TOTALLY KIDS™

Spring 1994

$1.00

FOX 29 Kids Club

What kind of ship is the hardest to sink?

Friendship!

Set your sails toward being a good friend...the treasure is invaluable!

Whether you say hello to a shy schoolmate, high five someone who's feeling low, or include the new kid on the block in the fun stuff you and your buddies do ...you'll discover the rewards of being a good friend.

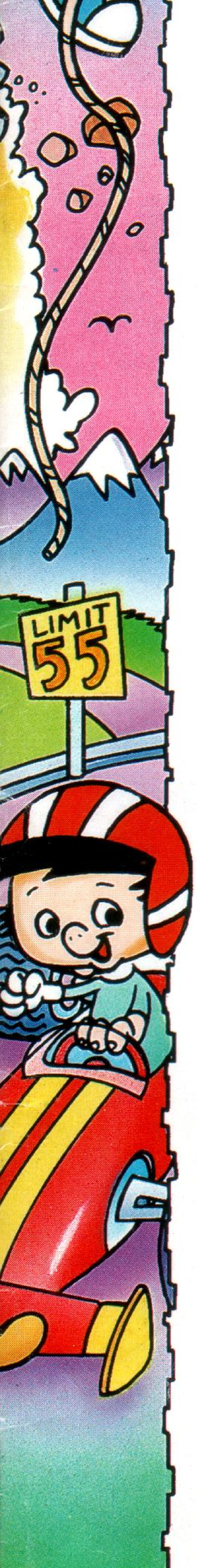
As FOX 29 Kids Club Members, we say "THE MORE FRIENDS THE MERRIER!" We'd like to know YOU better, so send us a picture of you with your pals! We'll add your silly grins to our FOX 29 Friendship Wall. Then you'll see yourselves, along with us, weekday mornings on FOX 29!

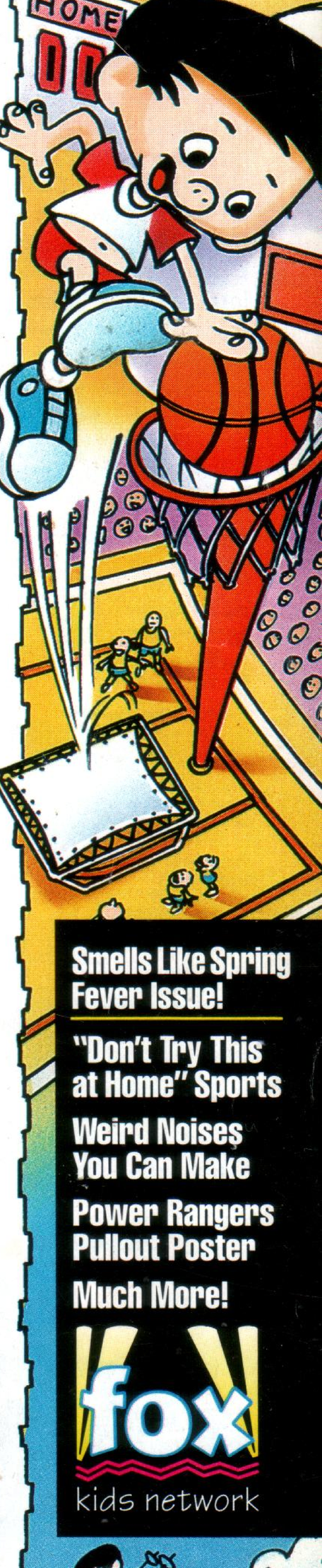
FOX 29 FRIENDSHIP WALL
P.O. BOX 42-1029
Minneapolis, MN 55442--1029

SEA Ya Around.

Your pals,

Cammy & LeRoy





Smells Like Spring Fever Issue!

"Don't Try This at Home" Sports

Weird Noises You Can Make

Power Rangers Pullout Poster

Much More!

fox kids network

The FOX KIDS CLUB Magazine

McDonalds® Helps You McRead Your Way To A McGreener McWorld®

McDonald's®

FROM THE BIG GUY

Okay, FOX Kids, time to come out of hibernation! Spring is right around the corner. Cool! What better way to celebrate than with the latest issue of your very own ultra-happenin' *Totally Kids!* Inside are some new FOX friends. You've probably already heard of Carmen Sandiego, but now you'll see her on FOX with all-new mysteries. Also joining the lineup is a superhero like you've never seen before. Who is it? Find out on page 22. We've got lots more stuff inside, including a pull-out poster featuring your favorite Morphin friends.

Questions? Comments? Send them to
THE FOX KIDS CLUB
BERT GOULD, VICE PRESIDENT
PO Box 900, Beverly Hills, CA 90213

