action.

IN THE FIELD

Arrows: When the ball is hit, you'll need to move one of your fielders into position to catch the ball. The arrows control movement as follows:

Toward Center Field: Up arrow

Toward Home Plate: Down arrow

Left or right: Use Left or Right arrow

You can also send your fielders into foul territory or behind home plate in hopes of catching pop-ups. To attempt a jumping catch of a ball, press the C button and a direction to jump when the ball is near your fielder. If the ball is on the ground, you can dive toward it by pressing the B button and an arrow key.

THROWING THE BALL

Once you have grabbed hold of the ball, you will need to get it back into play.

A button: Throws the ball to the base selected by the arrow pad. If no arrow is pressed, the ball will be thrown to first base. Arrows control the throw of the ball as follows:

First base: Right arrow. **Second base:** Up arrow.

Third base: Left arrow. **Home Plate:** Down arrow.

B button: Makes the fielder run to a base. Use the arrow keys to direct the fielder to the proper base; if no arrow is pressed, the fielder will run to first base.

TYPES OF GAMES

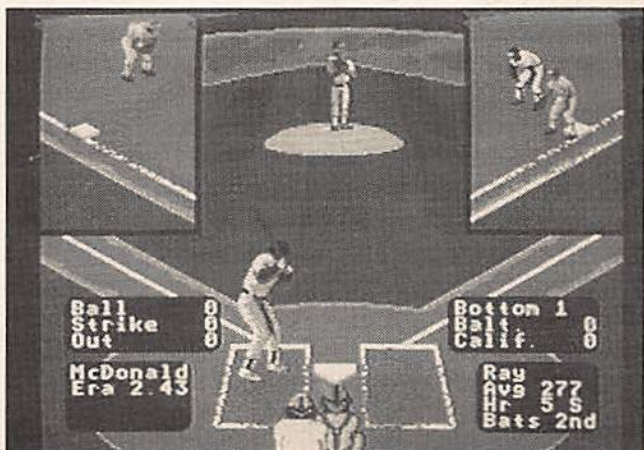
1-player. You against the computer; this guy plays a pretty strong defensive game.

2-player. You against another human player.

Watch. Choose your two teams and watch the computer play for both sides.

GROUND RULES

You may use as many as five pitchers in one game, limited to



one or two of your starters and four or three relievers. A starting pitcher can only appear in every other game of a series.

POWER PLAYER HINTS

If you've got a good pitching staff, you may want to change pitchers every two or three innings to keep a fresh arm in the game.

Where you hit the ball, and how hard, is determined by your timing in your swing as well as where the ball strikes the bat. Find the best position in the batter's box for your own playing style, paying attention to the difference in positioning of left-handed and right-handed batters and pitchers.

Just like in a real baseball swing, if you hit the ball in the middle of your swing you are likely to drive it into centerfield. If you swing early it will probably go to left if you are a righty or right if you are a lefty. If you swing late, the opposite will happen. You might want to adjust your position in the batter's box to compensate for your hitting and your opponent's pitching styles.

Remember to hold a runner near his base when you think a fly ball might be caught. Use the B button and appropriate arrow key to hold the runner or return him to his rightful base.

Finally, the computer team is rather vulnerable to a bunt. Work on your timing and positioning in the box; if you can figure out the best spot (generally outside and forward in the box) you can bunt for base hits almost at will.

SECRETS OF THE PROS

The batters on the computer side are not all that bright. If you stand all the way on the opposite side of the mound from any batter and then pitch to the outside of the plate, the batter will swing and miss at every pitch. Remember to change your position on the mound as lefties and righties alternate at the plate. Do it right and you can pitch a 27-strikeout perfect game.

Sound test: From the main screen, choose Options and then press Start twice. Press A to play the current sound and B or C to stop; press Start to move on.



David Robinson's Supreme Court™

Graphics/Sound: 8	Response: 7
Fun/Realism: 7	Ultimate Score: 7.3

You've been summoned to play in one of the most realistic basketball simulations we have ever seen. The actions of the players are all based on digitized video footage, and the sound effects bring every thud of the dribble and squeak of sneakers on parquet to life.

Robinson, star center for the San Antonio Spurs, does not play in the standard tournament or exhibition games. Instead he appears at halftime as a color commentator. However, there is also a game within the game allowing you to play against an all-star squad led by Robinson.

This is a very playable game, especially when set at its easiest level. One or two players.

WHAT?

Hoops, anyone?

HOW?

Pass, dribble, move inside and pump.

USING THE GENESIS PAD

OFFENSE. You control the ball handler. A large green arrow, pointing up, indicates the man you will pass to; the arrow will point to the sides to show the location of your receiver if he is off the screen. If the arrow is red, your chances of making a successful pass are not good.

Directional Button (D-Button): Press appropriate arrow keys to turn your player in the direction you want to Throw In the ball, and press button A.

Press and hold the arrow key in the direction you want to Dribble the ball. Release for a stationary dribble.

Button A: Press to Pass.

Button B: Press button B to Shoot. Press, hold briefly and then release for a higher jump.

Button C: Press button C to call for a pass (in Role Play mode).

Start: Press Start, then press button A to go to the Time Out screen.

DEFENSE

A small green arrow, pointing down, indicates the man you are controlling. The arrow will point to the side to show his location if he is off the screen.

Directional Button (D-Button): Press the arrow key in the direction you want to Run. Release to stand still.

Button A: Press to Steal.

Button B: Press to Block.

Button C: Press to Switch Man to the player nearest the ball.

OFFENSE OR DEFENSE

Button B: Press to Tip the ball.

Press and hold button B to attempt a Free Throw. Release the button when the Free Throw indicator is directly over the basket.

TIME OUT SCREEN

Directional Button (D-Button): Move the highlight.

Button A: Highlight the team player and press button A to Select a player.

Select a team player and move the highlight to a substitute player at the top of the screen and press button A to Make a substitution.

Select a team player and move the highlight to a player on

the other team and press button A to Change the man a player is guarding.

Button B: Highlight a team player and press button B to Change the level of defense. The levels are: **01 Loose, 02 Standard, 03 Tight** and **04 Last-ditch.**

TEAMS

L.A. Strong defensive pressure, with limited offense. Yellow uniforms.

Chicago. Hot shooting, weak defense. Purple uniforms.

Detroit. Fast runners, but often in foul trouble. Orange uniforms.

New York. Slow, sure ball control and rebounding. Green uniforms.

Each team has its own personality, although they are not directly related to their NBA counterparts. You will be able to draft players from the bench for your starting lineup. Read the description of the playing philosophy of each team and then examine the player cards to find skills that fill in the gaps on the team. Each card includes the following information:

APPG Average points per game

ARPG Average rebounds per game

ASPG Average steals per game

ABPG Average blocks per game

In the first half, the home team's goal is to the left.

VIOLATIONS AND FOULS

The referees will call violations and fouls. A violation will result in a change of possession, with a throw-in from the side or back of the court. A foul will result in two free-throw attempts by the player who was fouled.

To shoot a free throw, press and hold the B button to set up for the shot and release when the onscreen indicator and the basket meet.

OPTION SCREEN

Exhibition. Play a single game against the computer or

another player, or watch as the computer controls both sides. You can also select **Role Play** to take part in an all-star game. In an exhibition game, you can choose to play the standard five-on-five team or compete with three players on each side.

Tournament. A one-player mode in which you compete in a series of games against three other computer-controlled teams. If you win the tourney, you'll go to the all-star championship game.

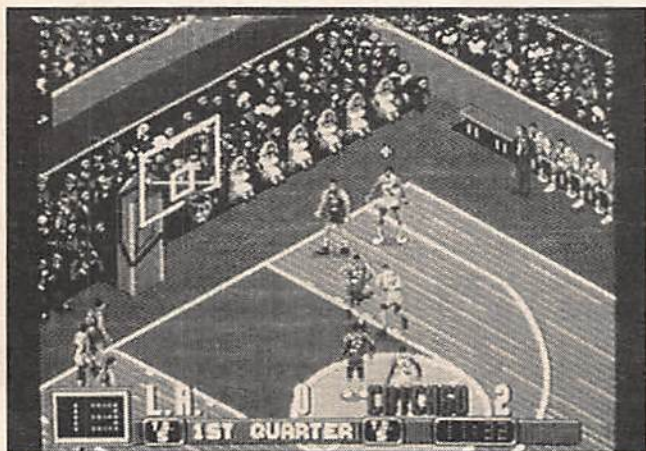
You can obtain and use a password within tournament play to allow you to reenter at a later time.

Level. Choose among Beginner, Normal or Superstar levels; the assignment mostly affects the ability of the computer-controlled team you play against.

Minutes per quarter. Select 3-, 6-, 9- or the standard 12-minute periods.

Screen Flip. Choose whether the screen will fade or change instantly when action moves from forecourt to backcourt.

Score Display. You can have the scoreboard on screen at all



times, or you can instruct the computer to display updates only when a point is scored.

Music and Sound. You can choose to have full music and sound, music only, sound effects only or blissful silence.

ROLE PLAY MODE

A game within the game allows you to try to play your way to the Most Valuable Player award and eventually to a one-on-one showdown against David Robinson himself. The first player that you draft is the player you will control throughout the entire game; he will be indicated on screen by an arrow of the same color as the man's jersey.

You cannot change control, but can pass to other players on your team on offense. You can also call for a pass when you are on offense by pressing the C button.

If you win the MVP award after the game, your team will challenge the All-Stars, featuring David Robinson at center. All players will have Superstar shooting skills.

SECRETS OF THE PROS!

Defense: Keep an eye on the guy with the ball and switch control to the defender he's running toward. When he is close, press button A quickly to attempt a steal. If you can grab away the ball, run quickly to the other end of the court for a fast-break slam dunk.

Offense: Use high jumps to send a shot over a blocker. Hold down button B for a moment before releasing it to put a bit of spring into your shooter's legs.

Defense: You can try to neutralize a high-scorer on the other team by double-teaming him. Put two of your men to guard him.

David Robinson's Supreme Court is a trademark of Sega. © 1992, Sega. Game codes © 1992, Acme Interactive.

■ 3 ■

Brain Games/ Simulations



*Art Alive!*TM

Graphics/Sound: 7	Response: 7
Fun/Realism: 7	Ultimate Score: 7

Here's your chance to reach into the television screen and give it a hand: a video game machine version of the "paint" programs available on personal computers and widely used by professional artists and video productions.

Art Alive! allows you to make animated graphics and "video cards," using more than 50 pre-drawn graphics and backdrops and images of some favorite Sega game characters like Sonic The Hedgehog and Toejam & Earl. You can even animate the characters for a mini-cartoon. This is a wonderful program for artists of all ages. **One player only.**

WHO?

You're the artist.

HOW?

Reach into the Genesis and onto the screen to paint your own pictures and animated video cards.

USING THE GENESIS PAD

The controls have a lot to do in this painting program; first we will describe the assignments of each button and then we will show how to get from screen to screen.

Directional Button (D-Button): Moves the highlighter in the Toolbox and the Stamp and Animation galleries.

Moves a tool on the Drawing, Stamp or Animation canvas.

Changes the direction of a Stamp to face forward or backward before it is set in place.

Start: Goes to the Toolbox from the Title screen.

Changes between the Toolbox and canvas.

Button A: Goes from the Drawing screen to the Title screen.

Activates a tool; press again to turn it off.

Sets a letter or number in place, using the Text tool.

Sets a Stamp in place on the Drawing or Animation canvas.

Confirms your choices in the Animation gallery.

Button B: Confirms your choices in the Toolbox.

Turns off the Curve tool so that it can be moved to a new place on the screen.

Cycles through the letters and numbers available with the Text tool.

Button C: Changes the speed of the tool.

GETTING FROM SCREEN TO SCREEN

From Title to Toolbox: Start

From Toolbox to canvas: Start

From canvas to Toolbox: Start

From Title to Drawing canvas: button A

THE TOOLBOX

Here you'll find your box of artist supplies and tools. Use the arrow keys to highlight the item, color or feature you want to

use and press the B button to lock it in. You can choose one item from each section: for example, an art tool like the spray can, a pencil tip and a color from the palette.

Art Tools. Press the A button to activate a selected tool; press it again to turn it off. Each of the tools has a sound effect or a bit of music associated with it, helping you know which tool is in use.

Pencil. The basic drawing tool, used for freehand shapes. Turn on the pencil and use the arrow keys to move it around on the canvas. You can change the pencil tips to adjust the type of line drawn.

Eraser. Clear any part of the canvas touched by the tool when it is activated.

Curve. Follows the movement of the arrow with a curve. Adjust the type of line using different pencil points. The size of the arc depends on the speed of the tool; press button C to adjust the speed.

Free-form. Point to point drawing. Press button A to set the starting place for a line and press the button a second time to end the line; to draw connected lines, press button A twice when a line is finished, once to set the end and a second time to immediately set a beginning point.

Circle and Rectangle. Select either of these tools and press the A button when the cross is at the beginning point for your shape. Move the cross in any direction to stretch out the shape and press button A once more to set it in place. You can choose different pencil points to change the form of the line.

Fill bucket. Fill in an outlined shape with the color selected on the palette. The shape you choose must be completely enclosed by an outline or another color; use a circle, rectangle or a form drawn with the Free-form tool. Move the bucket over the form to be filled and then press button A to pour on the paint.

Spray can. Apply splashes of color or pattern with the spray can. Select the tool, move it to the area you want to color

and press button A to begin spraying. Different colors can be laid over each other. You can change the spray tips to alter the size of the paint dots you spray.

Stamps. Predrawn graphics including some of Sega's most famous folk, like Sonic The Hedgehog and Toejam & Earl. They can be animated, too. To get to the Stamp Gallery, highlight the Stamp icon and press button B. Highlight the stamp you want to use and press button A and you will be on the canvas. Move it into position—note that the stamp will change direction as it is moved. Press the A button when the stamp is where you want it placed.

You can also create your own stamp with the **Create Stamps** tool. You'll have a full set of drawing tools available, including text.

Animations. The first step in animating a stamp is to select a motion. Four drawings indicate the path your character will follow; the fifth, marked "Follow," will have your character follow the path of the cursor under your control from the arrow keys. Press button A once you have highlighted the animation you want to use, and you will be able to watch the action on canvas. (Only one animation is allowed on each canvas.)

Color Palette. Select a background color from the available hues and patterns. Press the B button repeatedly to go through the colors until the one you want to use is highlighted. You can also highlight one of the arrows in the palette area to change among the eight complete sets of colors offered.

Speed. Choose from five levels, with 1 slowest and 5 fastest. Press button C as you work to alter the speed setting for your animations.

Text. Add titles and messages to your artwork. Select the Text icon with button A and then use button B to go through the letters of the alphabet until the one you want to use is displayed. Move the onscreen cursor to the location where you want to place the text and press the A button to set the type.

Backdrop. The cartridge includes six predrawn backdrops that you can use in creating your own video cards. The backdrops will appear in black and white, but can be colored using fills, sprays and other tools.

Undo. An important tool, it will remove any drawing or painting done since the last time a selection was made from the toolbox. When something is un-done, it is gone forever.

SECRETS OF THE PROS!

Select your background color before you draw in the foreground so that you can see the finished look as you proceed, and so that you do not end up blanking out some of your work with similar colors.

Here's how to use a VCR to make permanent copies of your artwork for your own purposes or to send to a friend as a video greeting card: plug the video output of your Genesis machine into the video input of a video cassette recorder. You'll obtain best results if you use the direct video (RCA plug) connections rather than the RF modulator that connects to antenna inputs. Consult your Genesis instruction manual for details on the available outputs. If you want to record the sound effects and music of the Art Alive! program, be sure to connect the audio cables as well; you could also use a tape deck or other audio source as input for the VCR.

It is also possible to take still photographs of your art using a camera. Place the camera on a sturdy surface or a tripod, focus carefully on the image and turn off the room lights. If possible, set the shutter speed to a slow 1/30th of a second, especially if you are taking a picture of an animated sequence. Otherwise you may get a picture of only some of the scan lines of the image.

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Marble Madness™

Graphics/Sound: 10	Response : 9
Fun/Realism: 8	Ultimate Score: 9

This is a roller coaster for the mind. Like the very best of games, it sounds so simple-and it can be, for beginners-but the more experienced you become at Marble Madness, the more you'll be convinced you've lost your own marbles!

Your goal is to guide your marble down a 3-D maze to the goal. Of course, there are little things to worry about, like gravity, peaks, valleys, mechanical drawbridges, tubes, vacuum holes, acid slime and marble munchers.

Marble Madness is an older game, originally produced for video arcades and then as an 8-bit version for the Nintendo Entertainment System. We are thrilled to have it in an updated and improved version for the Sega Genesis.

The graphics are extraordinary, the music is an interesting, other-world symphony and the sound effects are fascinating. Each of the levels has more than one way down to the finish line, and you should experiment to find the paths you find best for you. You can play against the clock by yourself, or you can play against a friend, with both balls on the race-way at the same time. **One or two players.**

WHO?

A bunch of marbles.

WHAT?

Under your guidance, they race their way down a 3-D maze, bat-

ting gravity and an assortment of weird and entertaining enemies.

USING THE GENESIS PAD

Directional Button (D-Button): Move your marble left, right, down or (when gravity permits) up on the screen.

Buttons A, B or C: Press to give your marble a quick turbo boost of speed.

MEGAFIRE SETTINGS (POWER STICK)

Some players may prefer using a joystick for this game; Turbo switches should be off.

PLAYING THE GAME

In the two-player game, Player 1's marble is red and Player 2's marble is blue. The clock at the top of the screen displays time remaining to finish a particular level. Although the display limit is 99 seconds, the game can actually keep track of time beyond that amount.

When your marble falls off the raceway, is dissolved in slime or otherwise disappears, it will be replaced on the screen. You have an unlimited number of marbles as long as there is time left, but you will lose precious seconds waiting for each to be replaced.

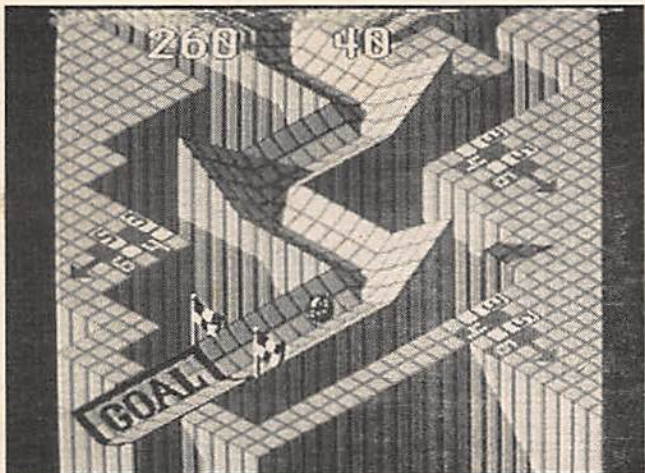
Each level will have a particular amount of time assigned for completion. After Level 1, any time left over from the previous level will be added to your available time for the next challenge.

In the two-player version, if one player gets way ahead of the other and moves off the screen, the second marble will automatically be transported down the chute to the top of the next screen, but a five-second time penalty will be charged.

ENEMIES

There are a number of nasties to avoid or otherwise deal with. Here are a few:

Marble Munchers. They look like Slinkies. Their name tells you what they like to eat. Avoid them.



Steelies. These are black metal balls that will get in your way or even try to knock you off the course. Avoid them, or take the offense and knock them off the raceway yourself for bonus points.

Hooovers. Watch out for these little suckers—they'll try to vacuum you off the course. Use your timing carefully, or add a turbo boost to scoot past them.

Acid Slime. Green pools of ooze that will melt down your marble; don't mess with them!

Terrodactyls. See the pretty birdy? See the birdy swoop down and grab your marble? Why did you let that happen?

Hammers. Don't hurt 'em, Hammers. They'll try to knock you off course at the last minute.

Imwams. Pistons that pop up from place to place. Avoid them.

SCORING

You score points for the distance you travel on the way to successfully completing a level, plus Time Bonuses depending on

how many seconds were still on the clock.

There are also Bonus Points available for finding shortcuts down pipes, over waves and other places, and for getting past some of the enemies or traps and for successful jumps.

SECRETS OF THE PROS!

The key to success in this game is to carry as much time as possible from the early mazes into the later ones. We suggest you memorize the lower levels.

Here's a way to gain some extra time. Select the two-player mode and leave the second controller unused, or make sure that the player on the second controller finishes second. You'll pick up the bonus time for winning every time.

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Populous™

Graphics / Sound: 6	Response: 6
Fun / Realism: 7	Ultimate Score: 6.3

Everyone dreams of playing God; here's your chance.

Populous is an extremely complex simulation of one view of the way the world works. You assume the role of a Supreme Being, able to shape life—raise land from the sea, develop farm land, unleash volcanic eruptions and earthquakes—and also encourage the establishment of new settlements (and new babies).

There is also, alas, Evil. And since you are the head honcho, it will be up to you to direct your faithful followers in strategies to establish the supremacy of Good.

This game is not an arcade shoot-'em-up; the excitement comes from the recognition of a god-like job well done. The instruction manual is full of reference detail, although it is missing a section we'd like to see: How to play the game. Read it through carefully and also spend the time to watch the onscreen demo that will appear after you turn on the game but touch no buttons on the control pad. And then read the inside tips we present here and assume your throne as a Supreme Being. **One player only.**

WHO?

You are Him.**WHAT?**

There are something like 500 different worlds where you can try to assist the forces of Good against the minions of Evil.**WHY?** That's what a God does.

USING THE GENESIS PAD

Directional Button (D-Button): The arrow keys are used to move the onscreen cursor to make selections from menus.

Buttons A or C: Press to make selections.

Button B: Hold down button B and press an arrow key to scroll the Close-up Map.

Pause: Press Start to pause the game; to resume play, press the button again. When paused in this way you cannot move the onscreen cursor.

You can also choose the **Zzzz** symbol located at the bottom right of the Command screen to suspend the action of the game; press it again to resume play. When the game is paused in this way, you can still move around the Close-Up Map and also use the View Symbols and Influence Behavior Symbols.

THE GAME PLAY SCREEN

As the Supreme Being, you look down upon all you have created. In the center of the screen is the Close-Up Map. At top right you'll find the Info Shield and, stretching along beneath it, the Manna Bar. At top left is the Book of Worlds and at bottom left are the

available Command Symbols. Here is an explanation of each:

Book of Worlds. Here is a representation of the entire world to be conquered. Study the symbols:

White Crosshair	Your Close-Up Map position
Blue Dots	Good Walkers
White Dots	Good Settlements
Red Dots	Evil Walkers
Dark Gray Dots	Evil Settlements
Light Gray Dots	Rocks

Close-Up Map. Here you can see a magnified view of your current location. To change the view of any location in the world, move the cursor to the Book of Worlds and press buttons A or C, or press and hold down button B and use an arrow key to scroll the Close-Up Map directly. A third way to move the view around is to select one of the eight arrows displayed in the command area on screen.

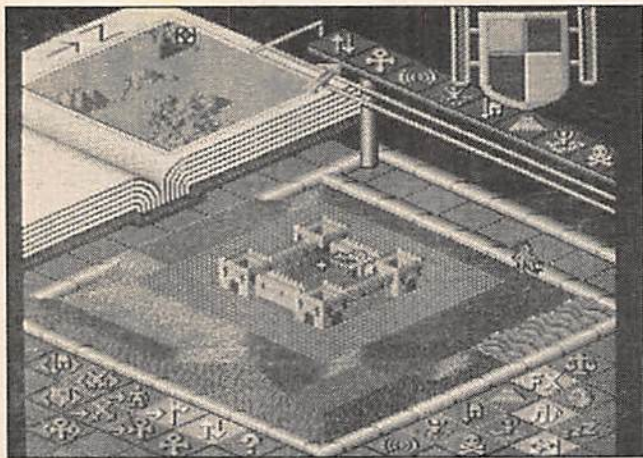
On the screen you will see symbols for Walkers, Settlements, Rocks, Trees and Papal Magnets. Swamps and Rocks cut down on the acreage available for farming. To remove them or to restore destroyed crop land, you will need to raise and then lower the land. To remove white or gray rocks, sink them by lowering the land around them all the way down to the water.

Manna Bar. This is an indication of your power—the arrow will move to the right as your strength increases. Manna is the power needed to control your world and the people around you; you obtain it from the people who worship you, and the more followers you have the faster you will accumulate it. Additional sources of Manna come from destroying Evil Walkers.

Manna is needed in order for you to perform your supernatural acts.

SECRETS OF THE PROS!

Okay, so now you still want to know how to play this game, don't you? Here are a couple dozen of the best suggestions and hints from the Populous experts.



Starting Out. When you begin the game, you have only a small supply of Manna, which will quickly run out if you try to throw around your power a bit. One of the first things you should do, then, is to make a castle to generate more Manna, which you can use to flatten the land and earn more Manna and so on.

Once you have built your castle, create more Walkers by "building down." Remove a square of land right next to the castle. This will reduce the amount of farm land for the castle and make it a smaller building. A Walker will most likely leave the castle now and settle somewhere else, and you will end up with two settlements. Now go back and replace the land you removed to restore your castle to full size. This technique is called "Sproggering."

Build up twice on the same spot and then remove the top point; this will produce an area of nine flat squares, using only three button pushes.

Each Walker has a bit of intelligence; some have more than others. They build smarter based on the number of times they have left a settlement and the technology they have

acquired. A less smart Walker will waste a lot of time circling a large castle in search of land to settle on; a smarter guy will be able to look five or six squares ahead. Another important move at the start of the game is to locate your opponent's leader and put the shield on him. Keep an eye on him, and if he starts to become too powerful, swamp or drown him.

Landscaping. Grass is the easiest terrain to move about on; on ice and in the desert, Walkers can only move a short distance before they die. On ice, by the way, a tent will produce the same amount of Manna as a castle would, so don't waste time on constructing larger buildings.

Creating Havoc. Volcanoes are among the worst things you can do to the forces of Evil. Raise a volcano two or three times if you can. If your opponent pops one on you, don't waste time building down the area. Instead call forth your own Earthquake to flatten the region and then remove the rocks.

Floods can completely change your fortunes in the game. Before you bring one forth, be sure that you have as many as possible of your people two levels up from sea level. If the forces of Evil flood the world, concentrate on first saving as many of your people as you can and then set about raising some land for them.

Knights are especially effective if they have been created from a leader at his strongest power level and equipped with the greatest weapons factor. The best way to defeat an Evil Knight is to put a swamp right under him.

Advanced Strategy. Build up the strength of your leader. Here's one way: Place the Papal Magnet in one of your own castles and then select the Go to Papal Magnet command. When your leader is joined by followers, his weapons level will increase. Change him into a Knight when he is at highest power. Use your leader to create settlements; he can do it quicker than a mere Walker.

You can use your leader as a fighter. Place the Papal Magnet in the building you want to attack and then select Go to Papal Magnet. The leader will head to the magnet and go into battle if necessary and settle any buildings he conquers. Then move the magnet to the next target. Using this strategy, be careful not to depopulate your own lands or to let the enemy concentrate too much on building his own population.

When you fight an enemy knight, try creating many small buildings near him to weaken him and slow him down. Building through the hills also slows attacking knights. Use this to your benefit as a defensive measure: Put your castles at the back of your land with a buffer of small settlements in front of them.

Perfect the art of Multi-Sprogging. Reduce the size of large castles to flush out a Walker and create more settlements.

You can try to out-psych the computer opponent by looking at the options it is allowed and make your own decisions based on this intelligence. For example, if it is likely to use floods as a weapon, be sure to build higher.

Swamps are powerful weapons that can reduce your enemy's population level. If your leader is swamped, place your Magnet in an area of land that has small hills and is not likely to be swamped. Your people will come to the magnet. The computer will try to swamp again, but to no effect except to waste Manna.

The most powerful weapons for various terrains are:

Grass: Sword	Rocky Terrain: Sword
Desert: Ball and chain	Ice: No weapons.

SUPER SECRET

Here's a way to jump into advanced stages without having a password.

Start by choosing New Game and wait until the game

asks you for a password. Hold down the B button and press the Up and then the Down arrows. A series of numbers will appear on screen; put in a three or four-digit number (use the Right arrow to enter the numbers) and then press the Start button to enter a new world. Multiples of 100 (100, 200, 300 and so on) seem to work well.

The code for the last stage is 2269.

Here are a couple of "word" codes as well: BILQAZOUT for world 300, or BADMEILL for world 400.

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Side Pocket™

Graphics/Sound: 6	Response: 7
Fun/Realism: 7	Ultimate Score: 6.7

Here's a complete set of pool games in a cartridge that weighs hundreds of pounds less than a regulation billiard table.

Side Pocket includes well-designed simulations of pocket, nine-ball and trick shot games. It's more complex than it seems: You'll learn all about geometric angles, power strokes and the uses and misuses of English to a cue ball. **One or two players.**

WHAT?

Rack 'n roll.

HOW?

Learn to speak English to your cue ball.

USING THE GENESIS PAD

Directional Button (D-Button): Aim the direction of the cue ball by pressing Up, Down, Left or Right and moving the dotted Directional Path indicator.

Button A: Press once to pull back the cue stick and start the Power Meter. Press again to stop the spinning coin and Shoot. The strength of the shot is determined by the final position of the spinning coin.

Button B: Press to toggle between the colored balls or the numbered balls.

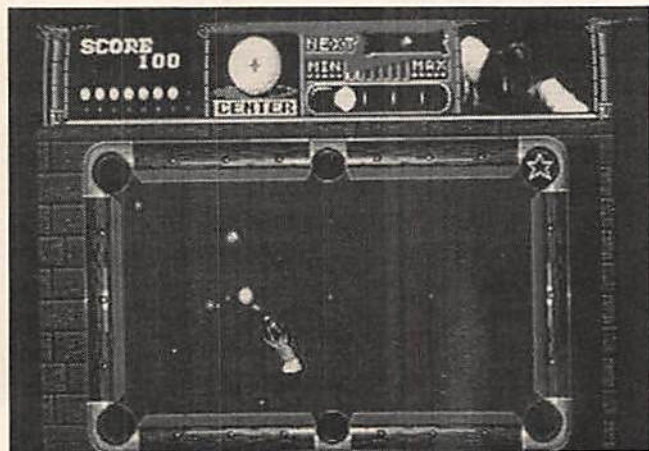
Press and hold the B button and press Up, Down, Left or Right to adjust the amount of "English" you will apply to the shot.

Button C: Press to cancel your shot while the Power Meter is moving and before you have pressed the A button a second time.

START: Press during play to bring up the Indicator window and choose between the two available Directional Path indicators.

SCREEN DISPLAY

The current score and remaining stock are displayed in the upper



left corner of the screen. In the Two-Player Pocket game, a flashing crown below one of the scores indicates which player is ahead. In the Two-Player Nine Ball Game, WIN indicates the number of games the current player has won so far.

The white dots below the score show how many shots the current player has remaining; each dot represents two shots. One will flash when you miss a shot, and disappear when you miss two shots. You will also lose a full dot if you sink the cue ball in one of the pockets.

APPLYING ENGLISH

English is a spin or movement applied to the cue ball by striking it in a particular place. Press and hold the B button and move the arrow keys to put your desired spin on the ball:

Center. The cue strikes the ball dead center and no English is applied.

Follow. The cue strikes the cue ball above center, giving it forward spin. After striking another ball, the cue ball will continue to roll forward.

Right. The cue stick will hit the ball right of center, forcing the cue ball to bounce off a cushion farther right than it normally would.

Left. The cue stick strikes the cue ball left of center, forcing the cue ball to bounce off a cushion farther left than it normally would.

Draw. The cue strikes the ball below center, giving it a backward spin. After the cue ball hits another ball, the cue ball will start to roll back towards the point where it started.

Masse. Used mostly for specialty shots. The cue strikes the ball on top with a downward stroke. The effect is like a very strong Draw; if you hit the ball at the hardest Masse setting, it may even jump over other balls in front of it. To select Masse, continue to press the Up arrow past the highest level of Follow; there are three levels of Masse.

The closer you get to the edge of the cue ball, the more intense any of the English shots will be; you can adjust your English in combinations of Draw/Left, Draw/Right, Follow/Left and Follow/Right.

OPTION SCREEN

One Player Pocket Game. There are five stages in the game, each represented by a city. To advance to the next stage you must meet or beat the target score shown at the start of each stage. When the game begins, you will have a stock of 16 shots.

Stage 1, Los Angeles. Target 3,000 points

Stage 2, Las Vegas. Target 4,000 points and Trick Shot

Stage 3, San Francisco. Target 5,000 points and Trick Shot

Stage 4, New York. Target 6,000 points and Trick Shot

Stage 5, Atlantic City. Target 7,000 points and Trick Shot

You can earn extra points by sinking balls consecutively, without missing a shot, or by sinking balls in numerical order. The points will be added to your score at the end of each round. At some points in the game, the word "Super" will appear above the table and a ball will begin to flash. If you strike the flashing ball before hitting any others, the cue ball will pick up extra speed and continue to move around the table for an extra amount of time.

You should also be on the lookout for **Bonus Pockets**. A flashing star will appear in one of the pockets; sink a ball there and you will earn extra points, extra stock or an extra trick shot at the end of the stage.

When just one ball remains on the table, a blue symbol with the word **Zone** will appear in one of the pockets. If you can park the last ball in that pocket, you will earn points, extra stock or an extra trick shot. However, if you sink the cue ball in that pocket instead, a strange new set of physics will apply on the next shot: The ball will carry more energy and table friction will be reduced, making your ball fly around the table for much longer than usual. If you can sink the last

ball this time, new bonuses are available.

Two-Player Pocket Game. A set of five matches with the same rules as the One-Player Pocket Game except that neither player has stock; play continues until the table is cleared.

Before the game begins, both players "lag" to see who goes first. The object of lag is to strike your cue ball hard enough to hit the far (foot) cushion and come back to the near (head) cushion without touching it. The player whose ball is closest to the head goes first. Press the A button to choose how hard to hit the cue ball.

If you "scratch" (sink the cue ball) you will lose one shot and the cue ball will be placed at the right side of table.

After five sets, the player with the most points is the winner.

Two-Player Nine Ball. Choose from 3-game, 7-game or 15-game series. Each win counts as a point, and the first player to win two out of three, four out of seven or eight out of 15 games wins the series.

The object of Nine Ball is simple: the first player to sink the 9-Ball into any pocket wins. Before you can shoot the 9-Ball, though, each player must hit the lowest numbered ball on the table with the cue ball before hitting any other ball. Any ball can be sunk into any pocket on any turn, but the lowest numbered ball must be struck first.

If a player misses the lowest ball, a foul is declared; three fouls and that player loses the current game.

Players take turns after missing a shot. The next player is allowed to select the position for the cue ball by moving it with the arrows and pressing the A button when it is in place.

Trick Shot Game. This game is strictly for fun. There are 19 trick shots set up for you, including obstacles like glasses on the table or blocked pockets. The object is to sink each ball on the table into any of the open pockets in a single shot. You must complete all 19 trick shots, in any order, to solve the puzzle and finish the game.



Where in Time is Carmen Sandiego?™

Graphics/Sound: 9	Response: 8
Fun/Realism: 8	Ultimate Score: 8.3

Congratulations on your new job: Time Cadet in the Time Crime Division of the Acme Detective Agency. That's the good news. The bad news is that you have been assigned to tracking down one of history's most clever and elusive criminal gang leader: Carmen Sandiego.

Carmen and her V.I.L.E. (Villains International League of Evil) henchpeople specialize in stealing everything in sight; now they have even managed to steal an experimental time machine and have embarked on a campaign to heist some of the most famous treasures of recorded time.

But Acme is not without its own resources. As a Time Cadet you will be equipped with your own personal portable time device, the Chronoskimmer 325i. At the start of each assignment you will receive a briefing from HQ about the latest nefarious doings of Carmen's gang and will be given a specific period of time in which to chase after the crook and recover the loot.

The case moves along as you uncover clues about the identity of the thief as well as his or her movements. When you have collected sufficient evidence, you can ask the computer to issue a warrant for the arrest of the perpetrator.

The clues come in the form of references to historical events or persons. You may recognize the date or place from

your own knowledge, or you may need to consult your copy of the paperback edition of **The New American Desk Encyclopedia**, which is provided along with the game cartridge. There is no rule that you must use just that reference source; if you have a favorite encyclopedia or other book, you can use that.

A typical clue might be: "She talked about dredging a Cenote for Mayan treasure." What does this tell you? Well, first of all, we already know that the suspect is a female. The clues here are the words "Cenote" and "Mayan." You won't find Cenote as a listing, although checking other sources will tell you that it is a natural well that is considered sacred to the rain gods of the Mayans. The listing under Mayans tells you that they were a civilization of American Indians who occupied a large portion of what is now Mexico and Guatemala as well as parts of El Salvador and Honduras from about the years 300 to 900.

You now know both a destination and a rough time period. Go to the Travel screen and consult the destinations listed. The destinations are listed with a colored bar that indicates a time period. The listing might read: China 1900-present day; India 1900-present day; Mexico 400-1300, and Peru 400-1300. We know from our research that the clue refers to a time period of 300-900, which rules out India and China; we also know it refers to Central America, which rules out India, China and Peru. The answer here is Mexico.

Use your encyclopedia carefully. Sometimes the answer will be immediately obvious at the first reference you consult; sometimes you will have to consult several cross-references.

Almost all of the steps you take in your pursuit—questioning a witness, examining a piece of evidence, or travelling from time period to time period—will use up some of your precious time. If you fail to solve the case in the allotted period or make a false arrest, you will lose the case.

When you do solve the various crimes, you will receive var-

ious promotions in the Acme ranks. And, you can save your current rank and position when you turn off the game.

The games are among the most entertaining educational games developed for the computer age. This marks the first Sega Genesis appearance of Carmen Sandiego; more than two million copies of her escapades have been sold in computer formats, and a much less snazzy 8-bit version was offered for the Nintendo Entertainment System in 1991. The first challenge was "Where in the World is Carmen Sandiego?" Following after was "Where in the U.S.A. is Carmen Sandiego?", "Where in Europe is Carmen Sandiego?", "Where in Time is Carmen Sandiego?" and the newest game, "Where in America's Past is Carmen Sandiego?"

Pardon us for our self-interest, but we'd also like to suggest that you purchase a copy of another of our books, *The Ultimate Unofficial Carmen Sandiego Companion* from Bantam Books. Here you will find hundreds of pages of clues and facts to help you enjoy any of the five Carmen titles. **One player only.**

WHO?

Carmen Sandiego, the computer age's most famous criminal,



mastermind of the Villain's International League of Evil, surrounded by a motley crew of evildoers including Molly Coddle, Justin Case, Minnie Series and Russ T. Hinge.

WHAT?

They have set off to plunder some of the world's greatest treasures.

HOW?

They scoot from place to place and time to time aboard V.I.L.E.'s time machine.

USING THE GENESIS PAD

The arrow keys are used to control the onscreen cursor in the same way a mouse is used in a computer game. Move the cursor to one of the command keys on your Chronoskimmer and press the A, B or C button to "press" the button on the screen. The arrow keys are also used to cycle through available options for each command.

OPTION SCREEN

At the start of the game, you can choose to have screen messages and clues displayed in any of five languages: English, French, German, Italian or Spanish! Note that the screen graphics, including the buttons and knobs of the Chronoskimmer, continue to be in English. This is an exciting way to work on your foreign language skills.

SECRETS OF THE PROS!

Don't ask more questions than are necessary, since each will use up some of your precious time. As soon as you know where Carmen or one of the V.I.L.E. gang members have travelled, go to the Travel section to time leap after him or her.

Similarly, don't ask the crime computer to come up with a suspect until you have collected at least three bits of evidence, which is generally sufficient for a warrant. To do so earlier will use up time unnecessarily.

There is, though, one situation where you may want to make a guess at a suspect. If you come to the location of the gang member and you do not have a warrant, you may as well enter the hard facts you have and then fill in one or two details and make a guess. Consult the dossiers of V.I.L.E. gang members for someone who includes the characteristics you have already determined. The penalty for a false accusation in this game is the same as that for not having a warrant at all.

Be careful when you read the travel destination screen: on some displays you will see the same country listed twice with different time periods. Be sure to choose the one that matches your clue.

The electronic Scanner is an easy and exciting way to check out an entire area quickly. It also can burn up your time pretty quickly—especially if you choose to “Scan Further” for more objects. Use the Scanner carefully, and only when you have a lot of time on your hands.

Hazel is a light shade of brown, as is chestnut; azure is the color of a clear sky, and titian is between brown and orange. If you make a mistake and end up in the wrong time zone or wrong place, be sure to return immediately to the last place you found one of the V.I.L.E. henchmen. If you head off to a different location you are certain to become hopelessly lost in time.

The game does not usually distinguish between A.D. and B.C. dates.

This is strictly a one-person game, but we have had fun with two players taking turns solving mysteries. Keep track of the number of crooks captured by each player.

Where in Time is Carmen Sandiego? © 1989, 1992, Broderbund Software, Inc. Sega Genesis game © 1992 Electronic Arts.