The Final Word Guys
Judith Ross Enderle
Stephanie Gordon Tessler

The Art Guys
Peter Green Design

The Printing Guys
R. R. Donnelley & Sons

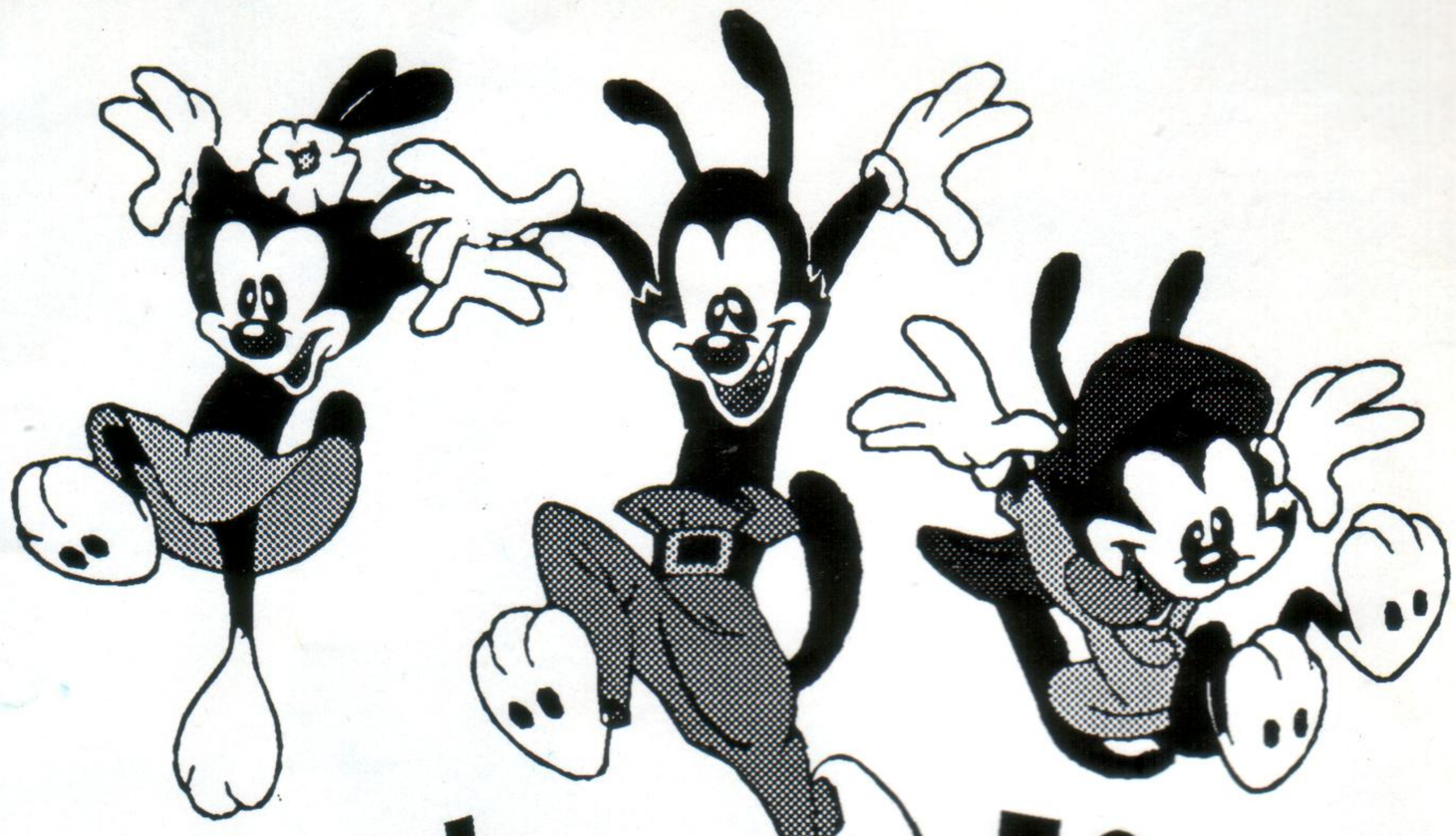
The Put-It-Together Gal
Theresa Kennedy

The Word Nerds
Steve Melching
Boyce Miller
Scott Russell
Edwin Heaven
Drew Massey
Lynne Wever

The Big Helpers
Robin Lia
Tom Yi
Jennifer Luke
Debra McCormick
Barbara Zimmerman
Joe Zimmerman

And a Big Thanks to
Saban Entertainment
Sega America
Ben Edlund
Film Roman
Broderbund Software

TOTALLY KIDS
Published quarterly © 1994 FOX BROADCASTING CO. FOX KIDS CLUB & TOTALLY KIDS are trademarks owned by FOX BROADCASTING CO. All rights reserved. Reproduction in whole or in part by any means without express written permission is prohibited. WHERE ON EARTH IS CARMEN SANDIEGO? © 1993 DIC Animation City, Inc. Used under license. Property ® Broderbund Software, Inc. THE TICK, OXYMORONS, STUPID ALIENS, WILBEE BAXTER, © & TM 1993 FCN. All rights reserved. TERRIBLE THUNDERLIZARDS, © & TM 1993 FCN. All rights reserved. MIGHTY MORPHIN POWER RANGERS, characters, names and related indicia are TM SABAN © 1993. All rights reserved. ANIMANIACS, characters, names and related indicia are TM Warner Bros. © 1993. TAZ-MANIA, TM & © 1993 Warner Bros. All rights reserved. TINY TOONS, TM & © 1990 Warner Bros. MERRIE MELODIES, TM & © 1992 Warner Bros. All rights reserved. BATMAN, TM & © Warner Bros. BATMAN and all related elements are property of DC Comics, Inc. © 1992. All rights reserved. DOG CITY, Dog City characters, TM & © 1993 Jim Henson Prod., Inc. Dog City series © 1993 Nelvana Ltd. BOBBY'S WORLD, TM & © 1993 FCN. "BOBBY" is TM Alevy Prod. All rights reserved. EEK! THE CAT, TM & © 1993 FCN. All rights reserved. X-MEN, TM & © 1993 Marvel Entertainment Group. All rights reserved. TOM & JERRY KIDS, TM & © 1993 Turner Entertainment Co. All rights reserved.



Weekdays on FOX2o

MORNINGS!

6:30 Captain Planet
7:00 Inspector Gadget
7:30 Yogi Bear & Friends
8:00 Merrie Melodies
8:30 Woody Woodpecker

AFTERNOONS!

3:00 Tom & Jerry Kids
3:30 Tiny Toon Adventures
4:00 Animaniacs
4:30 Batman
5:00 Mighty Morphin Power Rangers

KIDS TALK

IN OUR LAST ISSUE WE ASKED:

What would you put in a time capsule and why?

Jeffrey Mallari
Age 14
Pittsburg, CA
KTXL FOX 40 Kids Club

I would put some of the things that kids today play with, like video games. I think that kids in the future will be amused with this because they would see the video technology we have now. Technology in the future would probably surpass all the video games we play with today. On a more serious note, I would also put a red ribbon to signify AIDS awareness and research. Hopefully it wouldn't be used anymore.

Jennifer Pineda
Age 8
Seattle, WA
KCPQ FOX 13 Kids Club

If I were to put something in a time capsule for kids to open 50 years from now I would put a jar of air so people could smell the past. Also I would put a comic book so the people could see what kind of comic book was made then.

Phillip Lemaire
Age 11
Deweyville, TX
KVHP FOX 29 Kids Club

I would put a copy of *Gone With the Wind* in the capsule and attach a note to it saying "If you have a VCR watch this tape." I would do this to make them suffer like I did. I would also put a baseball card that is old so they can cash it in and give the money to the homeless.

Lindy Law
Age 12
Cornish, UT
KSTU FOX 13 Kids Club

I would put a picture of where I live (out in the boonies) to see if the population grows and see if a mall could ever be built closer to my house!

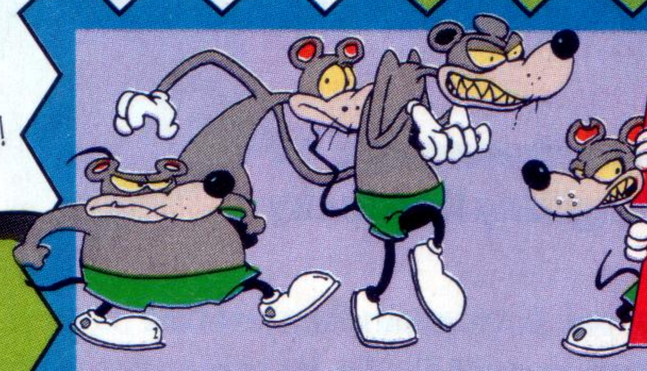
April Anders
Age 13
Edwards, MS
WDBD FOX 40 Kids Club

If I could put anything I wanted in a time capsule, and kids would open it in 50 years, it would have to be my little brother. But when they open it, they'll probably try to send him back! (I wouldn't blame them!)

Next issue:

If you could live anywhere else, where would it be and why?

Send your answers to KIDS TALK, PO Box 7771, Burbank, CA 91505. Be sure to include your name, age, address and FOX Kids Club station. All letters become the property of TOTALLY KIDS and may be published in a future issue.

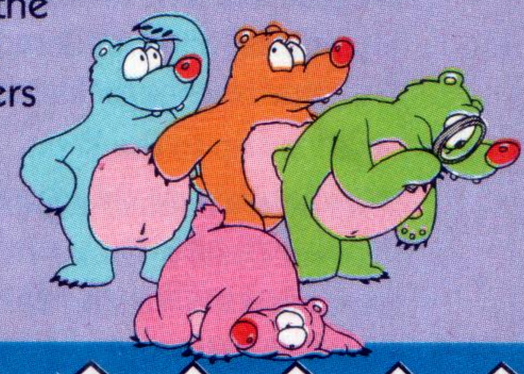


HELP EEK!

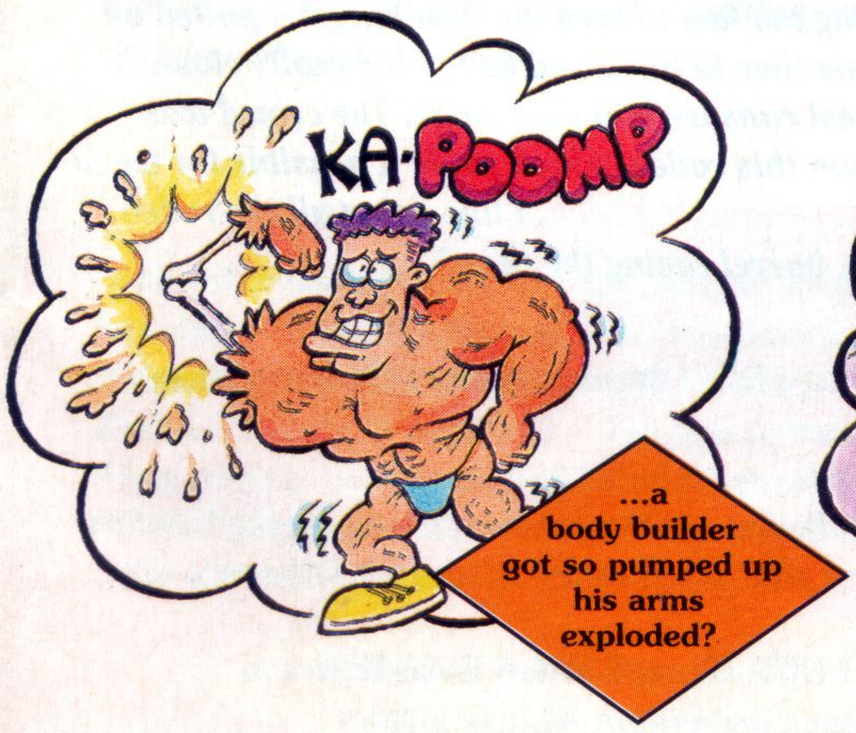
HELP EEK SAVE THE SQUISHY BEARS FROM THE RAT PACK

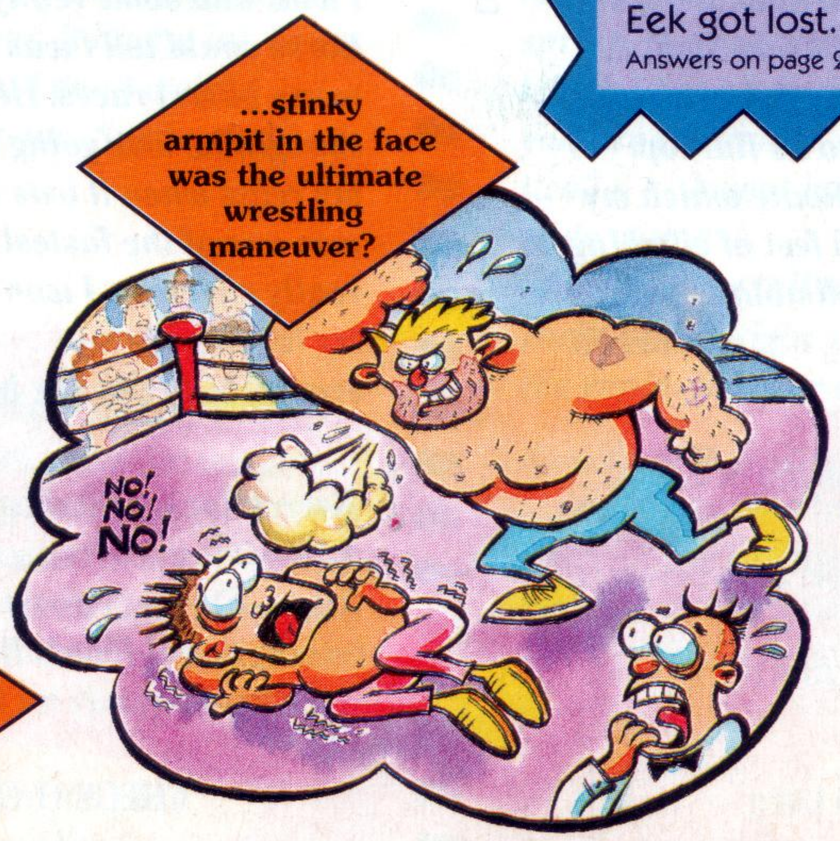
The Rat Pack has kidnapped the Squishy Bears and Eek is looking for them in the wrong place! Find each of the four Squishy Bears and each of the four Rat Packers throughout the magazine. Add the page numbers of the Squishy Bears and subtract the page numbers of the Rats to get the page where Eek got lost.

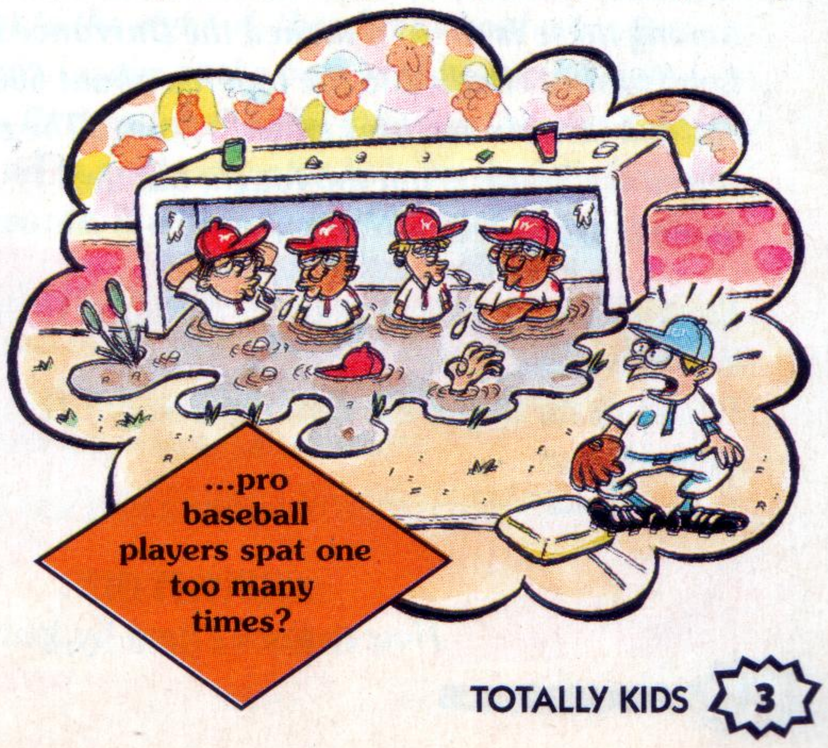
Answers on page 27



Catch Eek! The Cat yourself every Saturday morning on FOX.