■ 4 ■

Car Wars



Ferrari Grand Prix Challenge™

Graphics/Sound: 8	Response: 8
Fun/Realism: 7	Ultimate Score: 7.7

This is no Sunday drive in the park: Here's your chance to compete in a very realistic simulation of Formula 1 racing on 16 world class tracks on six continents.

This is a very nicely designed game with a comfortable and logical set of button assignments. You can compete on the entire Grand Prix series, or select individual tracks for practice. Your vehicle can be customized within the Formula 1 definition, and you can alter other elements of the race including the weather.

Put your foot down and roar into the straightaway and into the hairpin. **One or two players.**

WHO?

Drive, they said.

WHAT?

Compete on some of the most famous and most difficult courses in the world.

USING THE GENESIS PAD

Directional Button (D-Button): Moves your car left and right while driving.

Press Up to downshift the transmission.¹

Press Down to upshift the transmission.

Button A: Accelerator.

Button B: Brake.

¹The manual is wrong here, stating that the standard assignment is Up for upshift and Down for downshift. You can change the button assignments from the Option screen to swap the gears, if you'd like.

OPTION SCREEN

Practice Race. Choose from any of 20 courses to practice on; the first 16 are the Grand Prix tracks, and the last four are for extra challenge. You can select your car, customize it and even control the weather. You may select any rank car, choose a starting position and pick the number of laps for the race.

Time Trial. A split-screen one-on-one competition against a friend or a computer-controlled opponent. You may select any rank car and adjust the weather conditions.

Grand Prix World Championship. The whole deal: 16 courses in 16 countries on six continents. Earn points on each track and seek the World Championship.

You will automatically be assigned to a D-ranked car, the easiest to drive; as your racing improves you can go up to A-rank, which is the fastest and most difficult vehicle. You will also be able to select a driver.

Options. Change the button assignments for the game.

CUSTOMIZING YOUR CAR

Begin by selecting your basic car. Then use the arrow keys to adjust the settings for that car. As you change elements, the Speed, Grip and Durability ratings will change.

SCREEN DISPLAY

The most important part of the game, of course, is the view of the track out the front windshield. But the screen includes quite a few other important indicators. We'll divide them into Windshield and Dashboard sections.

WINDSHIELD

Kilometers per hour. Your current speed, measured in kmh.

A kilometer is about five-eighths of a mile; 200 kmh is equal to about 125 miles per hour.

Gear. It's important to use the proper gear to get the most speed from your engine and to avoid blowing up. Upshift when the **Tachometer** nears the red line; downshift when your speed drops off and the tachometer reading is low.

Also displayed on the windshield is your current position and a **Rear View Indicator** to warn of cars approaching from behind. Pay attention to the color of the car shown here: A yellow car is distant, an orange car is approaching fast and a red car is almost on top of you.



DASHBOARD

Damage Indicator. When a part of your car has been damaged, it will change color and begin flashing. Depending on your position in the race, the amount of time left and the nature of the damage, you may want to come in to the Pit for repairs, or try to limp home. If you continue to drive in a damaged vehicle, its performance will be reduced.

Overhead View. A map of the entire course, with your car's position indicated with a little dot. Glance at the map from time to time to be able to anticipate turns and see the location of the Pit, which is marked with white lines.

The dashboard also displays the racing time for the current lap, the previous lap and the best lap you've run in the current race.

MAKING A PIT STOP

Pull up to the Pit Stop area, marked by a P symbol, by applying your brakes and stopping in the black area on the side of the road. You will be given a chance to repair any or all of your car's parts, if you have the time.

THE GRAND PRIX CIRCUIT

America. A short street circuit, with 90° turns and hairpins. 2.28 miles.

Brazil. Tight, twisty turns require a great deal of gear-shifting. 2.69 miles.

San Marino. A series of blind "S" curves and hills requires excellent traction. 3.13 miles.

Monaco. A street course with bumps, dips, manhole covers and an infamous double switchback; a soft suspension is essential. 2.06 miles.

Canada. One of the fastest tracks, it has flat open straightaways that end suddenly in tight switchbacks. Get a set of good brakes. 2.75 miles.

Mexico. A tough course requiring good braking and a soft suspension. 2.74 miles.

France. Turn, turn, turn into switchbacks and hairpins. 2.65 miles.

Britain. A speed demon's delight with long straightaways, "S" curves and hard corners. 3.2 miles.

Germany. One of the most dangerous courses, partially shrouded in a pine forest. 4.22 miles.

Hungary. A twisty-turny course that is one of the slowest and most difficult courses. 2.46 miles.

Belgium. A high-speed challenge with big, sweeping turns. You may need rain gear. 4.31 miles.

Italy. Fast in spots, but very demanding of gears and brakes. 3.6 miles.

Portugal. Switchback upon switchback, hills and valleys and bumps: It's tough on your car. 2.7 miles.

Spain. Super high-speed straightaways, broken by hairpins. 2.95 miles.

Japan. The only figure-eight course, it can be broken into two tracks or run as one; slow turns are very demanding on tires. 3.64 miles.

Australia. Lots of turns, and tough on the hardware. 2.34 miles.

BONUS TRACKS

Long Beach. Practice hairpin turns here.

Mid-Ohio. It seems like it always rains here; practice with your wet tires.

Oyster Bay. The Long Island, N.Y. home of Acclaim Entertainment, maker of this game. They have roads there, too.

Indianapolis. One of the racing meccas of the world.

SECRETS OF THE PROS!

Start with an automatic transmission and concentrate on your steering, braking and acceleration in early races.

If you are using a manual transmission, you can downshift to a lower gear to help brake the car in turns.

High-speed racers apply the brakes going into a turn and accelerate coming out.



Road Blasters™

Graphics / Sound: 7	Response : 7
Fun / Realism: 7	Ultimate Score: 7

This is an electronic drive-by shooting; you are in control of a high-performance racing machine and an arsenal of high-power weaponry in a race for survival. This is a translation of an arcade hit. **One player only.**

WHO?

You are the Road Blaster.

WHAT?

Steer, shoot, brake, shoot, accelerate, shoot.

USING THE GENESIS PAD

CONTROL OPTION A

Acceleration is automatic.

Directional Button (D-Button): Press Left or Right to steer in those directions. Press Down to slow.

Button A: Press for regular gunfire.

Buttons B or C: Press to fire special weapon.

CONTROL OPTION B

Directional Button (D-Button): Press Left or Right to steer in those directions. Press the Up or B button to accelerate. Press Down to slow.

Button A: Press for regular gunfire.

Button B: Press to accelerate.

Button C: Press to fire special weapon.

NUMBER OF LEVELS

There are no less than 50 levels in the game, spread across 12 regions:

Bubble City	1-3	Power Plant	27-30
Forest Section	4-10	Science Complex	31-34
Desert Region	11-14	Molten Zone	35-38
Ground Zero	15-18	Ground Zero	39-42
Crystal Palace	19-22	Bubble City	43-46
Weapon Factory	23-26	Sunset Strip	47-50

SCREEN DISPLAY

Score. Earn bonus points by destroying enemy cars and guns; the points are increased by the Multiplier factor.

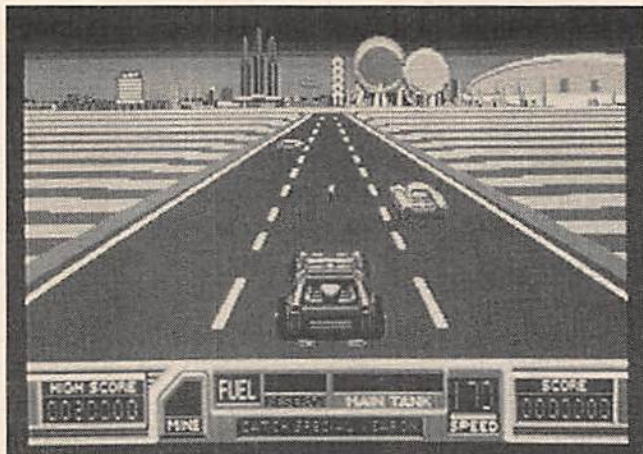
Multiplier. An indication of your current shooting accuracy. Each time you hit and destroy a target with a single shot, the Multiplier will increase by one, up to a maximum of 10; when you shoot and miss, the Multiplier will decrease by one, to a minimum of 1. Points are multiplied by the factor and listed in your score.

Speed. Top speed running on Regular fuel is 213 mph; turn on the Nitro Injector for a boost to 298 mph for a while. In Option A mode, your speed will increase automatically to maximum; in B mode, each time you press the Up arrow, the speed will increase by a step. If your vehicle leaves the road, your speed will drop off quickly.

Fuel. You can only go so far before you need to stop at a gas station, or in the case of this game, before you need to pick up a fuel globe. You also have a reserve tank which will let you drive a bit further when the main supply runs out; the reserve tank is filled at each rally point, based on your rally point score.

Main Indicator. When the detector picks up the presence of mines on the road, the black lamp to the left of the reserve fuel gauge will flash red.

Special Weapon Indicator. If you are able to snare one of the special offerings dropped by the support jet, the name of the



item will appear in the black panel below the speed and fuel gauges. The Nitro Injector, Cruise Missile and Electro Shield can each be used just three times, and will be represented by three round icons; the capacity of the U.Z. Cannon is indicated by a yellow bar that will become smaller as the weapon is used.

SPECIAL DEVICES

Watch for the support and supply jet that will come over the track from time to time; move beneath it to catch a special weapon. The name of the new device will appear in the lower center of your control panel; activate the special weapon by pressing the button for the control option you selected.

U.Z. Cannon. A rapid-fire gun, limited to the number of shots shown in the control panel.

Electro Shield. Protects from collisions three times.

Nitro Injector. Boosts speed to 298 mph; can be used three times.

Cruise Missile. Destroys everything in your way, including fuel globes; can be used three times.

THE ENEMY

This track is even more dangerous than the Long Island Expressway at rush hour or downtown Boston at any time of the day. Among the obstacles to be removed are:

Cycles. Small motorcycles will weave in and out of traffic and generally get in your way.

Command Cars. Large purple vehicles that cannot be destroyed by ordinary weaponry. Use a Cruise Missile or blast through them while wearing the Electro Shield.

Gun Turrets. Enemy emplacements can be found inside red and purple buildings along the roadside; blast them before they do you.

Mines. Watch the warning light to the left of the reserve fuel gauge; it will flash red when there are mines in the road. Slow down to drive around them, put on the Electro Shield, or try to blow them up with a Cruise Missile.

Rat Jeeps. They'll seem to drive safely along the sides of the road, but are likely to suddenly cut in front.

Stingers. Orange vehicles; blast them.

Toxic Spills. Avoid the pools of crud or you may spin out.

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Road Rash™

Graphics / Sound: 7	Response: 8
Fun / Realism: 7	Ultimate Score: 7.3

This is a kick-boxing match on wheels. Or, a motorcycle race with spikes. Either way, Road Rash is a very nicely

designed rough-and-ready road racing game.

Keep an eye out for cows, deer, dangerous drivers in four-wheelers (cars), oil slicks, sand, gravel and trees. You'll also have to avoid an entire platoon of cops that range from the mildly incompetent to the fiercely ferocious. In fact, except for the very first cop you meet, you're going to want to outrun or even outfight any cop who tries to pull you over.

One or two players. In the two-player game, opponents will take turns racing.

WHO?

Go ahead, be rash.

WHAT?

Zzzoom, kapow!

USING THE GENESIS PAD

Directional Button (D-Button): Press Left or Right to lean in those directions.

Button A: Press to brake.

Button B: Press to accelerate.

Button C: Press to attack. Press the button alone to punch at a nearby opponent. Press and hold Down and the C button to prepare to kick; release the C button when an opponent is within range. Press and hold Up and the C button to prepare to slap; release the C button when an opponent is within range.

After you finish a race, press the C button to view bikes for sale and spend some of your winnings.

SCREEN DISPLAY

The bottom third of the screen is filled with important information for rash road racers. Working from upper left to upper right in a counterclockwise direction, the indicators include: **Stamina Meter.** It begins fully filled and green when your racer

is fresh and uninjured; it will become shorter and turn red as you are injured. If the meter reaches zero, you will lose a racer.

At bottom left and bottom right are **Rearview Mirrors**.

Bike Damage. Just as with the Stamina Meter, your bike can only withstand a certain amount of damage before it is lost from the race.

The **Speedometer** and **Tachometer** tell you how fast you are travelling and the efficiency of your engine.

Next to the Tachometer is the name of your **Nearest Opponent**. The listing here will change as you gain on a rider in front of you or if another cyclist comes up from behind.

At upper right is the **Opponent's Stamina** meter. The weaker the meter reading, the easier it will be to dispense with the nearest opponent.

LEVELS

To move up a level, you must place fourth or better on each of the five tracks. To win the Road Rash, you must finish fourth or better at each track five times.

CHARACTERS

The Cops

Officer O'Leary is a rank rookie most likely to hassle you if you go too slowly. Not much of a challenge. **Officer Rourke**, **Officer Flynn** and **Officer O'Shea** are much more difficult to deal with. You'll have to outfight them or outrun them if you can. **Officer O'Connor** is the toughest cop on the force, and you're not likely to be able to talk her out of anything. Your only hope is to outrun her.

The Rashers

Be nice to **Natasha** and she may help you out; if you attack her, she'll bite. **Biff**, **Slater** and **Ikira** are tough but manageable. **Sergio** and **Helldog** are the toughest of the tough.

BIKES

- Shuriken 400.** Great handling, but underpowered. \$4,000.
- Panda 600.** An excellent all-around bike with light steering. \$5,000.
- Bonzai 750.** Tight handling and high power. \$7,000.
- Kamikaze 750.** Looser steering but even more power than the Banzai. \$8,000.
- Shuriken 1000.** Zzzoom. \$12,000.
- Ferucci 850.** High torque and tight handling, but not very sturdy or reliable. \$14,000.
- Panda 750.** Excellent midrange power and a nifty paint job. \$20,000.
- Diablo 1000.** The hottest cycle, only for the best drivers. \$25,000.

COURSES

Sierra Nevada, Pacific Coast, Redwood Forest, Palm Desert and Grass Valley.

SECRETS OF THE PROS!

After a crash, you will automatically run back to your bike, but there may be times when you want to control the direction your rider runs. Use your arrow keys to run; press and hold the A button to stand still until it is safe to move.

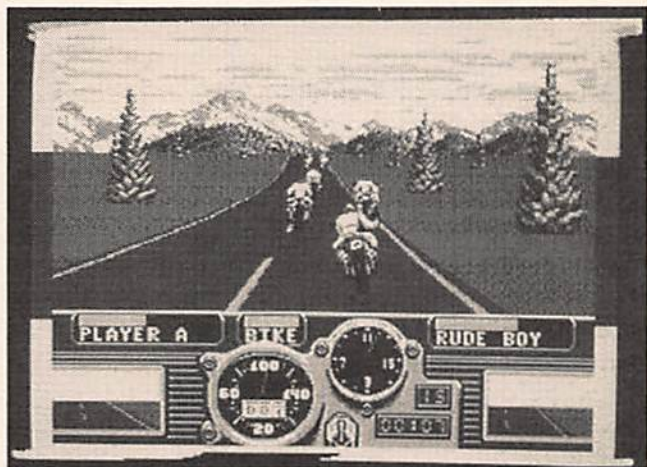
Here are some passwords:

Ferruci 850: 32673 01R01 011DO 35T7Q
Panda 750: 32674 02EA1 100ET 36RCN
Diablo 1000: 00000 03231 0100J 479KT

And here's a code to skip right to the third level with a cool \$31 million in your pocket:

010B0 01DB5 UQP06 37UN9

Don't spend your money on a new bike immediately; the first one you receive is pretty powerful and may be most



effective in the early stages.

When you upgrade, remember that bikes with huge engines may go faster on the straightaways, but are considerably more difficult to control on turns.

Here are some codes that will bestow upon you the best bike and a whole bunch of money:

Level 1:	00000	07DJ1
	12G9A	1786E
Level 2:	00000	07O71
	13LJJ	2N7SR
Level 3:	00000	07QF0
	03JS3	37GL5
Level 4:	00000	083O0
	12NIK	473FC
Level 5:	00000	083S1
	12K38	5782A

Here's a code that will bring you into the fourth level with a cool \$7 million to spend, which should be enough to buy a few wins, or at least some exciting rides:

34441	01MS0
NV8UC	3QJ8R

And more codes, for the Diablo 1000:

31011	031A1
001hd	27FVG
0100	03PH0
107A2	37DKP

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■ 5 ■

Kick-and-Punch Shoot-'em-Ups



Alisia Dragoon™

Graphics/Sound: 7	Response: 7
Fun/Realism: 7	Ultimate Score: 7

Alisia Dragoon is one tough lady, the daughter of a magician who was killed by the evil Baldour, prince of all things evil.

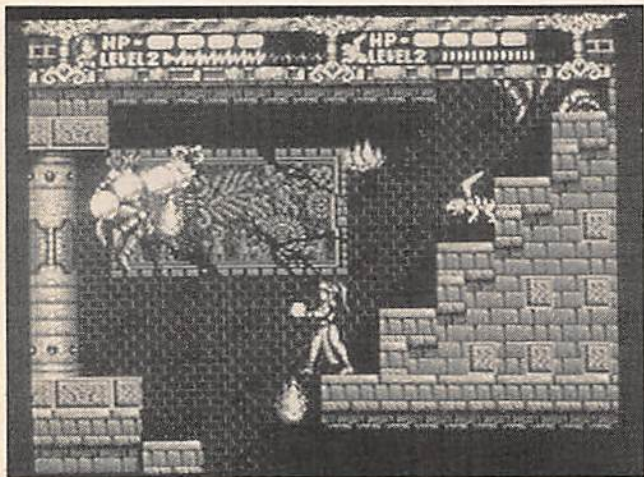
But Baldour has been gone for all of these years. . . until now. Alisia will use her powerful Thunder Magic to destroy enemies, but her real secret weapon lies in the four friendly monsters she brings along with her on her expedition. She can switch among the four during the course of the game. **One player only.**

WHO?

You are Alisia, with your monstrous friends Dragon Frye, Ball O'Fire, Thunder Raven and Boomerang Lizard.

HOW?

Use your thunder and lightning magic to forestall the return of the evil Baldour.



USING THE GENESIS PAD

Directional Button (D-Button): Press Left or Right to move in those directions. Press an arrow key to change the direction of a jump in midair.

Press Down to squat. Press Down/Left to make Alisia face left while crouching; Down/Right to make her crouch and face right.

Press Up or Down to scroll through monsters.

DEFAULT BUTTON ASSIGNMENTS

Button A: Monster Select. Press the Up or Down arrow to move through the list of the four monster companions and then press the Monster Select button to call one forth.

Button B: Thunder. Pay attention to the Thunder Power level; when it is flashing, an attack will produce a rolling bolt that will damage all enemies on the screen.

To attack enemies behind, turn Alisia around before pressing the Thunder button.

Press while in midair for an aerial attack.

Button C: Jump.

Press together with an arrow key to perform a running jump.

SPECIAL DEVICES

Locate winged receptacles and destroy them with a thunder blast to release special items within:

ALISIA

Thunder Level Up. Increases Thunder Magic to the next higher level.

Potion. Refills one section of Alisia's HP gauge.

1-Up. You can collect as many as nine extra lives.

Invincible. A red fairy will appear and accompany Alisia for about 16 seconds, protecting her from any damage.

Thunder Power Max. Makes Alisia's Thunder Magic awesomely powerful for about 16 seconds. Each time it is unleashed, it will roll across the screen and damage all enemies.

Platform. A pair of fairies will assist Alisia to reach levels she would not otherwise reach.

CREATURES

Level Up. Boosts the level of the currently selected monster, and adds a full unit to its HP gauge.

Beef. Fills one section of the HP gauge of the currently selected monster.

Revive. Brings all dead creatures back to life; they will start over at Level 1 strength when next selected.

MONSTERS

The four monsters, **Dragon Frye**, **Ball O'Fire**, **Thunder Raven** and **Boomerang Lizard**. As a monster's level increases, its attack/protect power increases. Each begins with an HP gauge that consists of three units; it can be increased to a fourth and fifth unit with Level Up items. If a monster loses all of its HP in battles, it will withdraw from the game and can only be brought back to life with a Revive item.

POWER PLAYER HINTS

Pay attention to the HP gauge for the active monster, and switch to another before it hits bottom. It is easier to restore some of the life for a living monster than to stick around and look for the very rare Revive item.

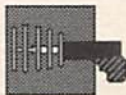
Holding down the Thunder button will create severe damage on screen; the gauge will recover when you let go to rest.

Take every item you find; they are all worth something.

The more powered up the Lizard becomes, the more boomerangs he throws.

In Stage 5, you will drop down to a watery lower level. Head as far left as you can until you see a small explosion. You will then be able to walk through the walls to a secret cavern with hidden Power-Ups.

Alisia Dragoon is a trademark of Game Arts. © 1992, Sega.



Atomic Runner™

Graphics/Sound: 8	Response: 7
Fun/Realism: 7	Ultimate Score: 7.3

An army of aliens has landed on Earth, taking over its cities and its citizens. The only hope is an ancient secret: it seems that the aliens have been here before, way back in the time of the Pharaohs. They left behind the Atomic Suit, and our hero Chelnov puts it on to fight fire with fire.

This is an inventive and challenging alien shoot-'em-up game, with some of the elements of the popular Contra series. Atomic Runner starts out at a pretty difficult level and goes on

from there. We worked from a preproduction copy of the game; some details may change in the final product. **One player only.**

WHO?

You are the Atomic Runner.

WHAT?

Use ancient high-technology against the aliens of today.

USING THE GENESIS PAD

See "Options Screen" to examine the nine different settings available for your buttons and arrows. Following is the standard assignment, used if you do not make a change from the Option screen.

Directional Button (D-Button): Press Right to run. Press with button B to jump forward.

Press Left to stand still while the background moves behind you.

Press Up/Right to shoot up on the diagonal. Press while jumping for a forward spin.

Press Up/Left to shoot up on the diagonal while facing backwards. Press while jumping for a backflip.

Button A: Fire.

Button B: Jump.

Button C: Switch directions.

OPTION SCREEN

The game includes no less than nine button assignment sets for the game. They're presented in a rather confusing manner, too. Perhaps this will help:

	Button A	Button B	Button C
Type 1-1	Jump	Shoot	Dir + Arrow
Type 1-2	Shoot	Jump	Dir + Arrow
Type 1-3	Dir + Arrow	Shoot	Jump
Type 2-1	Shoot	Jump	Dir
Type 2-2	Shoot	Dir	Jump

Type 2-3	Jump	Shoot	Dir
Type 3-1	Shoot Left	Jump	Shoot Right
Type 3-2	Shoot Left	Shoot Right	Jump
Type 3-3	Jump	Shoot Left	Shoot Right

Type 1-1 is the default setting if you make no changes from the Option screen. We have found that we prefer Type 3-1, which combines the shooting and direction change commands in a single button. Press A to turn and shoot left, press C to turn and shoot right and press B in the middle to jump.

You can also choose among Easy, Normal and Hard difficulty levels, select three or five lives per game, and select the number of Continues from 3, 5, 10 or 15. Other options include turning on or off rapid fire and rapid jumping.

LEVELS

Stage 1. Atomic Laboratory. The Wall Dragon will pop out of the carpentry; aim for the head.

Stage 2. Mutant Plant Zone. The Brass Idol will try to crush you; aim for the eyes.

Stage 3. Mayan Jungle. The giant Drop Ship alien craft will assault you with cannon fire, homing missiles and parachute soldiers; aim for the body.

Stage 4. Egyptian Desert. The Mojo Idol is a heavy-duty version of its brass cousin; aim for the head.

Stage 5. Treasure Room. The rocks that Terrordactyl launches from the cavern walls are most dangerous; his chest is weak.

Stage 6. Siberian Snowland. The MAD-roid (Mechanized Alien Destructo android) will blow apart by itself; keep shooting at the eyeball.

Stage 7. New York. Now, this is scary.

SPECIAL DEVICES

Your character begins the game with only limited powers. Collect Power-Ups to increase shooting range, bullet speed, destruc-

tive power, jumping height and more. Some of the Power-Ups are held by aliens that fly overhead; shoot the burning torches to reveal other.

Each Power-Up has three stages of energy; collect all that you see. A blinking Power-Up item will immediately increase your energy to maximum.

When you grab a weapon Power-Up, remember that whatever you choose will replace the current device. You may want to pass by a weapon item if the one you are using is effective.

J. Increase jumping height up to two times.

Yellow. Increase shooting range and bullet speed.

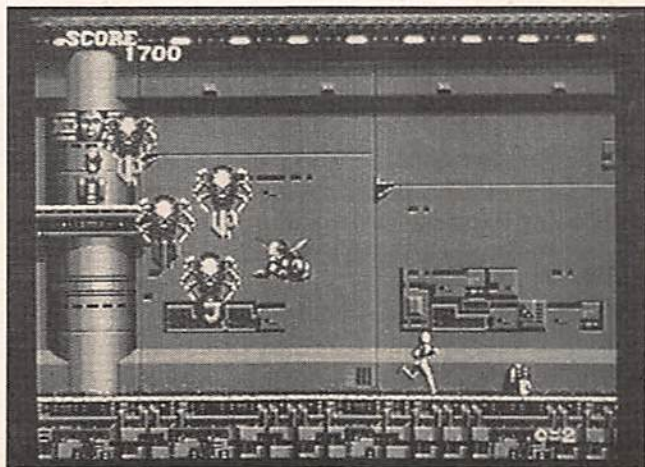
Red. Increase bullet size and destructive power.

Blue. Increase the number of available bullets and your rapid fire ability.

Small Coin. 2,000 points.

Large Coin. 5,000 points.

Laser. The standard weapon in the game; you can increase its power through three stages.



Light Ring. It sends out large bands of destructive power. Its area of attack is large, but recharging is slow. Increase the number of rings by grabbing additional items.

Cannon Balls. The strongest and fastest of all weapons for close-range attacks.

Morning Star. Spews forth four or five iron spheres in rapid succession. Slow, but destructive over distance. Best when fully powered.

Boomerang. A powerful medium-range weapon.

Homing Missile. Automatically locks onto and destroys most enemies, but its power is low.

ENEMIES

In addition to the Final Stage Bosses of each level, you'll also face an entire zoo-ful of awful robotic creatures, including:

MID-STAGE BOSSES

Air Drone. A fire-breathing flying worm; extinguish its head to put out the flames.

Granite Serpent. It lives beneath the ooze.

Heavy Talon. Get past the indestructible Hover Shields to lighten the load.

ENEMIES

Aracknaskull. Flying spider heads, Aracknaskulls carry many of the Power-Ups and special weapons. Shoot them down to release their goodies; don't touch them, and beware of ones later in the game armed with plasma guns of their own.

Armored Dilo. It'll scoot along the ground to bother you; kneel down to shoot it.

Betie. Hard to spot and hard to avoid, these mechanized birds will swoop down most likely when you're least ready for them.

D-Generator. An electromagnetic drilling device that will make you tingle all over.

Flame Derricks. Fiery land mines; some will roll at you or after you.

Heavy-Vader. Avoid this spinning club; if you destroy the boom, the hub will carry on without it.

Jetvark. Unlike any aardvark we have ever seen, this guy uses jets to hover up near the ceiling.,Shoot it before it dives at you.

Khanveyor. An automated totem pole, it will block your path with a deadly spoke.

Killer Blade. It will fire from above or parachute down a Ridley.

Levatron. It will hover above you, waiting for you to pass before it drops and begins to chase.

Masked-shell. A relatively weak swordsman, he can be knocked down by energy weapons.

Picoz. Small homing missiles that are extremely unpredictable.

Ra-bot. A wolf in robotic sheep's clothing.

Ridley. A humanoid guard.

Rim-Bee. An armored buzzer that can fire photon bombs.

Seizer. Don't offer this disembodied arm a hand.

Sho-Fe. An insectoid alien, it often travels in packs. They'll throw their shields at you as they approach. Kneel and shoot or fly over them.

Trilobyte. Strange replicant of ancient life forms. You'll have to blast your way through them; they travel in packs.

War-dan. He'll hang from the rafters and throw stones at you; if you don't knock him down, he'll chase after you.

SECRETS OF THE PROS!

In addition to shooting, you can also jump up and land on your enemies to dispose of them.

Atomic Runner is a trademark of Data East USA, Inc. © 1992, Data East USA, Inc.



Batman™

Graphics/Sound: 8	Response: 7
Fun/Realism: 7	Ultimate Score: 7.3

It's a dark, grim Gotham City, in this video game that stays unusually close to the film version of the first Batman movie.

The city is preparing for its big 200th Anniversary Festival. Also preparing are the nefarious nogoodniks of the underworld, lead by The Joker. He kidnaps the beautiful photographer Vicki Vale to lure Batman into a trap; it's up to you to save Vicki, Gotham City and Batman. **One player only.**

THE STORY OF BATMAN

Batman was born more than 50 years ago, out of the dark and threatening days that led up to World War II, when it seemed that all of the world was about to explode into violence and hatred.

In May of 1939, artist Bob Kane and writer Bill Finger created a character for Detective Comics who was determined to stand up all by himself against the forces of evil. He had seen his parents gunned down by a stick-up man, and had sworn to dedicate his life to law and order . . . and revenge. Thus he started his life as a possessed killer.

In an early edition of Detective Comics that recounted the birth of the caped avenger, Bruce Wayne sees a sinister flying creature outside his window in Gotham City and speaks these words:

"Criminals are a superstitious, cowardly lot. My disguise must be able to strike terror into their hearts. I must become a creature of the night—dark, terrible. . . A BAT! That's IT!

It's an OMEN! I shall become a BAT!"

In the early Batman stories, the avenger acted alone. But in April of 1940, Batman picked up a sidekick, Robin, who gave a softer character to the ongoing story, but did not soften the vengeful Batman himself. Robin has moved in and out of the Batman story over the years.

Later in 1940, Batman got his own comic book, and in Batman #1, two archenemies were introduced: The Joker and Catwoman. The Penguin and The Riddler came later. Through the war and into the 1950s, the stories continued in their dark and moody vein. Later in the '50s, the story lines began to become more fanciful, and a number of "relatives" were added to the cast, including Batwoman, Bat-Mite and Bat-Hound. There were stories that brought in alien creatures and science fiction themes. These themes continued until 1964, when the writers of the comic books turned back to the rougher and more realistic stories of the original Batman.

Throughout his history, Batman has been a multimedia guy. His first movie appearance was in 1943 in a Columbia Pictures movie serial called **Batman**. A second serial called **Batman and Robin** was launched in 1948. The first newspaper comic strip began in 1943, and was revived in 1966. His first electronic appearance was as a guest star on the "Superman" radio show in the 1940s.

Batman became a television superstar in 1966 with the launch of the "Batman" TV series. The show, which ran for three seasons, had stories very different from the original Batman themes. It was silly and frivolous and a lot of fun. The tone of the comic books again changed, reflecting the high "camp" of the TV show.

In the 1970s, the Batman comics returned to the darker themes of the original Batman. Today, Batman is published in almost every comic book format, in more than 20 languages in 45 countries around the world.

Batman celebrated his 50th birthday with the release of his

first full movie, **Batman**, starring Michael Keaton as the Dark Knight and Jack Nicholson as The Joker. And part of the tidal wave of new Batman products that came out along with the movie was the Batman PC game. The caped crusader arrived on the Nintendo Entertainment System and the Nintendo Game Boy in 1990.

WHO?

A grown man in a black suit with a bat on the front and a cape at the back.

WHAT?

You must save Gotham City from The Joker and his henchmen.

HOW?

Kick, punch and swing from the tops of buildings.

USING THE GENESIS PAD

Directional Button (D-Button): Press Left or Right to move in those directions.

Press Down to kneel.

Press and hold Left or Right and press the C button twice to perform an aerial somersault.

Press and hold Up and press the C button to use Batman's Grappling Hook.

Press and hold Down and press C button to jump down.

Button A: ACTION STAGES: Press to throw a Batarang in the direction Batman faces.

SHOOTING STAGES: Press to shoot missiles.

Button B: ACTION STAGES: Press to punch.

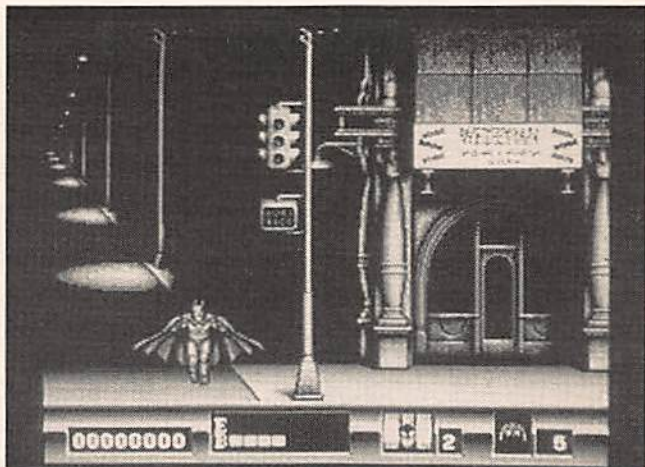
SHOOTING STAGES: Press to use machine guns.

ALL STAGES: Press with the Down button to kneel and kick.

Button C: ALL STAGES: Press to jump.

LEVELS

Level 1: Gotham City Streets. The boss is Kick Boxer.



Level 2: Axis Chemical Factory. Jack Napier is boss.

Level 3: Flugelheim Museum. You'll meet Axel here; the boss is Bob the Goon.

Level 4: Gotham City Streets. The boss is the Nuclear Power Blaster in this Batmobile stage. The bad guys have their own vehicles, including the Jokermobile, the Joker Van, Assault Vehicle, Rocket Launcher and Grenade Launcher.

Level 5: In the Sky Over Gotham City. You'll battle The Joker's Turbo-Attack Copter as well as all of the previous bosses of the game in this Batwing stage.

Level 6: Gotham Cathedral. Here's The Joker!

SPECIAL ITEMS

Heart. Increases life power to full.

Weapon. Worth five Batarangs or missiles.

Batman. 1-Up.

NUMBER OF LIVES

You will start the game with three lives, with each life measured on the Power Life Meter with four segments. Collecting

Hearts can increase the size of the meter to eight segments. Batman will lose units each time he is hurt, and will lose a life when all are gone.

Bosses also have a life meter with eight increments; it's you or them.

You can continue up to five times, returning to the game at the beginning of the level where you lost your life.

SECRETS OF THE PROS!

An essential skill in Action stages is the use of the Grappling Hook. The first thing to understand is that the hook will not work in all areas. Experiment and learn the appearance of scenes where the hook will work. To throw the hook, press and hold the Up arrow and then press the C button. Keep your finger on the Up arrow and press the C button a second time to pull Batman up to the top of the hook.

Batman Has Nine Lives? There are several places in the game where you can maneuver your way into collecting the maximum of nine lives.

In Level 3, collect the first available 1-Up in the museum. Then jump up to the moving platform and climb until you are just below the spikes. Now jump back down to the bottom moving platform and you should find that the 1-Up has reappeared. You can keep doing this until you have a full load of nine.

When you get to the fifth stage, packed with jumping clowns, climb to the second platform from the top. Walk off the left side of the platform and commit suicide. As you fall straight down you will pick up three 1-Ups before you lose a life. Do this a few times, picking up two lives each time, until you reach Batman's maximum of nine lives in storage.

There are also some ways to collect your maximum of 99 Batarangs.

In Level 3, ride the second elevator in the museum to the top. Stay on board the elevator and defeat Axel. Jump up and

grab the Batarang he leaves behind and then ride the elevator back down and then up again—Axel will be back, and so will the Batarang bonus.

Within the Cathedral, you'll see a Batman symbol at top left just before you cross the first bridge. Grab it for five Batarangs. Jump down and then use your hook to climb back up once more to snare the replacement Batman symbol; keep at it until you have your quota of 99.

It all comes down to beating The Joker. Keep punching when he comes at you. And crouch down low when he raises his gun. He may be mean, but he doesn't seem all that smart.

Here's a risky way to obtain unlimited lives. Start by inserting any Genesis cartridge except for Batman into your machine. Wait for the title screen to appear and then remove the cartridge without turning off the power. Insert the Batman cartridge and press Reset and you will have all the bat guys you could ever want.

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Fatal Rewind™

Graphics/Sound: 7	Response: 7
Fun/Realism: 7	Ultimate Score: 7

Congratulations! You're a contestant on Fatal Rewind, the ultimate holographic game. You'll start the game off in bad shape—at the bottom of the first Pit of Death and in trouble already. You're surrounded by Hostile Artificial Life Forms (HALFs)

and about to be submerged by Deadly to Organic Life Liquid (DOLL). Fun, huh?

Your goal is to escape, alive, from the challenge that takes you through 12 pits on six satellite moons. Your fellow contestants are true scum of the universe: criminals, social misfits and others seeking to redeem their worthless lives in one last challenge in the game.

Search through the area for hidden weapons, tools or access keys; shoot them to open them up and crouch over them to collect items within. **One player only.**

WHO?

You're one lucky guy.

WHAT?

Win the game and save your life!

HOW?

Climb from the bottom of the pit to the top, escape the deadly ooze and avoid the equally deadly competitors.

USING THE GENESIS PAD

Directional Button (D-Button): Press Up to jump up or climb up. Press Down to kneel, climb down or pick up tools and weapons. Press Left or Right to move in those directions.

Button A: Fast forward during replay.

Button B: Fire weapon. Press and hold the B Button to use the current tool.

Button C: Jump.

MEGAFIRE SETTINGS (POWER STICK)

Note that holding down the B button with Megafire activated will not activate the current tool.

THE REPLAY

As if you really want to watch your horrible end: When you lose your last character, the game will replay your last round.

But perhaps you can learn from where you went wrong. Press the A button to fast forward through the replay, or use the arrow keys to dive right in once again.

SPECIAL DEVICES

Press the B button to use these weapons:

Triple Shot/Lasers. Shoots three blasts in a cone formation.

Missiles.

Sky missiles. Multiple warheads.

Laser. Bigger beam.

Side Shot. Aims bullets up, down and forward.

Minesweeper. A major laser.

Laser Bolt. A double energy blast.

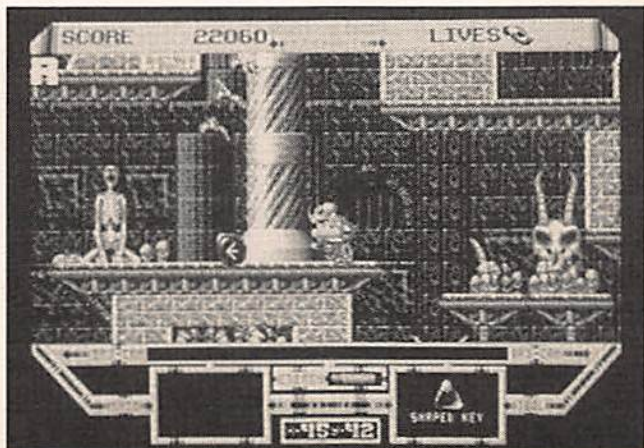
Rear Shot. Sends bullets forward and backward.

Triple Missiles. Shoots three missiles in a cone formation.

Press and hold the B button to use one of these special tools:

Oracle. Offers an important clue—or a useless wisecrack.

Water Freezer. Halts the rise of DOLL for a short period of time; keep your finger on the B button to keep the cold on.



Shape Keys. Put them into key slots of the same shape to disarm booby traps, deactivate forcefields and perform other important tasks.

Key Swapper. Allows you to drop a tool and pick up another.

Red Herring. A red herring is a false promise, and this tool is guaranteed to disappoint.

Half Energy. Restores half of your energy meter; don't waste it on a full or nearly full tank.

Full Energy. Completely recharges the meter.

Energy Replenisher. Hold down the B button to fill the energy bar.

Collector. Collects items on the screen.

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Golden Axe II™

Graphics/Sound: 8

Response: 7

Fun/Realism: 7

Ultimate Score: 7.3

The dynamic trio of Tyris-Flare the Amazon, Ax-Battler the Barbarian and Gilius Thunderhead the Dwarf have been here before, battling the evil lord Dark Guld for possession of the Golden Axe, symbol of peace and prosperity. The original Golden Axe game was a tour-de-force on the Genesis, and the new Ax Battler game for Game Gear is an important saga for the portable gamester.

Look for smooth animation and dramatic scenes in this axe-and sword-swinging adventure.

In a two-player game, two players compete simultaneously. They can cooperate to destroy enemies, but can also accidentally—or intentionally—injure each other. The game ends when both players lose their lives. **One or two players.**

WHO?

Be an amazing amazon, a barbarous barbarian or a dynamic dwarf.

WHAT?

Once again, a battle for glory and the Golden Axe.

USING THE GENESIS PAD

Directional Button (D-Button): Press to move your warrior in any direction on the screen. Press Left or Right quickly in succession to run.

Button A: Press to use magic.

Button B: Press to attack.

Press while running to perform a body slam (Ax-Battler), flying kick (Tyris-Flare) or head butt (Gilius Thunderhead).

Button C: Press to jump.

Press while running to jump higher and further.

Press button C and then quickly press button B to swing your weapon down.