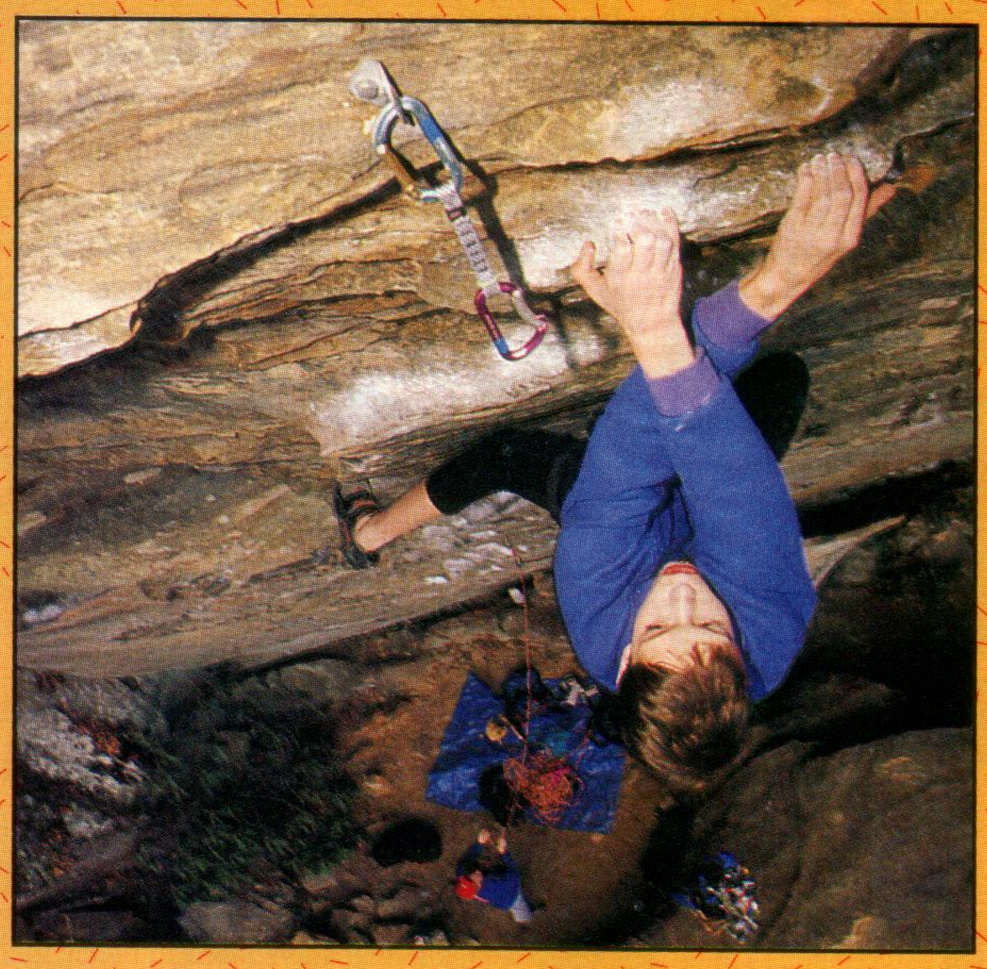




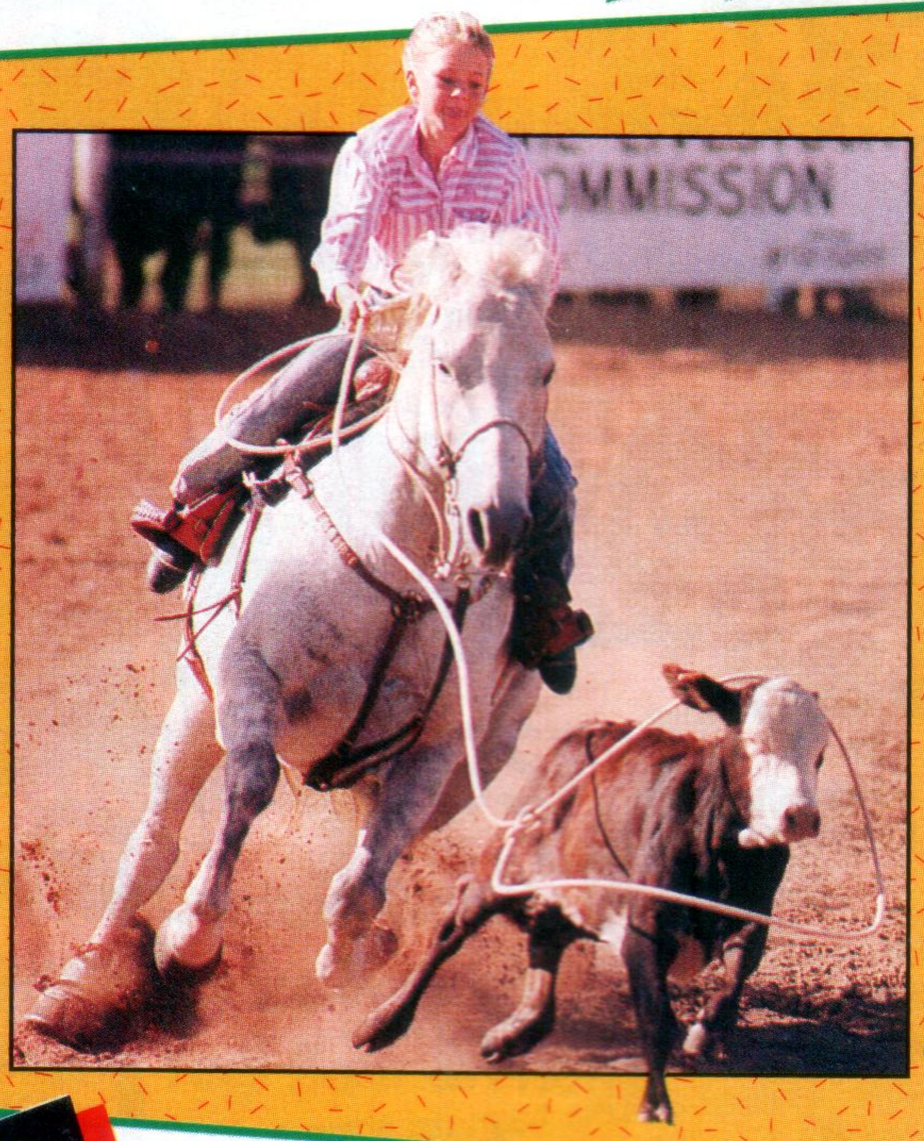


Hey, kids! It's me, Robin—the original "boy wonder." Look, it's really cool hangin' with Batman and acing the bad guys. But you don't have to dodge bullets or jump off buildings for excitement. Just check out these kids in sports so extreme, you'll scream!

Totally



Steve McFarland



David Jennings

ROCK CLIMBING

David Hume, age 12
Lexington, Kentucky

Here's a real life kid-cliffhanger. David climbs at a level of difficulty that most adult climbers can't handle. He uses ledges and cracks in the rock, sometimes no wider than a nickel, to claw his way to the top of very steep rocks, using ropes and harnesses to catch him if he falls. Have you ever looked out the window of a tall building and wondered what it's like hanging on the outside? Well, this is what rock climbing felt like to David on his family vacation trip to the West.

"One of my coolest experiences as a climber was when I climbed Devil's Tower in Wyoming when I was nine. Devil's Tower is an amazing spire of rock, about 1,200 feet high, which shoots out toward the sky from a totally flat prairie. A bunch of cracks split its surface and lead to its flat top. Among these is a route named the Durrance Route which my family and I climbed to the top. It's about 600 feet of climbing divided into six sections called pitches. The climbing on the Durrance Route is not too tough, but the exposure and height made it pretty scary."

Route—Like a trail that climbers use to get to the top of a rock. It usually has a name.
Pitch—As far as you can climb on a length of rope, anywhere from 80 to 150 feet.
Exposure—The sensation of feeling a long way from the ground.

CHECK IT OUT:
How to Rock Climb by John Long

Ducks wake up at the quack of dawn.

RODEO

Janae Ward, age 11
Addington, Oklahoma

Ride 'em, cowgirl! Janae is ranked fifteenth in the world in barrel racing—against adults! She competes in pole bending, goat tying and calf roping, too. These are just a few of the events that make up rodeo, kind of like the Cowboy Olympics. They wrestle bulls and ride bucking broncos just like in the old westerns! Janae and her horse, Blooper, ride, rope and collect belt buckles. (They're rodeo trophies; she's won 76 of them!) Yippe kai-ai-aye, little dogies!

"The biggest rodeo I have ever ridden in was at Sallisaw, Oklahoma. There were some tough barrel racers up the same night I was, and some really fast runs the two nights before. I think my horse could tell I was nervous. He is 13 years old and has been to many barrel races. He took off at the very back of the alley and I thought he was going too fast to turn the first barrel. I pulled on my reins when it was time to turn, and he turned really close. It was one of the fastest runs we had ever made. The crowd was really cheering. I won this rodeo, which made it possible for me to try for the International Finals Rodeo. I like doing all the rodeo events, but I like the barrel racing the best."

Barrel Racing—Riding a horse through a slalom of barrels for speed.
Run—One event or race.
Alley—The path from the gates to the front barrels.
International Finals Rodeo—At the end of each year, the top 15 riders in the world qualify for this "world series" of rodeo in Oklahoma City.

CHECK IT OUT: ***Horse & Rider: From Basics to Show Competition*** by Judy Richter

Kids Sports

IIIEEEEEEEE!!!

Rich Bennett

Christopher Smith

SKATEBOARDING

Holly Bennett, age 9
Pacifica, California

Skateboards weren't always for thrashers. They were invented by surfers in the sixties, when they couldn't get to the beach. Now, people all over use them to do tricks like flips and jumps. Holly has tons of experience shredding on her deck. But going head over heels 12 feet in the air and landing on a piece of wood on wheels can get pretty scary. Of course, Holly always wears a helmet, knee pads and elbow pads when skateboarding, so she can really go for it.

"The hardest trick I've ever done is a railslide on an eight-foot-high vertical ramp. I can do 50/50s, and fakey rocks, too, which are very difficult. I took a really hard face fall on a ramp when I was six years old and knocked my tooth out. It hurt a lot. I can beat some older kids skating on a ramp, but I don't weigh enough yet to catch air. I've started surfing, too. Surfing is like skateboarding on the water."

Deck—Skateboard (about 2 feet long, 6 inches wide, with four wheels).
Railslide—Sliding the bottom of the skateboard along the top pipe of the ramp, and then dropping back down into the ramp.
Ramp—Curved like a giant "U." Skateboarders ride back and forth, doing tricks at each end. Some skaters use empty swimming pools.
50/50, Fakey Rock—Ramp tricks in different directions using other parts of the skateboard.

CHECK IT OUT: ***Better Skateboarding for Boys & Girls*** by Ross Robert Olney

KAYAKING

Andrew Holcomb, age 12
Bryson City, North Carolina

It's wet, wild and really dangerous. Shooting the rapids upside down underwater using his paddle to avoid jagged rocks and strong whirlpools is Andrew's idea of a fun day on the river. He uses a kayak—a boat that you wear which is sealed so that almost no water can get in. Kayaking is rated for difficulty in classes one to six—one being moving water, and six meaning "Don't try this at home!" Andrew dares to go where even fish won't swim, speeding down a river where the slightest mistake could mean disaster.

"The hardest rapid I have ever done is probably the Iron Ring, a rapid on the Upper Gauley in West Virginia. I ran the Iron Ring last spring. It was very intimidating because the Iron Ring is a class six, which is as hard as it gets. If you are just 12 inches off your line you are in trouble. As I approached the top of the rapid there were two holes I went just to the right of, then into about a ten-foot steep slide with a rooster tail wave at the bottom. I had to be right on top of the rooster tail to fit through the slot between the sharp jagged rocks on the right and the ugly monster hole on the left. I cinched the rapid. In other words, it was a beautiful run."

Ran/Run—Kayaking down the river.
Line—The path of travel to get past obstacles in the water.
Hole—A place in the rapids where the water goes backwards; it is very dangerous because you can get stuck there.
Rooster Tail—A wave that curls upstream and sprays up like a rooster's tail.

CHECK IT OUT:
Kayaking by Alan Fox

Q: How do you make a coat last? A: Make the pants and shirt first.

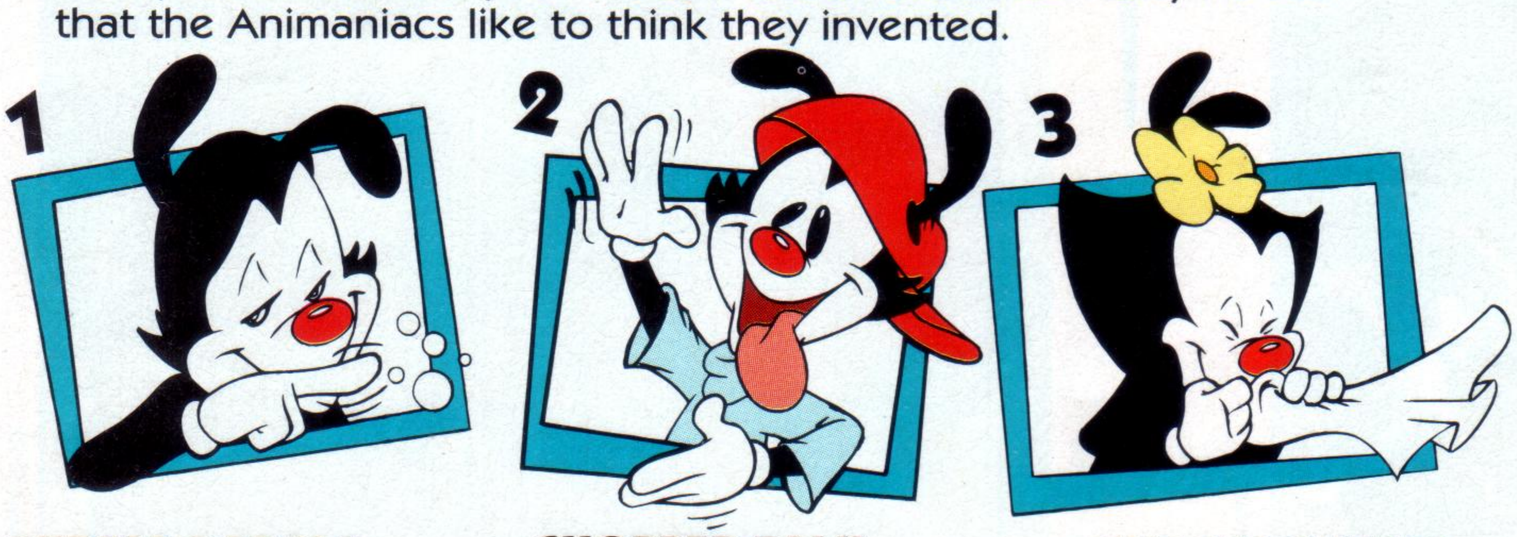
BOOGABRUZZZCH
SHQUORCHESSS
FLAMGAWOOOO

Animaniacs Sound Effects

You say you want to annoy your friends? Astound your parents? Make funny noises in front of your aunts and uncles? Well, for your listening pleasure, Wakko, Yakko and Dot got together to show you some of their favorite...

Watch, taste AND listen to the Animaniacs, weekday afternoons on FOX!

Some of the best sound effects around are those you can make with your hands and your mouth. Check out these nutty noises that the Animaniacs like to think they invented.



BUBBLE BABBLE

Talking underwater without getting wet! Just put your index finger between your lips and wiggle it up and down while you talk. (Blub-blub.) The next time you want to get off the phone say, "I can't talk right now, the bathtub is overflowing." Cool, huh?

CHOPPER TALK

Okay, slap your chest with both hands, one after the other, quickly, over and over. It should sound something like helicopter blades. Now talk. (Ratta-tattaa.) When you're sitting in the back seat of the car, say, "Dad, I think there's a helicopter behind us." Now start slapping... "Mr. Smith, please pull over..."

THE BIG SNEEZE

When done correctly, your average raspberry splat sound can be quite an effective sneeze. Just put your tongue between your lips and make the splat sound short and forceful. Now cover your mouth and nose with your hands or a handkerchief and let go! (Ppbltttbht!!)