Buttons B and C: Press together for the special attack of each character: Tyris-Flare's back flip attack; Ax-Battler's upperswing and attack to the rear, and Gilius Thunderhead's spinning kick with axe.

Start: Press to bypass opening screens and to enter selections. During play, press to pause the game; press again to resume play.

CHARACTERS

Tyris-Flare (Amazon). She's the sort of girl you'd like to have with you when you walk down a dark street. She swings a wicked sword and can use a back flip attack to vault out of difficulty. Her fire magic can flame out her enemies. Her magic gauge can accommodate six units.

Ax-Battler (Barbarian). Another swordsperson, he has a powerful upperswing. He can bring forth tornados to blow away enemies. Ax-Battler's magic power gauge can handle four units.

Gilius Thunderhead (Dwarf). He can whip around a fearsome battle axe and even use it in a spinning kick. His magical ability can bring down great stones from above to crush his enemies. His magic gauge has a three-unit capacity.

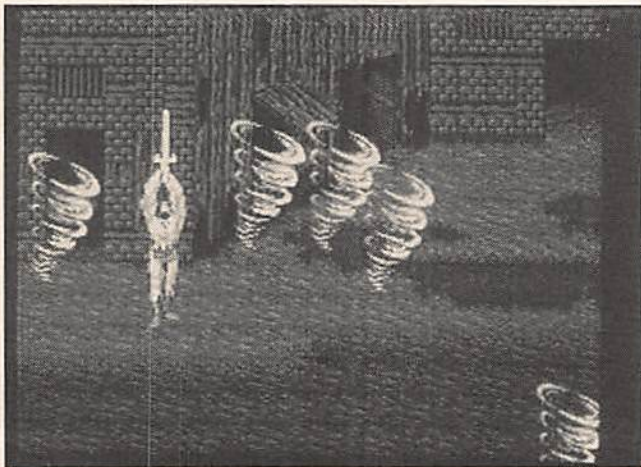
NORMAL MODE

Magic. Every time you destroy a wizard, he will let loose an important item. Among the items are magic books, which will increase your character's magic power.

Life Gauge. Each time your character is struck by the enemy, he or she will lose one unit. Some special items will restore a unit of the life gauge.

SPECIAL ITEMS

Magic Book. Increases magic power by one unit.



Bread. Fills one unit of life gauge.

Meat. Fills one unit of life gauge.

SPECIAL CREATURES

Bizarrians. Some of the enemies in the game will arrive mounted on bizarre creatures call Bizarrians. If you can destroy the bad guy, you can steal his horse—err, Bizarrian—and ride off. While on one of these creatures, you will not lose a unit on your life gauge if hit, but will be thrown to the ground.

Chicken Leg. Lashes out with its tail.

Green Dragon. Kicks with its hind legs.

Fire Dragon. Breathes fire.

THE DUEL MODE

Fight through a series of enemies in a succession from weakest to strongest. There are 15 stages in the one-player mode; when two players are in the game, you will fight against each other. The game will continue for as long as you have units in your life gauge.

POWER PLAYER HINTS

Axe-pros recommend Gilius and Tyris as your best team.

Stand near a cliff and dodge your enemies; many of them will tumble helplessly over the edge.

SECRETS OF THE PROS!

Boost your starting credits from 3 to 8 with this trick. Go to the title screen and highlight the Options line. Now press and hold A, B and C at the same time to go to the Options Screen. Release the A button but keep your fingers on B and C. Move the cursor down to Exit and then press Start. Choose either the one- or two-player game by pressing Start and then begin a game by pressing the A button. You will now have eight credits.

Round Select: As the game starts, press and hold the A, B and C buttons and press Start. Now release B and C but keep

your finger on A. Go to the Options screen and press the B and C buttons at the same time to go to Options. Still got your finger on the A button? Good—don't let go. Move the arrow to the Exit line and press the B and C button once to exit, a second time to select between one- and two-player versions and one more time to select a normal game. Keep that finger on A, okay? Now, select your character and press the Up button together with B, C and Start. Finally, press the A and B buttons together to select the round. Phew!

Instant success: While fighting the Boss of any stage, press and hold the A button. Don't let go, and go on to defeat the boss and go to the bonus stage. Now you can release the button, but lay off the wizards and don't take any of the magic books. Wait for the next stage and you will be able to use magic spells at will.

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Kid Chameleon™

Graphics / Sound: 7	Response : 8
Fun / Realism: 8	Ultimate Score: 7.7

This is a run, jump and bounce game with a dark side, an entertaining challenge in the Mega Man or Strider mode. It also has a rather strange story which doesn't have a lot to do with the game, but is kind of interesting: It seems that there is a hot new hologram game called Wild Side that allows players to enter into a virtual reality adventure. Unfortunately, no one has ever come out of the game.

The boss of the game is a character called Heady Metal, and he seems to be the one behind the disappearance of the kids. You are Kid Chameleon, and you are the one who demands to end the game.

In game play, you will seek out and use various special powers that are bestowed by strange helmets hidden in the world. **One or two players.**

WHO?

You're the Kid.

WHAT?

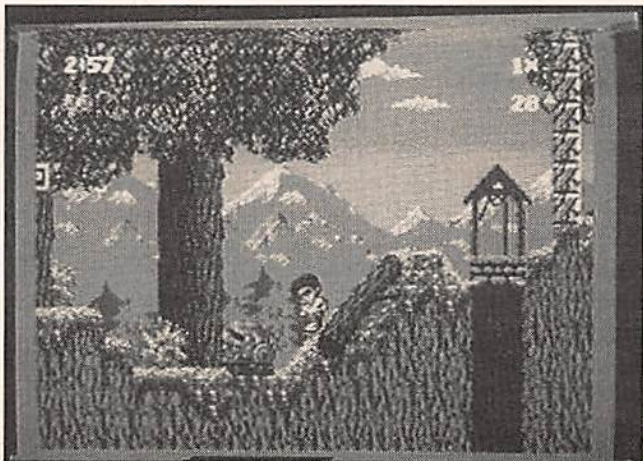
Run and jump your way to safety in this strange but rad adventure.

USING THE GENESIS PAD

Directional Button (D-Button): Press Down to crouch or duck; press and hold Down to look around.

Press Left or Right to move in those directions.

Press Down/Left or Down/Right to crawl in those directions.



Button A: Speed. Press and hold to move fast. (If you have set the game to Fast Action from the Options screen, press button A to slow down.)

Press button A and Start at the same time to energize the Diamond Powers, if available.

Button B: Jump. Press quickly to jump; press and hold down for high leaps.

Press together with the Left or Right arrows to jump in a particular direction.

Press to jump and then press an arrow key while in midair to spin around.

To perform a leaping flip onto a platform, press button B to jump; when Kid Chameleon is on or near the platform, press an arrow key in its direction and then press button B again. (This will not work if Kid Chameleon has been transformed by a helmet.)

Speed Jump. Press an arrow key and button A to start a run, and then press button B for a running high jump.

Button C: Press for a Special Power when the Kid has been transformed.

GAME PLAY

You begin the game with three lives. Lives are lost when you run out of Hit Points or if the clock reaches 00. Extra lives can be earned by grabbing 1-Ups or by earning 50,000 points.

As the game begins, Kid Chameleon will have 2 Hit Points; one point will be lost each time your character is injured. When the Kid has been transformed, he will have 3 HP (5 as Iron Knight). When a transformed Kid loses all of his HP, he will change into an ordinary Kid Chameleon with a full set of points to be lost.

Each round begins with 3 minutes on the timer. Grab Clocks to add 3 additional minutes. The maximum amount of time allowed on the clock is 9:59.

MAGICAL POWERS

Each diamond you collect builds up your Diamond powers; grab as many as you can when they begin to fall. Press the Speed and Start buttons together to use the power.

Kid Chameleon. His special power is the Leaping Flip. Diamond powers are the **Circle of Doom** (costs 20 Diamonds) which kills any enemies it touches, and the **Death Snake** (50), which seeks out and destroys anything it touches.

Berzerker. Let this raging rhino loose on a charge with an arrow key. He can plow through rock and iron blocks. Diamond powers are temporary **Invulnerability** (20) and the **Wall of Death** (5), which destroys all enemies and obstacles.

Cyclone. When Kid Chameleon puts on the winged helmet, he changes into a tornado. His special power is the ability to soar up and then drill down through obstacles and enemies; press Jump and Special buttons for whirlwind flight. Diamond powers are **Slashing Rain** (20), which cuts down enemies, and **Tracking Rain** (50) which seeks out and slashes enemies.

EyeClops. The Kid can add a bright light to his armory. His special power turns on a light that will reveal hidden blocks. The Diamond power is a **Fatal Beam** that destroys any enemies it illuminates, for 2 Diamonds per shot.

Iron Knight. His special power is the ability to crawl up walls and obstacles using his spiked gloves and boots. Press button C rapidly to ascend. Diamond powers include the **Circle of Doom** (20) and the ability to purchase an **Extra Hit Point** for 50 Diamonds. And, his ordinary HP level is 5, which makes him one tough hombre.

Juggernaut. Kid Chameleon becomes an almost-unstoppable tank that fires skull bombs. The Diamond power is the **5-Way Shot**, which costs 5 Diamonds per shot.

Maniaxe. A creepy clone of that axe murderer who wears a hockey goalie's mask, he throws axes. Diamond powers are

the **Circle of Doom** (20) and the ability to purchase an **Extra Life** for 50 Diamonds.

Micromax. Kid Chameleon can become a little fly on the wall, able to squeeze into all sorts of tiny places. His special power is the ability to stick to a wall, using the Jump button and an arrow key to attach. Diamond powers are the **Mini-Snake** (20), a small version of the Death Snake, and the **Swift Mini-Snake** (50), which is a fast version of the same creature.

Red Stealth. The special power of this samurai fighter is the sword attack. Press the Jump and Special buttons to slash downwards to open blocked paths. Diamond powers are the **Samurai Haze** (20), which slows down enemies, and the **Death Snake** (50).

Skycutter. Possessed of a jet-powered hoverboard. Press Jump and Special buttons to fly upside down; press the same buttons again to flip over. Diamond powers are **Invulnerability** (20) and the **Death Snake** (50).

SPECIAL DEVICES

Smash Prize blocks (marked with Ps) to unleash the following:

Helmets. Required for transformations.

Diamonds. Energize Diamond powers. Listen for the special tone that will sound when you have enough Diamonds on hand to use a power.

Clocks. Bestow 3 minutes of each time.

Lives. 1-Ups. (Marked with an ankh, a cross with a circle at the top.)

Coins. 1 extra Continue for each.

Look for the following indicators as you move through the rounds:

Flags. Touch one to clear the end of a round.

Lifts. Knock one with your head to start its special timer and then hop on board; when the timer reaches 00, the lift will rise.

Telepads. Stand on one to warp to other areas or other rounds. Each pad has a particular special sport, and you may have to move slightly to activate it.

SECRETS OF THE PROS!

Search all of the areas of the Wild Side for hidden prize blocks.

Use your ability to move some of the blocks to make steps or to trap enemies.

You don't have to pick up every helmet that is revealed; you may prefer the current set of powers you have. You will, though, receive a fresh supply of HP when you do grab a helmet.

Watch out for descending Lifts; you could be injured if you are caught beneath.

SUPER SECRET

Here's a warp right to the final boss of the game. You'll have to work your way to Blue Lake Woods 2 on your own and make it all the way through the level. But, wait: Don't touch that flag at the very end. Instead, climb up on the final prize block and press and hold the following keys at the same time: B, C and the Down/Right arrow. You will zoom to Plethora to fight.

And here's a secret way to pick up a 5,000-point bonus. Go through any level without taking any special items. You will see a "No Prize Bonus" listed on the scorecard at the end of the level.

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Pit-Fighter™

Graphics / Sound: 8	Response: 7
Fun / Realism: 7	Ultimate Score: 7.3

This is a high-tech simulation of a low-tech brawl, a no-holds-barred fight among some of the meanest characters you would ever not want to meet. The game includes digitized

graphics of live action and sounds from the original arcade hit.
One or two players.

WHO?

You're a skilled master, up against street toughs like the Executioner, Chainman Eddie and the Ultimate Champion, the Masked Warrior.

WHAT?

Did somebody say something about a fight?

USING THE GENESIS PAD

Directional Button (D-Button): Press to move your fighter on the screen. Tap Left or Right twice rapidly to evade an oncoming enemy.

Button A: Press to punch if someone is near you. Press to pick up an object if no one is near you.

Button B: Press to kick.

Button C: Press to jump.

Buttons A and B: Press and hold down together to pick up a weapon or person.

Buttons B and C: Press and hold down together to execute a jump kick.

Buttons A and C: Press and hold down together to defend yourself, especially when you are caught between two enemies.

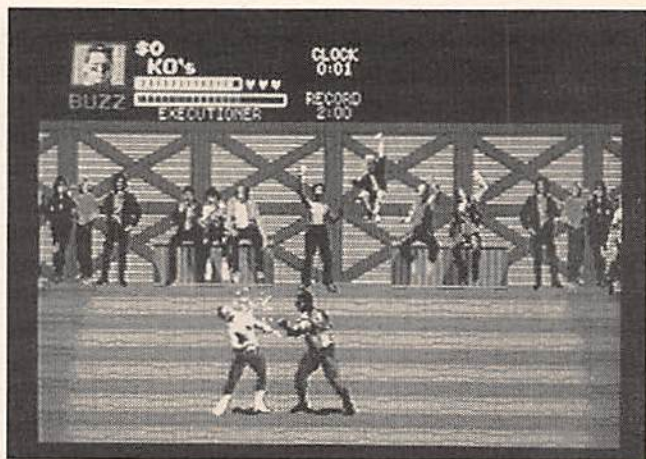
Buttons A, B and C: Press and hold down together to perform a Super Move.

Buttons A, C and Down Arrow: Press and hold down together to duck.

CHARACTERS

Choose one of the three available characters for the game; each has his own Super Moves. In the two-player game, each contestant must choose a different character.

Buzz. Killer Body Slam, Head Butt, Piledriver.



Ty. Flying Double Kick, Spin Kick, Roundhouse.

Kato. Lethal Dragon Punch, Flip Kick, Backhand.

Note that you cannot change your fighter during the game, but you can make a switch when you continue.

LEVELS

There are seven fighting levels in the game: Warehouse, Garage, Subway Station, High Rise Building, Bar, Freeway Overpass and Wharf.

SPECIAL WEAPONS

As you fight enemies you will find they will drop valuable weapons. Move over a weapon on the ground and press the A and B buttons together to pick it up; press the A button to use the device. Available weapons are:

Barrels

Knives

Bar Stools

Motorcycles

Crates

Shurikens (throwing stars)

Garbage Cans

Sticks

Kegs

You'll also want to be on the lookout for green-circled "P" markers that will spill from certain barrels when they are broken open. These special Power-Ups will protect you from some damage and make you twice as powerful for a short period of time; grab them before your opponent does.

SECRETS OF THE PROS!

Extra Continues: There's a batch of three more extra turns if you can make it to Match 8 of the game. When you arrive there, pause the game before you take on Mad Miles again and plug in the second controller. Unpause the game and then press Start on Controller 2. Select your fighter and resume play with three more Continues.

Action Replay code for unlimited energy: **FF2B7 F00D8**.

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Toki Going Ape Spit™

Graphics/Sound: 7	Response: 7
Fun/Realism: 8	Ultimate Score: 7.3

Your first assignment in this game is to learn to say the game's title very carefully. After that, you can try to make sense of the strange story of Toki, a young man born and raised in the wild and then transformed into an ape by the confused genetic engineer Dr. Andrew Stark. We'd tell you more, but we're not sure we understand the whole story either: it's something about how in the year 2050, the people of the "civilized" world decide to throw it all away and move back to nature. Dr.

Stark tries to save civilization, but he is kidnapped and taken to the wild. Toki meets Wanda, Toki falls in love with Wanda, Wanda is kidnapped by Dr. Stark.

Toki Going Ape Spit is a basic otherworld shoot-'em-up that is just slightly off center. Our ape hero's primary weapons are his powerful spitballs. He is off on an adventure through the jungles, deep beneath the sea and atop rocky mountains. Toki can dispense with enemies by jumping on top of them or by landing a great wad in their eyes. **One or two players.**

WHO?

You are Toki, the spitting ape.

WHAT?

Your girlfriend Wanda, who loved you before you grew hairy all over, has been kidnapped by the evil Dr. Stark.

USING THE GENESIS PAD

REGULAR PLAY

Directional Button (D-Button): Press Left or Right to move Toki in those directions. Press Down to squat. Press Down/Left or Down/Right to make Toki move on all fours in those directions.

Press the appropriate arrow key to aim Toki's energy spitballs.

Buttons A and C: Press to shoot in the direction Toki is facing.

Button B: Press to make Toki jump. Press together with an arrow key to jump in the appropriate direction.

UNDERWATER

Directional Button (D-Button): Press to move Toki.

Buttons A and C: Press to shoot.

ON A ROPE OR VINE

Directional Button (D-Button): Press Up to climb and Down to descend. Press Left or Right to control the direction of a jump.

Buttons A and C: Press to shoot in the direction Toki is facing.
Button B: Press to jump. Control the direction of the jump with one of the arrow keys.

MAGICAL POWERS

Key to improvement of Toki's basic spitball weapon is the collection of various Power-Ups you will find scattered through the game. Special powers include:

Three-way Spray.

Super Blast. Watch the power gauge and fire when it has built to its highest level.

Looping Blast.

Sizzling Flameballs.

Oversized Spitballs.

Bouncing Spitballs.

Also, be on the lookout for special food items that will offer points; you will also earn an extra life each time you collect 50 food items.

Grapes:	80 points	Apples:	500 points
Juice:	100 points	Pineapples:	1,000 points
Bananas:	200 points		

Look for the stars for a short period of invincibility, 1-Ups for an extra life, and Speed-Ups.

SECRETS OF THE PROS!

The high-score screen in this game is not maintained from session to session; write down your top scores.

Shoot upward, especially when climbing.

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■ 6 ■

Arcade Hits



*Paperboy*TM

Graphics/Sound: 7	Response: 6
Fun/Realism: 6	Ultimate Score: 6.7

Being a paperboy is hard work. You've got to steer your bicycle down the street, remembering which houses are customers and which ones are not. You've got to watch out for oncoming cars, nasty dogs and overhanging trees. And there are lawn ornaments, fire hydrants and sewer grates.

Oh yes, let's not forget tornados, break dancers, tombstones and the Grim Reaper.

Yes, Paperboy the game is not your ordinary route, but instead is a clever and entertaining translation of the arcade super-hit to the Genesis screen. A lot of its appeal comes from the fact that this is a world that (more or less) is much like the ones that a lot of video game players know about.

Your job as paperboy is to deliver your stack of *The Daily Sun* papers to your subscribers. At the start of each round of the game, you'll see a map of the neighborhood with your subscribers indicated in white, yellow or blue. Red houses are non-subscribers.

As you steer your bike up the road, dodging obstacles, your aim is to land your *Daily Suns* in the newspaper paperbox of subscribers. You'll get the most points for popping those papers right into the box, fewer points for merely landing one on the porch or just hitting the door.

But, while you're at it, you can break the windows of non-subscribers and otherwise cause havoc at the homes of people who don't pay for your services.

At the end of each day's deliveries, you enter into the Paperboy Training Course, a delivery boy's boot camp. Here you get to pick up some extra points while you hone your skills by tossing papers at targets and avoiding obstacles.

The graphics are simple and very clear, and there are some very nice sound effects—smashing glass, the satisfying thunk of a paper landing against a door, or the scary sound of a car's horn. The musical background, though, just keeps repeating again and again. **One or two players; in a two-player game, the contestants alternate turns.**

WHO?

You're the paperboy.

WHAT?

Where did you get this very strange route?

USING THE GENESIS PAD

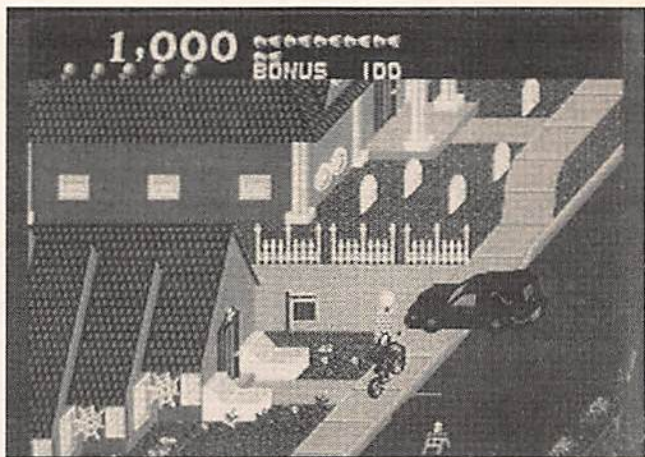
Directional Button (D-Button): Press the Left or Right arrows to move the boy and his bicycle in those directions. Press Up/Left or Up/Right to move on the diagonal.

Press the Up arrow to speed up the bike; press the Down arrow to throw on the brakes. Letting go of the arrow keys will result in a gradual slowdown.

Buttons A, B or C: Press to throw a paper.

NUMBER OF LEVELS

There are seven days in a week, and you've got to get up at the



crack of dawn every day to deliver your papers. Each of the rounds in the game is identified as a day of the week.

You start out with a bundle of 10, which is not enough. You'll need to look for the little stacks of papers scattered on the front lawns of some of the houses on your route; run over the stack to pick up a new supply.

At the end of each day's run, you'll receive your Daily Report from your supervisor. He'll inform you of complaints from subscribers; any who did not get their papers will cancel. Then you'll start the next day's deliveries with your list of remaining customers.

NUMBER OF LIVES

Four to begin with. You'll lose one life each time you crash and fall down, are hit by a truck or otherwise fail to finish.

TIMING

Your pass down the streets is not timed: however, the training course at the end of each day's work is limited to 45 ticks of the clock. If you can complete the course in that time or less, the number of seconds remaining will be multiplied by 100 and added to your score.

SCORING POINTS

Here are the points awarded for Easy Street. Scores are doubled for Middle Road, and tripled for Hard Way:

Tossing the paper onto a subscriber's porch	100
Hitting the side of subscriber's paperbox	100
Hitting a tombstone	100
Tossing the paper into a subscriber's paperbox	250
Hitting a character with paper	250
Jumping a dirt pile in the street	250

Here are points awarded for jumping ramps in the Training Course:

1st jump	50	2nd jump	100
3rd jump	150	4th jump	200
5th jump	250		

In training, you will earn points for damaging property in a non-subscriber's yard:

1st hit	100	2nd hit	125
3rd hit	150	4th hit	175
5th hit	200	6th hit	225
7th hit	250		

POWER PLAYER HINTS

Try to stay on the sidewalk; it's safer. But if someone or something ends up in your way—and you know this will happen—ride on the lawns of the houses or dart out into the street.

Keep an eye on the number of remaining newspapers in your bag (a display in the upper left corner of the screen shows how many are left).

If you see a pile of replacement papers on a lawn ahead, throw all of your remaining papers at the homes of non-subscribers to pick up some points.

In the Training Course, ride up the ramps to replenish your supply of newspapers.



James Pond II: Codename Robocod™

Graphics/Sound: 8	Response: 8
Fun/Realism: 7	Ultimate Score: 7.7

Pond, James Pond. He's back in another tongue-in-fish-cheek adventure. This time the sinister Dr. Maybe has taken control of Santa Claus's toy factories at the North Pole and is turning this happy place to his nefarious purposes.

Dr. Maybe has planted bombs, disguised as penguins, everywhere. He has also let loose a bewildering array of warped enemies.

James Pond is not without his defenses: He is equipped with the wonderful Robosuit, which provides a steady supply of water to him when he must walk on land (kind of the opposite of a Scuba suit). There are also sets of wings and armor for the suit, but Dr. Maybe has complicated matters by snatching them and hiding them.

This is another cute and clever game in the Pond series. Beautifully drawn and programmed, it's a delight to the eyes and the trigger finger. **One player only.**

WHO?

James Pond, Robocod secret agent.

WHAT?

Save Santa's workshops from the evil Dr. Maybe.

HOW?

It's a bit of a stretch.

USING THE GENESIS PAD

Directional Button (D-Button): Press Left or Right to move in those directions.

Press Down to duck down.

Buttons A or C: Press to stretch up. If you reach to a ledge, release the button to grab hold and then press the Right or Left arrows to move sideways; your body will follow by itself. To look at the area directly below you, press and hold the Down arrow and then press the C button; to get a wider view of the area below you, press and hold the Down arrow and press the C button and then the Right or Left arrow.

Button B: Jump. To jump extra high, bounce off the top of one of the bad guys.

Bump Bonus Blocks from beneath to release special items. If a car, plane or bathtub is revealed, jump in and press the B button for a ride; if a meanie comes out, run away.

LEVELS

Rescue Mission One: Scary Sports! Whoa—look out for those menacing ping-pong paddles, boxing gloves and volleyballs. There is an airplane and the wing attachments for your Robosuit hidden here somewhere.

Rescue Mission Two: Frightful Fluffy Toys! You'll barely rescue the stuffed bears and hope to heaven you can help the horrible hippos. Duck down to avoid the cardbirds above.

Rescue Mission Three: Sickening Sweets! The candy has gone sour, and you'll have to battle Cherry Pie Soldiers and mutant caterpillars to make things right again. Look for secret pits and tunnels in addition to Barber Pole exits.

Rescue Mission Four: Menacing Mechanical Toys! Don't wind up a victim when you take on the wind-up dolls and model trains. Hop off the tops of the dolls and trains to reach goodies way up high.

Rescue Mission Five: Beware of Bathtime! Bump the first mystery block to reveal a bathtub, jump in and use the B button to fly. Look for the Golden Ankhs down low for extra lives.

Rescue Mission Six: Belligerent Board Games! It's war on the chessboard and the domino table. Use your super stretch to reach secret rooms and to rescue toys.

Rescue Mission Seven: A Cringing Castle! Flowers only attack when you get close.

Rescue Mission Eight: The Attacking Arts! Avoid the stereos, paintbrushes and other culture-making devices.

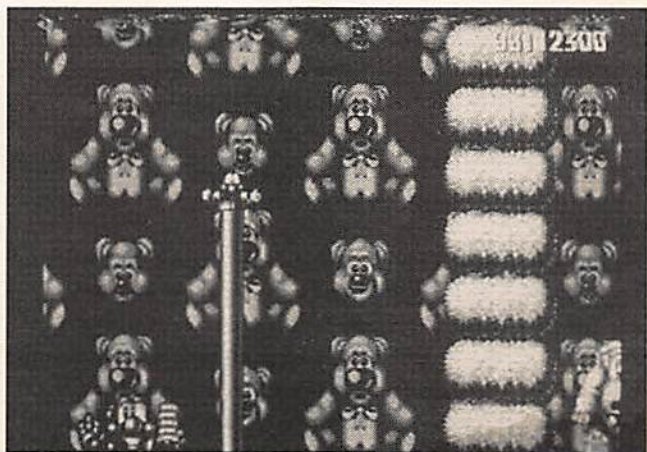
Rescue Mission Nine: The Wackiest Circus on Earth! The clowns and artists are not there to make you smile. Be careful in there.

SPECIAL ITEMS

Power Stars. Collect them for an extra Robosuit battery.

Bulletproof Armor. Temporary invulnerability from Dr. Maybe's army of meanies.

Wing Attachments. Pick them up and press the B button to fly, using Left and Right arrows to control your direction.



Golden Ankhs. Extra lives.

Umbrellas. Grab one to cushion a fall; use the Left or Right arrows to control the direction of your descent.

SECRETS OF THE PROS

If you find extra Wing Attachments, leave them where they are and come back for them later if you need them.

Here's a secret way to warp directly to Level 4: Climb to the top of the roof on the right side of the factory and then walk to the left into and through the wall.

Not all of the walls are solid; swim right through some of them to enter hidden rooms.

James Pond and Robocod are trademarks of Millennium. © 1991, Millennium.



Quack Shot ***Starring Donald Duck™***

Graphics/Sound: 8	Response: 7
Fun/Realism: 8	Ultimate Score: 7.7

They could have called this game, "Indiana Duck and the Lost Treasure."

Our favorite frantic fowl is in hot pursuit of the Great Duck Treasure of King Garuzia, in the capable webs of pilots Huey, Dewey and Louie. We had a chance to examine a prototype of the game as it neared completion: We were wowed.

It seems that Donald gets literally carried away with his own

dreams when he discovers a book about ancient treasure. In typical Donald fashion, he dives into an adventure whole-duckedly. He's armed with really scary weapons like a Toilet Bowl Plunger.

Donald is going to find himself in some pretty ridiculous but difficult situations: He'll meet the ghosts on a Viking ghost ship, he'll become lost in the dungeon ruins of a Mayan temple, battle the nasty guards of a Maharajah's palace and be chased by Big Pete and his gang—who are also after the treasure.

About that Toilet Bowl Plunger: It's Donald's super-secret wall-climbing device. He can also use it to attach himself to a flying bird for a free ride. Donald has a gun that shoots gooey bubblegum bubbles that chase his enemies, and another that shoots popcorn balls to make the bad guys go pop.

There's a lot of cute animation in the game. When Donald squats down low to get under something, he covers his eyes with one of his hands to hide, but his feathered butt sticks up in the air. When he falls, his feathers and webbed feet skitter in all directions. And when he gets mad, he swings his arms around frantically and squawks in anger just like he does on the big screen.

Among the friends Donald will come across are Gyro Gearloose, who will give Donald a special bubblegum gun to blow things up. Goofy is also stalking around, ready to offer hints.

In each area, Donald must explore to find important items such as a key or a torch to gain entrance to the next region.

This game has the same sort of funny, soft feeling as the best-selling Mickey Mouse Castle of Illusion game, also reviewed in this book. **One player only.**

WHO?

Our fine feathered friend, sultan of Quack, Donald Duck.

WHAT?

Another fine mess he's gotten into, in search of the Great Duck Treasure of King Garuzia.

USING THE GENESIS PAD

Directional Button (D-Button): Moves Donald on the screen.

Moves the flag on the Map screen.

Button A: Dash button. Speeds Donald when pressed along with an arrow key.

Press to choose from the Weapons/Items screen.

Button B: Shot button. Shoots weapon. Press with the Up arrow to shoot enemies above.

Button C: Jump button. Makes Donald jump.

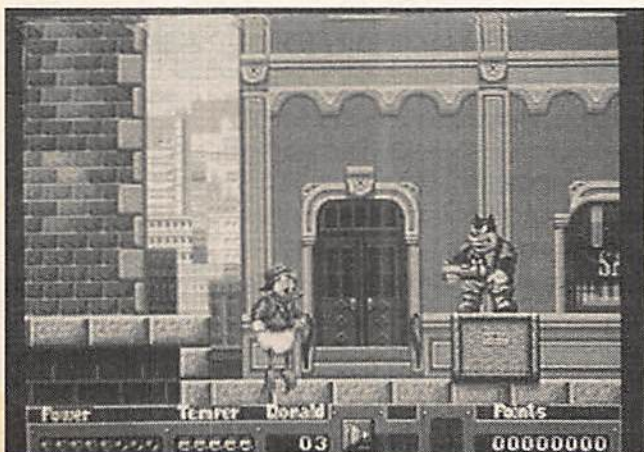
Press with the Down/Left or Down/Right arrows to slide left or right.

Press to choose from the Weapons/Items screen.

Start. Press to display the Weapons/Items screen to switch weapons, call the airplane or use important items that are held in storage. Select an item and then press the A or C button.

LEVELS

Duckburg. It all starts here. Watch out for the high-voltage power lines.



Mexico. Donald will face Cow Punchers who somehow mistake him for a cow; deeper into the ruins he will run into dogs in Incan costumes.

Aztec Ruins. A place of flames and warriors.

Transylvanian Castle. Skeletons and ghosts prepare for a duck barbecue.

Viking Ghostship. Even by the light of a silvery moon, this is not a romantic place.

South Pole. Donald will slip-slide across the ice surrounded by persnickety penguins.

Maharajah's Palace. A huge confusing labyrinth packed with surprises and dangers at every turn including moles wearing turbans. Here, Unca Scrooge will arrive to give Donald secret Sphinx Tears which Donald will be able to use in Egypt.

Egypt. Donald will meet not-so-charming snake charmers and scorpion-filled sand pits.

Great Duck Treasure Island. Not everything is as it appears here in the final challenge.

SCREEN DISPLAY

Keep an eye on Donald's **Temper Gauge** at bottom left-center. It begins empty but increases each time the duck eats a Red-Hot Chili Pepper. When the gauge is full, Donald has a Quack Attack!

Another important indicator is the **Flag Signal**, which appears at bottom right-center. It will flash when Donald is near a checkpoint where he can call for his airplane.

SPECIAL DEVICES

Yellow Plunger. Donald's basic weapon, in unlimited supply.

Red Plunger. Useful for climbing high obstacles and as a power weapon.

Green Plunger. It sticks to birds, and Donald sticks to it, which means that Donald can fly. It can be found on a dark, cloudy night.

Popcorn Shooter. Donald carries it at all times, but he needs to

pick up Corn to use it. Each time it fires it toasts five kernels.
Bubblegum Shooter. It fires sticky bubbles that can knock down obstacles. Donald has the shooter, but Gyro Gearloose has most of the ammunition.

BONUS ITEMS

1-Up. Another quack at life.

Food. Increases the Power Gauge.

Corn. Supplies ammunition for the Popcorn Shooter.

Money Bag. Bonus points.

Red-Hot Chili Peppers. Donald has a Quack Attack each time five peppers are collected.

SECRETS OF THE PROS

When you're inside the Egyptian pyramid, how do you get past the place where the ceiling falls before you can get over the wall? Check out the scroll! It reads: 1 SUN 2 MOON 3 STAR. That's the order you need to follow for the blocks. After you've done that, the ceiling will rise.

Waddle on back to Duckburg and go see Gyro Gearloose any time you run low on Bubble Gum. You'll find GG if you climb the steep wall to the right of the flag; Red Plungers will help you get up and over.

The way out of Dracula's Castle, Level 3, is over your head.

Use the bubble gun to remove your challengers within the Viking Ship, and look for the 1-Up they will leave behind; then scoot on up the mast and collect more money and lives. At the top of the rope, head right and then down the rope for another 1-Up. Retrace your steps to back all the way out of this screen and then repeat everything—as many times as you'd like—to earn more lives.

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Todd's Adventures in Slime World™

Graphics/Sound: 6	Response: 6
Fun/Realism: 7	Ultimate Score: 6.3

Way off in the future, space exploration has become a hobby for our highly advanced descendants. Our heroes Todd and Rooney head off to the newly discovered blue-green planet in the Gamma Mu Eta system, where there have been reports of unknown life forms. Little do they know that the life forms are slimy . . . and deadly.

The best-selling adventure for the Atari Lynx and NEC's PC Engine comes to the Sega Genesis in a game that is just a bit different from all of the other space shoot-'em-ups on the planet. Lovely creatures including Snapjaws, Octospids, Red Eyes, Maggots, Drools, Spitters, Tapeworms, Scabs and Blood-Flies. Oh, and did we mention Zits (they'll expand if Todd gets too close and pop with a shower of slime), Headsuckers (they won't hurt Todd, but they'll make it difficult for him to maneuver—you'd have the same problem if one of these attached itself to your head) and Blood Groaches (which simply explode in red slime if you kill them).

We worked from an early preproduction copy of the game; some details may change in the final product. **One or two players.**

WHO?

You are Todd or Rooney, space explorer.

WHAT?

How do you get this green slime off your nifty space suit before it eats away your life support system?

USING THE GENESIS PAD

Directional Button (D-Button): Press to move Todd or Rooney up, down, left, right or on the diagonal.

Button A: Select and use a Tool from the tool menu. Press and hold the A button and use the arrow keys to highlight the tool you want to use; to use the flashing tool, keep holding down the A button and then press the Up arrow.

Button B: Shoots the pressurized water gun, which has an unlimited supply. Hold down the B button and move the arrows up or down to shoot at different angles. Todd can shoot the water gun directly down while jumping; if he is climbing a wall, he can fire backward.

Button C: Press to jump. Press with the Up, Left or Right arrow to adjust the direction of the jump.

Start: Press to pause the game and display the Restart code for that point.

LEVELS

There are six levels of adventure in the one- and two-player games, each following its own world map. You can choose to go to any adventure in any order. The two-player version of the game offers the same set of adventures as the one-player version, with a few competitive challenges.

Adventure #1: Easy. A good place to practice; the monsters are easy to defeat and the rooms—including many hidden areas—offer lots of Power-Ups. Two-player: Cooperative, with Todd and Rooney working together.

Adventure #2: Logic. Use your brain over your trigger finger. The water gun does not work, and so Todd must make his way through by solving puzzles. Two-player: Competitive. Both players start with five lives, and the one still alive at the end is the winner.

Adventure #3: Exploration. The ship has been destroyed in orbit, and Todd must find his way out of the maze and locate the rescue craft. Two player-Cooperative.

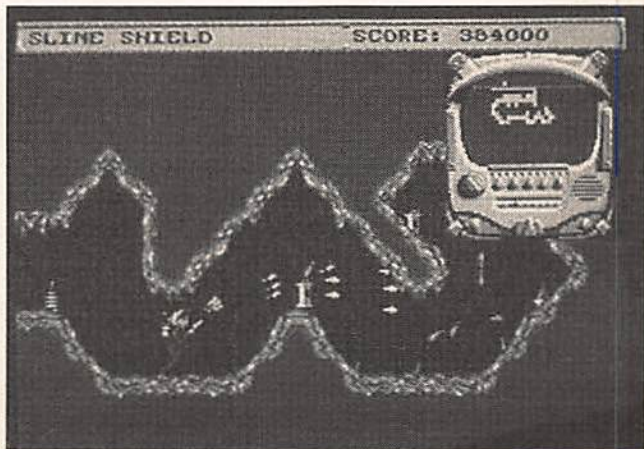
Adventure #4: Suspense. Slime World is about to melt down, but Todd has to land to make repairs. The only things that will slow the impending meltdown are mushrooms; each will delay one minute. The maximum number of mushrooms that can be employed at once is five. Two player-Cooperative.

Adventure #5: Action. Once again, Todd has to find his way out of the maze and into the rescue ship. Two player-Competitive. Only one player can be rescued, so the first one out the door wins.

Adventure #6: Arcade. The toughest adventure, it allows no restarts. Two player-Cooperative.

LIVES

The Health Gauge that Todd (or Rooney in the two-player game) wears is an indication of his exposure to deadly slime. The green-



er the gauge, the weaker and slower Todd will become. If he becomes too green, Todd will lose all of his possessions and die, and be sent back to the previous Green Arrow restart point to continue.

Look for pools of water and slime gems to clean Todd and restore some or all of his health.

EVERYTHING YOU ALWAYS WANTED TO KNOW ABOUT SLIME

Green Slime. Normal slime. Todd can walk, jump or climb on it without getting very stuck.

Red Slime. Rubber slime. Todd can walk or jump on it, but if he lands on it from a jump or fall, he will take off like it was a trampoline.

Blue Slime. Slippery slime. Todd'll fall down if he tries to walk or land on it; impossible to climb.

Brown Slime. Sticky slime. Gooley stuff that will slow Todd down; he can't jump from it.

OTHER OBSTACLES

Moving Slime. Although it may look like ordinary slime, it's a deadly trap.

Energy Drain. An X-shaped sparkle that will rob Todd of all of his tools.

SPECIAL ITEMS

Door. And what do we do when we come to a door, class?

Secret Door. Think of it as an elevator. Enter and go up or down.

Super Secret Door. If Todd shoots it, a permanent opening will be revealed.

Slime Gem. Gives Todd a dry-cleaning. Worth points, too.

Super Slime Gem. A super cleaning, super gun-recharge and a slime shield offering temporary invincibility. If Todd manages to blow one apart, though, avoid the deadly red droplets.

Mushroom. In the Suspense Adventure, snaring a mushroom will add one minute to the time remaining before Slime World melts.

TOOLS

Pick up special tool devices by standing over them and pressing the Down arrow. Todd can hold one tool of each kind; they are selected and used with the A button.

Mega Bomb. Wipes out everything in the current room; Todd has to get out of the way before the time-delayed fuse ignites the bomb.

Slime Bait. Attracts and kills many slime creatures.

Gun Slime. Loads Todd's gun with a temporary supply of slime.

This tool takes effect immediately when picked up.

Cleanser. Turns a slime pool into harmless water.

Slime Shield. Cleans Todd and then offers temporary protection from green slime.

Jet Pack. Allows Todd to fly until it is turned off; he cannot shoot his gun while flying, though.

Gun Power-Up. The gun will fire triple blasts for a short period of time. This tool will take effect immediately when picked up.

POINTS

Here are the points you can expect for melting slime creatures with your water gun:

Maggot	300
Mildew	1,200
Groach	3,900
Flyhead	4,700
Blob	4,900
Drools	5,900
Octospid	7,800
Hidden Snapjaw	8,400
Headsucker	8,700

Spitter	8,800
Red Eye	9,700
Bloodfly	9,900

You'll need the mega bomb to blast these:

Scab	4,800
Tapeworm	9,900

And finally, there are points to be earned for grabbing tools and gems, as follows:

Tools	5,000
Slime Gem	10,000
Super Slime Gem	100,000

SECRETS OF THE PROS!