MASTERMOUTH THEATER PRESENTS...

A whale of a tale that you can tape, or simply use as material at your next Hollywood audition. Use the sounds you learned above, but remember, use a clean index finger—or borrow a dentist's finger.

(Mouthsound #1: Index finger in place. Okay, now wiggle.)

#1: Help! Yakko here! Can't come to the phone right now on account of I've just been swallowed by a giant whale. Hey, I'm all for saving whales, but right now I wish someone would save me! Wait, is that a helicopter I hear?

(Mouthsound #2: Wakko speaks over thud-thud-thudding of blades.)

#2: Pinocchio, is that you?
#1: Do I look like firewood to you, Wakko? Now get me outta here!
#2: Open up and let the kid out. C'mon, Monstro... it's drafty out here.
#1: It's not exactly a bellyful of laughs in here either. I'm wet, I'm tired, I'm hungry...and I'm not in the mood for sushi!
#2: Keep your pants on! One giant pepper sprinkle coming up! This oughta wake up old blubber-head.

(Mouthsound #3: Okay, make it a big one—whale-sized!)

#3: Ah...Aahh...Aaahhh....SPLAT!
#1: Great, I'm free! But I think the big guy's really angry. He's looking at me and seeing food. Get it? See-food!
#2: Don't worry, I thought of everything. I'll just drop him this can of green peas. That should **tide** him over until you **wave** goodbye.
#1: Gee, another whale rescue by GREEN PEAS!

Check out these other strange noises that you can make with stuff from around the house. They're great for accenting a story, or embarrassing your brother or sister.

1 KERPLOP SPLAT
Put a straw into a dish of pudding and blow. It's great when your friend sits down at the lunch table—just don't let anybody see you do it.

2 ARROW SPROING/QUICK STOP
Hold the end of a plastic spoon or ruler against a sturdy table top. With your free hand gently twang the other end. Change the pitch by sliding the spoon or ruler up and down.

3 DISGUSTING CHEWING NOISE
Gently crumple an empty potato chip bag or paper. Make gulping noises with your throat. Maybe say "How long have these cheese puffs been sitting here?"

4 SICKENING SQUISH POP
Wet the rim of a styrofoam cup and place it upside down on a smooth table top. Now push down on the cup until it's squashed flat. You just stepped on one huge bug!

5 WEIRD "DOYNG" SOUND
Fill a steel bowl or pan halfway with water and jiggle it. Now tap the side of the bowl with a spoon. Do it when your parents are in the next room and say, "I'll get it. It's my intergalactic communicator!... Hello, Zorkon? Yeah, it's me...."

Banging on pots and pans, bicycle horns and all sorts of other things make great sounds, too! Listen to sounds around you and experiment to find other great ways to sound off. Who knows? You may become the next Animaniacs sound effects expert!

CHECK IT OUT:
Mouthsounds
by Frederick R. Newman

Q: What word has the most letters in it? A: Mailbox.

Find seven differences in the two Oxymorons' uniforms.

WHEN KIDS TAKE OVER THE WORLD, WE'LL RECYCLE EVERYTHING FROM ITCHY SWEATERS TO ALL OUR BAD TESTS TO UGLY SCHOOL PHOTOS, EVEN FUNNY MCWORLD ADS!!!

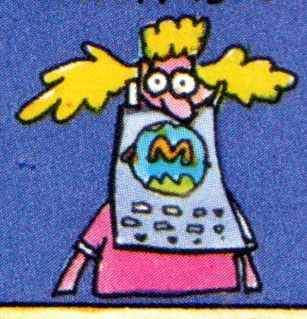
MC WORLD®

HOW TO GET A WHOLE YEAR OF FUN OUT OF THIS PIECE OF PAPER!

(hey, it could happen™)

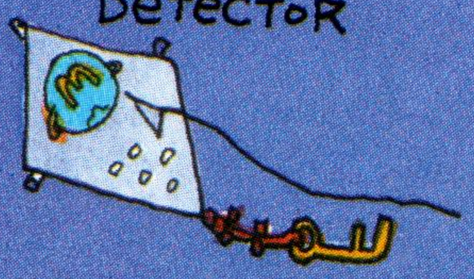
JANUARY
AFFORDABLE ARTWORK

FEBRUARY
FASHIONABLE VEIL



MARCH
DESIGNER PLACEMAT

APRIL
ELECTRICITY DETECTOR



MAY
FRENCH FRY HOLDER

JUNE
HAMSTER BEACH BLANKET

JULY
ATTENTION-GETTING SYSTEM

AUGUST
DOGGIE BIB

SEPTEMBER
DECORATIVE FLOORING

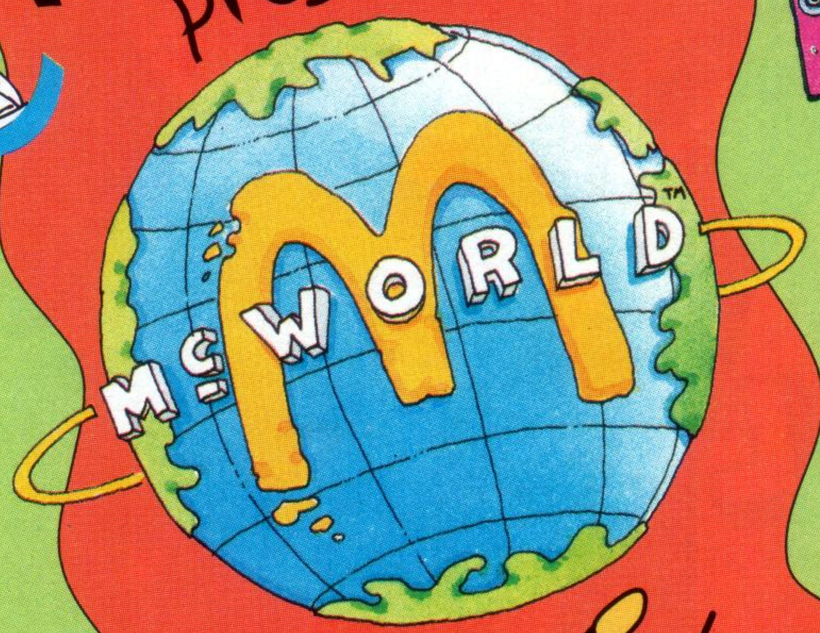
OCTOBER
HAMSTER SLED

NOVEMBER
HANDSOME PAPER WEIGHT

DECEMBER
HOLIDAY CONFETTI

© 1993 McDONALD'S CORPORATION

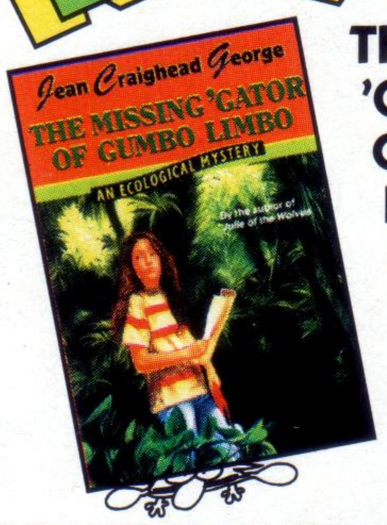
McDONALD'S® Presents



HEY, IT COULD HAPPEN!™

STUPID ALIENS' TRASH TRICK

BOOK REVIEW



THE MISSING 'GATOR OF GUMBO LIMBO

by Jean Craighead George

Reported by
Charlotte Knowlton
Age 11, Medina, OH
WOIO, FOX 19

THE MISSING 'GATOR OF GUMBO LIMBO is an exciting book about nature and friendship. Lisa K. is a "homeless" girl who lives in Gumbo Limbo Hammock in the Florida Everglades with Dajun, a 12-foot alligator. Everything is threatened when an official comes to the hammock with orders to kill Dajun. My favorite parts were when Lisa K. found Dajun, and when I learned that alligators can stay underwater for five hours. I recommend this book; it is full of suspense and adventure.
THE MISSING 'GATOR OF GUMBO LIMBO is the story of a girl's love for a 'gator, an everglade hammock and the peace she found there.

Published by
HarperCollins

Famous Lost Words

INSTRUCTIONS: Some of the words are missing from this story. Without telling your friends what the story is about, ask them for the right kind of words to fill in each blank. When you finish, read the entire silly story out loud. Oh yeah, in case you've forgotten, here's a quick rundown on some of the different word types:

Noun — A person, place or thing. (doctor, stove, mouse, lamppost)

Adjective — Describes a thing. (warm, bumpy, green, ugly, tall)

Plural — Means more than one of something. (doctors, stoves, mice, lampposts)

Verb — Is an action word. (walk, swing, jump, grab)

Adverb — Describes how an action is done. (quickly, carefully, quietly, stupidly)

CAPTAIN CONSERVATION

There I was _____ (VERB (ENDING IN "-ING")) at home, eating a _____ (NOUN) and washing my _____ (NOUN). I let the water run out of the _____ (NOUN) and _____ (ADVERB) turned on the lights and left them on. All of a sudden I heard a noise. A/an _____ (ADJECTIVE) light and a/an _____ (ADJECTIVE) wind knocked me on my _____ (BODY PART). There before me stood Captain Conservation. He was really _____ (ADJECTIVE). I could tell it was him because he wore a/an _____ (NOUN) on his chest, and a cape made of _____ (PLURAL NOUN). "Waste not, want not!" he said _____ (ADVERB). Then he flew away. Now I always conserve my _____ (PLURAL NOUN).

HEY, IT COULD HAPPEN!™

LOOK CLOSELY TO SEE SOME THINGS THE STUPID ALIENS LEFT BEHIND. CAN YOU FIND A BANANA, A SNAKE, A BASEBALL, A FLYING SAUCER, A PENCIL, A BUTTERFLY, AND A BASEBALL BAT?

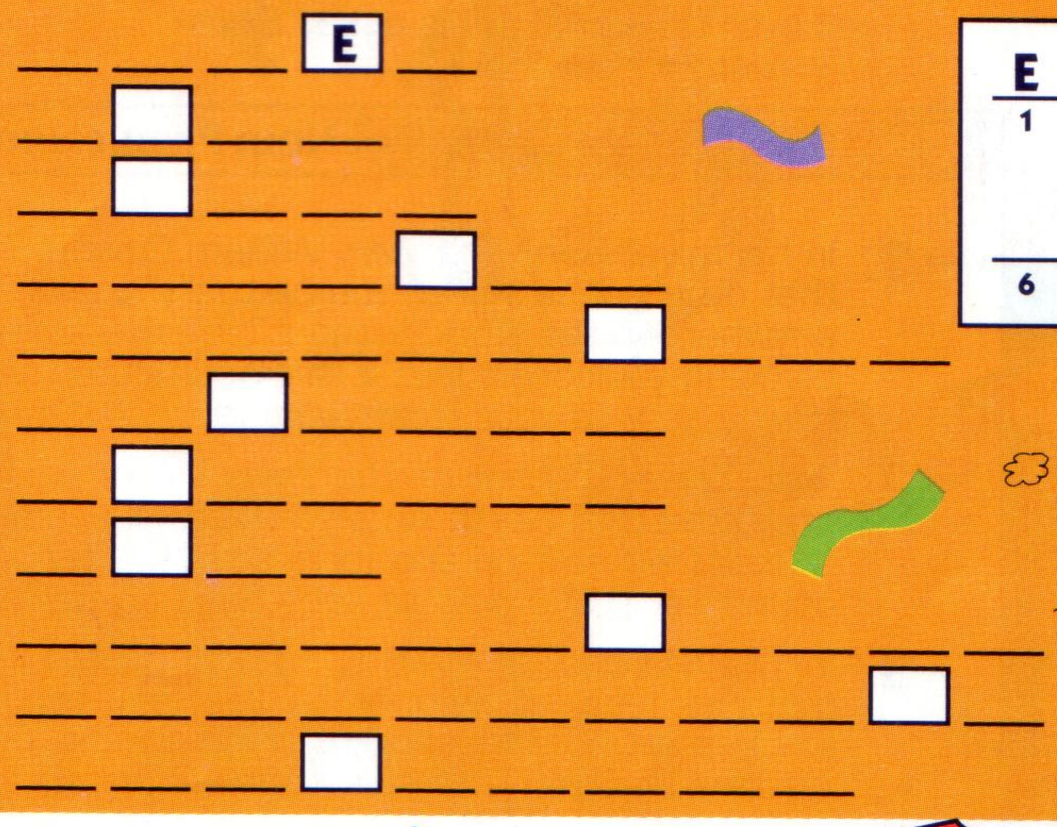
THEY'RE BACK! THERE ARE MORE ALIENS LANDING IN CAFETERIAS AND UNDER BEDS EVERY DAY. HEY, IT COULD HAPPEN HERE! HOW MANY LITTLE STUPID ALIENS CAN YOU SPOT ON THESE TWO PAGES?

Answers on page 27

CLEAN AND GREEN

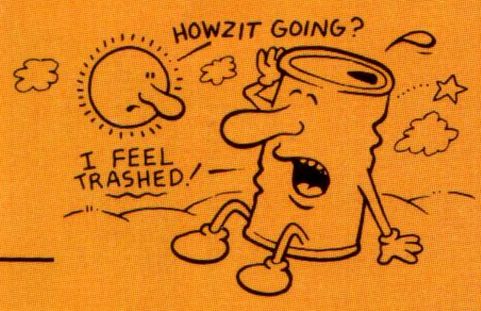
Kids who are aware—CARE! When FOX Kids work together to thrash trash, the Earth becomes clean and green! Unscramble the letters below to form environmentally important words. Then use the letters in the squares to spell out how FOX Kids feel about a CLEAN AND GREEN EARTH!

1. EWART
2. SCAN
3. STRAH
4. SLAPCIT
5. MOSTHEREPA
6. CLEYREC
7. LETSTOB
8. FLEU
9. NORIMENVENT
10. CELETRICYIT
11. WEPPENARS

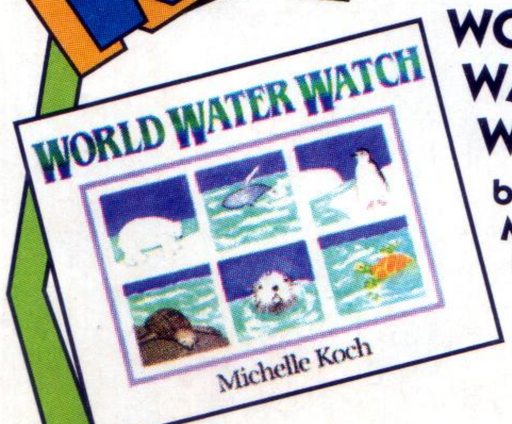


E
1 2 3 4 5
6 7 8 9 10 11

ANSWERS ON PAGE 27



BOOK REVIEW



WORLD WATER WATCH
by Michelle Koch

Reported by
Kelsey Knowlton
Age 8
Medina, OH
WOIO, FOX 19

WORLD WATER WATCH is about endangered animals that live near or in the water. Michelle Koch tells about animals that we need to help because they are dying. People hunt, cause oil spills and wreck their environment. I think this book will help people learn how to take better care of the Earth, her animals and her waters. I especially like Michelle Koch's drawings. I even copied some. If you enjoy animals as much as I do, I think you will like this book.