Here are some Restart codes to launch you deep into each of the six adventures:

Easy	5DC9DD	Adventure/Exploration	11C5A5
Action	725F5B	Suspense	7FD7C5
Logic	316D2C		

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■ 7 ■

Amazing Quests



Toe Jam & Earl™

Graphics/Sound: 7

Response : 8

Fun/Realism: 8

Ultimate Score: 7.7

Like, weird, man. This is one of the strangest quest games ever, a riot of the imagination in the same kooky class as Maniac Mansion and A Boy and His Blob on the Nintendo Entertainment System.

Our heroes are a pair of funky space cowboys by the name of Toejam and Earl from the planet Funkotron. It seems they had been out for a little cruise in their funky Rapmaster Spaceship, grooving to some funky tunes on the gigantic speakers that are mounted in the trunk of their spaceship. (Did we tell you that they were funky?)

Anyhow, the problem begins when big Earl decides that he'd like to take the wheel for a while. Well, the next thing they know, they're caught in this gigantic meteor storm and they end up making an emergency crash landing on Earth. According to their AAAAA Travelers Inter-Galactic Pocket Guide Book, it is just their luck to have landed on the most insane planet in the galaxy.

Their goal is to find the ten scattered pieces of their rocketship and reassemble them so can jet outta there. However, as we said, this place Earth is pretty strange. Toejam and Earl have to deal with menacing humans such as Crazy Shoppers, Wahini Hula Dancers, Insane Dentists, Nerdherds, Santa, a Fat Man & Mower and a very loud Opera Singer. Strange animals include a Hamster in a Rolly-Ball, Angry Bees and Chickens with Mortars.

This is one funny, entertaining game for any player who is willing and able to suspend belief. **One or two players.**

WHO?

You are Toejam or Earl, both funky aliens shipwrecked on a very strange planet called Earth.

WHAT?

We're not sure. Something about a broken spaceship, we think. And wild Cupids, Hamsters and Nerdherds.

WHERE?

That funky planet Earth.

USING THE GENESIS PAD

Directional Button (D-Button): Moves Toejam or Earl up, down, left or right on the screen.

Button A: Sneaks.

Uses Presents.

Button B: Opens or Closes the List.

Button C: Opens or Closes the Map.

OPTION SCREEN

Your first choice involves the number of players. The two-player version allows both contestants to be in the game at the same time, one as Toejam and the other as Earl; if one of our favorite aliens strays too far from the other, the screen will split into two windows and each player can operate independently.

If you are playing by yourself, you can choose between Toejam or Earl. Earl has a slightly longer life bar, but Toejam is slightly faster; you figure it out.

Your next important choice is between a "random" or "fixed" world. The random option, which is the normal way to play, gives you a different world every time you play: different Maps, bad guys, Presents and other elements. The fixed option gives you the same, more difficult world every time.

STATUS SCREENS

Press the B button to bring up the important Presents screen. You'll see a display of all of the Presents you have collected, the number of points you've scarfed up, how many remaining lives you have and your current insulting rank.

Press the C button to display the Map screen. As you explore, areas of the world will be filled in on the map. (When you answer the phone, a large area of the map will be shown.) Examine the map for major items like ship pieces, the road or an elevator.



SPECIAL ITEMS

Grab Presents by walking over them; they will be added to your stores in the Presents screen. You can carry as many as 16, but only six will be displayed at one time; use the Down arrow to show additional Presents on the screen.

To choose a Present from the Presents screen, highlight it using the arrow keys and then press button A to open it. To drop a selected present, press button C. You can give a present to your partner in the two-player game by dropping it near him to allow him to pick it up himself.

The Presents start out as mysteries. Once you use a particular color or shape, future identical ones will be identified. The Wiseman can identify Presents for you for a two buck fee, or you can take a chance and open them at random.

Action Presents. Only one can be active at a time; if you call forth a new Action Present, it will replace another in use. When the Present is opened, a small picture of the Present will appear in the corner of the Info Bar. Each Action Present is active only for a particular period of time; when time is about to run out, the picture will flash slowly and then very quickly at the last moment. You also cannot "sneak" while an Action Present is active.

Spring Shoes. When you have them, press button A and push an arrow key to perform a big jump; the longer you hold down A, the farther you will jump.

Icarus Wings. When you are standing still, press button A repeatedly to flap your wings and take off. Use the arrow keys to control your direction.

Tomatoes. Press button A to toss the tomatoes in the direction you are facing.

Slingshot. Tosses tomatoes even farther.

Rocket Skates. Press button A to crouch down and then let go to catch some air. The skates only work over land, and you cannot turn while in midair.

Super Hi-Tops. Fast feet. Press and hold button A to run.

You will automatically leap over an edge if you don't stop short.

Innertube. Use the arrow keys to move in the water.

Rosebushes. Press button A to drop rose seeds on the land—not the road or sand. Keep moving as you do so, or you will be youched by your own fast-growing plant. The bushes will block bad guys hot on your tail.

Fast Food. Remember what your alien momma told you: eat right and you will be strong and healthy. And stay away from junk food, or you will get a bellyache.

Foods are rated in three classes, depending on just how good or bad they are. In general, if the food has lots of sugar or grease or other such junk, it's good food to Toejam or Earl.

If Earl or Toejam says: the Food is:

"Not Bad"	Okay
"YUMMM!"	Good
"WOW!"	Great
"ICK"	Slightly Bad
"YUCK!"	Bad
"GROSS!"	Terrible

Most food cannot be picked up and carried, but is instead eaten immediately. There are, though, some foods that come in the form of Presents. **Fudge Sundaes** are always great. **Random Food** is usually good (about 70 percent of the time) but sometimes bad. And if Toejam and Earl are both together when the Present is opened, it just might be good for one and bad for the other.

Big Bucks. Pick them up by walking over them, or by opening moola-stuffed presents.

You'll want to use your money for several important purposes:

Mail Order. Go to a mailbox and stand still. After a moment, a menu of options will appear. Press Up or Down to select "Yup" or "Nope" to make a purchase and press button A. If you don't want to make any purchases, press button B to close the

window. Watch out for Mailbox Monsters, though.

Wizard. He'll heal you for a measly buck.

Wiseman. He'll identify Presents for a two buck fee.

Opera Singer. For three bucks, she will sing a song and pop all of the bad guys on the screen.

LIVES

Each character starts the game with three extra lives. The strength of your character is indicated on a Life Bar. Any time Toejam or Earl are flattened (or "youched") they will lose part of the bar; when they eat food, the bar will be partially restored. You also lose elements of the Life Bar when you are swimming, so be sure to get to shore before you run out of air.

You will earn an extra life every third time you receive a promotion in rank, in other words, at the Poindexter, Bro and Funklord levels. There are also a few 1-Ups hidden in Presents.

In the two-player game, there is a special brotherly love way to restore health which works if one character's bar is very low and the other very high. Simply bring the two together so that they can give each other a "high five." The result will be that the two Life Bars will be averaged, with one going down a bit and the other up.

And, again in the two-player game, when one of the two characters loses the last of his lives, try pressing all of the buttons on his controller again and again. You just might become so annoying that your partner will offer to give you one of his extra lives to shut you up.

RANKS

You'll start out with the lovely rank of Wiener and progress through eight other insulting titles. Each time you go up in rank, your Life Bar will become a little longer and therefore you will gain a bit of strength and perseverance.

Promotions are awarded on the basis of points, which are earned by opening Presents or by uncovering terrain tiles on the map. (In the two-player game, when Toejam and Earl are both on the

screen they both will earn points for every tile uncovered.)

Rank	Points Needed
Wiener	Starting rank
Dufus	40
Poindexter	100 (extra life awarded)
Peanut	180
Dude	280
Bro	400 (extra life awarded)
Homey	540
Rapmaster	700
Funklord	880 (extra life awarded)

MEET THE HUMANS

Crazed Shopper (*Spenditallinadae*). Attention shoppers!

She's always on the buy, even crazier when she is accompanied by a young shopper in a shopping cart.

Wiseman (*Carrotus Smartius*). Also known as Carrotman, he's all right for a human. Slip him a few bucks and he'll identify the contents of a hidden present.

The Wahini (*Hawaiinus Bootius Shakium*). What more could an alien want: a gorgeous young Hawaiian maiden dressed in a grass skirt and dancing the hula. The closer you get, the more you feel like dancing, which may not be the best situation to be in if you are being chased by a nasty.

Insane Dentist (*Painus Maximus*). He's either a very bad dentist with a dull drill, or a very mean one.

Cupid (*Cupidus Stupidus*). If you are hit by one of the arrows of the Baby of Love, you will fall in love . . . and that is not good, in this game at least. You can knock the baby out of the sky by touching him with the air of Icarus Wings, Spring Shoes or Super Hi-Tops.

Hamster in a Rolly-Ball (*Rodentia Nottoosmartium*). Round and round he goes, why he chases himself nobody knows. He's slow enough for you to just stay away.

Bogey Man (*Pygmyus Scaremtadeathium*). What a card!

- Invisible when he's not moving and a slim shadow when tip-toeing up to somebody to yell, "Bogey, Bogey, Bogey." **Nerdherd** (*Geekus Dorkia*). All of the worst qualities of the human species rolled together into one big geek.
- Mole** (*Diggus Thiefus Yawannakillum*). The very annoying little Present-snatcher, he will burrow up from underground to make a heist.
- Santa** (*Ho Ho Hoium*). Is he the source of all the Presents? And are there more in his sack? Then why don't you be a grinch and go steal one or two if you can find the old guy?
- Angry Bees** (*Buzzius Stingium*). Why are these guys so angry all the time? And how do you tell the difference between normal bees and deadly bees?
- Wizards** (*Prestidigium Healum Ferabuckium*). How friendly these guys are! Stroll up next to one of these wandering wise men and he's very likely to offer to heal you. For a small charge, of course.
- Mailbox Monster** (*Mailboxium Dontrustium*). What could possibly be dangerous about a mailbox? But wait . . . that's not mailbox: it's a Mailbox Monster. And it's hungry. If you are very patient and stare very intently, you may see the monster blink its eyes. Another way to tell the monster from the mailbox is to try to make it dance.
- Lil Devil** (*Devilus Pokium*). Small, red, with little horns, a tail and a pitchfork, he's also a whole bunch of little trouble.
- Shark** (*Fishius Notsoniceum*). Pearly teeth rules the waves, so stay out of the water if you can, or swim real fast.
- Tornado** (*Spinnus Makemsickium*). Not your ordinary whirlwind, this guy seems to take off at humans. It can't be outrun, but it can be avoided by a last-minute dodge.
- Fat Man & Mower** (*Americanus Suburbium*). One of the most dangerous Earthlings, he is armed with a lawnmower and a big yard.
- Opera Singer** (*Fattus Singus Irritatus*). Toss her three bucks and she will screech . . . er, sing . . . for you. Her voice

is so loud, in fact, that she can pop all other Earthlings in the area. If you are very wealthy, the Opera Singer can follow you around for a while as an operatic bodyguard.

Chickens with Mortars (*Cluckus Artillarus*). The attack of the killer tomato-tossing poultry. When they start clucking, you should start ducking.

Phantom Ice Cream Truck (*Driverus Insanicus Ghostium*).

You hear the tinkle of the bells, but you won't see the truck until it comes zooming out of the mist toward you.

SECRETS OF THE PROS!

The first time you play the game, just sit back and groove on the introduction. It'll tell you the story.

If you want to open an Action Present and don't want it to affect your partner in a two-player game, move far enough away from the other player so that the screen splits into two windows.

In general, in the two-player game, the boys should stick together in the higher and more difficult levels but feel free to separate and explore the lower regions independently.

You'll move more quickly if you stay on the road, straying off only when necessary. Walking in the sand will particularly slow you down, especially when you start to sink. In the two-player game, Toejam or Earl can rescue a partner stuck in the sand by touching him.

Be sure to explore the edges of the land to uncover hidden corridors.

POWER PLAYER HINTS

Secret Level: There's a hidden Level 0 below Level 1, worth an extra life. Go to the island world of Level 1 and bring with you a means to cross the water: Inner tube, Icarus wings or rocket skates will do fine. Head down/left over the water to an island you'll find there. Grab both of the Presents you find there, and then head for the hole in the middle of the island and jump into it. Welcome to Level 0!

Head for the lemonade stand and have a drink to earn an extra life.

To get off the island, just fall off the edge to return to the highest level you have reached in the current game. Or, you can use the "unfall" command to go back to Level 1.

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Wonder Boy in Monster World™

Graphics/Sound: 6	Response: 6
Fun/Realism: 6	Ultimate Score: 6

Well, there's the guy Wonder Boy, who's been the hero of several classic Sega jump, slash and spellcast games. And then there's *Monster World*, which is a once-peaceful village called Alsedo that has come under the dominion of the . . . you guessed it . . . monsters. The Queen has called for a hero to come forth to remove the monsters, and who else could it be but young, trustworthy professional dragonslayer Wonder Boy. **One player only.**

WHO?

You are W.B. himself.

WHAT?

Talk to the villagers. Slay the monsters. You know the deal.

USING THE GENESIS PAD

Directional Button (D-Button): Press Up to enter a house or

shop, climb a ladder, to talk to someone or to look up.

Press Down to leave a house, to crouch or to descend a ladder.

Press Left or Right to go in those directions.

When underwater, press the arrow keys in any direction to swim.

Button A: Press and hold while pressing Left or Right to use magic or items, as selected in the Equipment window.

Press to accept a choice.

Button B: Press to attack with the currently selected weapon.

If you have a Spear or Trident, you can use it as a shield to defend against attack. Press and hold the Up arrow and press the B button repeatedly.

Press to cancel a choice.

Button C: Press to jump.

Press and hold the Left or Right arrow and press button C to perform a running jump.

Underwater, press to rise toward the surface.

Press to accept a choice.

Start: Press to pause the game and display the Equipment window.

SCREEN DISPLAY

Vitality Meter. The hearts indicate Shion's remaining energy level; if the meters reaches empty, the game is over.

Enemy Life Gauge. During a battle, this meter will appear beneath the Vitality Meter; it shows the remaining strength of the enemy.

Item/Magic Equipped. The window at top right shows the type of item or magic Shion is currently equipped with.

Gold. The number of gold pieces collected thus far.

SPECIAL DEVICES

Treasure Chests. They contain gold, a special item or other things; look for them in the dungeons. To open, stand in front and press the Up arrow.

Hearts. They will appear on screen after you defeat some of



the more difficult enemies, or within some Treasure Chests. Small ones restore portions of Shion's Vitality Meter, while larger ones will make the gauge itself larger.

Gold. Collect pieces after you defeat monsters; some may also be found in Treasure Chests. Use the money at the Combat or Item Shop to purchase weapons, boots, medicine and other important goods, or to buy a good night's rest at one of the Inns.

Elixir, Key and Lamp. Available for use automatically when necessary.

Medicine. A one-time restoration of some lost vitality.

Ocarina. Play this ancient wind instrument to open some of the doors.

MAGIC

Shion can use six types of magic, which can be equipped and used when needed. You can have two types of magic available at one time. To use the magic indicated in the left box, press and hold button A and press the Left arrow. To use the other magic, press and hold button A and press the Right arrow.

Fire Storm. A rain of flame.

Quake. Knocks strong monsters to the ground.

Power. Enhances Shion's power for a short period of time.

Shield. Gives a temporary protective force field; while Shion is within, he cannot suffer any damage.

Thunder. It's not the thunder that destroys, actually. It's the lightning.

Return. Zooms you out of trouble and back to the last Inn you visited.

SECRETS OF THE PROS!

You'll need to play the right kind of music on your Ocarina to open locked doors. The tunes are combinations of A, B and C notes. Guess what the three buttons on your control pad are labelled?

Wonder Boy in Monster World. © 1992, Sega.



Ys III™

Graphics / Sound: 6	Response : 6
Fun / Realism: 7	Ultimate Score: 6.3

Wanderers from Ys is the third in a series of very detailed role-playing games based around the history of the ancient world of Ys. Books I and II of the adventure were big successes in Japan. This game is one of the few titles now available on all three of the leading 16-bit video game machines: Ys made a modest appearance in the United States in a CD-based game for the NEC TurboGrafx-16 machine and debuted on both the Super Nintendo and the Sega Genesis in 1992.

Here's the prehistory: Eight hundred years ago, Ys was a

peaceful and magical place ruled over by two beautiful goddesses and six priests. The source of the magic was said to be a mysterious stone that was called the Black Pearl.

Using the stone and its magic, the priests of Ys had created a sacred metal, Cleria, which brought even greater riches. But then one day, a great evil spread across the land. The priests blamed the bad times on the Cleria, and they decided to bury it and hide it away. At the same time, they raised the sacred Solomon Shrine, home of the Black Pearl, high in the air to prevent it from being destroyed. And then, in their final act, the priests wrote down the history of Ys in six books and hid them about the land.

Ys continued to decline until generations later, when the Cleria was rediscovered. Peace and prosperity returned to the land. But once again, after a while, a dark Evil Force appeared and the land seemed doomed.

This time, there was a difference: a young man named Adol Christine. This brave boy learns that whoever finds the six lost books of Ys and returns them to the statues of the ancient founding priests would make all things right once again.

So, hey, what the heck: He decides to do it by himself.

Adol started his quest in Book I in a small town named Esteria, where he stops and talks to anyone and everyone who will give him the time of day. Then he visits the town smithy and picks up a new suit (of armor) and a shield and a sword . . . you get the idea.

In Book I, you must find and obtain the missing ancient books that tell the history of Ys, a world of magic. After you obtain the first five books, you must travel to Darm Tower where you must meet and defeat the Demon Boss, Dark Fact, to obtain the sixth book.

Thus prepared, you enter Book II, where you must first challenge the Evil Spirits and return the six books to the statues of the dead priests of Ys. When this is done, the true source of evil will be uncovered: The mysterious Black Pearl, supposedly the source of all that is good, is actually the ultimate Boss Darm,

the source of all that is evil, and that is not good. The goal of Book II is to reach the Solomon Shrine and there destroy Black Pearl and return Ys to peace and prosperity.

Ys III is a bit less structured than the first two adventures, but it packs a tremendous graphics punch: you'll know you are in a 16-bit game right from the beginning. And the musical accompaniment is pretty impressive, too, especially if you pump it through a stereo system.

It seems that our friend Adol is off wandering when he hears the story of poor unfortunate Sarina, a land that has come under some sort of monstrous control. What better a vague assignment could a professional monster-slayer want? The Sega game is essentially the same as the Super NES version, although names of some characters, locations and items have changed in the translation from Japanese. **One player only.**

WHO?

Adol Christine, professional adventurer, and his good buddy Dogi, a former thief. You'll also meet beautiful Elena, a long-lost friend of Dogi; Chester, the older brother of Elena,



who is working for King McGuire of Valestine Castle; and finally, the King himself, who is much disliked and distrusted by the people of the Kenai Region.

USING THE GENESIS PAD

Directional Button (D-Button): Press to move your character, aim weapons in a fight and select items.

Press Up to climb and Down to squat.

Press Up when you are in front of a door to enter.

Press Up to open a jewelry box; some boxes may require use of a key first.

Press Down and Left or Right to crawl in those directions.

Button A: Press to use items.

Button B: Press to use swords.

Press to talk to the townspeople and change the speed of messages.

Press to open a Treasure Chest when Adol is directly facing it.

Button C: Press to make characters jump.

Jumping can be combined with use of a weapon.

SCREEN DISPLAY

There are six important indicators across the bottom of the screen.

Player. The length of the bar represents the maximum Hit Points.

The yellow portion of the bar shows the current Hit Point level; the red segment shows current damage.

Enemy. This bar shows the life force of an enemy you may be currently fighting. Just as with the Player indicator, Hit Points are represented by a yellow bar and damage is shown in red.

Hit Points. An indication of your survival power. The number is displayed in two parts: your current level and your possible maximum. When Hit Points reach 0 you will lose a life. Before then, you can recover some points from medical herbs and the healing Ring.

Experience Points. You will increase your fighting and exploring level by boosting Experience Points, which are awarded based on your success in battle.

- Ring.** The power of the Ring is an important device for the game. The higher the number, the more power; when the indicator reaches 0 the Ring has no power. You can recover some portion of the Ring's power by success in battle, or by obtaining Procia's secret medicine. A full recovery of Ring power can be purchased at the item shop.
- Gold.** The amount of cash you have collected.

SWORD PLAY

Your trusty sword is your basic weapon, and it is deployed by pressing the B button. You can swing the sword while standing still, or while walking.

Press the B and C buttons together for a Jumping Swing, a good technique for an airborne enemy.

Attack smaller enemies with a Crouch and Thrust by pressing Down and C.

A similar technique is the Thrusting Down Swing. Press Down/Left or Down/Right together with the C button.

Press the Up arrow and the C button to swing your weapon to Thrust Up at flying enemies. Press the Down arrow and the C button for a Downward Stab.

SHOPS

Vero's Weapon Shop. Be careful out there. Load your characters with swords, armor and shields.

Sheena's Item Shop. Purchase all sorts of special items and recharge your Ring.

SPECIAL ITEMS

SWORDS

Short Sword. Light and easy to use, but too short to inflict much damage on monsters.

Long Sword. Very hard to handle with one hand.

Broad Sword. An iron sword of extreme power.

ARMOR

Leather Armor. Made of horsehide, it's light and easy to maneu-

ver in, but not all that much in the way of protection.

Chain Mail. Inexpensive protection, it's heavy and bulky.

Plate Mail. Stronger—but even heavier.

SHIELD

Wooden Shield. Cheap, but that's okay: It doesn't work all that well, either.

Small Shield. A metal shield of some value.

Large Shield. A heavy, expensive and useful iron shield.

MAGIC RINGS

Power Ring. Doubles Adol's offensive power. Don't leave home—especially for a battle against the strongest enemies—without it.

Timer Ring. Cuts the speed of your enemies in half.

Shield Ring. Reduces any damage to your character by half.

Protect Ring. Completely avoids any damage for a short period of time; power consumption is high.

Heal Ring. Recovers lost Hit Points.

MAGICAL ITEMS

Medicine Herb. A one-time cure for loss of Hit Points; all will be restored.

Amulet. Destroys all enemies on the screen when used.

Brosha Serum. Regains some lost Ring power.

Necklace of the Spirit. Try it—you might like it.

Mirror of the Illusion. Freezes the movements of your enemy for a short period of time.

WORLDS AND ENEMIES

Sarina. The story begins in this mining and trading town, near Tigray Quarry. Among the locations you will visit here are the **Item Shop**, where you can purchase Medicine Herbs and the Mirror of the Illusion. Adonis runs the **Arms Shop**, where swords, armor, shields and various weapons are available.

Tigre Mine. High up in the mountains they quarry a crystal-like mineral called La Perle.

Among the evils of Tigray are **Keyrons**, huge bats with fearsome fangs and nasty nails; **Gululmuses**, a six-legged spider giant; **Bikmorl**, a bee with a killer sting; the mini-ogre **Raddel**; **Geld**, a wicked monster with a reptilian head and a long, sharp nail; **Rowbal**, a bloodsucking sea plant; **Duran** the evil magician, who will throw a ghastly sword from his crystal ball (squat down to avoid it); **Elfeilu**, a monster who is a lot prettier than she acts—beware her wave beam and thunder; and finally, **Istersiva**, a living, deadly rock.

Alcaino Ruins. The ruins of a great city, located near a still-active volcano. It's a hot place for a quick visit.

Be on the watch for creatures including **Seean**, a walking dead monk with a maliciously magic cane; **Earger**, a flaming big mouth; **Fazuls**, obnoxious owls that will swoop down—but not quite to the ground—for an attack; **Shiguld**, wild beast with a whip; **Galg**, a nasty land crab with sharp nails and a weak stomach; **Almengar**, a flaming body who can inflict a great deal of damage; **Kelzuarl**, an unfriendly firebird; and **Gyalva**, a flaming flying dragon that once was the guardian deity of the volcano.

Seko Mountains. Magic snow-capped mountains; a place of great danger. There is someone you will need to meet there, living in a log house.

Bad guys of Elderm include **Halic**, an underground creature with a wicked, long tail; **Iruva**, a rock creature with a core of lava; **Jigel**, a huge bee that lives in a cave and spews forth baby bees; and **Gildias**, an ice dragon with a frigid breath.

Valestine Castle. An attractive castle filled with labyrinths and traps.

Watch out for **Ishguest**, a relentless soldier; **Halvaiger**, an aggressive ogre in armor; **Garlium**, a purple-skinned bowman; **Estarion**, a ghost in a metal shell—all that can be seen are his red eyes, and **Deto**, an acid slime monster.

■ 8 ■

Mini Hints and Game Genie Codes

Player Beware: A few of the hints in this section call for removing or installing a game cartridge without turning off the Genesis. According to Sega, this could damage the system, although we've done it many times without problems. Anyway, you have been warned.

AFTER BURNER II.

Level Select: From the Start/Options screen hold A, B and C and press Start twice.

Super Fill-Up: Next time you pull into the gas station for refueling, you might want to try holding down these buttons during the process. You'll be rewarded with 100 missiles!

Round 3: Left/B	Round 13: Left/B
Round 5: Right/B	Round 16: Right/B
Round 9: B	Round 19: B
Round 11: Right/B	Round 21: Right/B

To reverse the controls for your aircraft, hold down buttons A and B on Controller 2 and press Start on Controller 1.

AIR DIVER.

Here's the key to a life without pain or suffering, at least within Air Diver. At the start of the game where you are called upon

to select a section of the map to begin your adventure, move your Plane icon to an area with no enemies. Now hold down the Start button and press A, B, C, B, A, A, B, C, B, A and then B. Release the Start button and move the Plane icon to a starting point on the map and then press and hold down the Start button again until the round begins.

ALEX KIDD IN THE ENCHANTED CASTLE.

Here's a sneaky way into an upper level of the Sky Castle. At the start of the stage, jump into the Pedicopter and fly up as far as you can to the ledge outside the castle. (You might as well grab as many treasure chests as you can along the way.) Go all the way to the right on the ledge, lie down and punch away until you make an opening in the wall of the castle. Slither your way through the hole and you'll find yourself up high in the castle.

And here is a dangerous thrill. For unlimited lives, turn on your Genesis with a copy of Golden Axe installed. When the Sega trademark appears, remove the cartridge without turning off the power. Insert Alex Kidd and press Reset. Skip over the Options screen and start play. The screen will indicate that you have nine lives, but that number will never go down.

By the way, the above trick is also supposed to work if you use Space Harrier 2 or Super Thunder Blade as the first game.

ARROW FLASH.

Live forever: From the Option screen, change Arrow Flash from Stock to Charge mode. Watch the demo play all the way through and then hit Start until the game begins. From this point on in the game, each time you press and hold down button C for about five seconds you will pick up a period of invincibility.

ARCUS ODYSSEY.

Here are the codes to all of the characters, starting at Act 8.

Jedda Chef **KJCBHNIYXR**

Bead Shira **KR0DE2IZX5**

Diane Fireya **IJXBU2JOHB**

Erin Gashuna **HJKBQYIZPK**

BACK TO THE FUTURE 3.

Here is the key to skip over stages of the game. Pause the game and then press the following buttons at the same time: Up and A; then Down and A; then Left and A, and finally Right and A.

BATMAN: RETURN OF THE JOKER.

2-2	NWKL	3-1	LGZQ
3-2	GPTW	4-1	GNKF
4-2	KHCN	5-1	QGVN
5-2	WBZT	6-1	FFHG
6-2	CKQG	7-1	GPZT

BUDOKAN: THE MARTIAL SPIRIT.

Be sure to spend some time on the Free-Spar Mat as Player 2 so that you can get used to operating the control pad with all of its assignments reversed. You can even do this if there is just one player in the game. If you have only one control pad, plug it into the port for Controller 2 and proceed as if it were a Kumite session.

BURNING FORCE.

Here's the key to having 10 men at the start and at each Continue after then: from the title screen, press B, A, B, A, A, C, A, A and Start.

CHINA WARRIOR.

Want to fight forever? Here's the secret of invincibility. Reset the game while holding down buttons 1, 2 and Select. Then press Up once. Release all of the buttons and then press Select. Push Up three times, Right six times, Down two times and Left two times.

At the Options screen you will be able to choose Invincible for your character, your enemy or both.

COLUMNS.

You can make one last shuffle if you time it just right; the blocks don't lock down into place until a fraction of a second after they touch bottom.

It's just a tiny little bit of cheating, but you may want to hit the Start button to pause the game every once in a while. You can catch your breath and do a little bit of strategy.

CYBERBALL

Cyber Bowl I, with a cool \$999,000 in cash in the kitty (note that the only difference between codes is the first and eleventh characters):

GROUP 1

Atlanta-Boston	T5BB B5PS IH6X
Boston-Washington	55BB B5PS IHDX
Chicago-Boston	C5BB B5PS IHPX
Cleveland-Boston	75BB B5PS IHUX
Dallas-Boston	L5BB B5PS IH4X
Denver-Boston	85BB B5PS IHGX
Detroit-Washington	H5BB B5PS IH7X
Indianapolis-Boston	K5BB B5PS IH3X
Las Vegas-Atlanta	S5BB B5PS IH8X
Los Angeles-Washington	65BB B5PS IHAX
Miami-Boston	M5BB B5PS IHJX
Minnesota-Washington	P5BB B5PS IHEX
New England-Washington	N5BB B5PS IHRX
New Orleans-Washington	A5BB B5PS IH9X
Philadelphia-Washington	G5BB B5PS IHSX
Phoenix-Washington	95BB B5PS IHNX
Pittsburgh-Washington	E5BB B5PS IH5X
San Diego-Boston	D5BB B5PS IHFX
San Francisco-Boston	U5BB B5PS IHHX
Tampa Bay-Boston	R5BB B5PS IHTX
Washington-Boston	F5BB B5PS IHCX

GROUP 2

Buffalo-Tampa Bay	J5BB B5PS IB6X
Houston-Las Vegas	45BB B5PS IBAX
St. Louis-Tampa Bay	35BB B5PS IBYX

GROUP 3

Cincinnati-Tampa Bay	25BB B5PS IBVI
New York-Las Vegas	05BB B5PS IBBI
Portland-Las Vegas	Z5BB B5PS IBXI
Seattle-Tampa Bay	Y5BB B5PS IBII

DESERT STRIKE

Campaign 2	AQJMMHW or BQJZAEX
Campaign 3	TLOEOAQ or TLJAOAZ
Campaign 4	JTKKOME or ITOIPEK

Here's a password that lets you begin at the beginning, but with two extra lives: **TQQLOM**

MIKE DITKA POWER FOOTBALL

Atlanta vs. San Diego	x6AGMh
Chicago vs. Cleveland	BaK2Mw
Buffalo in finals	FyC42u
Detroit vs. Buffalo	nkN42K
New York (N) vs. Denver	wbD0E6
Washington vs. Detroit	ZuG4Ex

DRAGON'S FURY.

To boost your starting lives to seven and begin with 390,000 points, enter **DEVILCRASH**. To go up a notch, to ten lives and 2,000,000 points, use **TECHNOSOFT** as your password.

EARNST EVANS.

Stage Select: Pause the game in any area and then press Up, A, Down, B, Left, A, Right, B and then unpause the game. You'll skip immediately to the next stage.

JAMES "BUSTER" DOUGLAS CHAMPIONSHIP BOXING.

There's a secret sound test; it requires two Controllers to bring it up. Press Start on Controller 1 and choose a one- or two-player game. Then press and hold down button C and Start on Controller 2 and then press Start on Controller 1.

EL VIENTO.

To power up with full magic, press Start to pause the game and then press Up, Left, Right, Down and C. You'll receive one magical power for each time you do this, so repeat the ULRDC code five times for a full set.

To go to slow-mo, press Start to pause the game and then press Up, Left, Right, Down and A.

And finally, to bail out of the current stage and jump to the next one, press Start to pause the game and then press Up, Left, Right, Down and B.

E-SWAT: CITY UNDER SIEGE.

You will not reach the rank of E-SWAT until Mission 3, and therefore will not be able to collect and use special weapons until that time. Since you cannot select a weapon in the early stages, then, button A will function as a second Jump button.

Here is a decidedly unofficial way to enter the game at any round. Turn on the Genesis and wait for the title screen to appear. Without turning off the power, remove the game cartridge and then plug it back in. Press the Reset button. When you see the Mission 1 status screen, press A, B and C at the same time and you will be able to select levels by pressing the Up or Down arrow.

Here's another Level Select method for accomplished players: Beat the game. Then, at the end scene press and hold the arrow key in the Down/Left position and hold the A, B and C buttons. Then tap Start several times until the music begins and a Level Select screen begins.

FAERY TALE ADVENTURE.

Go right to the end of the game with this code:

7R2KUL6RSZXSK6NHGSDCB720663R12HO785P

FINAL ZONE.

Each weapon will have different characteristics, depending on which part of the NAP body you assign it to. If the device is loaded on the NAP's right hand, it will work as a hand-held weapon; if it is loaded on the back, it will work as

an Optional weapon. If the device is loaded on another part of the body, it will work as a shield. Hand-held weapons have an unlimited supply of bullets; Optional weapons are more powerful, but have a specific amount of assigned ammunition.

You will want, of course, to load up your NAP with as much firepower as possible. When NAP is hit by an enemy shot, though, it will lose the weapon with the lowest priority; similarly, when an Optional weapon uses up all of its ammunition, it will be moved to the lowest priority part of the body and other weapons will move up in priority.

The order of priority, from *highest to lowest*, is:

1	Right hand	8	Right shoulder
2	Back	9	Left shoulder
3	Left hand	10	Right leg
4	Body	11	Left leg
5	Shoulder joint	12	Right arm
6	Right waist	13	Left arm
7	Head	14	Left waist

If you want to save a particular weapon for later on in a stage, change its priority to a higher level. You may not, though, want to make it number one in priority until needed, to avoid using up ammunition.

FORGOTTEN WORLDS.

In the two-player game, if Player 1 loses his life but Player 2 is still in the game (or the other way around) the dead player can jump back into the game by pressing the Start button on his or her control pad.

Now just suppose you were playing by yourself, but happened to have a second control pad plugged into your Sega Genesis machine? If you were to choose the two-player game and were to switch back and forth from one control pad to the other whenever an onscreen character was killed, you could have an unlimited number of Continues.

And to make your assignment even a bit easier, how about going to the Option screen and turning on Auto-Fire. Then park

your second player somewhere in the middle of the screen and let him fire away.

GAIARES.

Stage Select: Go to the Configuration screen by holding buttons A, B and C and pressing Start. Set the Sound Test number to 18. Hold button A and Controller 2 and exit. Now press Start on Controller 1 at the title screen to enter a secret Stage Select.

Weapon Select: You must have passed through the Stage Select screen en route to this tip. While playing, pause the game and hold the Up arrow while you press button A. Each time you press button A you will change to a new weapon. Pro players recommend the T-Braster and F-Formation.

Weapon Power-Up: Again, you must enter the game through the Stage Select route. While playing, pause the game and hold Up while pressing button A twice. Unpause and you will have a fully powered Toz.

Secret Invincibility Mode: Pause the game and then press and hold buttons A and C. While holding them down, press Left. The screen should pause momentarily. Unpause and return to the game as an untouchable. You'll have to do this trick each time you start a new level.

To obtain the T-Braster, the ultimate heat-seeking weapon, at the start of the game, shoot out your TOZ unit six times before you capture an enemy ship.

GHOSTBUSTERS.

Here is a way to limitless riches! When you find a chest containing money near the entrance of a maze, grab the dough and then leave the building. Go right back in and go to the chest again; a new supply of cash will be inside. Repeat this as often as you like.

Take advantage of the Easy mode of the game. You will start with \$5,000 and extra Continues. Buy a Peking Duck and as many bombs as you can.

Game experts recommend skipping Egon as your starting character; use Raymond or Peter.

GO! GO! TANK.

Seven extra vehicles: from the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right and Start.

Invincibility: from the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Left and Start.

GOLDEN AXE.

There is a secret Level Select feature in the game that will allow you to choose your starting stage from 1 all the way to 8! Note that most—but not all—Golden Axe cartridges seem to include this feature, which is left over from the programming of the game. You'll need to play in the Arcade mode.

When you are at the Player Select screen (where the skeleton is holding characters in his hands), press and hold the Down/Left arrow key, button B and the Start button. You will see a small number in the upper left corner of the screen; use the Up or Down arrow to cycle through the numbers and press Start when you are ready to play.

Here's another secret, a way to pick up two extra Continues. Set up the game for two-player mode by pressing the Start button on the second control pad. Then immediately allow the second character to be killed off. All of his or her Continues will be transferred to the first player, who will continue on with the game.

There's a high-flying maneuver that requires a bit of practice: Try pressing the Right or Left arrow key to make your character run, press the C button to jump and then press the B button while in midair for a downward thrust.

And finally, here's a super secret way to begin a game with as many as 30 men. Start by selecting a one-player Arcade mode game. Next press and hold the Down/Left arrow to make the warriors spin around on screen. Continue to hold down the

arrow and press buttons A and C at the same time. Let go of everything and press Start. You'll have 9 credits. Start the game, or do the trick again to increase your lives.

GOLVELLIUS.

Here's a code that will start the game with a bunch of special items, including the Legendary Sword, Ascent Boots, seven life potions, three crystals, Remedia's Shield, green and purple Mea, Aresta's Pendant, three rings and a whole bunch of gold. The code is a repeating set of **SEGA**. When you get to the end of the password space, spell the last word as **SEGO**.

HARD DRIVIN'.

Play a game and lose. Then go to the Option screen and select Practice Mode. You will now be able to practice your hard drivin' with other cars on the course.

You'll need to be moving at least 60 mph to get through the Loop-the-loop safely.

Try not to slam on the brakes; instead, let go of the accelerator to slow slightly, or tap the brake button.

HELLFIRE.

As if this game was not tough enough, there is a way to go to an even more difficult mode. Go to the Option screen and move the selector to the Hard difficulty level and then head for the kitchen and make yourself a sandwich. After a few minutes, the difficulty level will change by itself to "Yeah, right." The good news is that you will start with 99 Continues.

HERZOG ZWEI. Here are some codes:

5 Wins:	GGGKHAGOKLO
22 Wins:	IMLPFEGEMLC
12 Wins:	BPHOHACAGML
25 Wins:	JAJJBDNCCMC
19 Wins:	NPLOFOCAGKP
28 Wins:	LILOPBDPIKJ

Zoom right to the final round (number 32) with this code:
JLJOIGLAOKN

THE IMMORTAL.

Level 2: cddff10006f70	Level 6: 563ff53010a41
Level 3: f47ef21000e10	Level 7: c250f63010ac1
Level 4: 8fdfe31001ebo	Level 8: e011f730178c1
Level 5: 94bfb43000eb0	

INSECTOR X.

For unlimited Continues, be ready when the Game Over screen appears. Press and hold Left/Up on the arrow pad and then press the C button. Each time you press C, the number of Continues will increase by one.

KLAX.

Don't forget that your paddle can hold as many as 5 tiles at once. Stack up tiles there and wait for the color you want to be on top.

And, although it takes some practice, learn to use the ability to "throw back" a tile using the Up arrow. It will vault over any descending tiles in the current column, allowing you to reorder the tiles on your paddle.

LAST BATTLE.

Once you are past the first chapter, you can continue your game from the start of the previous chapter by pressing the A, B and C buttons together with the Start button after the game returns to the Start screen.

Here's a trick that comes with the warning you read about earlier. Load Space Harrier II in your Genesis. At the title screen, press the A button to go to the Selection screen. Now remove the Space Harrier II cartridge from the Genesis without turning it off. Insert the Last Battle cartridge. When the screen says "Legend of the Final Hero," push the A, B, C and Start buttons at the same time. Push the Up arrow to make the chapter number change and then press Start to begin play.

Here's another hint, a way to continue once you are past Level 1. After you lose your lives, press and hold A, B and C at the same time and press Start four times.

JOHN MADDEN FOOTBALL

(Original edition, 1990 copyright).

Go to the second round without a grunt: **0466400**

Or the third round: **0077661**

Here are some tournament games:

Atlanta against Chicago **5002300**

Los Angeles at Chicago **6504500**

New England at Buffalo **0600100**

New York at Washington **0700100**

Here are a few passwords that will take you right to the Super Bowl:

Chicago against New England **5555555**

Atlanta against Miami **7777777**

San Francisco against New England **1717171**

Philadelphia against Houston **1777777**

Philadelphia against Miami **7676767**

Here's how to attempt an onside kick, in which your side retains the ball after a kickoff. Put the player marker on the kicker. Then press C quickly to set the kick power as low as possible. Then press button A as you are about to kick; this will make the kicker jump at the moment of contact. If you do it correctly, the kicker will jump on the ball and the message will read, "Kicking Team Recover!"

In Regular Season games, there is no delay-of-game penalty. It's not quite fair, but it is possible to eat up a lot of time on the clock by holding an endless huddle.

JOHN MADDEN FOOTBALL '92

Championship passwords:

Atlanta **D72C835L**

Buffalo **DWJ4NLPV**

Chicago **DNGTY8PO**

Cincinnati	C536LLJY
Cleveland	BH5OJ4GN
Dallas	BDNZZTR1
Denver	DNZ7N5OD
Detroit	BHL5OXB6
Green Bay	C2VORH5F
Houston	CLDCKBFT
Indianapolis	DKXLZ1LW
Kansas City	DGXNTKWT
Los Angeles	BHJFGFVR
Miami	C2Z4ZSZS
Minnesota	CC5ON7W4
New England	DG1OWJCT
New Jersey	CS41LX68
New Orleans	DV8XCHZG
New York	BTCHRSRX
Oakland	BH4MBOJ3
Philadelphia	BTGBF4Y9
Phoenix	DR85KS35
Pittsburgh	DWN8MO6J
San Diego	C8X8RT1V
Seattle	D5KY9LWW
San Francisco	CC7CDVLS
Tampa Bay	DNBS1KMB
Washington	FB16WJWP

And here's a mind-blowing trick that should stop your opponent from scoring extra points after a touchdown. Keep sending your defenders offside until the ball has been advanced all the way to the goal line. Now when the other side kicks the ball, it will be too low to clear the goalposts.

MERCS

Is this game too tame for you? How about changing to a super-tough, super-fast version? Start the game and then press and hold A, B and C; press Start to zoom into the most difficult challenge of the game.

MIGHT AND MAGIC.

Eat for free. Go to the Command screen, select Share and then Food. Keep doing it until your food supply increases, and then keep at it until you have more than anyone should reasonably eat.

JOE MONTANA II SPORTSTALK FOOTBALL.

Here are a few codes for playoff games:

Washington vs. New York-N,

round 1 **1AAR55AJKA**

San Francisco vs. Chicago,

round 1 **ZYAR5LABKA**

San Francisco vs. New York,

round 1 **ZYAT5LAHKA**

San Francisco vs. New York-N,

round 2 **ZYAS5LADKA**

Here is a way to alter a passcode you earn yourself. The first letter of the code represents the team you are managing. Change it to one of the following, if you'd like:

A	Atlanta	B	Buffalo
C	Chicago	D	Cincinnati
E	Cleveland	F	Dallas
G	Denver	H	Detroit
I	Green Bay	J	Indianapolis
K	Kansas City	L	Houston
M	Los Angeles (A)	N	Los Angeles (N)
O	Miami	P	Minnesota
Q	New Orleans	R	New England
S	New York (N)	T	New York (A)
U	Philadelphia	V	Phoenix
W	Pittsburgh	X	San Diego
Y	Seattle	Z	San Francisco
0	Tampa Bay	1	Washington

You can also adjust the week of the season by changing the *fourth* letter of any code, as follows:

B	Week 1	L	Week 11
C	Week 2	M	Week 12

D	Week 3	N	Week 13
E	Week 4	O	Week 14
F	Week 5	P	Week 15
G	Week 6	Q	Week 16
H	Week 7	R	Round 1 Playoffs
I	Week 8	S	Round 2 Playoffs
J	Week 9	T	Sega Bowl
K	Week 10		

Make your own passwords by altering any password you receive. Keep the first three and the last two letters of the code you receive, and insert any of the following in the middle:

First Round	RSS5B
League Championship	S555D
Sega Bowl	T555H

Here are a few prefix and suffix codes if you want to assemble a few codes using the playoff games indicated above:

Detroit	HPO.....IE
Los Angeles (N)	NAA.....KA
Philadelphia	UX3.....IA
San Francisco	ZAB.....II
Washington	120.....IA

M.U.S.H.A.

To start on any round, press the Reset button 10 times. Do this from the title screen; wait for the Sega logo to appear each time before you hit Reset. Then hold the Down and Left buttons and go to the Option mode.

For free Power-Ups, pause the game in progress and enter one of the following codes.

For five extra ships:

Right, D, Right, D, Left, Up, Left, Up, B, C, A and Start.

For full power:

B, B, C, B, B, C, Up, D, A and Start.

For 20 options:

Up, Up, Up, D, D, D, Left, Left, Left, Right, Right,

Right, C, C, B, A and Start.

MYSTIC DEFENDER.

How do I get past that rolling ball monster at the end of Level 1? It seems impossible, and I'm dying to see what the other levels are like. That's your problem: You're dying too soon. We know it is a difficult challenge, but there is a solution. First of all, notice that this monster starts out as a sort of ghoul but turns into a rolling ball when he (it?) hits the ground. Don't mess around with the ball; instead, use your jumping powers to climb up and up and up into the trees. Then keep shooting at the ghoul when he appears in front of you. It will take quite a few hits, a lot of patience and more than a few falls down to the ground until you get it right, but sooner or later you will destroy him up in the trees and you will move on to Level 2.

NINJA BOY.

Stage select: At the title screen, press Up, Up, Down, Down, A, B, A and B. Then press, at the same time, A and Start. Look for the indicator at top left: W 1-1. Use the Up or Down arrows to change the stage and world numbers. You will also have 80 fighters and 99 Miracle Kicks.

ONSLAUGHT.

The following password will take you deep into the game, with all but territory 10 beaten: **0000,0000,00**

OUT RUN.

As if you really need this: To reach an even more difficult level than standard, press the C button ten times at the title screen, before you go to the Options screen. It's called "Hyper" and it is.

There is also a secret ending to the game. That's the good news; the bad news is that you must win the game to see it. After you win your fifth trophy, hit the Start button and watch. Your car will drive down the road, stopping at billboards with the names of the designers of the game. Finally, it will head

for the grandstands where the driver will receive a big kiss from beauty queen.

ARNOLD PALMER TOURNAMENT GOLF.

If you are within 10 yards of the green, put away your fancy wedges and irons and use your putter. This keeps the ball on the ground and out of the wind.

When you are near a tree, move the yellow pointer until you are facing the fairway or a clear area. Shooting a short shot to a clear area will generally work better than trying to thread the needle through the trees.

Here are pairs of passwords that will take you deep into the game. Enter them carefully.

For first place in Round 6 with \$287,000 in winnings:

QhVaTzouioABBh96iV

CoVSKmBgAcgIZI3XHG

For first place in the last round with winnings of \$310,000:

BsDVy0YvoKakLKdeXX

iIGOGz6QgYkg0A542e

And here is a super password that will bring you directly to the final tournament with double the money of anyone else in the contest:

F1nLvJoNaAFA+SqzQ3

AoDG6Wi3wFIKENIG9+

Here is one of the strangest of all of the strange inside hints we have yet seen: Play the game as poorly as you can (easy for us to do) and rack up about 125 or so strokes. The game will eventually give up on you and declare a game over. Now wait about 20 seconds and then press Up, Left, Down, Right and then button A.

You will see a demonstration screen from Fantasy Zone! Why? We have no idea whatsoever, except that perhaps there was something left over in the memory banks of the computer when Golf was being finished up. There is absolutely nothing you can do with this hint, and we doubt you will want to go to the trouble twice, but it is kind of interesting to try once.

There is an alternate way to display the same screen, we are told. Do the same 100 or more strokes without sinking the ball in the hole (you might want to use the putter all the way). Then press and hold buttons A, B and C and hit the arrow keys as follows: Up, Down, Left and Right.

We believe this works, but quite frankly, after going to the trouble to test out the first hint, we've devoted as much time to this interesting bit of silliness as we want to.

We've saved one special password for last. This one will take you to a secret tournament with a very helpful caddie. And it is a particularly easy password to enter and remember:

ffffffffffffffffffff
 999999999999999999

PHANTASY STAR II.

Would you like everlasting life? Hold the arrow pad in the direction you want to move and repeatedly press button C and then B. You will be able to walk without getting into fights.

To try slow motion, press the Start button to pause the game and then press and hold either button B for half speed, or button C for single-frame motion. Press both buttons together to advance on to the next scene.

Here's a useless trick that allows you to keep the same music when you enter a new town or village: Enter into slow motion and then enter the new area. Now press Start. Ta-dah!

Make sure you pack an Escapipe and a Telepipe when you cruise about on Mota. This way you can always scoot back to town and regain energy or save your game anytime you run low on HP.

Speaking of music, we suggest you pass up the opportunity to play the organ in the Piata Control Tower. Use Musik instead.

Make use of the ability to save your current power and special items before you leave any town. Get yourself healed, buy new gear and weapons and medicine and get saved before you go out into battle again.

PIT FIGHTER.

Extra Continues: there's a batch of three more extra turns if you can make it to Match 8 of the game. When you arrive there, pause the game before you take on Mad Miles again and plug in the second controller. Unpause the game and then press Start on Controller 2. Select your fighter and resume play with three more Continues.

QUAD CHALLENGE.

Here are some passwords for Standard races:

Race 1: EASY	Race 9: 5JE8
Race 2: ECGT	Race 10: 8SWG
Race 3: M4SR	Race 11: HGLY
Race 4: DTXG	Race 12: Q44E
Race 5: 9F2J	Race 13: WHCM
Race 6: 13RB	Race 14: TVGZ
Race 7: PNF5	Race 15: SNDN
Race 8: CR11	Race 16: B16A

Difficult races:

Race 2: LTR9	Race 7: DH2F
Race 3: 693F	Race 8: YZ25
Race 4: VJSU	Race 9: AGT3
Race 5: TENF	Race 10: PB4V

RAMBO III.

There's a trick that can bestow unlimited lives. Insert the Altered Beast cartridge in the Genesis and turn on the power. Wait for the statues to fade from the screen and then remove the cartridge without turning off the power. Insert Rambo III into the slot and press Reset and then Start.

PAT RILEY BASKETBALL.

For a free freethrow, bring the ball down the court but stop short of your 3-point line. Your opponent will eventually barge right into you and draw a pushing foul.

Which are the best teams? They're all pretty good, but as

you might expect, the Los Angeles five are quite strong. So, too, is the team from New York.

ROBOCOP.

After all of the pushing and shoving of this game, one of the most difficult sections of RoboCop comes in the Photofit level, where you must assemble a picture of a bad guy within 40 seconds. Robo-experts recommend you put the picture together in this order: hair, chin, ears, nose, mouth and then ears.

BUCK ROGERS COUNTDOWN TO DOOMSDAY.

Don't choose Quick Combat unless you are obviously much stronger than your opponent.

Professional Rogerians recommend a party consisting of a Tinker Medic, a Rogue and two each of Desert Runner Warriors and Human Pilots. It is also critical to have three members of the party (including the medic) trained in first aid.

ROLLING THUNDER.

Here are some codes for the first and second quest of this game.

	First	Second
Level 1		RPSG
Level 2	MTLS	RPSG
Level 3	NFCG	MIBD
Level 4	RNSN	PLPN
Level 5	CPPP	SFEG
Level 6	LLBS	DRMS
Level 7	PIDT	LTSP
Level 8	NREF	RMDF
Level 9	MMMK	SNBT
Level 10	DNPD	CICK
Level 11	PTCP	NPDN

ROLLING THUNDER 2.

This game wins the award for some of the strangest passwords we have ever seen. Some of the levels include a second,

more difficult version of the level.

Level 1:

Difficult **A ROLLING PROGRAM
SMASHED THE GENIUS**

Level 2:

Standard **A MAGICAL THUNDER
LEARNED THE SECRET**

Difficult **A CURIOUS RAINBOW
LEARNED THE FUTURE**

Level 3:

Standard **A NATURAL FIGHTER
CREATED THE GENIUS**

Difficult **A MAGICAL ISOTOPE
BLASTED THE DEVICE**

Level 4:

Standard **A ROLLING NUCLEUS
SMASHED THE NEURON**

Difficult **A PRIVATE LEOPARD
PUNCHED THE NEURON**

Level 5:

Standard **A CURIOUS PROGRAM
PUNCHED THE POWDER**

Difficult **A SLENDER FIGHTER
ELECTED THE GENIUS**

Level 6:

Standard **A LOGICAL LEOPARD
BLASTED THE SECRET**

Difficult **A DIGITAL RAINBOW
MUFFLED THE SECRET**

Level 7:

Standard **A PRIVATE ISOTOPE
DESIRED THE TARGET**

Difficult **A LOGICAL THUNDER
SMASHED THE POWDER**

Level 8:

Standard **A NATURAL RAINBOW
ELECTED THE FUTURE**

Difficult **A ROLLING MACHINE
DESIRED THE FUTURE**

Level 9:

Standard **A MAGICAL MACHINE
MUFFLED THE KILLER**

Difficult **A SLENDER NUCLEUS
BLASTED THE TARGET**

Level 10:

Standard **A DIGITAL NUCLEUS
PUNCHED THE DEVICE**

Difficult **A CURIOUS ISOTOPE
CREATED THE KILLER**

Level 11:

Standard **A PRIVATE THUNDER
CREATED THE POWDER**

Difficult **A NATURAL PROGRAM
DESIRED THE NEURON**

SAINT SWORD.

Here are the Second Quest keys to the levels:

3-1	i0FUSM	4-2	O2VNW5
5-1	Q2XWG2	6-1	RWEFAQ
6-2	VYWMU7	7-1	Y3XKWJ

SHADOW BLASTERS.

Invincibility! You'll need to have a pair of controllers plugged into the Genesis to make this trick work.

Select a two-player game and choose your characters. Play the game as Player 1 and let your character's energy level drop to the last remaining block on the energy bar.

Now here's where it gets complicated: Let Player 1's character get hit one more time while you rapidly press Start on Controller 2. Player 1's character will begin flashing in the

center of the screen and will be invincible. You can repeat this process for all of your characters.

While you are invincible you will be able to pick up anything except energy.

SHOVE IT!

You'll feel much better about yourself as a person if you manage to win this game all by yourself. However, if you would like to take a look at some of the upper levels of the game, here are the passwords for all of the rounds, which you may recognize as locations in California. Be sure to enter all characters, including question marks and exclamation marks, as follows:

2-11	MARINA!!	3-21	MALIBU
4-31	SANPEDRO	5-41	VENTURA?
6-51	SANDIEGO	7-61	PASADENA
8-71	!BEVERLY	9-81	MELROSE
10-91	RODEO!?!	11-101	WESTWOOD
12-111	WILSHIRE	13-121	VENICE??
14-131	FIGUEROA	15-141	SUNSET
16-151	ORANGE	20	?VALLEY?

And finally, here's the code for the final finale: **!AYASAM!**

SLAUGHTER SPORT.

(See also Tongue of the Fat Man.) Choose any fighter using this code. Press one of the following keys from the title screen that displays the "Press Start" message:

BONOPART	A, Up, C
BUFF	Left, C, B
EL TORO	B/C together, A, Up
GUANO	Up, Right, A/B together
M.C. FIRE	Down, C, Right
MONDU	A/B together, Down, Left
RAMSES	Right, Left, A
ROBO CHIC	Right, Up, Down
SHEBA	B/C together, B, B
SKINNY	Right, Down, Right

WEBRA	A/C together, Up, Right
WEEZIL	Down, Right, Up

SOL-DEACE.

Stage Select: From the title screen, enter A, B, C, A, B, C, B, C, B, A and Start. Go to the Configuration mode and go to the Start line to choose your level.

Next, move the cursor to Mode and press Right until the line reads "MY99." Exit the menu and choose Continue to resume play with 99 extra Sol-Deaces.

And for Invincibility, do the Stage Select trick as described above, but when you arrive at the Option screen, move the cursor to Mode, hold the A button and keep pressing Right until the screen displays "MUTEKI." Exit and Continue your game and you will be invincible.

To skip a level once the game is underway, press buttons A, B and C together.

To play in slow motion, pause the game and then press any fire button.

SPACE HARRIER II.

Here is an important bit of information you would not know about if you just read the manual: You cannot get to the end of the game if you use the Level Select to enter the game anywhere but at the beginning.

Here's another trick—one of those dangerous ones—the ones with the warning we told you about earlier. Place the Altered Beast cartridge in the Genesis, turn on the power and wait until the pictures of all of the statues are displayed. Remove the cartridge with the power still on. Now install Space Harrier II in the slot; pay no attention to the strange sounds and frozen screen. Press Reset and start the game. You'll have 99 lives!

STORMLORD.

Skip ahead. From any level, press Pause and then C, B, B, B, A, A, A, A, C, C, A, A, A and A to scoot to the next level.

Nine extra lives. From any level, press Pause and A, A, A,

A, C, C, B, B, B, C and A.

More time. To reset the clock from any level, press Pause and then B, A, A, A, C, U, U, U, A, A and A.

SUPER HANG-ON.

How do I bring a super bike into the arcade game? What, you mean you can't find it in the instruction manual? Hmm . . . neither can we. The trick is to obtain a password from within the Original game and then select Arcade the next time you play. In fact, if you'd like to try, here's a password that will give you a whole bunch of money to spend on upgrading your bike:

4DF3E446F34464

9FLMCJ9D7JKGPH

What? More passwords? Okay, here's a password that will give you about as much money as a racer could ever want:

6FF3F546F35564

FFISKJIMBAMIRJ

There is a hidden Option Select screen that allows you to adjust the difficulty of the game. To get to it, at the title screen press and hold button A together with the Start button. When the screen is displayed, use the Up and Down arrows to move between choices, then use the Left and Right arrows to move between available selections.

In the Original game, you will earn \$400 just by showing up at the starting line. What can you use this for? Well, if your frame is busted, or you blow a tire, or sustain some other damage that forces you to retire from the race, and if you do not have enough money to buy new parts, just show up a few times to earn the scratch.

The best driving advice is this: Use the brake as little as possible. It's better to let off on the power as you enter a turn and then power up midway through it.

SUPER THUNDER BLADE.

Here is a relatively easy way to get into the game at least as far as Stage 2 and possibly to Stage 3: From the Options

screen, set the game at Hard mode and then move your Super Thunder Blade to the upper right or upper left corner of the screen and keep it there. You will be out of range for nearly every enemy attacker. Keep firing and you will take out some of the enemies, too. You will have to come down out of your corner to take on some of the larger enemies.

SWORD OF SODAN.

Mix your own potions for health and wealth:

Extra Man (up to Level 3) **Red and purple**

Warp to next level **Four purple potions**

Walk on lava underground **Blue and purple**

Flame Sword **Orange and purple, or Orange and Red**

Super Zapp (screen clear) **Purple, Blue and Orange**

For an unhealthy hangover, try:

Loss of health points **Blue and Orange**

Instant death **Red, purple, orange and blue**

SYD OF VALIS.

Turn off that annoying music: From the title screen, press and hold B and then press Start to begin the game in silence except for sound effects. Unfortunately, the music will return when your character dies.

Here's a way to make the game a lot easier: From the title screen, press Up, Down, Left, Right, A, B, Up, Down and Start. Listen for the secret noise. When you begin the game, Yuko will arrive in her swimsuit and be invincible.

TARGET EARTH.

Here's a way to obtain what amounts to unlimited Continues. When the screen says "Continues: 2," go to the Option screen and press the Start button. (You'll see a picture of a girl at the upper right corner of the screen.) This will reset the number of Continues to 9. Do this every time your credits drop down that low.

And here's a way to obtain all available weapons: Go through the first round without killing anything. Then kill the main boss without hitting anything else. Then, at the start of

Round 2 when you go to the Weapons Selection screen you will have everything a boy or girl could ever want. You'll know you have done this properly if at the end of Level 1 you have scored exactly 2,800 points—no more, no less.

Experiment with the following change to firing mode: Once the game is underway, press the Start button to pause the game. Then press and hold down buttons A and B and then press button C. At the bottom right of the weapons screen you will see an A; the next time you press Button C you will see a B. Try each. (Press Start to resume play.)

Here's a completely useless tip: Plug a second controller into the Genesis and as soon as the word Sega disappears from the screen, press at the same time Up/Right and buttons A and C. The logo will be changed in shape and angle, and you can play with its positioning on screen. We know of no other effect this has on the game.

But here's a really intriguing one: It seems that Target Earth is actually a two-player game, at least deep down underneath. Start the game with just one player but with both controllers plugged into the Genesis. Play for a while until the first green alien robot appears on the right side of the screen and then press Start on Controller 2. A new character will appear from the right side of the screen, worked from Controller 2. The only problem is that this guy is green, too.

TASK FORCE HARRIER EX.

Here's the route to an enhanced Option mode that includes Invincibility and other new features. Press and hold button A as you turn on the power to the Genesis. When the title screen is displayed, release the A button and press Up, Down, Left, Right, A, B, A, C and B. Now, select CONFIG from the title screen. You can choose Stage, turn on "MUTEKI" for invincibility and select "WINDOW" to change the size of the screen display.

If you have turned on this advanced Configuration mode, you will also be able to skip levels within the game by pressing Start and then A.

THUNDER FORCE II.

Level Select: Press and hold A, B and C and turn on the system; press Start when the title screen appears.

Although you can select stages from the Configuration Mode screen, you will not be able to make it all the way to the end if you enter the game in this way. The only way to the real ending is to fight your way all the way from the beginning through Stage 8 and into the final confrontation.

Where do they come up with names like Reficul? Hmmm . . . you don't suppose it spells something backwards, do you?

THUNDER FORCE III.

Here's a way to select super weapons without having to go to the trouble of finding them.

Pause the game and then press the Up arrow 10 times, press B once, press the Down arrow twice and then press the B button until your weapon meter reaches it fullest level. Press the A button to get the claw.

At the end of the Hades stage you will find a shield that will take you through the next three levels.

Explore everywhere. When you are in Hydra, for example, go to the top of the screen just before the deadly flowers and you will find hidden lasers.

TONGUE OF THE FATMAN.

(Originally called **Mondu's Fight Palace**, and also available in a slightly different form as **Slaughter Sport**.) Here's a set of special codes that allow you to zoom into any character. From the title screen, enter the following codes and then press the Start button:

BONEAPART	A, Up, C
BRAINIAC	Right, Right, C
BUFF	Left, B, C
EDWINA	Left, B/C, C
EL TORO	B/C, A, Up

GUANO	Up, Right, A/C
MC FIRE	Down, C, Right
RAMSES	Right, Left, A
ROBOCHIC	Right, Up, Down
SHEEBA	B/D, B, B
SKINNY	Right, Down, Right
SPIDRA	A, Down, B
STUMP	A/C, Right, C
WEEZIL	Down, Right, Up
MONDO THE FAT	A/B, Down, Left

TRAMPOLINE TERROR.

Here's how to select the starting level and boost your starting lives: From the title screen, move the cursor to the Start choice and then hold down buttons A, B, C and Up and then press Start. You will receive 99 credits and the ability to select a stage.

TROUBLE SHOOTER.

Choose your own stage, with two controllers. Using Controller 1, get to the title screen where you are offered the choice between Start and Option. On Controller 2, press together Start, Right and the C button. A Stage Select will appear in the middle of the screen. Press the Start, Right and C button combination again to advance the stages. Press Start on Controller 1 to begin at the chosen stage.

TRUXTON.

Here's a secret to destroy enemy bosses with just a single bomb. Pay attention here: Press button B and then *immediately* press the Start button to pause the game. Wait three or four seconds, and then press the Start button twice quickly. Continue this procedure until either the bomb is gone, or the enemy is destroyed. If the enemy is in the wrong spot, the bomb may miss it, so try to have as many bombs in stock as possible.

In case you are wondering, what you are in effect doing is creating something like a slow motion feature by pressing the Start button repeatedly.

TURRICAN.

Here's the key to all sorts of special options, including Stage Select and infinite weapons, time, lives and power. Go to the Options screen and move the cursor to Exit. Hold the Down arrow and press A, B, B, A, B, A, A, B, A, A, B, A and A.

Look for the special bonus room just past the first boss of the game. After you have defeated the creature, move to the right until you arrive at the spikes. Use the Lightning Whip to reveal 1-Ups and then drop down to destroy Power-Up blocks for additional weaponry.

VALIS III.

Stage Select: At the title screen, press and hold buttons A, B and C with the Up arrow and then press and hold Start. Keep fingers on all buttons until the screen turns black. Release the Start button and the Stage Select will be displayed.

Music Test: From the title screen, press and hold A, B and C and press Start. Use the A, B or C buttons to change tunes.

WHIP RUSH.

The ceiling and floor come together midway through the first stage and I always get zapped by the long beams from the mini-boss. Help! Now, don't abandon ship. Keep your fighter as far to the left as you can to give yourself as much maneuvering room as possible—nothing will come at you from behind at this point. Keep your finger on the firing button and pour a steady stream of shots into the red eye of the alien vessel and try to find the exact vertical center of the screen. Position yourself there and the red enemy blasts will pass just microns above or below your fighter without doing any harm. Trust us—you will probably lose a few fighters until you get the hang of it, but just park there and shoot.

WINGS OF WOR.

Unlimited continues: When the screen reads "Game Over," press and hold Left, A and C until the Continue screen appears. Holding these buttons will keep the machine from subtracting from your available replays.

WORLD CHAMPIONSHIP SOCCER.

The manual is misleading about the goalkeeper's ability to dive. On the computer team, the goalie will dive at random times. On the human-controlled team, the goalie will only dive in the Penalty Kickoff phase of the game that results from a tie. To dive, press buttons A and C while holding the lower corner of the arrow keypad on the same side as the ball. For example, if the ball is to your right, hold buttons A and C and Down/Right.

ZANY GOLF.

If you are offered a choice of three spots to tee off from, choose the middle one. This will generally offer the best angles.

ZOOM!

There is a hidden Debug screen that is still *partially* in effect from the programming of the game; it's not always easy to get to. To display it, wait until you see the early title screen that offers the choice between one-player and two-player versions of the game. Then push the following keys: Up, Up, Down, Down, Left, Right, Left and Right. Then press: Button A and then the B button. You will see a new screen with five options, not all of which still work. Here they are:

Return: Takes you back to the title screen.

Debug Off/On: Select it, and enter the game. When you press the A button, you will see some of the programming code for the game in a window alongside the game.

Play Demo: Shows the same demo screen seen at the beginning of the game.

Save Demo: Disabled.

Music Mode: Allows you to listen to all of the musical selections of the game.

Game Genie Codes

The Galoob Game Genie device adds a whole new dimension to Genesis game play. Once you plug your game cartridge into the Genie you can input special codes that allow you to alter the rules of the game in ways the designers never imagined.

Here is a preview sampling of the codes; look for hundreds more after the Game Genie arrives on the market for Christmas of 1992.

ALTERED BEAST

Master Code	DCXA-AA22
Infinite Lives	FT1T-AA5L
Start with 5 Lives	BWXA-ACCT
One Spirit Ball needed to Transform	PA5T-BNT2
Weaken most enemies	HTWT-B6KG

JOHN MADDEN FOOTBALL '92

Field goal worth 8 points	BC7T-BE52
Safety worth 8 points	GC8A-BAV8

KID CHAMELEON

Start timer at 9:00	BFWT-AAB6
Each diamond worth 8	SD9A-BAV0
Start on The Sky Fortress	KEBT-JAB4
Infinite lives	A46A-AA32
Almost infinite hit points	A45T-AA3Y

All helmets transform to:

EyeClops 9W6T-BCJ4 + AW6T-AAA6

Skycutter 9W6T-BCJ4 + AG6T-AAA6

Cyclone	9W6T-BCJ4 + AL6T-AAA6
Red Stealth	9W6T-BCJ4 + AR6T-AAA6
Juggernaut	9W6T-BCJ4 + A06T-AAA6
Iron Knight	9W6T-BCJ4 + A46T-AAA6
Berzerker	9W6T-BCJ4 + A86T-AAA6
Maniaxe	9W6T-BCJ4 + BC6T-AAA6
Micromax	9W6T-BCJ4 + BG6T-AAA6
Infinite Continues	AMKT-AA76

SHINING IN THE DARKNESS

Start with 700 Attack Points	1TOT-AECN
Start with 350 DP and 700 SP	1TOT-AECW
Minister gives 25,000 gold	ZATA-EC32

SONIC THE HEDGEHOG

Master Code	ATBT-AA32
Start with five lives	AY3T-AACL
Once invincible, stay invincible	AE0T-CABE
Rings count as 8	SCRA-BAX0
Infinite lives	GJ6A-CA7A
Level Select menu	AJ3A-AA4G

SPACE INVADERS '91

Infinite shields, early	AJ9T-AA60
Infinite shield, later	BBAT-AA86



Classic Mini Hints

ABRAMS BATTLE TANK

Here's the key to invincibility: while you are watching the demonstration, press B, B, C, B, C, C, C, B, C, B, B and C.

When you move the turret, your bearing (the direction of the turret for purposes of targeting an enemy) will change but your heading (the direction of the movement of the tank itself) will not change. It's an important distinction. In a battle, keep the front of your tank aimed at the enemy; don't expose the sides (flanks) or rear to fire.

AIR BUSTER

The special Buster Flash will destroy most enemies with a single hit, but its use requires some special skill. And, the Normal Shot cannot be used when power is being diverted to Buster.

ALIEN STORM

Start the game as a single-player session, but with a second controller plugged into the Genesis. Press the Start button on the second controller before you use up all of your credits to jump in at the end.

If you become lost, head back and watch for arrows that will direct you to new challenges.

ALTERED BEAST

To select a round, at the title screen press Start, and then the A button and Start at the same time.

Here's the way to instant creature power! At the title

screen, press and hold buttons A, B and C and the Down/Left arrow when you press Start. You may have to press Start a second time (with the other four buttons). You will be offered a secret menu that allows you to select which particular Altered Beast you want to use in each of five rounds. Use the Left or Right arrow keys to make selections in particular rounds; use the Up or Down arrows to move between rounds. Then press Start to begin the game.

Try holding down buttons A and C and the Up/Right arrow when you press Start to display a sound test screen.

Finally, here's a way to continue freely: When the "Game Over" message appears, press the A button and Start. You may have to try several times before this trick will work.

In playing the game, we'd like to warn against moving your player all the way to the right. Although this does give you some protection against attacks from the rear, you are in danger of attack from a creature you cannot yet see that is approaching from the right.

And here's a dangerous way to escape from danger: an unauthorized route to unlimited lives. Place the Golden Axe cartridge in your Genesis and turn on the power. When the Sega logo appears on screen, remove the cartridge without turning off the power. Install Altered Beast and press the Reset button. Sega warns that removing or installing a cartridge without turning off the power could damage your Genesis or cartridge.

And finally, here's the way to select your favorite Beast: Press A, B and C and Down/Left and then press Start twice.

BATTLE SQUADRON

If you select the slowest Enemy Bullet Speed (75) you will be able to dodge many oncoming shots, but be careful not to run into the slow-moving projectiles as they continue across the screen.

In the two-player game, the first person to capture a Smart Bomb or Missile Upgrade capsule will gain that special power.

BLOCKOUT

All shapes first appear in the lower left corner. Therefore, it pays to start your game by filling in the pit from the upper right corner. That way you will have to move blocks a shorter distance in the later and more frenetic moments of the game.

After you drop a shape, you will have about a second in which you can still slide the block sideways. You can use this last-minute reprieve to adjust for a mistake or to slip a block under an overhang.

In the two-player game, try filling in levels, leaving only a single block-wide straight hole that extends a few levels down. Then look for a three- or four-block straight piece and plunge it down into the hole to quickly clear the levels and send them over to your opponent's pit.

BURNING FORCE

If you are using a weapon system that you find effective, you may not want to pick up a new one when it becomes available on screen; new devices replace the one currently in use.

Here's a way to begin the game with ten ships: From the title screen, press B, A, B, A, A, C, A, A and Start.

CENTURION: DEFENDER OF ROME

The richer provinces bring more honors than poor ones. Be sure to conquer Aegyptus, Carthago, Macedonia, Parthia and Gaul. Here's a password that will take you deep into the game with a nice fleet and empire:

BN4Q AUIV W6IQ

ZCA5 555S 73IJ

And for an extra-powerful empire, use this code:

TAGY V6P5 QAAA

AH3K VKVA MIES

CRACK DOWN

Learn how to aim your player in any of the eight directions before you step out from behind a wall or obstacle and have to

fire or fight. If you stand and wait, many of the enemies will walk right up to you, allowing you to punch them out instead of requiring you to waste a bullet or cannon round. Save the heavy munitions for the most difficult situations.

When your character has been hit, he will become invulnerable for a short period of time. In some situations, it may be necessary to sacrifice some of your life energy in order to get through an otherwise impossible fight.

CYBERBALL

When the ball status reaches critical, consider your field position before you make a play choice. If you are a short distance from the Ball Defuse Line or the Goal Line, proceed with a short yardage play. If you are far from either line, though, it would generally be best to go for the longest possible yardage. You don't want to give up the ball deep in your own territory if you can avoid it.

Don't run the same play again and again; sooner or later your opponent—another human or the computer—will figure you out.

Always be on the watch for a blitz when your opponent sends defenders over the line and heads for the quarterback. Get off a pass or pitch as quickly as you can.

To go directly to the Cyber Bowl, with a whole pot full of money to spend, try this password:

S5BB B5PS IDR X

What? You want more codes? Your wish is our command. You are the coach of the Dallas Destroyers:

2 Wins **LVBB BB9B BDXV** 10 Wins **LCBB BFOV BDKX**

4 Wins **LIBB B8FB BDTV** 12 Wins **LABB BF2B BDAV**

6 Wins **LKBB BBBV BDCV** 16 Wins **LZBB BR2S IDKI**

8 Wins **LOBB BLPB BFHV**

DECAP ATTACK

Don't let shrunken head statues go by unopened; you will

need just about every special item or potion they hide.

For extra height when you jump, press and hold the C button instead of tapping it. Or to float a bit, press the C button rapidly and repeatedly while you are in midair.

Here's the way to pick up a bunch of extra lives in the bonus rounds. You'll need to have all five coins; put them into the channel, numbered from the left, as follows:

Bonus Round 1:	Channel 2
Bonus Round 3:	Channel 3
Bonus Round 2:	Channel 5
Bonus Round 4:	Channel 5

When your characters reach the top of the channel, hit the C button as fast as you can.

DICK TRACY

Bullets fired at Tracy travel slowly enough for him to duck or jump under or over most of them.

Bump into the Kid anytime he runs by to gain extra energy for your Life Bar.

D.J. BOY

The instruction manual has the wrong actions listed for the A, B and C buttons on page 4. The correct ones are: Button A for Punch; Button B for Kick; Button C for Jump; Buttons A and B together for a Double Punch, and Buttons B and C together for a Jumping Kick.

DYNAMITE DUKE

Be sure to save some "D" items to use in the ultimate battle against Col. Ashe. Don't stand in one place when you battle a boss; move from side to side and vary your attack.

Don't shoot out pieces of machinery and buildings that serve as shields from enemy attack until the coast is relatively clear.

F22 INTERCEPTOR: ADVANCED TACTICAL FIGHTER.

Here are some codes that bring you to the end of several levels:

Iraq	GT8C4A	USA	600A4A
Korea	BH0B8K	Russia	KS6A49

FANTASIA

Any time Mickey grabs one of the Notes, he will sparkle for a short period of time; during that time he will be invulnerable. A truly expert player will attempt to time his grab of a Note so that he can get past a particularly difficult area of the game.

On the other hand, when Mickey is hit by a bad guy, he will flash for a short period of time. During that time he will also be invulnerable, but will not receive any credit for objects he picks up.

GHOULS 'N GHOSTS

The instructions on how to fire magical spells—a critical element of the whole game—are stated very confusedly in the manual. To release magic, you must first of all obtain the Magic Suit. Then press and hold button B and watch the Magic Gauge in the lower left corner of the screen; release the button to let fly the magic when the gauge starts flashing.

Here is a hidden way to select a round! When the title screen appears, press the arrow keys in the following order: Up, Down, Left and Right. You will hear a tone. Now press and hold one of the arrow keys and press the Start button twice.

Use the Up arrow for Stage 2, the Down arrow for Stage 3, the Left arrow for Stage 4 and the Right arrow for Stage 5.

Our personal favorite is the Down/Right arrow direction to look at Loki.

If you want to transport yourself to midway through one of the advanced rounds, enter the same arrow key sequence and then press and hold button A and an arrow key while you press Start twice.

Here are some *alternate* key combinations for various

parts of the game. Press all buttons at the same time:

Stage 1:	Floating Island	A, Start
Stage 2:	Village	Up, B, Start
	Town of Fire	Up, A, Start
Stage 3:	Rankle's Tower	Down, B, Start
	Mountain	Down, A, Start
Stage 4:	Crystal Forest	Left, B, Start
	Ice	Left, A, Start
Stage 5:	Castle Entrance	Right, B, Start
	Within Castle	Right, A, Start
	Loki	Down/Right, A, Start

And here is a *different* way to select rounds: from the title screen, press Up/A, Down/A, Left/A and Right/A. You should hear a ghoulish chime. Now hold down the B button and press Start and then hold down the C button and press Start.

Now here's one more interesting hint: how about near-permanent invincibility? Using this code, nothing that any of the beasties does will cost you a life, and you will be able to concentrate entirely on your shooting skills. The only way to lose a life here is to fall down a crevasse or into the water.

Turn the power off and insert the game cartridge. Now power up and press the Reset button four times. Then wait for the title screen and then press the A button four times, followed by the Up, Down, Left and Right arrow keys. If you've done it right you will hear a special tone. Now press Start to display the Options screen and then press and hold the B button while you push Start one more time.

And here's another route to invincibility: From the title screen, press Up/A, Down/A, Left/A and Right/A. You should hear a harp-like sound. Now hold B and press Start and then hold C and press Start.

Here's a totally useless and sort of interesting and maybe dangerous tip. You'll need a copy of Super Thunder Blade as well as Ghouls 'n Ghosts. Plug in Super Thunder Blade and turn on the power. As soon as the Sega trademark appears on the

screen, remove the cartridge *without turning off the power*. Now plug in the Ghouls 'n Ghosts cartridge and press the Reset button. The new title screen you will see will be the original Japanese screen. The game, as far as we were able to see, is unchanged.

Now the danger: although we have not experienced this ourselves, Sega warns that removing or installing a cartridge without turning off the power could damage the Genesis machine or the cartridges.

JAMES POND UNDERWATER AGENT

One way to be sure of getting a bad secret room is to enter one, leave it and then reenter.

Here are details of some of the warp zones in the game. You must grab all of the items in each level before you will be allowed to go into the warps.

Mission 1.

Warp #1 can be found by moving all the way to the left, between the wall and the home pipe. Push Down to zoom to Mission 6. Warp #2 is also to the left; look for a small ledge poking out of the water. Stand atop the ledge and push Down to go to Mission 11.

Mission 2.

Go back to the tube that leads to the house and stand just to the left. Push Down to warp to Mission 5.

Mission 4:

Locate a ledge midway up the screen to the left of the ship. Stand on the middle of the ledge and press Down to fly to Mission 8.

JUNCTION

Although you can choose to start in any stage, including the final Stage 50, you will not be able to see the ending of the game with a score of less than 100,000 points.

MARVEL LAND

Here are a few passwords to allow you a glimpse at further stages. Note that each of the modes has its own password scheme.

Digest Mode	1-3	MARVEL	1-4	DRAGON
Normal Mode	1-3	NSOG	1-4	QOCT

Use the downward slanting hills to build up a good running speed; this will help you vault across long gaps. You can pogo off the top of an enemy by continuing to hold down the Jump button when you hit.

Finally, here's the key to Stage Selection. Use as your password **ARDE** and then make your choice of stage from a Stage Select screen that will be displayed. If you want to use the Digest Mode, use as your code **GIL AND KI**.

MICHAEL JACKSON'S MOONWALKER

Here's a secret way to select any of the first five stages as a starting place. First, plug a controller into Port 2 and turn on the machine. When you see the SEGA symbol on screen, press and hold the Up/Left and A button and then press Start. Now plug the controller into Port 1 and select a one-player or two-player game. When you start the game, you will see a display that says Level 1; press the Left or Right arrows to change the level.

There's a second way to select levels—but we do not recommend its use. Place the Moonwalker cartridge into the Genesis and turn on the power. When the Sega logo appears on screen, remove the cartridge with the power still on. Return the cartridge to the machine and press Reset. Press Start and select your level.

MICKY MOUSE CASTLE OF ILLUSION

Here's a way to earn as many as 10 lives for the Mickster. You've got to make it to Level 2-2 all by yourself. Now stop just before the Exit sign and look for a Jack-in-the-Box. Shoot it and then move all the way to the left for a sack of Power-Ups and 1,000 points. Then head back right and stop at the question mark. Now go back left to the sack for another 1,000 points.

You can keep strolling back and forth as many times as you want. Each time you score 50,000 points, you will be reward-

ed with an extra life. Remember, though, that Mickey cannot have any more than 10 in storage.

To exit the game and go directly to the Stage Select Screen, press buttons A, B and C together and then the Start button.

MIDNIGHT RESISTANCE

Secret Stage Select: At the title screen, hold button C and press Start. When you start playing the game, press Start to pause. While paused, press button A to advance one level. Press again and again to advance through the games.

NHL HOCKEY

Here are some codes for the final games of the playoffs for a one-player contest:

Kings-Penguins	H2V6F3Y5Z4ZVHW98
Penguins-Blues	BLHP7M21P76Y29JT
Flames-Bruins	BZDL33G58PG9PTTB
Bruins-Flames	BZD8RK355WFWHH8C
Canadians-Blues	C2BFCW4HSZYC9LD9

Here are codes for a two-player playoff final:

Kings-Bruins	D444M8HZV86KZZMT
North Stars-Bruins	BLDWLRNF1XCVOPYH
Canucks-Penguins	G5GG16PHX7CFNBLW

And here's a strange trick that allows the *loser* of a playoff game to advance. You must be in single elimination regular play-off mode, with two human players in competition. After the game is over, use the C button to check and knock down as many players as you can; keep at it and if you do it enough, the loser will be promoted and the winner will be left behind.

PAC-MANIA

There are times when you may want to jump over a Power Pellet instead of picking it up when it is not needed; you

can always return later when you really need it.

PHELIOS

For nine Continues instead of three, from the Chapter 1 screen press C, A, B, A, C, A, B, A.

Although all three buttons do the same thing in this game, we found that we could customize the game a bit by using a turbofire joystick such as the Beeshu Striker and turn on turbofire for just one button. This way we could easily switch between rapid fire and Power-Up fire.

POWERBALL

Rules—and bones—are made to be broken in Powerball. One way to score a point is to bounce the ball off of the goalie's head and into the goal board; experiment to find the proper angle for a "billiard shot."

Another more violent way to score a point involves a frontal assault on the goalie. Kick the ball at the goalie and when he jumps up in the air, move one of your players next to him. When the goalie lands, release the A button and smash the goalie. If you knock the goalie and ball into the goal board, you'll pick up a point; hit him real hard and he might drop the ball and you can pick it up and run in for a three-point touchdown.

Sound Test: From the League Continue screen select China. When the password screen appears, enter **KWGEN** and press Start.

Here are some passwords; you'll play as China:

First Championship Game, against Mexico	PVDCR
Second Championship Game, against Germany	CMOPE
Semi-final Game, against Canada	BFOOE
Final Game, against France	OADBR

Finally, here's a way to access four hidden teams: Mexico, German, Canada or France. You ordinarily will only be able to play *against* these four; this clue will allow you to select them as

your own. From the Team Select screen, press B, B, C, B, B and C. Then push the Down arrow to reveal the additional teams.

RAIDEN TRAD

Sweep from side to side to clear the screen, and avoid being caught too much up from the bottom. Staying at the lower end of the screen gives you a bit more reaction time for the oncoming attackers.

And here's a real cruel way to restore all of your lost Power-Up items after you die. If your craft is powered up, a Fairy will appear on screen when you die. Shoot the Fairy! And, even better, if the Fairy releases a "P" symbol, grab it after you obtain the missile Power-Up to maximize fire power.

RASTAN SAGA II

Unlimited Continues. At the title screen, press B, B, B, C, A, A, A, B, B, C, C, C. You'll see "Free Play" displayed at the bottom of your screen and will be able to continue indefinitely.

Stage Select: From the title screen, press C, A, C, B, C, A, B, A, B, C, A, C. The words "Zone Select" will appear on the bottom of the screen and you will be able to choose from any of 28 levels.

Sound test: If you can earn a score high enough to register on the High Score screen, use the initials **ZZT** to go to a special sound test mode.

THE REVENGE OF SHINOBI

The instruction manual says that I can choose my starting location for the game at the title screen. See, right there on page 4 in the middle. Yeah, we see it too. So does everyone else. But it doesn't work. There is no Level Select in the American version of this game.

Here's a secret that will allow you to enter the game with an unlimited number of Shurikens for your game. Go to the Options screen at the beginning of your session and set the number of Shurikens to 00. That's right, to double-zero. Now don't do any-

thing else and just sit there and wait for a little while. You will hear a funny electronic noise and the double-zeros will move together to form an infinity sign, and when you enter the game you will indeed have an infinite number of Shurikens. (The number on the game screen will show 999, but will never decrease from that level.)

How about a way to pick up lots of extra lives? In Round 4-2 shoot at the first conveyor belt you come to. A box will appear and within it you will find two extra lives. Go get the box and then fall off the conveyor belt; so what if you lose a life—you will be one ahead. Now, here's the best part of this trick: once you lose that life you will come back to the same place, and if you shoot the conveyor again, the same 2-Up box will appear. You can go on doing this trick as long as you want, even after the screen stops listing new lives; the computer will keep track even if it does not show the number on the screen. There are also other places in the game where you can do this same trick.

There is another 2-Up in Level 3. Head for the second elevator and find the group of crates in the center of the second level. Shoot the crate at the bottom left.

And here is a useless but interesting trick: Place any other cartridge in your Genesis and turn on the power. Then remove the cartridge with the power still on, and replace it with the *Revenge of Shinobi*. Press Reset and you will see a different title screen, introducing "The Super Shinobi." Same game, though.

SHADOW DANCER: THE SECRET OF SHINOBI

There is a hidden doorway to any of the levels and scenes of the game for practice (you will not be able to continue from one level to the next). From the title screen, press and hold the A, B and C buttons and then press Start. You will be able to choose level and scene, except for the boss stages of each level.

Here's a lazy player's reward: In the bonus round, avoid hitting any of the ninjas and you will receive a 1-Up.

There are a few hidden 2-Ups! In Level 3-1, go all the way

to the right on the third floor. You'll find a man perched on a pair of boxes. Shoot a Shuriken at him and then move to the next level, where you will be able to jump down and grab a pair of lives.

SPIDER MAN

Go to Peter Parker's apartment to rest and restore some of Spider-Man's life power. Don't stay too long, though, or you will run out of time for your quest.

Some of the opponents who leap at Spider-Man can be avoided by staying far back from them; they may also be vulnerable as they land.

Here's the direct way to the first boss of the game. Go to the Option screen and select Nightmare as your difficulty level. Start the game and enter the warehouse on the first level; head to the right past the first bad guy and the German Shepherd. Jump on the first crate and crawl to the right and you will pass right through it to the Boss.

STREETS OF RAGE

In the two-player game, you can bring together your characters for a special tag-team maneuver. Move one fighter to face the other, and then have one of the players grab the partner. Press the arrow key in the direction away from the one you are facing, and press the Attack button. If you perform it correctly, you will launch your partner up into the air for a somersault into the enemy. Combine this action with a Vault for even more damage.

STRIDER

The manual makes no mention of it, but you can continue your challenge from the Game Over screen simply by pressing the Start button.

Here's a risky way to gain unlimited men: Install the Altered Beast cartridge and turn on the power. When the title screen appears, remove the cartridge without turning off the power. Now install Strider and press Reset. The screen will indicate nine men remaining, and never go down.

SUPER MONACO GP

You can work up a sweat entering the passwords in this game. Here's one that you might want to try that will zoom you right to Race 16 in the World Championship.

0Q76 2ILM F200 0000

0010 H10F B324 5D76

CA89 EGC1 0000 0002

0000 0000 F200 2CAC

When you pick a rival for the World Championship races, try to select a driver who is lower in the standings than you; he may be an easier mark, and in any case you don't want to do anything to enhance the standing of the leader.

SWORD OF SODAN

Level Warp: You'll need two controllers for this trick. You'll also need to earn the top score on the High Scores chart. Then use the following name for the listing:

HINANP:)

Finally, press Start on Controller 2 to skip levels.

TOMMY LASORDA BASEBALL

On page 17 of the instruction manual, it says that you can play a two-player game using the password feature. Not true.

The only way to play against another human is to play an Exhibition Game. All other games are one player against the computer.

Here's a password that will take you to the playoffs:

VaVi opqm IFhb YKaY GoEE kA

Here is a generic password that will allow you to select two teams—in most cases—for the World Series. Stop and read our chart here for the proper letters to substitute for the * and @ symbols in the following code:

H*@f lmnj iaVX hLQZ PqBC VA

The * selects your team. Use one of the following letters:

D for Detroit **E** for Toronto **F** for Milwaukee

G for N.Y. AL **H** for Boston **I** for Baltimore

J for Cleveland	K for Minnesota	L for Kansas City
M for Oakland	N for Seattle	O for Chicago (AL)
P for California	Q for Texas	R for St. Louis
S for N.Y. NL	T for Montreal	U for Philadelphia
V for Pittsburgh	W for Chicago NL	X for S.F.
Y for Cincinnati	Z for Houston	a for L.A.
b for Atlanta	c for San Diego	

The @ symbol selects your opponent. Add one letter to the codes used above. For example, to select Montreal, use U instead of T.

Not all team combinations will work with the above code, but most will.

If you're the type who likes to have everything spelled out for you, here are a few passwords that will take you directly to the World Series:

NDMeklmihfVeRQTOUkAVYA

(Toronto against Oakland)

McMiopqmlFYbkRVTGtEKAB

(Houston against Baltimore)

Here's a totally useless code that some intrepid gamester found. Use it to set up to play against an invisible team. They're actually not there; no one will throw a pitch.

Zb6jppqrnmGnYWQXaHuFFAB

Wanna get weird? here's a code that changes the screen colors, boosts the progress of any batted ball to rocket speed and causes a host of other predictable alterations to normality. You won't want to play the game like this all the time, but it's an interesting exercise:

VU9lrstpomXcZTiebrHWyW

And finally, you read it here first: The electronic Tommy cheats. Here's a way to get four strikes before you are out! When the umpire calls you out after a third strike, quickly and repeatedly press the Start button. The Change Member box should appear. Press the C button now, and you will return to your at-bat for another swing. In fact, if you can master this trick, you

should be able to do it again and again on the same batter until you hit the ball.

TWIN COBRA: DESERT ATTACK HELICOPTER

Stage Select: From the title screen, press Start to go to the green Options screen. Then press Up, Down, Right, Left and then Start.

Super Power: Begin the game and then press the Pause button. Then press Up, Down, Right, Left. Hold button A and unpauses the game to return with all of your weapons fully powered.

Or, here's an alternate route to the same power: Pause the game and press Up, Down, Left, Right. Then hold button B while you unpauses the game.

14 Continues: Go to the green title screen by pressing Start. Then press the A button until the Credit indicator at bottom right moves to 14.

Watching the Ending: Go to the green title screen and press Up, Down, Right, Left, A, B, C and then Start. The screen will change to white and then play back the game ending.

WANTED DEAD OR ALIVE: BONANZA BROTHERS

Some of the enemy guards carry shields and cannot be stunned in the ordinary manner; hide from them and shoot them in the back after they have passed.

If you see an enemy waiting on the other side of a door, open the door quickly and push through to flatten him.

Don't stop to play with the puppies.

■ 10 ■

Game Gear

Hot Hits



Sonic the Hedgehog™ Game Gear

Graphics / Sound: 9

Response: 9

Fun / Realism: 9

Ultimate Score: 9

The evil scientist Dr. Ivo Robotnik has captured a bunch of Sonic's animal friends and transformed them into terrible beasts—things like fireball-firing bees, rocket-launched bugs, batty bats, spiked crabs and more. There's also a measure of natural disasters waiting to happen—things like lava flows, burning grass and water hazards.

The programmers at Sega have done an amazing job of squeezing the large and zippy 16-bit Sonic game from the Genesis to the 8-bit Game Gear. **One player only.**

WHO?

You are Sonic. You know, the hedgehog. In the new, improved little Game Gear version.

WHAT?

You're out to rescue innocent wild creatures from the clutches of the mad scientist Dr. Ivo Robotnik, who is turning them into evil robots.

HOW?

Run, run, run. And use the patented Super Sonic Spin Attack to pulverize any bad guy who gets in your way.

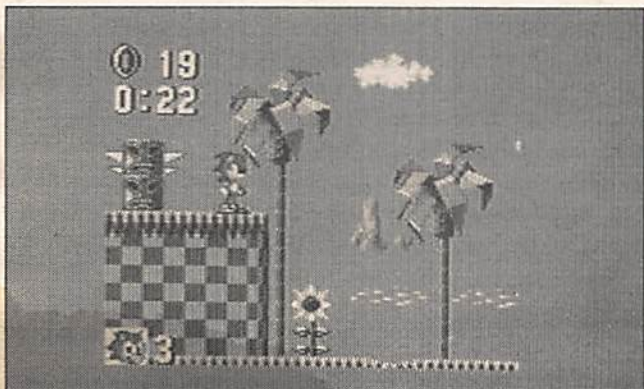
USING THE GAME GEAR CONTROLS

Directional Button (D-Button): Press Right or Left to move in those directions. Press and hold to run in those directions. When Sonic is standing still, press Up or Down to see the top or bottom portion of the screen in some locations. When Sonic is moving, press the Down arrow to bump off enemies with the Super Sonic Spin Attack.

Buttons 1 or 2: Press to jump and perform the Super Sonic Spin Attack.

PLAYING THE GAME

Grab those rings; they are the keys to power. You are on a mad dash to rescue your buddies, through a strange world full of nasty challenges. But thank goodness for those golden rings; any time



you have at least one in your possession, you are protected against losing a life. When you do touch a bad guy, you will drop your rings; grab them back and collect new ones as you progress through the game.

If an enemy attacks you when you are out of rings, and are not using the Super Sonic Spin Attack, you will lose one life. (If you are using the Spin Attack and fall to the bottom of the screen, you will lose a life.)

SCREEN DISPLAY

There are several important indicators on the screen. At top left is the number of Rings you have collected. When the number is at zero—the danger zone—it will flash. Below that is the timer. You must complete each stage in less than ten minutes of game time; a special time bonus is awarded for substantially bettering that time. Note that game time is not the same as “real time” on your watch.

Finally, the screen indicates at bottom left the number of Sonics remaining in the game.

HOW TO CONTINUE

Look for the Arrow Monitors in each zone of the game. You'll recognize them if you look for down-facing arrows within a video monitor box. Touch them to record your current score and time. When your character dies, you will be able to start the game from that point with the score and time, but no rings.

MAGICAL POWERS

Look for the little video monitors as Sonic rushes by; jump on them with a Super Sonic Spin Attack to break them open and reveal special items. Touch the items with Sonic to put them into effect.

Super Ring. Worth 10 rings.

Shield. Protects you from loss of your rings when attacked, and also guards you from injury if you do not have any rings.

It will not, though, protect against loss of life from other obstacles like pits and spikes.

Power Sneakers. It's hard to imagine, but lacing on a pair of these allows Sonic to run even faster.

Invincibility. Look for the little stars in the Monitor icon; grab them for a short period of invincibility against all attackers. You are not, though, protected from obstacles.

1-Up. An extra Sonic. You will also earn an extra life each time you earn 50,000 points, pick up 100 rings or uncover a Sonic character when you spin the Bonus Panel.

Chaos Emeralds. There is one in each zone, and you'll need to collect all six to see the ending of the game.

BONUS PANEL

At the end of every act, you will come to a special sign post. Set it to spinning by touching it with Sonic. Depending what appears when the sign stops spinning, you can earn special bonuses:

Ring. Worth 10 free rings.

1-Up. An extra life.

Exclamation Point. Free pass to the Special Stage.

Dr. Robotnik. Good for nothing. Zip. Zero. Goodbye.

LEVELS

The game includes six zones, each with three acts. You'll meet Dr. Robotnik himself at the end of each final act. A metal cage will appear once Robotnik is gone; jump on top to set the animals free.

Green Hill Zone. What a pretty country, full of hills and dales and underwater caverns for Sonic to frolic in. Bounce on springboards, but watch out for the spikes.

Bridge Zone. Timing is everything, as you must scoot across the bridges before they crumble. Use the seesaws to fly to the cliffs.

Jungle Zone. The waterfalls are pretty . . . dangerous.

Labyrinth Zone. Hold your breath and dive underwater

into this complex maze. A timer will tell you how long you have until you run out of oxygen, but you can survive longer by finding air bubbles.

Scrap Brain Zone. The deadly factory outside of Dr. Robotnik's headquarters; it's a place of spinning sawblades, treacherous conveyor belts and deadly booby traps.

Sky Base Zone. This is . . . the end. Dr. Robotnik is hiding within his blimp, but you'll have to get past deadly laser beams and missiles to get to him.

SPECIAL STAGE

If you manage to collect enough rings and can turn up the Exclamation Point at the Bonus Stage, you will be able to enter into the super-spectacular Special Stage. It's like being inside a huge pinball machine as you bounce off bumpers and springboard up and down. You must clear all of the items within the stage within the time limit shown on the screen; if you run out of time, you will walk away with nothing.

Look for the **CONT** Continue Monitor within the Special Stage. If you can break it open, you will earn a special Continue Star that will appear on the Game Over screen and permit you to resume play from the beginning of the zone where you lost your last life.

NUMBER OF LIVES

You begin the game with three Sonics. You can add lives by collecting 1-Ups. You will also earn an additional life each time you manage to collect 100 rings or 50,000 points.

SCORING

Each of the enemies in the game is worth points when destroyed; destroy several in quick succession for bonus points.

Time Bonus. Extra points are awarded for quick clearance of a zone.

Ring Bonus. The number of rings brought to the end of an act will also earn you credits.

SECRETS OF THE PROS!

At the start of any stage or after you return to the game after losing a life, immediately collect at least one ring. Without a ring, the next time you touch an enemy you will immediately lose a life.

You'll need 50-99 rings to earn the right to go to a Special Stage. If you go all the way to 100, you will earn a 1-Up but lose the chance for the Special Stage.

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The Amazing Spider-Man™

Graphics / Sound: 8

Response: 7

Fun / Realism: 8

Ultimate Score: 7.7

The Kingpin has planted a huge bomb in New York City, and has managed to put the blame Spider-Man. There's a million-dollar reward for the arrest of Spidey, but despite it all, our hero still wants to save the Big Apple—and nail The Kingpin.

Spin your webs and fly from rooftop to rooftop in this well-designed arcade adventure. This game is similar, but not identical, to the Spider-Man game for the Genesis system, also reviewed in this book. See that section for a history of Spider-Man. **One player only.**

WHO?

You're the sticky hero, Spider-Man, known to his friends as Spidey and to his mother as Peter Parker.

WHAT?

Swing from web to web to villain to villain, en route to a showdown with The Kingpin himself.

USING THE GAME GEAR CONTROL PAD

Directional Button (D-Button): Press Left or Right to move in those directions.

Press Down to squat.

While on a web, press Up to climb or Down to descend.

Button 1: Press to punch.

To fire a web at the enemy, press button 1 and the Left or Right arrow at the same time.

To kick, press the Down arrow and button 1 at the same time.

Button 2: Press to jump.

To jump down from a height, press the Down arrow and button 2 at the same time.

To stick to a wall, press button 2 twice in quick succession.

Use the arrow keys to crawl up, down, left or right while attached to the wall. To jump off the wall, press button 2 one more time.

Buttons 1 and 2: To swing left or right on a web, press buttons 1 and 2 and the Left or Right arrow at the same time.

To swing from one web to another web, at the end of each swing, press button 2, then button 1 together with the Left or Right arrow.

Start: Press to access Spidey's Options. Use the Left or Right arrow keys to scroll through the available options.

SCREEN DISPLAY

There are five critical indicators displayed along the left side of the screen. From the top, they are:

Spider-Sense. Ever wonder how a spider is able to scurry away before your rolled-up newspaper lands on its head? It's something called Spider-Sense, and when this icon flashes, it's a warning to Spider-Man to beware of danger.

Time Remaining. The clock ticks down before The Kingpin's bomb explodes.

Energy Level. Each time Spidey is injured, the level will be reduced. It will flash red when our hero is about to lose a life.

Web Cartridges Remaining. An accounting of essential web fluid containers. You need the stuff to keep on swinging.

Web Fluid Level. The amount of fluid in the current cartridge; when it has been used up, it will be replaced by a new cartridge, if available.

SPIDEY'S OPTIONS

Press the Start button during play to go to the essential Status screen that indicates available special items and options. Use the Left or Right arrows to scroll through the available options.

Keys. Select this icon and press the Down arrow to see how many keys you have collected.

Camera. To take a picture, select this icon and press the Start button. You may take as many as 24 photos in any level of the game, but your goal is to snatch mugs of Super-Villains.

Music. Select and press button 1 to turn music on or off.

Story. Select the Book icon to skip the story screens.

Peter Parker. Select the picture of Peter and press button 1 to return to his apartment for a rest. This icon will appear after you meet Dr. Strange.

Unpause. Select to return to the action.

REPLENISHING WEB FLUID

You need a lot of sticky stuff in order to be a real swinger, and sooner or later Spidey will run out of cartridges of web fluid. They cost \$250 each to replace. But our hero has a way to earn money: The Daily Bugle will pay \$250 for the first photo of a Super-Villain in each level, and \$5 for each additional snapshot.

To take a photo, press the Start button to go to the Option screen, select the Camera icon and then press the Start button again.

You can take as many 24 photos per level; at the end of each,



the money you have earned (minus the cost of film) will be automatically exchanged for web cartridges.

REPLENISHING ENERGY LEVEL

This is tiring work. When Spider-Man's energy level nears bottom or flashes red, it's time to go and lie down for a while. You'll need to use the amulet given to you by Dr. Strange.

Press Start to display the Option screen, select the amulet and then press button 1. Once you are back in your apartment, press button 2 to increase your energy level.

Nothing is for free, of course. Each time you press button 2 it will subtract 15 seconds from your clock!

Press button 1 to return to the game.

Note that if you go for a rest during a level, you will return to its beginning. Therefore, it may be better to recharge at the start of a level rather than at its end, if you can possibly do so.

LEVELS

There are eight challenges in the game—an opening challenge,

six bouts against the Kingpin's villains and then Kingpin himself. Each time you defeat one of the bad guys you will receive one of the keys to the Kingpin's Ultimate Bomb.

When you have collected all of the keys your final assignment is to deactivate the bomb within a 24-hour time period.

Level 1: The Daily Bugle. Start your adventure by arriving at the local newspaper—but you can't just walk in the front door, because the cops are looking for you. Instead, why not climb up the wall in front?

Level 2: Waterfront Warehouse. A freak atomic accident caused metallic tentacles to become attached to the body of Dr. Otto Octavius, which made him go a bit batty. He now goes by the name of **Dr. Octopus**, and he hopes to control the city and/or Spider-Man.

Level 3: The City Sewers. Dr. Curt Connors was an old friend of Spider-Man, but an attempt to regenerate his lost right arm turned him into a human **Lizard** with fantastic strength and a killer's hate of all humans.

Level 4: The Power Station. Maxwell Dillon, a lineman for the electric company, suffered a terrible accident when he was struck by lightning. The power is still within him, allowing him to discharge electricity at will. Going by the name **Electro**, he lives in the power station, where the high voltage cannot harm him.

Level 5: Central Park. When the nuclear power plant blew up, it bombarded William Baker with radioactive sand. He was not a particularly nice guy to begin with, and now that he is able to turn himself into sand, he uses that ability to slip through Spidey's fingers. **The Sandman** will meet our hero in Central Park, which is a pretty scary place day or night.

Level 6: Manhattan. A mystery creature, **The Hobgoblin** is a combination of many of your worst nightmares. Flying a mechanical bat, he tosses pumpkin bombs at enemies. Spidey brought back a strange costume from a visit to an alien world; the costume turned out to be an alien life form itself, and it

took off on its own. The costume met up with an enemy of the Spider-Man, and the suit and man became a bizarre new creature called **Venom**.

Level 7: The Subterranean Cavern. All you've got to do now is punch out the numbered lights and disarm the bomb. That is, if **Doctor Octopus** and **The Lizard** will be so kind as to allow you.

Level 8: The Kingpin's Penthouse. His mom knew him as Wilson Fisk, but you can call him by his nom de crime: **The Kingpin**. He has no super powers himself, but he has surrounded himself with some of the most evil creatures imaginable to do his bidding.

SECRETS OF THE PROS!

Not all of the Super-Villains will stand still and say "cheese" when you want to take their pictures. Try snaring them in a web before you whip out your camera.

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George Foreman's KO Boxing™

Graphics / Sound: 7

Response: 7

Fun / Realism: 7

Ultimate Score: 7

Punch out your Game Gear with this impressive little boxing simulation starring "Big George" Foreman, one of the most-respected American boxers of all time. Foreman is well into his second long career as a boxer. An Olympic medalist in 1968,



he won the championship belt in 1973. After a 10-year retirement, he came back to the ring in the 1980s and was a legitimate contender for the heavyweight title in 1992 at age 43.

The game is a well-programmed, well-presented challenge that will have you tossing jabs, uppercuts and the occasional "Superpunch" with the best of them. **One player, or two players using the Gear-to-Gear Cable, two Game Gears and two copies of the game cartridge.**

WHO?

You're George Foreman, one *heavy* boxing dude.

WHAT?

Lead with your left, connect with your right.

USING THE GAME GEAR CONTROLS

Directional Button (D-Button): Press to move your fighter in the ring, and to dodge and duck your opponent's punches. Press Left or Right to move forward or backward in the ring. Press Up to cover your face.

Press Down to block the body.

Press Up/Left to sway your boxer back.

Press Down/Left to duck.

Press Down/Left or Down/Right and button 1 or 2 to punch to the body of your opponent.

Press Up/Right and button 1 to throw an uppercut to the face.

Press Up/Right and button 2 to throw an uppercut or straight-on punch.

Button 1: Left jab.

Button 2: Right jab.

Buttons 1 and 2: Press and hold both buttons at the same time and wait for the Superpunch meter to fill full of red dots (Psyche Power). Let go of the buttons when the gloves sparkle and press button 1 to jab.

SCREEN DISPLAY

Stamina Meters. Located beneath the name of each of the two fighters, these two bars indicate how much remaining strength each has.

Time. The clock counts down to show remaining minutes and seconds in each round.

Superpunch. The meter indicates how many Superpunches your fighter has remaining. When you press and hold buttons 1 and 2 at the same time, the meter will fill with red dots.

WINNING THE MATCH

One knockdown, with a referee's count to 10, will win the bout. Three knockdowns in one round, no matter how short the fighter is on the mat, will result in the awarding of a Technical Knockout and victory to the boxer still standing.

If the fight ends after 10 rounds without a knockout, the decision will be based on the decision of the judges. After each round, the Judge's Scores screen will appear. Points are awarded as follows:

Winner of the Round: Automatic 10 points

Other Boxer: 7 to 10 points, based on performance

If you lose, you can choose to fight a rematch against the same boxer. If you are defeated by the same boxer twice, the game will be over.

POWER UPS SCREEN

Each time you win a bout, you will earn points as follows:

Knockout: 4 points

Technical Knockout: 3 points

Judgement Win: 2 points

After the conclusion of each bout, the Power Ups Screen will appear, allowing you to allocate your winning points in three areas:

P. Power Punch

R. Recovery

F. Footwork

SP. Superpunches

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Ax Battler: A Legend of Golden Axe™

Graphics/Sound: 7

Response: 8

Fun/Realism: 7

Ultimate Score: 7.3

The saga of the Golden Axe, a major slash-and-spell saga of the Genesis, makes its Game Gear debut in this adventure in the realm of the diabolical Death Adder. You'll battle sneaky skeletons, beastly bats and the bodaciously bad Bad Brothers.

You'll be equipped with a sword and Earth, Thunder and Fire Magic; you'll learn important clues by talking to the townspeople and exploring the realm. Your goal, of course, is to snatch back the Golden Axe, stolen from its rightful place in Firewood Castle by Death Adder. **One player only.**

WHO?

You are Ax Battler.

WHAT?

Go return that Golden Axe from deep within the Forest of No Return.

USING THE GAME GEAR CONTROLS

Directional Button (D-Button): Press Left or Right to move Ax Battler in those directions in action scenes.

Press Down to crouch.

Press to move Ax Battler north, south, west or east in map and town scenes.

Button 1: Press to attack in action scenes.

Press to close the Command window in a map scene.

Button 2: Press to jump in action scenes.

Press to open the Command window in a map scene.

Start: Press to use magic in action scenes.

Press to open the Status screen in a map or town scene; press again to close the screen.

STATUS SCREEN

Press the Start button from map and town scenes to open the Status screen and learn the following information:

Vases. The number of vases collected.

Life Gauge. Ax Battler's current vitality level.

Magic. The currently selected magic available for use in action scenes. The magic can be changed by pressing the Up or Down arrow.

Special Attack. Lists the attack skills that Ax Battler has learned.

TOWN SCENES

Inns. Enter to restore Ax Battler's vitality.

Training House (TR). Enter to learn special attack skills.

Password House (PW). Enter to learn the current password.

SPECIAL POWERS

Ax Battler can learn special attack skills at training stations, marked with a "TR" sign.

High Jump. Press Up and button 2.

Upper Swing. Press Down and button 1 to swing upward from a crouch.

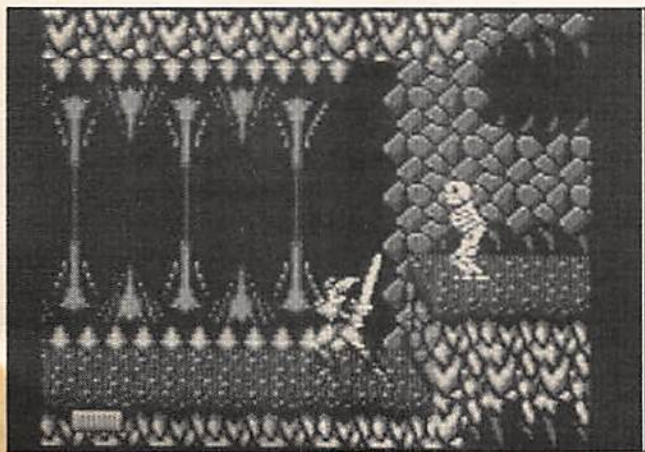
Jump Swing. Jump and then press Up and button 1 to slash downward.

Super Swing. Press Up and button 1 to increase the force and damage of your swing.

Jump Attack. Press Down and button 1 during a High Jump to jab downward.

Run. Press Left or Right twice quickly and then hold down to run left or right.

Tackle. Press button 1 while running to body-slam the enemy.



MAGICAL POWERS

Press the Start button to use the current magic—check which one it is by looking at the Status Screen beforehand. Each time Ax Battler uses some magic, he will consume some of the vases he has collected.

Earth. Inflicts a small amount of damage on all enemies on screen. Costs two vases.

Thunder. Inflicts a medium level of damage on all enemies. Costs four vases.

Fire. Inflicts the most damage on all enemies. Costs eight vases to use.

SECRETS OF THE PROS!

Each enemy has a particular pattern in attacking; study his moves and look for the weakness.

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Classic Game Gear



The Chessmaster™

Graphics / Sound: 8

Response: 6

Fun / Realism: 8

Ultimate Score: 7.3

Chess is the original military simulation game. And The Chessmaster brings a highly advanced computer opponent to the palms of your hands and the colorful little Game Gear screen.

This is an excellent way to learn the basics or hone your skills

as a chess player, competing against the computer or another human player. The game follows all of the classic rules of the game, with a full set of customization options that include 15 levels of difficulty. We worked with a preproduction version of the game; some details may change in the final product. **One or two players.**

WHO?

You are the challenger, playing against The Chessmaster.

WHAT?

A highly sophisticated full version of chess.

USING THE GAME GEAR CONTROL PAD

Directional Button (D-Button): Use the arrows to move the hand and the selection arrow.

Button 1: Pick up and release the chess pieces, or use to select menu items.

Button 2: Enter the **Take Back/Replay** mode.

Start: Switches back and forth between the Chessboard and the Menu.

OPTION SCREEN

Human Players. 0, 1 or 2. Select 0 to watch the computer control both sides.

Change Sides. This option allows you to swap places with the computer in mid-game. You can also use this selection at the beginning of the game if you want to use the Black pieces instead of the standard White pieces.

Force Move. Choosing this option will interrupt the chessmaster's "thinking" time and make the computer move at once.

Takeback/Replay. When you shift into this mode, you will be allowed to take back some or all of the moves made thus far. Access to this mode is also available directly from within the game by merely pressing button 2. Press button 2 to

take back a move; Press button 1 to replay a move; Press Start to resume ordinary play.

Set Up Board. This option allows you to put the pieces on the board in any legal arrangement. You can use this mode to examine some of the great chess openings or conclusions—you'll find many of them listed in books about chess. Or, you can create your own interesting scenarios. Use the arrow keys to move the hand over the available pieces in the Grab Bag at the right side of the board. Pick up the piece using button 1, move the hand over the board to the position you want and then press button 1 again to drop the piece.

In order to follow the rules of chess, you must have a single King on the board and Pawns cannot be placed on the first or last rows. You also cannot place more Queens, Rooks, Knights or Bishops on the board than there are missing Pawns (you must act as if your pawns had advanced to the eighth row for promotion).

Within the Setup mode, you have some additional options including:

Clear the Board. Removes all pieces except for the Kings.

Initial Position. Allows you to place the pieces for a new game.

First Move White. Allows you to choose which side moves first. This is a "toggle" switch; each time you select it, the starting side will change between White and Black.

Solve for Mate. When you are playing against the Chessmaster, you can ask the computer to examine the current position and see if a checkmate exists. If a solution is found, the moves will be added to the move list and you will find yourself in the Take Back/Replay mode. You will be able to watch the solution unfold by pressing button 1 for replay.

Offer Draw. Wanna cry uncle? The computer may or may not accept your offer of a draw.

Load Game.

Save Game.

Begin New Game.

SETTINGS

Mate in X Moves. This is the setting for the **Solve for Mate** option. Choices range from 1 to 5.

Level. Select among the 16 levels of play.

Newcomer 1 and Newcomer 2. The easiest level of chess in this game.

Levels 1 through 13. Increasingly more challenging games. The higher the number, the more time the computer is allowed to ponder its moves.

Infinite. The Chessmaster will be allowed to think and think and think until you force it to make a move.

Deep Thinking On or Off. When Deep Thinking is On, the Chessmaster will be thinking ahead while you are considering your own move. Turning Deep Thinking Off turns off the computer's brain until its turn.

Open Book On or Off. When the book is On, the Chessmaster will be able to consult a library of more than 150,000 classic moves from early portions of games.

Teaching Mode On or Off. When the Teaching mode is On, the computer will show you all of the legal moves when you pick up a piece.

Coordinates On or Off. When this setting is On, the chess coordinates for each square on the board are shown along the edge of the board.

Chess Clock On or Off.

Touching Rule On or Off.

White Visible or Hidden.

Black Visible or Hidden.

White on Bottom, Top, Left or Right. Selecting this settings rotates the board so that White pieces are on the top, bottom, left or right.

PLAYING THE GAME

You must follow all of the rules of chess; The Chessmaster will

inform you if you attempt to make an illegal move.

Use the arrows to bring the hand over the piece you want to move, and then press button 1 to pick it up; move the hand to the location you want to move to and press button 1 again.

SPECIAL MOVES

To make a **Castling** move, use the hand to move your King two squares towards the Rook (also called the Castle); the computer will finish the move.

To capture a pawn *en passant*, move the pawn to the square just past the enemy pawn.

If you succeed in moving one of your pawns all the way to the eighth row, you will be permitted to **Promote** the pawn. To make it into a Queen, press the Start button. To make the pawn into another piece, use buttons 1 or 2 to cycle through the various pieces from Queen on downwards; press the Start button when your desired piece is indicated.

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Fantasy Zone™

Graphics / Sound: 6

Response : 6

Fun / Realism: 7

Ultimate Score: 6.3

From way, way in the future comes an arcade classic of the past. Fantasy Zone is a pastel-colored soft and fuzzy version of an outerspace shoot-'em-up game, a model for dozens of other more frantic and darker games that followed. It's still a lot of fun, and a very attractive game on the little Game Gear screen.

It seems that the Fantasy Zone has been invaded by the enemy from Menon, filling the world with all sorts of strange craft and enemies. You are the ace fighter Opa-Opa Jr., and it's up to you to shoot them down. You will earn coins for each enemy you dispatch, and you can upgrade your spaceship for the increasingly more difficult challenges ahead by visiting the gloating shops. **One player only.**

WHO?

You are Opa-Opa Jr.

WHAT?

Save the Fantasy Zone from the invaders.

USING THE GAME GEAR CONTROLS

Directional Button (D-Button): Press to move Opa-Opa Jr. in any of eight directions on the screen. Press to move the pointer in the Shop screen and Item Selection screen.

Button 1: Press to fire Weapon 1 (Shooting weapon).

At the Shop screen, or the Item Selection screen, press to enter a selection.

Button 2: Press to fire Weapon 2 (Bomb weapon).

At the Shop screen, or the Item Selection screen, press to enter a selection.

Start: Press to display the Item Selection Screen. The screen displays information including the amount of Gold Opa-Opa Jr. has collected, the current Propulsion Item, the current Shooting Item (Weapon 1) and the current Bomb Item (Weapon 2).

LEVELS

Woods, Fire, Ice, Water, Cloud, Desert and Phantoms.

MAGICAL POWERS

At the start of the game, Opa-Opa Jr. has a set of Small Wings for propulsion, a Normal Shot and a Single Bomb, and no money. Once he collects coins, he can upgrade his ship with any of the following special items:

PROPULSION

Big Wing. Boosts speed by one level. Costs \$100.

Jet Engine. Boosts speed two levels. \$1,000.

Turbo Engine. Boosts speed three levels. \$10,000.

Rocket Engine. Increases speed to the maximum level. \$100,000.

SHOOTING WEAPONS (BUTTON 1)

Back Shot. Fires forward and backward. \$500.

Laser Shot. A destructive laser beam, active for a short period of time. \$1,000.

Five-Way Shot. A major force, active in five directions at the same time for a short period of time. \$5,000.

Homing Shot. Releases powerful target-seeking missiles. \$10,000.

BOMB WEAPONS (BUTTON 2)

Twin Bombs-A. A pair of bombs at one time. \$100.

Twin Bombs-B. Fires bombs up and down at the same time. \$200.

Smart Bomb. Damages all enemies on the screen. \$2,000.

Heavy Bomb. Destroys all enemies on the screen during its fall to the ground. \$2,000.

SPECIAL ITEMS

Extra Ship. \$5,000.

Shield. Absorbs up to 20 bullets. \$10,000.

Auto Shot. Permits continuous firing of both Weapon 1 and Weapon 2.

SPECIAL DEVICES

Collect the gold coins that are released when you destroy certain enemies. Large coins have higher value than smaller ones. Use the coins at one of the **Floating Shops** that will appear at various places in the game. Inside the shop you will find a display with the names of various items and their cost, as well as the amount of money Opa-Opa Jr. has collected.

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Classic Game Gear



Clutch Hitter™

Graphics/Sound: 6

Response: 6

Fun/Realism: 6

Ultimate Score: 6

Take your Game Gear out to the ball game; you're likely to draw a crowd. The electronic teams of Clutch Hitter represent the actual lineups of the 26 major league franchises as they existed in 1991. All of the stars are in the little Game Gear cartridge—from Wade Boggs and Roger Clemens on the Boston squad to Jose Canseco in Oakland and Doc Gooden and Howard Johnson in New York. You'll have to know a bit about the teams, though, since the players are named only by their initials—we'd suggest you pick up a copy of a sports almanac to help you figure out the players' names.

Clutch Hitter does a very good job of getting all of the complexity of baseball into a computer game, with excellent animation of the characters on screen. This is good, solid electronic baseball—no exploding super-pitches here. **One player can compete against the computer, or two players can engage in head-to-head competition.**

WHO?

You're in the big leagues now.

WHAT?

Two outs, bottom of the ninth, two strikes—and Nolan Ryan is on the mound.

USING THE GAME GEAR CONTROLS

PITCHING

Position the pitcher on the mound by pressing the Left and Right arrows. Position the catcher in the box by pressing Up (catcher moves left) or Down (catcher moves right). The catcher's position is where you will be aiming the ball if you throw a straight pitch or a changeup; the catcher will move back to the regular position as the windup begins.

Press button 2 to begin the windup. As the pitcher is about to throw the ball, press and hold one of the arrow keys to set the type of pitch, as follows:

Up: Fastball Down: Changeup

Left: Breaking ball left Right: Breaking ball right

Throwing the Ball



Holding a Runner on Base

To keep a baserunner from taking too large of a lead off base, throw over to his base from time to time. Press button 1 to display the Field screen; then press the arrow key in the direction of the base you want to throw to, and press button 2 to throw. (If you do not press an arrow key, the ball will automatically be thrown to first base. Therefore, the quickest way to throw to first base is to press buttons 1 and 2 in rapid succession.)

Batting

Move your batter around in the batter's box by pressing the arrow keys.

Press button 2 to swing.

To attempt a bunt, press the Start button after the pitcher has begun his windup. You can also position the bat in a bunting stance by tapping button 2.

Running

When you have a runner on base, you can take a lead off the base to give a head start toward the next base. Press and hold button 1 and press the arrow key *in the direction of the runner's current base*. Each time you tap the button, the runner will edge off a little more.

Watch out for pickoff attempts. To get back to the safety of the base, press and hold button 2 and press the arrow key in the direction of the base to which you want to return. (If the opposing pitcher attempts a pickoff and you are too far off base to safely return, you will automatically try to steal the next base.)

To attempt a steal, press and hold button 1 and press and hold the arrow key toward the *current base*. Eventually the runner will take off toward the next base. If it appears that he will be out, try sending him back to the original base by pressing button 2.

Defense

Move the fielders into position to catch a fly or ground ball using the arrow keys. Once they have the ball, you can run them to a base using the arrow keys or throw the ball by setting the direc-



tion of the ball with an arrow and pressing button 2. If no arrow key is pressed, the ball will automatically be thrown to first base.

Timeout

Press the Start button before the pitcher begins his motion. If the manager of the team at bat presses the button, substitutions in batters can be made; if the manager of the team on the field presses the button, a pitching change can be called.

SECRETS OF THE PROS!

The game includes most of the elements of the game, with a few exceptions. First of all, a tie game will be called a draw if no one is ahead after a mere 99 innings. There are also no wild pitches or passed balls, interference or infield fly rules. You cannot bring in a pinch runner or make defensive substitutions except for pitching changes.

Outfielders have extraordinary arms, and it is not at all unusual to throw out a runner at first base from right field.

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Crystal Warriors™

Graphics / Sound: 6

Response : 6

Fun / Realism: 6

Ultimate Score: 6

Stop us if you've heard this one before: Four magic crystals have maintained the balance of power in the peaceful kingdom of Arliel, within the world of Tyramus where magic and chivalry still ruled. But, alas, the evil Grym has come out of the underworld and has snatched three of the four crystals. Only one, the Earth Crystal, remains, and it is in the hands of the beau-

tiful and resourceful Princess Iris. She sets out to snatch back the crystals from Grym.

The beautiful woman, impressive swordsman and horrible serpent depicted on the cover of the Crystal Warriors box are represented in the game in very simplistic and very familiar cartoon-like characters in the game. This is a very standard RPG-magic game. It is well done and especially impressive for packing so much information into a tiny Game Gear cartridge. It offers a few twists, including the fact that vanquished monsters will reappear on your side to fight their former evil master. **One player.**

WHO?

You are Princess Iris, with a band of good guys (and a few conquered monsters).

WHAT?

You're on a long quest to restore the purloined crystals to Arliel before the evil Grym escapes.

USING THE GAME GEAR CONTROLS

Directional Button (D-Button): Press to move Iris in town scenes. Press to move the marker in map scenes. Press to highlight commands.

Button 1: Press to cancel commands.

Press to open the Character Data screen.

Button 2: Press to enter commands.

Press to enter cursor positions in map scenes.

Press to select characters.

Start: Press in town scenes to open the Ally window.

Press to end each phase.

GAME PLAY

You'll begin at Princess Iris's fortress. Use the arrow keys to move the small white marker on screen to select a character or to view other parts of the screen. The princess's force includes

wizards, warriors and healers.

Your goal is to capture enemy fortresses and defend your own strongholds. The forces of Princess Iris and Grym will take turns, with the option of moving, engaging in combat or casting magic. Each round ends if all enemy characters have been destroyed, the enemy boss is defeated or if opposing character lands on the fortress entrance. (If there is a boss within the fortress, he must be defeated in order to end the game.)

The identity and nature of your opponents will be a mystery at first; they will appear as a man with a question mark for a head. Who they are will become apparent when they are attacked or affected by magic. The Scan spell can also be used to unmark them.

Moving. The distance a character can move depends on the character's mobility level (SP) and the terrain. Highlight the character you want and then press button 2 to enter your selection. The areas where your character can move will be highlighted; move the cursor to the destination and press button 2. Depending on location and ability, your character may be able to engage in combat or cast a spell after a move is completed. A move can be cancelled while underway by pressing button 1.

Characters will have unhindered movement along Paths, Bridges, Grass Fields and Stairs and within Buildings. More difficult terrain includes Woods, Bushes, Sand, Marshes, Ponds, Rocky Land and among Withered Trees. Completely impassable terrain includes Beaches, Cliffs, Mountains, Oceans and Waterfalls.

Combat. If your character is within striking distance of an enemy, a sword will appear. Move the sword in front of the enemy you want to engage, and press button 2 to go to the Battle Screen. If you want to cancel a skirmish, press button 1 to end the turn.

Magic. When characters capable of casting magic (including the princess, mages and healers) complete a move, a Magic

Option window will appear. Select Magic to display the list of available spells; select one by highlighting it with the arrow keys and then press button 2. A magic staff will appear in front of the character on screen, and the area where the spell can be applied will be highlighted on screen. Move the bottom end of the staff to the character who will be the object of the spell and press button 2. The magic screen will appear again; press button 2 to cast the spell.

CHARACTERS

In the one-player mode, you can select up to nine characters to go into battle at one time. If there are more than nine with Princess Iris, the Character Selection screen will automatically open before you can advance to the next round.

The two-player mode will be available when two Game Gears are connected by a Gear-to-Gear cable. Players in this game will be allowed to select the round for competition. The next assignment is the choice of as many as nine warriors to go into battle.

Each of the characters has a relation to one of the four ele-



ments: earth, wind, fire and water. This is an indication of strengths and weaknesses. For example, Fire characters can be easily extinguished by Water. Water can be tamed by Wind. Wind can be fanned by Fire. Only Earth characters are evenly matched against all elements. The initial protectors of the crystal are:

Iris. Occupation: Princess. Element: Earth.

Frye. Healer. Earth.

Ratt. Ranger. Wind.

Dayne. Fighter. Water.

Murak. Mage. Earth.

Eldor. Lord. Fire.

Move the marker to a character and press button 1 to display the Character screen with Status, Item and Monster sub-screens.

The Status screen indicates the selected character's HP (Hit Points), MP (Magic Points), EL (Element), AP (Attack Points), DP (Defense Points), LK (Luck Factor) and SP (Speed Points). The Item screen confirms the current Weapon and Armor for the character, as well as the amount of money collected. AP and DP are repeated here.

The Monster screen shows information about any monsters your character has defeated in battle; each of them can be sent into battle as part of the forces of good. The indicators list HP, EL, AP and DP for the available monsters.

MONSTERS

Earth: Scorp, Wurm, Golem, Tut.

Water: Aquan, Siren, Hydra, Tenta.

Fire: Wisp, Repti, Evius, Fenix.

Wind: Harpy, Grivn, Cyklo, Geni.

WEAPONS

Rod. Costs 110. Can be used by Mages and Healers.

Sword. 120. Lords, Fighters.

Warclaws. 150. Rangers.

Halberd. 900. Lords.

Falchion. 900. Fighters.

Warblade. 1,900. Rangers.

Claymore. 5,800. Princess.

ARMOR

Cape. 60. Mages, Healers.

Robe. Costs 80. Can be worn by Rangers.

Cuirass. 160. Princess, Lords, Fighters, Rangers.

Hauberk. 3,500. Princess, Lords, Fighters.

MAGIC

Scan. Requires 1 MP. Identifies enemies. Can be used by Princess, Mages.

Heal. 2 MP. Restores an ally's HP. Princess, Healers.

Life. 4 MP. Stronger version of Heal. Healers.

Peace. 4 MP. Neutralizes enemy magic. Healers.

Dark. 2 MP. Deflects enemy magic. Healers.

Sleep. 1 MP. Puts enemy to sleep. Healers.

Chant. 1 MP. Loans up to 10 MP to an ally. Princess.

Drain. 8 MP. Takes 25 percent of enemy's HP. Princess, Mages.

Boost. 8 MP. Enhances your next attack. Princess.

Cold. 4 MP. Chills Fire enemies. Mages.

Frost. 6 MP. Stronger version of Cold. Mages.

Fire. 4 MP. Effective against Wind enemies. Mages.

Blaze. 6 MP. Stronger version of Fire. Mages.

Flash. 4 MP. Effective against Water enemies. Mages.

Bolt. 6 MP. Stronger version of Flash. Mages.

SECRETS OF THE PROS!

Use captured monsters to fight in place of your characters any time you can.

Be sure to save your game at an Inn any time you enter a town; this will allow you to resume play from that point if you should meet an untimely demise.

You can also place Bookmarks at three locations in the game, allowing return to a specific location at a later time.



Castle of Illusion Starring Mickey Mouse™

Graphics / Sound: 7

Response : 6

Fun / Realism: 6

Ultimate Score: 6.7

What a mouse! His girlfriend Minnie keeps getting kidnapped, and he keeps trying to save her in adventure after adventure.

The Game Gear version of Castle of Illusion is a very engaging little adventure. Beautifully drawn, it suffers only by comparison to the smoother and more complex Genesis version.

It seems that the evil witch Mizrabel, as in Miserable, swoops down on her broom one day and plucks Minnie Mouse right out of the arms of Mickey. This doesn't please Mickey at all, and so he sets off on a chase after Mizrabel and Minnie all the way to the Castle of Illusion. In order to free Minnie, Mickey has to collect the seven Gems of the Rainbow (just three in the shorter practice game). The sparklers are guarded by the Masters of Illusion. **One player only.**

WHO?

Here's Mickey.

WHAT?

Butt-bump your way to capturing the missing gems and save Minnie.

USING THE GAME GEAR CONTROL PAD

Directional Button (D-Button): Press Left or Right to move Mickey in those directions.

Press Down to make Mickey duck or go down a ladder.

Press Up to make Mickey go through a castle door or climb a ladder.

Button 1: When Mickey is standing next to an obstacle, press Left or Right to make him hold the object and then press button 1 to have him pick it up. Then press button 1 again to throw the object.

Press to continue from between-level screens.

Button 2: Press to jump. Hold the button down for higher jumps. Press the Up arrow at the top of a jump to make Mickey grab onto the lowest rung of a ladder above.

For a long jump, press while Mickey is running.

For Mickey's special Bounce Attack, press button 2 to make him jump and press button 2 again when he is in midair over an enemy or an obstacle.

Press repeatedly to make Mickey float while swimming.

Press to make Mickey go down ladders quickly or to slide down slopes in a hurry.

Press to continue from between-level screens.

OPTION SCREEN

Choose between **Practice** (three power stars to begin, three levels to search and three gems to be collected) or **Normal** (three power stars, five levels and seven gems).

SCREEN DISPLAY

Power Gauge. Every time Mickey is hit or runs into an enemy, he will lose some of his energy; when all of the power stars are gone, he will lose a life. If he falls down a chasm he will lose all of the power stars and a life.

Tries. The number of remaining lives.

Time. The remaining time for the current level; if the clock reaches zero a life is lost.

MAGICAL POWERS

Collect special items through the game to help Mickey rescue his beloved Minnie.

Treasure Chests. Break them open by throwing them or by landing on them in a Bounce Attack. In some situations you may have to clear away obstacles that block the way to the chests.

Gold Coins. Large coins are worth 2,000 points and the smaller ones 500.

Cake. The large cake fills two power stars and the smaller one star.

Mouse Ears. A 1-Up.

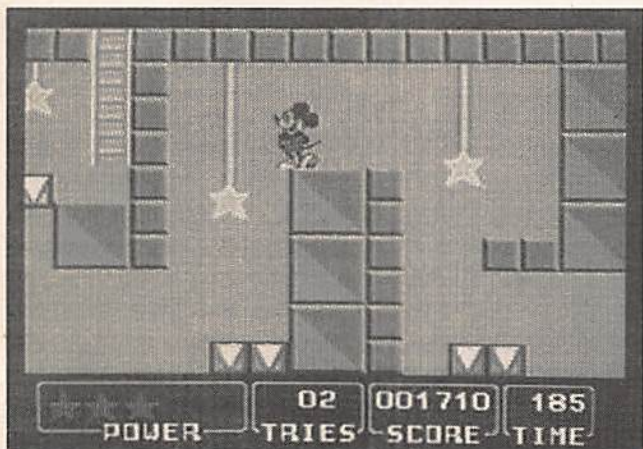
Power Stars. Add an extra power star to the gauge.

LEVELS

The Enchanted Forest. Some would call it enchanted, but we'd call it bedeviled. Watch out for tulips that spit poison seeds, and mouse-trapping spiders. Work on your timing to butt-bump the moving tree stumps.

Toyland. The playthings have gone crazy here. Best to stay away from the juggling clowns and the kamikaze toy planes.

The Dessert Factory. That's one heck of a big donut, and it



wants to put you in the hole. Watch out for the milk puddles and jumbling jellybeans.

The Library. Beware of the bookworms and the overgrown pencils.

The Clock Tower. Don't lose track of time here, in this world of swinging pendulums and grinding gears.

The Castle. The final challenge is in the castle, a place of many unpleasant surprises.

NUMBER OF LIVES

Three to start. You can pick up 1-Ups and earn extra lives with each 10,000 points collected. You'll earn points for collecting some special items and butt-smashing some of the bad guys. And, at the end of each level, any time remaining on the clock will be added to your score.

SECRETS OF THE PROS!

Perfect the Bounce Attack (also known as the butt bump).

Bounce off the tops of the heads of some of the enemies.

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Columns™

Graphics/Sound: 7

Response: 7

Fun/Realism: 8

Ultimate Score: 7.3

Columns loses none of its maddening addiction in its translation to the small hand-held version; in fact, it may be even more mad-

dening and addictive. Just try not to throw the Game Gear out the window when the columns are flying too fast to see.

Here's the story: Columns of three colored jewels, stacked one atop another, drop from the top of the screen. You use your Left or Right arrows to move the columns from side to side on the screen; you press buttons 1 or 2 to shuffle the order of the jewels before they reach bottom. The goal is to arrange three or more jewels of the same color in horizontal, vertical or diagonal groups; these color blocks will disappear from the screen and any blocks above will drop down a row.

There are two versions in the cartridge: the Original game and the Flash Game. And Game Gear players are offered a special set of "Versus" games, using the Gear-to-Gear Cable to connect a pair of Game Gear units; each player must have a copy of the Columns game. **One or two players.**

WHO?

You are the master columnist.

WHAT?

Build Is, Ts, Xs, Ys and diagonals made of the same color. It's a lot easier to say than do.

USING THE GAME GEAR CONTROL PAD

Directional Button (D-Button): Press Left or Right to move the descending columns in those directions.

Press Down to increase the speed of the column currently moving on the screen.

Buttons 1 or 2: Press to change the order of the jewels in the descending columns.

ORIGINAL GAME: OPTION SCREEN

Difficulty. Choose between **Easy** (Jewels of four different colors); **Normal** (five different colors) and **Hard** (six different colors).

Level. Choose from 0 to 9 as the starting point. The high-

er the number, the faster the columns will drop.

Music. There are three musical selections available.

Blocks. Choose from five different shapes or designs for the blocks. Designs include the standard set of jewels, colored blocks (our favorite for clarity), card suits (hearts, diamonds, spades and clubs), tumbling dice, and fruit (berries, cherries, apples and bananas).

PLAYING THE GAME

A sparkling Magic Column will appear after you have cleared 300 items from the screen. Whatever color the Magic Column lands on will become magic, and all blocks of that color will be cleared from the screen. Keep an eye on the indicator on the screen as you approach 300, and have a goal in mind.

FLASH GAME

The goal of the Flash Game is to clear the flashing item from the screen as quickly as possible. You can accomplish this by carefully clearing away the landscape above and to the sides of your target block.

Options include a choice of musical background and selection of the design of the blocks, as well as:

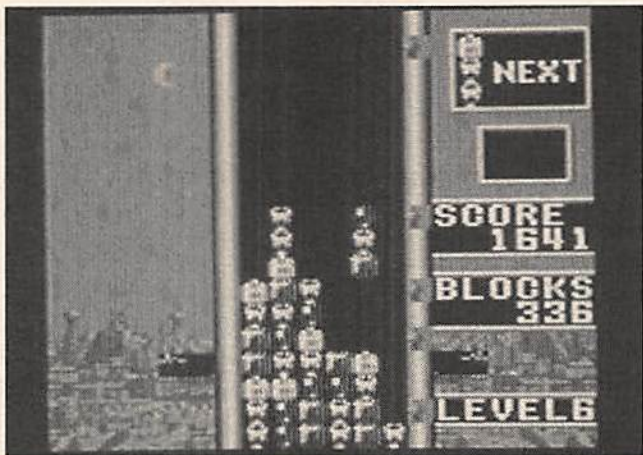
Difficulty. **Easy** (Blocks of four different colors), **Normal** (five colors) and **Hard** (six colors).

High. The height of the columns on the screen at the start of the game, from 2 to 9. The higher the columns, the more deeply buried the flashing block.

VERSUS GAME

Special versions of the Original and Flash games are available when two Game Gears are connected by a Gear-to-Gear cable.

Each time you make four or more items or two or more columns disappear at once, a horizontal row of blocks will be added to the bottom of your opponent's screen. If you can make five items or three columns disappear at once, two rows will



be added to the other player's screen. This will push up all of the blocks to make them closer to the top.

BASIC STRATEGIES

Spend the time to watch the demonstration of the game that will appear on screen if you don't touch a button.

Pay attention to the portion of the screen that shows the next column of blocks; it may help you in your decision making.

SECRETS OF THE PROS!

You can make one last shuffle if you time it just right; the blocks don't lock down into place until a fraction of a second after they touch bottom.

It's just a tiny little bit of cheating, but you may want to hit the Start button to pause the game every once in a while. You can catch your breath and do a little bit of strategy.

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Dragon Crystal™

Graphics / Sound: 6

Response : 5

Fun / Realism: 6

Ultimate Score: 5.7

Magical potions, mysterious ancient books and unusual rods and swords in the palms of your hands. Dragon Crystal is your basic slash-and-cast, dragons and slime adventure game, nicely translated to the Game Gear.

There are some 30 levels of play and more strange items and nasty enemies than you could shake an enchanted stick at. **One player.**

WHO?

Is it a bad dream, or have you fallen under the spell of the mysterious crystal ball you find in an antique store?

WHAT?

You must make your way out of this incredibly complex maze, battling demons left and right.

USING THE GAME GEAR CONTROL PAD

Directional Button (D-Button): Moves your character around on the screen. Be sure to explore all of the walls of any area you are in; they will be revealed as solid or transparent as you touch them.

Button 1: Press to display the Status screen. Press again to cancel a command.

Button 2: Press to pick up an item. Press several times to display hidden exits.

Press to see the Command window on the Status screen. Press again to confirm a command.

STARTING THE GAME

There are two types of screens.

First is the **Field screen**, where the various battles take place. The Hit Point Window and Game Message Window disappear from the Field screen while you are in motion, but will return when you come to a halt.

Following you at all times is the **Status screen**, which allows selection and use of an item or command. The screen includes several important displays:

Item Icons. The symbols for the various items you can collect.

Command List. The available commands.

Item List. The items you have collected. There is a limit to the amount of booty you can drag around with you; when you receive a message that you can carry no more, you will have to drop something to make room.

FL. The Field Level where you are presently located.

Rank. You'll start off as an Apprentice, moving up the classes as you defeat enemies. With each promotion comes an increase in the maximum amount of HP (Hit Points), PW (Power) and AC (Armor Class/defensive power).

HP (Hit Points). You will lose some of your stamina each time you are hit by an enemy; when the HP level reaches 0 your character will die. The Status screen displays HP as two numbers. Your present level is shown in the left number; the maximum amount you can have is shown to the right of the slash.

PW. The more power you possess, the better your ability to defeat an enemy.

AC. The higher your Armor Class, the better your defense against enemy hits.

G. The gold you collect will allow you to purchase the right to continue the game when your character dies.

F. You'll need to carry stocks of food with you, or pick up addi-

tional sustenance in the labyrinth. Each piece of bread adds 10-30 points and each piece of meat 41-50 points.

HOW TO USE AN ITEM

Go to the Status screen to display your available items. Press the Left or Right arrow to highlight the icon for the item you want to choose. Press button 2 to bring a flashing red bar on the Item List and then move it to the item you want. Press button 2 again to display the Command List and highlight the command you want to use.

COMMANDS

Use. To employ a book, rod or potion.

Equip. To use a weapon, armor or ring.

Throw. To throw items toward an enemy.

Drop. To leave behind an item you no longer want to carry.

SECRETS OF THE PROS!

Press and hold the Start button as you move to speed up the action.

Stand and fight against enemies unless your HP gauge is too low; defeating bad guys is the way you will earn experience to become stronger and gain a higher rank.

Collect as many as items as you can; learn their powers and make notes. Explore every area of each level; somewhere, somehow, you will need one of the special items scattered about.

Your companion egg will hatch into a friendly dragon in Level 4.

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G-LOC™

Graphics / Sound: 7	Response : 7
Fun / Realism: 7	Ultimate Score: 7

The amazing thing about this game is not its brilliant concept: It is yet another Air Force shoot-'em-up game. Where G-LOC shines is in its execution on the little Game Gear unit. The program is very responsive, the graphics make good use of the small color screen and the action is worthy of an arcade machine. **Sega.**
1 or 2 players. Two-player competition requires use of the Gear-to-Gear Cable and a pair of G-LOC cartridges.

WHO?

You are the only certified pilot of the experimental G-LOC super-plane, which means that the defense of our planet against the Future World Army is entirely up to you.

WHAT?

Shoot those fighter planes, tanks and warships.

USING THE GAME GEAR

Directional Button (D-Button): Press Up to climb and Down to dive. Press Up twice rapidly to perform the dangerous "Loop" escape maneuver.

Press Left or Right to lower your wings and turn in either of those directions. The same keys also move your machine gun sight.

Button 1: Press to fire machine guns. Hold down for rapid fire.

Button 2: Press to launch missiles.

Start: Press during play for a boost of power.

OPTION SCREEN

You will only be able to select a Versus game if you have two Game Gears connected by a Gear-to-Gear Cable. Each player must also have a copy of the G-LOC game.

Single players can choose Beginner, Normal and Expert difficulty levels.

You will next be able to select a mission from nine available map sectors. Except for the center square, the final area, you can move around the map in any order you want. See "Secrets of the Pros!", though.

SCREEN DISPLAY

We can't imagine how you will have time to examine the gauges in flight once the battle is underway. The screen offers important information including your fuel gauge, number of remaining missiles, hits required and time remaining. There's not a lot you can do when you see your fuel level nearing empty, your missile stock dwindling or time running out, except to try to shoot faster and more accurately.

Probably the most valuable element of the screen is the radar display at bottom. Watch for fighters sneaking up on you from the rear and take evasive action, including the "Loop."

WEAPONS

You begin the game with an unlimited number of machine gun rounds. Aim the onscreen target ring and fire.

Missiles are your most powerful weapon, but there is only a limited supply at the start of each mission. The red gunsight controls the initial path of the missile; fire missiles in the near vicinity of an enemy craft and let the electronics on board close in for the kill.

LOOPING THE "LOOP"

Your best evasive measure is the "Loop," where you throw your fighter into a gut-wrenching upward climb and then loop over the top and back down the other side. In a real loop of this

sort, the pilot goes through incredible "G" forces in the climb and descent; at the top of the loop he will be hanging upside down and at the bottom of the loop he will experience a brief period of weightlessness.

To loop, you must have more than 1 percent fuel in your tank and your fighter must have its flaps properly set. You can only execute the Loop when the Fuel Gauge bar is yellow. Press the Up arrow twice and the bar will turn to red; it will remain red for a short period of time after the Loop while your fighter stabilizes.

LEVELS

Area 1. 10 enemy FX-85 fighters patrol the skies. 10,000 points.

Area 2. Your targets are 10 warships. The fighters in the skies are annoying and dangerous pests; shoot them if you must, but concentrate on the seas. 20,000 points.

Area 3. You've got to clear the skies of no less than 30 FX-85s! 30,000 points.

Area 4. Destroy at least 15 warships in the waters south of the island. 40,000 points.

Area 5. More and more fighters: 40 of them off the coast. 50,000 points.

Area 6. The ground troops enter the battle: You must search and destroy 15 MA-107 anti-aircraft tanks. 60,000 points.

Area 7. More: 20 tanks. 70,000 points.

Area 8. The last line of defense consists of 50 fighters. 80,000 points.

Area 9. You've fought long and hard for the right to take on five heavily defended enemy bases. 90,000 points.

SCORING

Each mission has a particular bonus level, as indicated above. In addition, you will receive 100 points for each tick left on the timer.

UPGRADING YOUR FIGHTER

After you have completed your first mission, as well as each subsequent set of missions, you will be able to visit the

Supply Hangar to replenish supplies or make modifications. In the hangar you will be able to "spend" some or all of the points you have earned on your missions. Here are the available items and their price tags:

Shot. Vulcan: 10,000. Special: 50,000

Missiles. 5: 10,000. 10: 18,000. 20: 30,000.

Fuel. Three levels of fill-up, billed at 5,000, 12,500 or 20,000 points.

Fuel Tank. Medium: 10,000. Big: 25,000. Special: 50,000.

Armor. Medium: 10,000. Heavy: 35,000. Special: 70,000.

VERSUS GAME

In the head-to-head competition using the Gear-to-Gear Cable, the two contestants are all by themselves in the skies. The winner is the one still flying. You will be able to select from a 3-, 5- or 7-round game and make choices on the type of armor, number of missiles and other elements of the fighter.

SECRETS OF THE PROS!

Although you are able to move around the map in any order,



we suggest you start out with the easier Areas 1, 2 and 5. Plow through them as quickly as you can and build up your points so that you can fully equip your fighter with missiles, guns, armor and fuel.

If you go into a Loop by pressing the Up arrow twice in succession, you will have a short respite from the battle and have time to look at your gauges.

The Power Boost is an effective way to get out of the way of an enemy—especially one coming up fast from behind, and especially in the two-player game—but be aware that it will use a great deal of fuel.

The amount of time you have to destroy a warship is less than that available for oncoming fighters. Be ready to let loose a missile as soon as one of the surface ships is within the red target of the missile command system.

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Halley Wars™

Graphics/Sound: 5

Response: 6

Fun/Realism: 5

Ultimate Score: 5.3

It is the middle of the 21st century, and the evil Lord Halley has set an assault upon the planet Earth, combining his alien spacecraft with huge comets and meteoroids.

It is up to you to pilot your spaceship, standing between the earth and the assault from space. Remember that you are not just protecting your craft; if something gets past you, it will damage your home planet.

Halley Wars is a well done hand-held version of a very old arcade space shoot-'em-up game. We worked with a very early preproduction version of the game; some details may change in the final game. **One player only.**

WHO?

You are the defender of the planet.

WHAT?

Shoot those guided missiles, guided alien craft and guided comets.

USING THE GAME GEAR CONTROL PAD

Directional Button (D-Button): Press to move your spacecraft up, down, left or right, or on the diagonal.

Button 1: Press to fire the destructive beam; press and hold for rapid fire.

Button 2: Press to fire auxiliary weapons.

SPECIAL ITEMS

In addition to destroying any of the alien attackers, you should also try to find the time to explode meteoroids and satellites on the screen. Inside many of them are special items; move your spaceship over the special item to add it to your facilities.

If you lose a life while still in possession of special items, some of them will carry over to any remaining lives. The destructive beam power will be reduced by one level if possible. Any explosive pods you have collected will be carried over; to retrieve them, move your craft over them.

Explosive Pod. When you have the pod, you can press button 1 to have the pod fire its own beam as part of your standard weaponry. Press button 2 to let the pod loose to seek out and destroy any enemy vessels in its immediate area. The pods are not very useful against the large vessels at the end of each stage. You can have as many as four pods in your arsenal.

Power-Up. Increases the speed and thrust of the spacecraft; there are five levels of boost possible.

Protective Laser Shield. A defensive shield against enemy beams and comets; it will fall apart after it takes a few hits.

Destruction Beam. Destroys all enemies and neutralizes all enemy beams in the area in a one-time event.

SCORING

You will earn points for each enemy ship, comet or item carrier blasted.

Remember that your assignment is to protect the planet Earth. Any time an enemy device gets past you, the Earth will be damaged; if the damage meter indicates Earth has received 100 percent damage, your game will be over. You can repair some of the damage to the planet based on the points you have collected in its defense.

For every 2,000 points earned, 1 percent of the damage will be repaired. For example, 100,000 points will repair 50 percent damage.

LIVES

You begin the game with three ships; when all three are gone, the game is over. The game is also over if Earth has been completely destroyed.

An extra life is awarded each time you score 10,000 points.

You can continue your game three times.

SECRETS OF THE PROS!

There is no reason to take your hand off of button 1; your ammunition supply is unlimited so you may as well keep on blasting.

Each comet that passes you by will damage the earth by 7 percent; therefore, you should devote as much attention as you can to destroying any comet on the screen.

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Joe Montana Football™

Graphics / Sound: 6

Response : 5

Fun / Realism: 6

Ultimate Score: 5.7

WHO?

You are the offensive and defensive captains of a professional football team.

WHERE?

In the palms of your hands, in a very playable portable grid-iron challenge.

Not quite as impressive as the Genesis game of the same name, this is nevertheless an extremely impressive sports simulation game, especially for a hand-held portable.

Most of the sports games for that other black-and-white portable suffer from two problems: the confusion to the player who is unable to differentiate one team from the other, and a generally sluggish response from the computer because of all of the moving players on the screen.

The programmers of Joe Montana Football for the Game Gear, though, seem to have worked it all out. There is a tremendous amount of detail in this little cartridge. The two teams are easily identified in their colored jerseys and they respond well to the buttons and arrows. And, the play book includes a mind-boggling assortment of offensive and defensive possibilities.

Before each snap, you can select Joe's recommended play

or one of as many as 17 others from the play book. Once the ball is in play, you directly control one active player; the others will follow their pre-assigned patterns perfectly.

The game includes a two-player version that requires use of a pair of Game Gears, two copies of the program and the Gear-to-Gear Cable. Competition takes place at Beginner, Normal or Professional levels. You can choose from any of 28 different pro teams in the various divisions of the National or American conferences.

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Olympic Gold™ (Preview)

Graphics/Sound: 8

Response: 8

Fun/Realism: 7

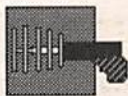
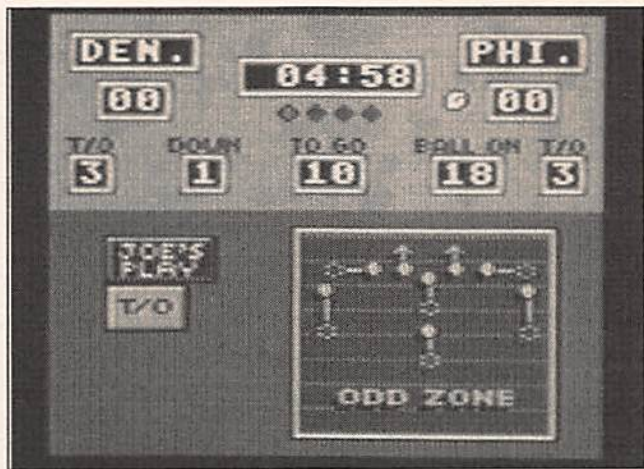
Ultimate Score: 7.7

All summer long, you were filled with the Olympic spirit as you watched the world's best athletes show their stuff on your television screen. Don't you wish it was you, up close and personal, for the world to see?

Olympic Gold gives you the chance, in a very nicely programmed and designed set of seven challenges: the 100-meter dash, Hammer Throw, Archery, 110-meter Hurdles, Pole Vault, Diving and Swimming.

See the preview of this game in the Genesis section of the book; the two versions are essentially identical.

Olympic Gold is a trademark of U.S. Gold Inc. © 1992.



Psychic World™

Graphics/Sound: 6

Response: 6

Fun/Realism: 6

Ultimate Score: 6

Welcome to an alternate world, a place of ESP (extra-sensory perception) powers, a strange animal laboratory and most unusual of all, a video heroine.

It seems that Dr. Knavlik, who conducts some kind of unexplained experiments on animals, has hired sisters Lucia and Cecile as assistants. One day an explosion rocks the lab, and the animals escape—taking Cecile with them. It's up to Lucia to rescue her.

The strange doctor gives Lucia one special tool for her search:

an ESP Booster helmet that just may be enough to help her save her sister. *Psychic World* is a cute game, moderately challenging and just sufficiently different to make it interesting. **Sega. 1 player.**

WHO?

You are Lucia, one of the few heroines in all of video game-dom, out to rescue her kidnapped sister Cecile.

WHAT?

Don't go into the woods tonight.

HOW?

Jump, shoot and think positive thoughts.

USING THE GAME GEAR CONTROL PAD

Directional Button (D-Button): Press Left or Right to move Lucia in those directions. Press and hold the buttons to make her run.

Press Up to go through doorways or climb ladders.

Press Down to squat, or to go down ladders.

To open the ESP window, press and hold the Down arrow and then press and hold button 2; now release the Down arrow. Continue to hold down button 2 while you use the Left or Right arrows to highlight the ability you want to employ. Release button 2 to use it.

Button 1: Press to attack.

Button 2: Press to make Lucia jump. Press and hold the button for a higher jump.

WEAPONRY

Lucia will start the game with a rather limited weapon called a Psy Cannon. As she progresses through the game, new Item Symbols will appear after she has beaten certain of the mutants. Picking up the same weapon symbol will increase the power of all devices.

Psy Cannon. The bull's-eye symbol will improve the power of the original weapon.

Hydro Wave. The three chevrons are the symbol for an icy

blaster that can chill the enemy or create blocks of ice in wet areas.

Burning Bullet. Look for the flame symbol to pick up the ability to launch flame balls at mutants.

Freeze Ray. Skate on by the mutants before they thaw.

Ultra Sonic. Blast out waves that can disintegrate many—but not all—monsters and barriers.

MAGICAL POWERS

Dr. Knavlik has given our heroine a special ESP Booster helmet to wear, and its powers are the key to success in this quest. As you destroy creatures, one of four Item Symbols may appear; pick them up to add them to your repertoire for the remainder of your journey.

Shield. Provides immunity to enemy attacks for a short period of time. Or you can use the Shield to add to your Hit Points; select its symbol from the ESP/Attack window repeatedly and energy will be transferred from the ESP/Attack Gauge to your Hit Point Gauge.

Explosion. Instant oblivion for all enemies on the current screen.

Levitation. Permits Lucia to float up to levels she could not reach by ordinary jumps.

Teleportation. An escape hatch out of the current threat and back to the beginning of the round.

NUMBER OF LEVELS

There are four zones in the game: Prairie, Ice Field, Ruins and Fortress.

SPECIAL ITEMS

Small Heart. Restores 10 percent of lost Hit Points.

Large Heart. Completely restores lost Hit Points.

Small Star. Restores 10 percent of lost ESP Power.

Large Star. Completely restores lost ESP Power.

Bonus. The large "B" is worth 500 points.

Your ESP Gauge will be refilled each time you add 1,000 points.

SECRETS OF THE PROS!

The game follows the same pattern each time, so learn the ins and outs of the game—taking notes will help.

At the start of the game, pick up all special items you find and learn their effects and how to use them; as you learn the game and as you progress further into it, you will find it is better to leave certain items behind.

Some mutants are impervious to the effects of the Burning Bullet.

SUPER SECRET

Sound and Stage Select. From the title screen, hold Left/Up and buttons 1 and 2; then press Start. That's not the easiest combination of keys, but with a little bit of practice—or the help of a friend—you should be able to do it. Use the Up or Down arrows to cycle through the available musical selections and sound effects of the game. Press button 2 to go to the Level Select option, and use the Up or Down arrows again to set the starting round at 1, 2, 3 or 4. Then press button 1 to begin the game. You'll enter with a full set of ESP powers, too!

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*Putt & Putter*TM

Graphics/Sound: 7

Response: 6

Fun/Realism: 7

Ultimate Score: 6.7

Putt & Putter is a wacky cross between miniature golf and bumper pool, an unusual hand-held sport that plays well on the Game Gear.

There are two 18-hole courses in the cartridge, including water hazards, sloped greens, cliffs, conveyer belts and bumpers. Sinking the ball in the cup requires strategic use of geometric angles to bounce the ball off bumpers and obstacles. **One player, or two with Gear-to-Gear Cable and two Game Gears.**

WHAT?

We're not sure if you should use a putter or a pool cue.

HOW?

Put the ball in the cup. If you can.

USING THE GAME GEAR CONTROL PAD

Directional Button (D-Button): Press to aim your shot.

Press to survey the current hole.

Press Up or Down to move the marker in Decision screens.

Button 1: Press to cancel a shot alignment during play.

Press to return to the previous screen, or to cancel a selection before game play begins.

Button 2: Press to place your golf ball on the tee mat for the first shot.

Press to putt the ball.

Press to enter selections from decision screens.

OPTION SCREEN

Press the Start button from the title screen or during the introduction to display the Configuration screen. Options include:

Key Mode. Sets the sensitivity of the arrows when choosing a location for your ball on the tee mat. "A" provides the fastest movement and "C" the slowest.

Ball Knock. If you are playing against a friend, you can choose to make it possible for your ball to knock an opponent's ball out of position if it is hit. Selecting No will allow your ball to pass through an opponent's ball.

Total Balls. Choose from three to nine balls with which to start the game.

STATUS SCREEN

Before each hole, the game will display a Status screen with information about the upcoming round, including par and the number of remaining balls.

The par rating is an indication of how difficult the hole is. You will gain or lose balls equal to the difference between the par rating and the number of strokes you take, with a cushion above and below par as follows:

Birdie (One under par). Gain one ball.

Eagle (Two under par). Gain two balls.

Albatross (Three under par). Gain three balls,

Three over par Lose one ball.

Four over par Lose two balls.

Five over par Lose three balls.

PLAYING THE GAME

When the playing field first appears on screen, press the arrow keys to change the view and explore all of the area. When you are ready to begin, use the arrow keys to place your marker on the tee mat; press button 2 to place the tee.

Press button 2 again and the directional marker will appear. Press the Right or Left arrow to move the marker around on the green. The ball will roll in the direction indicated by the marker; it will bounce off of any obstacles in the way.

Watch the Power Meter at the bottom of the screen. If you press button 2 again when the power bar is all red, the club will apply full power to the ball; for a lighter stroke, press button 2 when only a portion of the bar is illuminated.

PASSWORD

After every three holes, a new password will appear allowing you to resume play at that point at a later time.

Here are two passwords that will let you zoom to the fourth and seventh holes, respectively:

SANAT NKGKI

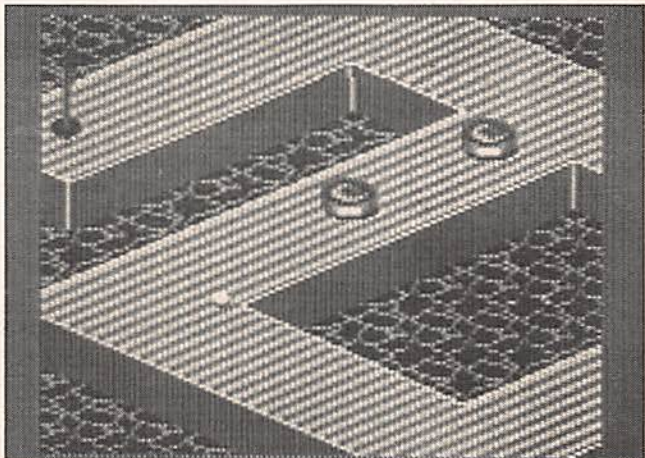
TWO-PLAYER GAME

For head-to-head competition, you will need two copies of the game, a Gear-to-Gear cable and two Game Gear machines. Player 1's ball is white, and Player 2's ball is pink.

3-, 5- or 7-hole Match Play. To win a hole, you must put the ball into the cup in fewer strokes than your opponent. At the end of the selected number of rounds, the player who has won the most holes is declared the winner. If the players win the same number of holes (possible only if one or more of the holes end in a draw) then the winner is the player with the best point total. Points are awarded based on use of certain obstacles, holes-in-one or coming in below par.

Stroke Play. At the end of 18 holes, the player with the lowest total number of strokes is the winner.

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Revenge of Drancon™

Graphics/Sound: 6

Response: 6

Fun/Realism: 7

Ultimate Score: 6.3

Who is Drancon? And why does he seek Revenge? Why has he kidnapped Tanya? We have no idea at all.

We don't care what they call this game: we know what it is. The Revenge of Drancon is a slightly reworked version of Hudson's Adventure Island, one of the relatively undiscovered gems of the Nintendo world. We assume there was some sort of copyright or licensing reason for the rename, but the chosen title and the ogre rising from the volcano displayed on the box cover and manual are much more threatening than the cute and entertaining game within.

This is a very simple and fun game, sort of a mini-Mario Bros. and a good game to show off the capabilities of the Game Gear.

You'll chase across the landscape, jumping over campfires, vaulting across the clouds and skateboarding up and down hills in search of Tanya. **One player.**

WHO?

You are Tom, and your girlfriend Tanya has been kidnapped by the evil lords of the forest.

WHAT?

Run, jump, throw axes and ride your skateboard over the forest and through the woods.

USING THE GAME GEAR CONTROL PAD

Directional Button (D-Button): Press Left or Right to move

in those directions. Press Up together with button 2 to jump higher. Press Up/Left or Up/Right to move faster.

Button 1: Press to throw the axe if you have one.

Button 2: Press to jump. Press with the Up arrow or with button 1 to jump higher.

MAGICAL POWERS

The strange world of the forest includes a variety of important special items. Grab them and use them.

Eggs. Walk into them or throw an axe at them to break them open. Inside you will find an **Axe** to throw, or a **Skateboard** to ride on. You will have an unlimited supply of Axes to throw, but only two can be in midair at one time; you will lose the Axe or the Skateboard when you bump into an obstacle or enemy.

Milk. Grab a bottle to fill your Power Gauge.

Angel. Grants temporary invincibility.

S*E*G*A. Each letter you collect is worth 1,000 points; when you collect all four you will be rewarded with an extra life.

Watch out for the **Spotted Eggs**. They contain **Grim Reapers** that can cut your life short.

Doll. You must pick up every Doll in every round to win the right to compete in the final area. Makes you eligible for the Doll Bonus.

Hibiscus. Once you have picked up a Doll in a round, a pretty hibiscus flower will appear.

SCORING

All sorts of fruit and other foods hang from the trees and other parts of the world. Each is worth points and power.

Banana: 50 points

Apple: 50 points

Tomato: 100 points

Carrot: 100 points

Melon: 200 points

French Fries: 500 points

Mushroom: Increases the point and power value of each piece of food picked up later.

Other special items earn points as follows:

Axe: 100 points **Skateboard:** 500 points

Milk: 500 points **S*E*G*A:** 1,000 points each

Hibiscus: 500 points **Doll:** 1,000 points each.

At the end of each round you will also earn a Doll Bonus equal to the points earned in the Round Bonus.

Round Bonus. The more power you have left at the end of a round, the more points are awarded.

BONUS STAGE

Keep your eye out for mysterious Warp Items. When you grab one of them, you will be joined by Ronnette, who will escort you to a Bonus Stage where you can pick up extra points and power.

NUMBER OF LEVELS

There are nine areas, each made up of four rounds. Once you move past the round flag in each area, you will be able to continue from that point if you lose your life.

SECRETS OF THE PROS!

The Skateboard is a comfortable and quick way to travel, but it is difficult to slow down and all but impossible to stop. Press the Left arrow (against the direction you are moving) to slow the board as much as possible. In some stages of the game you may want to pass by a board without jumping on.

Your throwing Axe is not always effective against an enemy who is very close by. You may have to back away a bit in order to hit a snake, frog or other annoyance.

Don't blast through eggs unless you are certain you do not want to pick up what is inside. If the Axe, Skateboard or other item within bounces off the screen to the left you will not be able to move back to get it.

SUPER SECRET

Round Select. From the title screen, press and hold Down and then press Start. Use the Up arrow to select the starting round.



Shinobi™

Graphics / Sound: 9

Response: 7

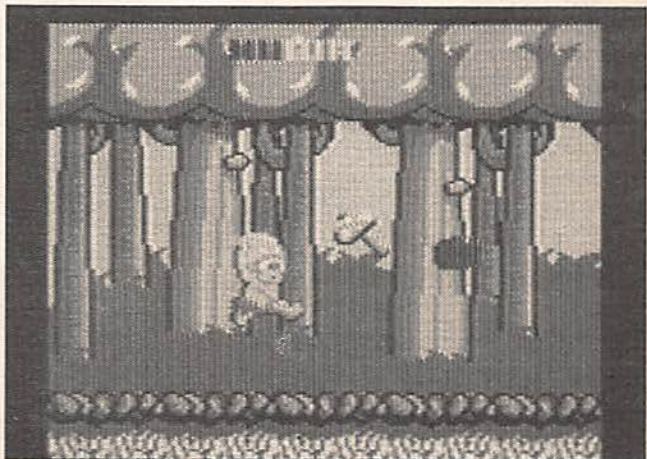
Fun / Realism: 7

Ultimate Score: 7.7

Why is everybody always kicking at me? That's a fair question for our hero, Joe Musashi, also known as the Red Shinobi.

Once again the fabulous fighters of Ninja Valley are sent forth to single-handedly save the world from the forces of evil. In this case, it seems that the forces of the dark have established a base within Neo City, a modern metropolis.

The Master of the Oboro School of Shinobi determines to send his very best students, but one by one his pupils—Blue, Green, Pink and Yellow—have been taken captive in Neo City. And so,



the Master goes to the best of the best: you, Joe Musashi, with your Red sash. Kick and slash and punch your way to the rescue of your classmates and then destroy the City of Fear.

Various Shinobi adventures have thrilled flying feet fans at video arcades, on the Sega Master System and Sega Genesis Systems for years and so the makers of this first Game Gear version obviously had their creative work cut out for them. We can report to the Master that his disciples have done well. This is a most impressive piece of programming and design, the best of its type for any hand-held video machine. **One player only.**

WHO?

You are Joe Musashi, the Red Shinobi.

WHAT?

Neo City has been taken over by evil forces; the first four Shinobis sent in to break their grip have been taken captive. Free them one by one and add them to your force as you battle for truth, justice and the Shinobi way.

HOW?

Kick, punch, slash and throw Ninjutsu magic in a colorful and very well-designed epic.

USING THE GAME GEAR CONTROL PAD

Directional Button (D-Button): Press Left or Right to move in those directions.

Press Down to squat.

Press Down/Left or Down/Right to walk while squatting.

Press Down with button 2 to jump down.

Press Up to enter a doorway.

Button 1: Press to attack.

Button 2: Press to jump.

SCREEN DISPLAY

There's only one indicator on the screen, and it is the only one that matters: the Power Gauge is at top left. Each time you are

touched by an enemy, you will lose one or more of the blocks in the gauge; when all are gone, you will lose a life.

During play, press the Start button to pause the action and display the Status screen. Each time you rescue a Shinobi, he will join you; you can switch between warriors to deal with certain obstacles. Use the Up or Down arrows to highlight the Shinobi you want to use, and then press button 1 or 2.

Also on the Status Screen is an indicator of the number of times you are able to use your Ninjutsu magic; each Shinobi has a different set of powers. And finally, the screen will display the current score and the number of additional players left in the game—if the number reads 2, this means you have two lives plus the one currently in use.

THE SHINOBI

Red (Joe Musashi). The leader of the gang of four, he fights with the fearsome Ninja Slicer, a razor-sharp saber. His Ninjutsu power creates an earthquake that shakes things up considerably.

Blue. His attack features the Crescent Blade Yo-Yo, which is a deadly toy. In addition to using the yo-yo as a weapon, the Blue Shinobi is also capable of using the device to swing from one place to another by hooking the blade using button 1. His Ninjutsu power allows him to twist into an invincible tornado to blow away enemies; he can also fly while he is part of the wind.

Yellow. The yellow warrior can throw spheres of Shinobi Force that he generates within his own body. Press button 1 to build the force; the longer the button is held down, the more powerful the force will be. His special feat allows him to walk on water. Yellow's Ninjutsu power creates an invincible Lightning Barrier around himself.

Pink. A professional bomb-thrower, his special feat is the ability to walk on the ceiling. Press the Up arrow and then press button 2 to jump and stick to the ceiling. Continue to hold button 2 and use the Left or Right arrows to move; release the but-

ton to drop down. Pink's Ninjutsu power produces a blinding light that immobilizes foes and can also light up the darkness.

Green. His attack features Shuriken throwing stars. Green's special feat is a super High Jump. Press button 2 to jump; while in midair, press button 2 a second time for a higher leap. Green can throw five Shurikens in midair; press button 1 while jumping. His Ninjutsu power is very powerful but will cost you one player to use; the Self-Blast blows up Green and anyone around him.

SPECIAL ITEMS

Break open any of the Item Boxes you see in the game to release important special items.

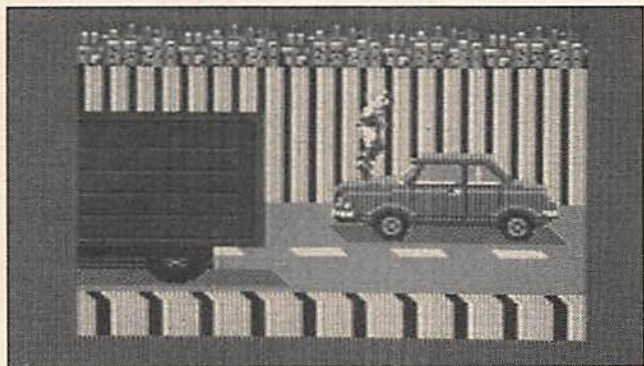
1 Up. An extra player.

Heart. Refills two units of your Power Gauge.

Power Up. Adds two units of capacity to your Power Gauge, allowing it to hold more hearts when filled.

Ninjutsu. Gives you the ability to use Ninjutsu magic; you will lose any stored Ninjutsu credits when you lose a life. Although the screen is limited to indicating up to nine Ninjutsu magic credits, you can actually possess more; the computer will keep count.

Bombs. Stay away, or go bust.



LEVELS

There are four rounds between Joe Musashi and the final showdown in Neo City. You can begin in any round you choose; see "Secrets of the Pros!"

Highway. Pink is held captive. Jump from truck to car, avoiding enemies and staying out of traffic. You'll need to defeat the copter to let Pink loose.

Valley. Blue is in the cave. You'll start with a wild ride from log to log in the rapids above the waterfall; jump off the log onto the shore to avoid an uncontrolled plunge over the falls. You'll have to defeat the fighter with the sword at the end.

Woodland. Green is in the tower. Jump from tree branch to branch avoiding saw blades. Near the end, you will come to the ruins of a pagoda that is occupied by laser-blasting statues, evil monks and the hovering Mask of Death.

Harbor. Destroy the robot to free Yellow, held captive on the ship. This scene includes some very unusual graphics, including longshoremen with hooks and hammers. Ride the dockside crane to some of the upper levels.

NUMBER OF LIVES

You will start with five lives; 1-Ups are available inside some of the item containers.

SECRETS OF THE PROS!

One of the keys to success in this game is to battle your way through the levels in the order that gives you the use of additional Shinobis with appropriate powers. For example, the Yellow Shinobi—held captive in the Harbor scene—is capable of walking on water, and the Valley scene starts out in a very watery area. Therefore it would be valuable to have Yellow for the Valley. The Harbor scene requires some high-jumping, which happens to be Green's specialty.

Here's the key to a secret sound test: From the title screen hold Up and press Start.

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*Slider*TM

Graphics/Sound: 8

Response: 8

Fun/Realism: 8

Ultimate Score: 8

Slider is a clever animated maze/arcade challenge that is very well suited to the Game Gear.

Here's the story: The land of Furland (home of the Furballs) has been invaded by unnamed agents of mischief. Their terrible crime is this: They have painted the pink landscape of Furland blue. Of course, anyone would know that Furballs can't stand blue, right?

Your goal, then, is to scoot around the complex maze to repaint the blue to pink. The complication, though, is that the agents of mischief have left behind booby traps, strange devices and stranger creatures who will interfere with your task.

That's all there is, but like most addictive puzzle games, a simple idea well executed is much better than a complex idea poorly done. Slider is a winner.

The game includes passwords to allow you to reenter the game with your hard-won position intact. Be sure to record the codes as you move along.

The game was called Skweek in its Japanese version and was programmed by the very capable French company Infogrames, also responsible for impressive works like Fantasia.

We worked with an early preproduction copy of the game; some details may change in the final version. **One player only.**

WHO?

You are the Slider, the defender of the once-pink 99 continents of Furland.

WHAT?

The agents of mischief have painted Furland blue and the Furballs are seeing red!

HOW?

Paint the town pink, avoiding all sorts of unusual creatures and traps.

USING THE GAME GEAR CONTROL PAD

Directional Button (D-Button): Press to move Slider up, down, left or right.

Button 1: Press to shoot.

Press to warp when Slider is standing on a warp block.

SCREEN DISPLAY

There are six important indicators displayed from left to right across the top of the screen.

Teddy Bears. An indication of the number of Teddy Bears collected by Slider.

Score.

Tiles. The number of tiles remaining in the current stage.

Time. Remaining time in the stage.

Item Lamp. It will glow green when Slider has collected green shoes, and blue when he has a freeze gun.

Bonus Window. A hint from the program that the pictured bonus item is available in the direction shown by the arrow.

PLAYING THE GAME

Slider's goal in life is to move through the various levels of the game. He can advance from one round to the next by performing any of the following tasks:

Painting pink every tile in the current level;

Entering the secret door to the next stage, if it appears on screen;

Freezing six enemies at one time, using the freeze gun, or

Collecting four different-colored Teddy Bears; you will also receive a bonus of five extra lives for accomplishing this difficult task.

TYPE OF TILES

Blue Boom. All of the tiles within three blocks are destroyed; Slider must keep moving so that he won't fall into the resulting hole.

Booby Trap. The tiles will break and fall away when Slider steps on them; our hero must keep moving to keep from falling into a hole. The resulting hole can sometimes isolate Slider in a section of the screen where he cannot escape.

Enemy Nest. Watch out for new enemies hatching; Slider will lose a life if he is on the tile when a new pursuer pops out.

Green and Yellow Walls. Slider cannot climb over these. Some walls, though, will turn into blue tiles if shot by the laser gun.

Holes. If Slider falls in one, he will lose a life.

Ice Tiles. Once Slider starts moving across ice, he will continue to slide in the direction he is headed until he comes to a new type of wall or tile.

One-way Tile. Slider will be able to move quickly in the direction of the arrow, and with some difficulty against the arrow.

Short Cut. When Slider stands on the warp tile, he will zoom to the other end of the tunnel when button 1 is pressed.

Green Boom. All of the enemies on the screen are destroyed.

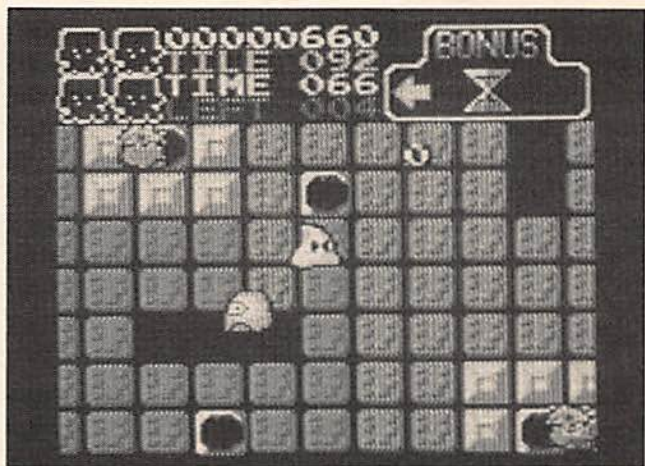
SPECIAL ITEMS

Special weapons or other items will appear on the screen from time to time; they will disappear after a short while. Keep an eye on the bonus window in the upper right corner of the screen; look for an arrow and a picture of an available item to point you toward a goodie.

WEAPONS. Slider can hold only one weapon at a time; be careful not to replace a powerful device with a weaker one.

Laser Gun. A powerful gun that can destroy some walls as well as enemies.

Multi-fire Gun. Continuous fire in one direction.



Plus Gun. Shoots up and down at the same time.

Diagonal Gun. Shoots in four diagonal directions at the same time.

Octagonal Gun. Shoots up, down, left and right as well as four diagonal directions at the same time; in other words, in eight directions at once.

Freeze Gun. Freezes enemies for a short period of time. Slider can destroy frozen enemies by running into them. One way to clear a level is to freeze six enemies at the same time. The blue lamp will light when Slider has the gun.

Barrier. Provides invincibility for a short period of time; Slider will flash while he has this power. Invincibility will disappear any time Slider warps.

BONUS ITEMS.

Teddy Bears. If Slider can collect one of each of the four colors of bears, he will be rewarded with five extra lives. The collected bears are displayed at the top left corner of the screen.

Baby Slider. A 1-Up.

Ice Cream. 3,000 points.

Hamburger. 8,000 points.

Door. A secret Stage Exit.

Green Sand Clock. The green hourglass adds 20 seconds to your remaining time.

Pink Sand Clock. The pink hourglass adds 40 seconds to your remaining time.

Shoe. Allows Slider to walk normally over ice tiles and arrow tiles. The green lamp will light when Slider has the shoes.

Wings. Allows Slider to move faster.

Gift Box. A mystery prize. Some boxes may offer bonus points, but others can cause you problems. Some of these problems include the "Blue Curse" that will make Slider turn pink tiles back to blue.

ENEMIES

Ghost. He moves slowly and somewhat predictably; shoot him before he touches you.

Menace and Slipster. They move randomly around the screen. Avoid them and shoot if you can.

Bopper. Don't mess with him: You can't destroy him.

Tentacles. Shoots bullets.

Crasher. Breaks down walls to come after you; if you're really clever, though, you can use his wall-crashing ability to take down barriers blocking your way.

Painter. Undoes your work by painting some pink tiles back to blue.

NUMBER OF LIVES

You will begin the game with five lives to slip-slide away. When Slider loses a life, any weapon or shoe in his possession will be lost; he will hold on to any Teddy Bears, though.

Slider will lose a life when any of the following occurs:

Time runs out for the current level;

Slider falls into a hole;

Slider is caught by an enemy or is hit by a bullet; or

Slider is on an enemy nest at the moment a new pursuer is hatched.

SECRETS OF THE PROS!

Some of the rooms, especially those with booby traps or blue boom tiles, must be completed in a particular order. If you become stuck, the only way out is to use the Reset command and forfeit one life.

Don't automatically stop your tile-changing to chase after each and every bonus item available; you will use up some of your time, and chasing after the bonus may put you in danger.

Here are some passwords from the Japanese version of the game that may work in the final product; use them to take a peek at a few of the upper levels:

Level 2: **AJAJ**

Level 4: **AACC**

Level 3: **JJL**

Level 5: **JALE**

If you choose to play for the highest possible point level, you may want to avoid using the secret doors from one level to another.

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Solitaire Poker™

Graphics/Sound: 7

Response: 6

Fun/Realism: 8

Ultimate Score: 7

In Solitaire Poker, what you get is what it's called. This is a very entertaining mixture of two classic card games: solitaire and poker. You'll puzzle over the order and selection of cards in

the manner of solitaire and then find a way to arrange those cards into a high-value poker hand.

This is not a timed game, except in the special one-on-one version; the emphasis is on brain cells and not trigger fingers. The cartridge makes good use of the Game Gear screen, and controls are easy to master and use (although we wish there was a take-back button to undo a mistake). **One player, or two players using two machines, two cartridges and Gear-to-Gear Cable.**

WHO?

Deal, you say.

WHAT?

A computer-assisted mixture of poker and solitaire.

USING THE GAME GEAR CONTROL PAD

Directional Button (D-Button): Move to select a card.

Press to choose the column where you want to drop the card.

Button 1: Press to shift the screen to the left to display the

Scoring Chart; press again to return to the play screen.

Button 2: Press to choose a card from one of the four groups.

Press to drop the selected card into one of the columns.

PLAYING THE GAME

The game deals from a deck of 53 cards: 2 through Ace of Hearts, Diamonds, Clubs and Spades, plus a single Joker. Your goal is to select cards that will allow you to score sufficient points to clear the round; the various "hands" of poker—called Sets in this game, are each assigned point levels based on their relative rarity. Thus, a simple matching pair is worth the least while the elusive Royal Straight Flush and Five of a Kind (using a Joker) are worth the most.

THE TEN SETS

There are ten different ways to score points in this game. When a row, column or diagonal is filled, the screen will

indicate if the block of cards includes a Set for scoring. You can score by arranging cards across the screen (horizontally), up and down the screen (vertically) or diagonally from one corner of the screen to the other. Any Set established on the diagonal will score double points.

1P (One Pair). Two cards of the same number or face in one row or column. 200 points.

2P (Two Pairs). Two pairs of matching cards in one row or column. 400 points.

3K (Three of a Kind). Three cards of the same number or face in one row or column. 800 points.

FL (Flush). Five cards of the same suit in one row or column. 1,000 points.

ST. (Straight). Five cards in a single row or column that can be arranged to be in consecutive order, starting with any card. For example, 3-4-5-6-7, or 9-10-J-K-Q. 1,400 points.

FH. (Full House). Three of a kind and a pair in the same row or column. 1,800 points.

4K. (Four of a Kind). Four cards of the same number or name in one row or column. 2,000 points.

SF. (Straight Flush). A combination of a Straight and a Flush, with five cards of the same suit that could be arranged into consecutive order. 2,400 points.

RSF. (Royal Straight Flush). A combination of a Straight and a Flush, with five cards of the same suit that could be arranged into consecutive order, 10-J-Q-K-A. 2,800 points.

5C. (Five of a Kind). Five cards of the same number or name in a single row or column; it is possible only with the use of the Joker. 3,000 points.

THE SCREEN

There is a tremendous amount of information displayed on the screen in Solitaire Poker. Among the data are important indicators of your game status, displayed at the top right corner of the playing area. From top to bottom, they are:

Total. The current score.

Needed. Number of points required to clear current round. (This is calculated as LEVEL minus STOCK.)

Level. The number of points required to clear the level before any Bank points are applied.

Bank. The Bank or Stock displays the number of points carried over from previous rounds; in this way any bonus points you score in a level can be applied to later rounds.

MODES

1P. The standard solitaire game in which you progress through a series of three games of 15 rounds, each with a higher point requirement.

TRY-1. A single test round.

VS. A two-player head-to-head game that requires use of a Gear-to-Gear Cable, two Game Gear machines and two copies of the game.

DIFFICULTY LEVELS

Easy. You will start with a requirement of 6,000 points, which will increase by 350 points in each round. For the first five rounds of the game, the four groups will have only the top card displayed; in the second five rounds, the top three cards are displayed, and for the final three rounds the patterns will rotate between first card displayed, first three cards displayed and 24 cards displayed.

Hard. You will start with a requirement of 8,000 points, increasing by 350 points in each round. The top three cards in each group will be displayed.

Special. You will start with a requirement of 8,000 points, increasing by 350 points in each round. Only the top card in each group will be displayed.

TWO-PLAYER GAME

The special head-to-head version of the game includes an untimed game and modes that place 30-, 60- or 90-second

limits. The time limits need not be identical for the two players, which is one way to handicap a better player.

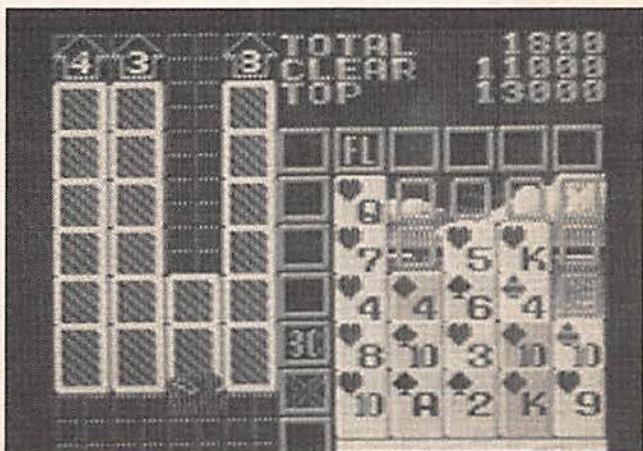
Type A. Each player can see the first three cards in each group and is competing to score the most points in the allotted time in a best-of-five competition.

Type B. The same game with an additional complication: each time you make a set of three of a kind or better, you will reduce the number of cards that your opponent can see, with more cards disappearing for the higher-value sets such as Four of a Kind, Royal Straight Flush and Five of a Kind.

SECRETS OF THE PROS!

When you are playing in the one of the upper levels of the game, with 12 or even 24 cards displayed on the deck, you may find it necessary to use a card without scoring points in order to uncover a buried card that will allow you to build a high-value set.

There is only one Joker in the deck, and there is no guarantee that the shuffle of the cards will result in its being displayed in a particular game. We can't imagine many situations where you



would not want to use a Joker if it is available, but you should take your time to find the very best use.

There is no going back once you have selected a card; study the available cards and be sure to look up, across and on the diagonal for possible sets.

Pay special attention to the diagonal in the game; you will earn double points for any set established in this manner.

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Super Monaco GP™

Graphics/Sound: 6

Response: 6

Fun/Realism: 6

Ultimate Score: 6

Travel the world's greatest race tracks without leaving your chair. Super Monaco GP Game Gear puts 16 Grand Prix race courses in the palms of your hands. This is a very nicely done small version of the Genesis and arcade favorite. **One or two players. Two-player versions require two machines, Gear-to-Gear Cable and two copies of the game.**

WHO?

You've got the highest-power joystick on the road.

HOW?

Go as fast as you can, but stay on the track.

USING THE GAME GEAR CONTROL PAD

Directional Button (D-Button): Press Left or Right to steer in those directions.

Use arrows to move the selection marker in Decision screens.

Button 1: Press to accelerate (Automatic Transmission).

Press to downshift (7-Speed Manual Transmission).

Button 2: Press to use brake. (Automatic Transmission).

Press to upshift (7-Speed Manual Transmission).

OPTION SCREEN

At the start of the game you can choose between Grand Prix and Free Practice.

Free Practice. You are the only car on the road, and you can select the number of laps from 1, 3, 5 or 7. Choose among any of the available courses in the cartridge.

Grand Prix. The Formula-1 race series is made up of 16 races at tracks all around the world. Each race consists of three laps around the course.

There are 14 cars on the track. You must place within the top ten in order to go on to the next race; points are awarded to the top six finishers only. In other words, unless you improve your position in the race by at least four cars, the game is over.

SETTINGS

The standard racing car is as follows:

Wing: Type 1. Tire: Soft

Engine: Lorry32 V10 Transmission: Automatic

Here are the available options for customization:

Wing. Adjust the aerodynamic design of your vehicle by selecting between Type 1, which offers good control in turns but does not aid your speed, and Type 2, which boosts your top speed at the expense of control in the turns.

Tires. Soft tires give better traction, but don't last as long as Hard tires.

Engines.

	Top Speed	Acceleration
Lorry32 V10	290 kmh	Quick

Vapor V8	300 kmh	Fairly quick
Lizzie24 V8	310 kmh	Fairly slow
Firenze V12	321 kmh	Slow

Transmission. A Manual transmission offers improved acceleration and speed control, but demands more attention from the driver. An Automatic is easier to use but not quite as zippy.

TWO-PLAYER GAME

With a pair of Game Gears connected by a Gear-to-Gear Cable, contestants can enter into one of three types of competition:

Grand Prix. Player 1 starts in the 13th position and Player 2 in the 14th spot. The race is against each other as well as the 12 computer-controlled cars on the track. Racers must finish in the tenth position or better in order to advance to later courses.

VS. Battle. Go head-to-head—just you and your friend—around the track. You will be able to customize your vehicle with any of the available options.

Handicap. A version of the VS. Battle offering only a few custom choices: transmission, course, number of laps and number of races.

SECRETS OF THE PROS!

Study the small map of the course in the corner of the screen and learn to anticipate the turns. The difference between winning and losing is your ability to stay on the course.

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Woody Pop™

Graphics/Sound: 6

Response: 6

Fun/Realism: 6

Ultimate Score: 6

Sooner or later, everything old is new again. So it is with Woody Pop, which is a portable color Game Gear version of one of the very first video games. Among the many versions we have seen are those called Breakout, Blockout, Arkanoid and Alleyway.

Your assignment is to control the left and right movement of a paddle at the bottom of the screen, positioning it beneath a bouncing ball that will rebound up to strike an overhead block or other object. In this game, the paddle is given a name: Woody Pop. It is the job of our buddy Woody to defend the honor and



safety of the Enchanted Mansion and its toy factory against the onslaught of the Mad Machine.

This game includes 50 levels of paddling, with all sorts of unusual blocks, strange obstacles and unusual special items. The Game Gear controls are very well used; we appreciate the availability of a "slowdown" button for the paddle.

Woody Pop is a pointless exercise in arcade action, and a lot of fun even in its third or fourth generation. **One player only.**

WHO?

You are Woody Pop, ace block popper.

WHAT?

A super-enhanced version of a game that dates back to the origins of video gaming: Move the paddle under the ball to make it destroy blocks it touches.

USING THE GAME GEAR CONTROL PAD

Directional Button (D-Button): Press Left or Right to move Woody in those directions.

After you clear a level, press an arrow in the direction you want to go.

Button 1: At the start of each stage, press to launch the ball off of Woody.

When you have a Shot item, press to shoot.

When you have the Glue item, press to release the ball.

Button 2: Press to make Woody move slowly.

OPTION SCREEN

Beginner. The ball will start out moving relatively slowly and pick up speed. You will earn an extra ball at 20,000 points and for each 40,000 additional points.

Average. The ball will pick up speed moderately. You will earn an extra ball at 20,000 points, and for each 80,000 additional points.

Expert. The ball will pick up speed quickly. A single extra ball will be awarded at 20,000 points.

BLOCKS

There are at least four different types of blocks that stand between Woody and the last room in the Enchanted Mansion.

Normal Blocks. Solid blocks in six different colors.

Wooden Blocks. They must be hit several times in order to break them, unless you are using a Flame.

Crystal Blocks. Break them to reveal special items.

? Blocks. They can only be broken if you have a Diamond item; when you make contact, tiny robots or toy soldiers will appear on the screen and get in your way. Still, you will have to get the ? Blocks off the screen sooner or later to clear the round.

SPECIAL ITEMS

Hidden within the Crystal Blocks are 11 different items that bestow special powers.

Diamond. Turns the ball into a diamond which can break any type of block.

Flame. Turns the ball into a flame that will destroy the block it hits as well as those above and below it.

Weight. Makes the ball become heavier and slower moving.

Yellow Potion. Makes Woody much wider, making it easier to catch the ball.

Red Potion. The ball becomes bigger.

Double. Just what you need: two balls to chase after. The two balls will be twice as destructive as long as you can keep them in play; when one of the balls falls through the hole at the bottom of the screen you will be able to continue play with the remaining ball.

Extra Ball. An extra life.

Shot. When you have one, press Button 1 to shoot at blocks, robots or soldiers.

Glue. Makes the ball stick to Woody, giving a short break in the action. Press button 1 to release the ball.

Skull. Enlarges the size of the pit, making the game more difficult.

Hammer. Repairs the enlarged pit.

SCORING

Blocks

Red: 50 points **Yellow:** 100 points
Blue: 60 points **Crystal:** 100 points
White: 70 points **Wooden:** 100 points each time touched
Green: 80 points? **Block:** 1,000 points
Pink: 90 points

Obstacles

Robots, Soldiers or Train. 100 points.

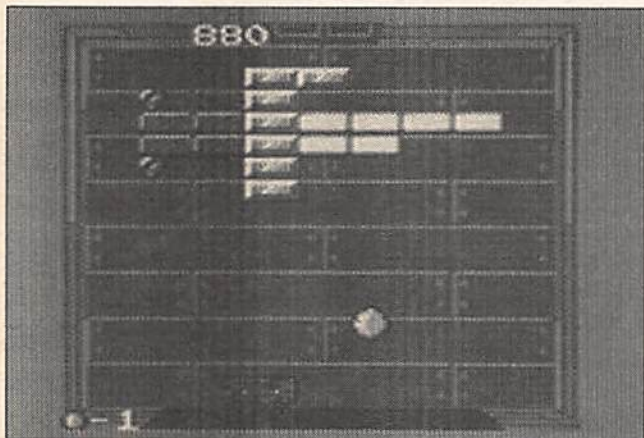
Special Items

Special items are worth 500 points, except for the Skull, which is worth nothing.

POWER PLAYER HINTS

Let the computer do the work for you: Maneuver the ball up the sides and over the top of the rows of blocks. It will bounce around up there for a while, taking out blocks left and right.

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World Class Leaderboard™

Graphics / Sound: 7

Response : 6

Fun / Realism: 7

Ultimate Score: 6.7

Pack your clubs, sharpen your spikes and throw a set of batteries into your bag: We're going golfing.

World Class Leaderboard takes you to four of the world's most challenging golf courses. Before you take to the links, you can head for the driving range to perfect your long-range swings or putter on down to the putting green to work on the short strokes.

The game breaks no new ground, but is a very polished golfing simulation that will surely entertain golfing aficionados who are somewhere between their Genesis and the first tee of the real thing. **One to four players on a single Game Gear.**

WHO?

You're the pro around here.

WHERE?

Four of the most famous golf courses in the world: St. Andrews, Cypress Creek, Doral and Gauntlet.

USING THE GAME GEAR CONTROL PAD

Directional Button (D-Button): Press Left or Right to aim your shot.

Press Up or Down to select your club on the fairway.

Button 1: When ready to swing, press the button to set the power of your shot; press again to set the degree of hook or slice.

Button 2: Press to open or close the Top menu.

OPTION SCREEN

You can choose between **Play the Game**, **Putting Green** and **Driving Range**. Use the arrow keys to highlight your choice and press button 1 to select.

Once into the golf game itself, you can choose between three levels of play: **Novice**, **Amateur** and **Professional**. Each level has a different style, as follows:

	Novice	Amateur	Pro
Ball can hook	No	Yes	Yes
Ball can slice	No	Yes	Yes
Affected by wind?	No	No	Yes
Club selection	Computery	Player	Player

Each player can enter his or her name, and those names will be displayed as they play and recorded on the leaderboard and scorecards of the game.

PLAYING THE GAME

We'll discuss first the skills you need at the Driving Range and Putting Green, since those same skills are necessary when you are playing a full round.

Driving Range

Here's the chance to try out each of the clubs in the bag. Select between Novice, Amateur and Professional levels. Use the Up or Down arrows to cycle among the available clubs. Then use the Left or Right arrow to aim your shot. (See "Secrets of the Pros!")

Observe the Power Meter and Hook/Slice Indicator at the lower right corner of the screen. Hitting the ball on the fairway is a two-step process.

First, press and hold button 1 and watch as a white bar rises on the left side of the meter. Release the button while the bar is still rising—the closer the bar comes to the top of the meter, the more power will be applied to the drive.

Second, watch as the bar drops, waiting for it to enter the

desired area of the Hook/Slice Indicator, which is below the Power Meter. Note the horizontal white line through the Hook/Slice area. Press button 1 again when the bar is above the line to make the ball hook; press the button when the bar is below the line for a slice.

Hooks and slices will only occur in the Amateur and Professional levels, and the wind will only have an effect in the Professional game.

To leave the driving range, press button 2 to display the top menu, use the arrow keys to highlight Abort and press button 1.

Putting Green

Study the putting situation set up by the computer. Along the right side of the screen is an indicator that will tell you how many feet you are from the cup.

Pay attention also to the Slope Indicator, which is a small set of lines at the bottom left corner of the green. Think of the upright portion of the indicator as a stick in the ground facing straight up; the longer "shadow" cast by the stick indicates the lay of the green. If the shadow heads to the left, for example, that tells you that the green slopes to the left and that you should compensate by aiming your putt to the right.

At the right corner of the screen is the Power Indicator, which has two different forms, depending on the level of game chosen.

For Novice and Amateur players, the indicator has a scale showing the approximate number of feet the ball would travel if moving across a level surface. Be sure to compensate by choosing a longer distance if you are putting uphill, or a shorter distance if you are putting downhill.

For Professional players, the indicator gives more of a "feel" than an actual readout. No distances are listed, and the bar will stop moving after a moment; keep your finger on the button to continue drawing the putter back until you feel you have enough power behind the putt.

Wind has no effect on putts.

TOP MENU OPTIONS

Punch. An extra bit of effort is applied to help you make a difficult shot. One place to apply this is when shooting from a sand trap to the green; no Sand Wedge is included in your bag, but a "punched" iron should suffice.

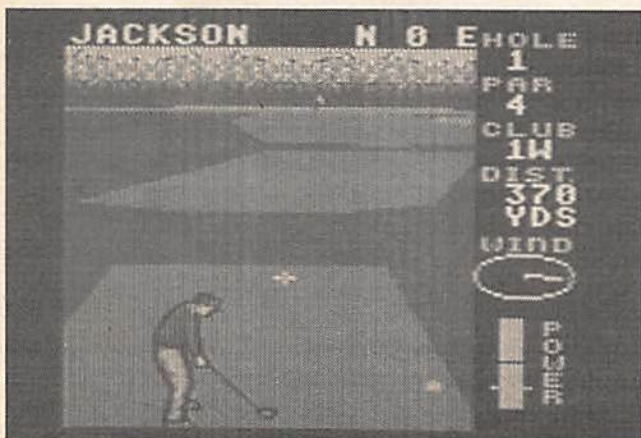
Topview. Changes the screen display to give you an overhead view of the entire hole, with your current location indicated. You can also use this option for a conference with your computer "caddie" who will make a suggestion about which club to try next.

Left or Right. Select one or the other to shift the display in those directions. This simulates turning your body away from the expected direction to drive the ball; for example, you might choose not to hit the ball over water and instead take the long way around on the fairway.

GROUND RULES

One stroke is added to your score each time you hit the ball; in golf, the goal is to complete the course with the *fewest* possible strokes.

If you hit the ball into the water, you will be penalized by



one stroke, and must replay the ball from its original position.

When there are two or more players in the game, after teeing off on the first hole the players will shoot their subsequent shots based on the golfer who is furthest from the pin.

The player with the lowest score on the last hole receives "honors" and gets to tee off first on the next hole.

THE COURSES

St. Andrews. One of the birthplaces of the game, the club was founded in Scotland in 1754, although the game may have been played there for two centuries before. The large course features huge greens. Par 72, 6,989 yards.

Doral Country Club. The "Blue Monster" in Florida includes almost as much water as it does grass. Par 72, 6,945 yards.

Gauntlet Country Club. One of the more difficult courses in the world, with particularly difficult traps and water hazards. Par 72, 6,443 yards.

Champions Cypress Creek. A Texas-size course, the site of many PGA tournaments. Par 71, 7,232 yards.

SECRETS OF THE PROS!

Play the game for a while at the Novice or Amateur level and get to know the courses and swings before you try the more challenging Pro level.

Use the arrows to aim your drive as part of a computation that takes into account the wind direction and any tendency to hook or slice in your swing (in Amateur or Professional levels).

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Game Gear Mini Hints

BATTER UP.

A fielder running with the ball moves at twice the speed of a baserunner. This is important information on both offense and defense.

NINJA GAIDEN.

Here's a password to the ending credits of the game: **MONTY**

Here's a much more important code, offering Invincibility:

NODIE

SPACE HARRIER.

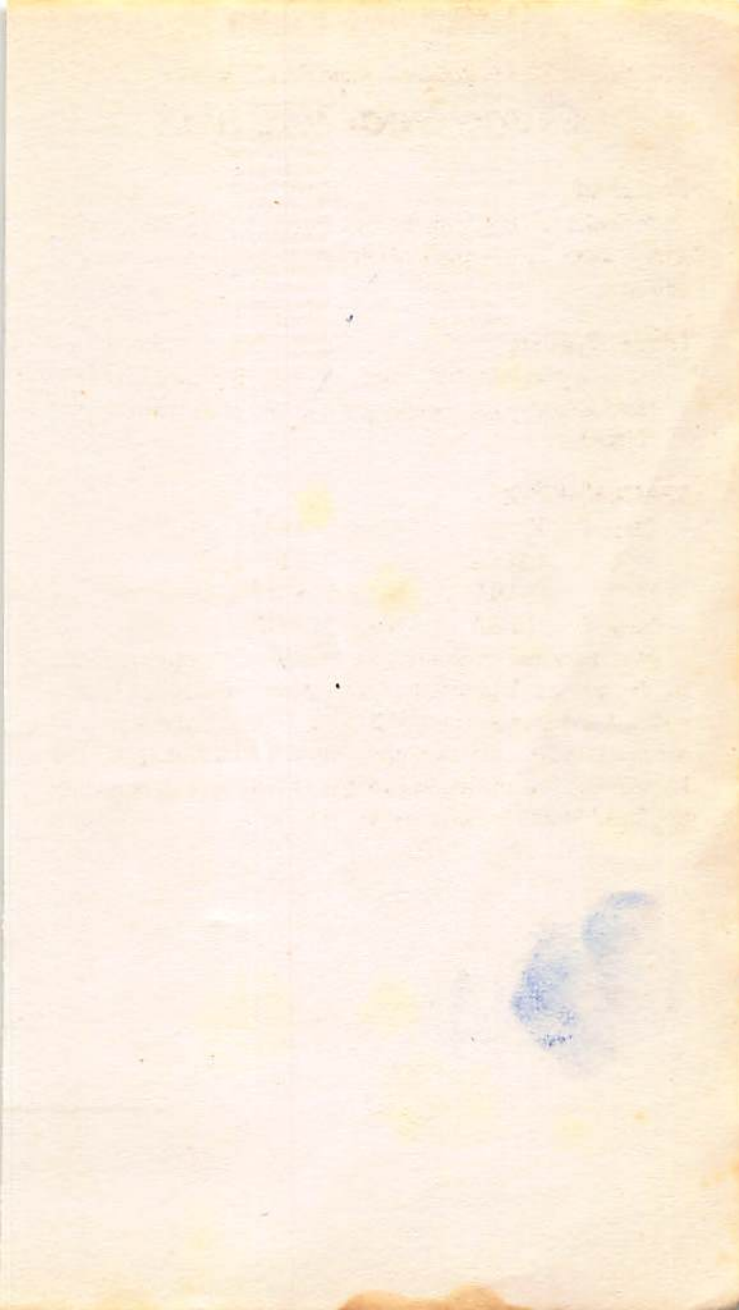
Stage 2 **EAGF** Stage 7 **FBHE**

Stage 3 **CHFA** Stage 9 **BFCH**

Stage 5 **DGBC** Stage 10 **HGDA**

Stage 6 **HBGA** Stage 11 **AGEC**

Here's the key to choosing between an Easy or Hard mode for this shooter. Turn off the Game Gear, and then hold down button 1 and Start as you switch it on. Wait until the Sega logo appears on screen and then press button 1 and Start again. The log will fade out and the word "HARD" will appear; press button 2 and Start to change to the "EASY" mode.







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