Published by Greenwillow

Put Your Stamp On The Earth!

What if we kids had our own contest to draw pictures about protecting the Earth...you know, clean air, endangered species, reduce—reuse—recycle?...

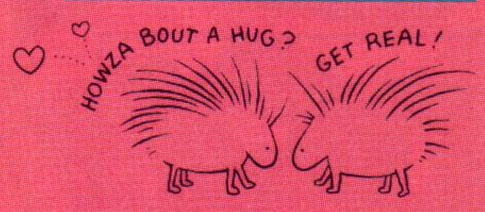
And what if the four kids who won this contest each received $3,000, a free trip to Washington, D.C., and had their designs printed up on 50 million U.S. postage stamps?

HEY, IT COULD HAPPEN!

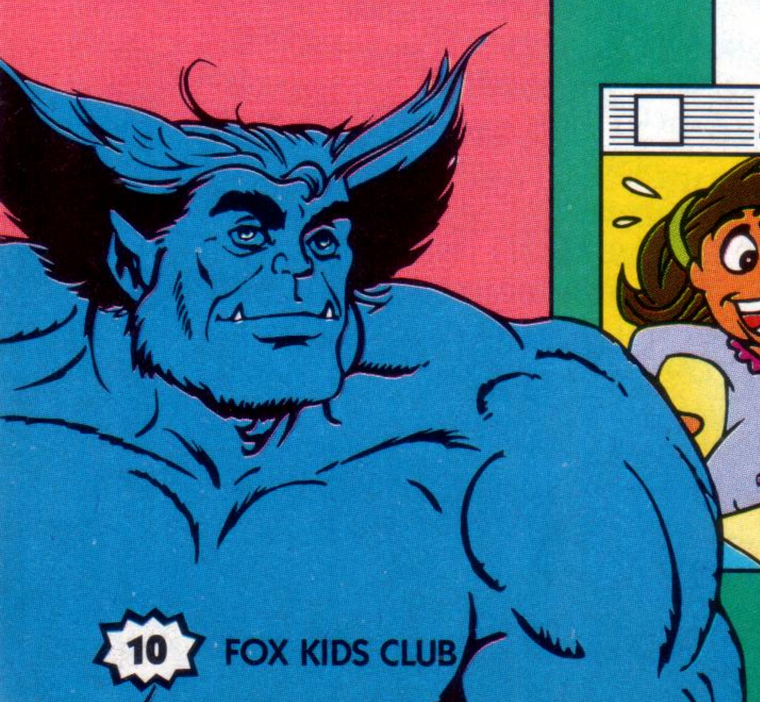
Details in March at local participating McDonald's and post offices. No purchase necessary.

X-MEN® FORECASTING THE FUTURE

While working on the X-Men's super-computer main frame, Jubilee came across this file of predictions made in the first half of the 20th century about life in the 1990s. Help her "save" the predictions that have come true and "delete" the one that is totally off base.



With Beast's help, Jubilee has decided to enter a list of predictions made today about what life will be like 50 years from now. Decide if they should save or delete these entries based on whether you think they will come true.



File Edit Whip Mix Blend Liquefy

Old Predictions

1933: In his story *The Man Who Awoke,* science fiction writer Laurence Manning predicts worldwide gasoline shortages and entire forests being cut down. Save Delete

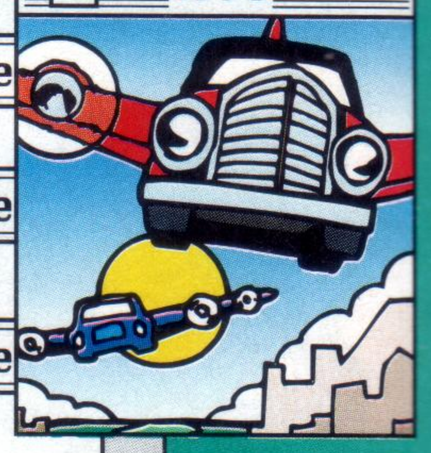
1939: Sci-fi writer Isaac Asimov, in a story titled *Trends,* writes of the first manned flight to the moon. Save Delete

1939: The New York World's Fair displays a *City of Tomorrow,* which predicts freeways connecting every U.S. city. Save Delete

1943: The magazine *Scientific American* publishes an article about how cars will have wings by the 1990s. Save Delete

1945: Arthur C. Clarke, author of *2001: A Space Odyssey,* predicts the use of satellites to beam television and radio signals to places all over the world in his essay *Extra-Terrestrial Relays.* Save Delete

1990



New Predictions

1. In his novel *Neuromancer,* William Gibson predicts that cyberspace will let you "virtually" travel anywhere in the world without leaving your room by plugging your brain into a large computer network. (*Being sent to your room was never this much fun!*) Save Delete

2. Alvin Toffler, author of *The Third Wave,* recently predicted that North America (U.S., Canada and Mexico) will split up and form several new smaller countries. *(Who gets to keep the Liberty Bell?)* Save Delete

3. In *The Merchants' War,* C. M. Kornbluth predicts that junk food will be good for you, and school lunches will contain candy and ice cream. *(No dessert until you finish your cheese puffs!)* Save Delete

4. In *The Hitchhiker's Guide to the Galaxy,* Douglas Adams predicts that plastic surgery fads will change frequently as people attach extra limbs, noses and even animal parts to their bodies. *(Eat, drink and play video games all at the same time with your three arms!)* Save Delete

5. By looking at the history of inflation, Beast has calculated that the average price the tooth fairy will leave for a tooth under the pillow will be $5,000. *(But that will still be pocket change when a comic book costs a million!)* Save Delete

2043

2070

Q: With which hand do you eat your cereal? A: Neither. I use a spoon.

This concludes Jubilee's super-computer system status report. You should write down your own list of predictions and save them along with this magazine for 50 years to see which predictions come true. What will the world be like when you're 60 years old?

We predict you'll watch the X-Men Saturdays on FOX!

JIM CARREY

He's the best there is!

(Actually, he's the only one there is.)

ACE VENTURA

PET DETECTIVE

To serve and protect

...Your pets!

JAMES G. ROBINSON PRESENTS A MORGAN CREEK PRODUCTION ACE VENTURA PET DETECTIVE

JIM CARREY SEAN YOUNG COURTENEY COX TONE LOC DAN MARINO MUSIC BY IRA NEWBORN CO-PRODUCER BOB ISRAEL FILM EDITOR DON ZIMMERMAN, A.C.E.

DIRECTOR OF PHOTOGRAPHY JULIO MACAT PRODUCTION DESIGNER WILLIAM ELLIOTT EXECUTIVE PRODUCER GARY BARBER STORY BY JACK BERNSTEIN

SCREENPLAY BY JACK BERNSTEIN AND TOM SHADYAC & JIM CARREY PRODUCED BY JAMES G. ROBINSON DIRECTED BY TOM SHADYAC

MORGAN CREEK

© 1993 MCP JAM CREEK PRODUCTIONS, INC.

PG-13 PARENTS STRONGLY CAUTIONED
Some Material May Be Inappropriate for Children Under 13

SOUNDTRACK AVAILABLE ON MORGAN CREEK RECORDS

DOLBY STEREO

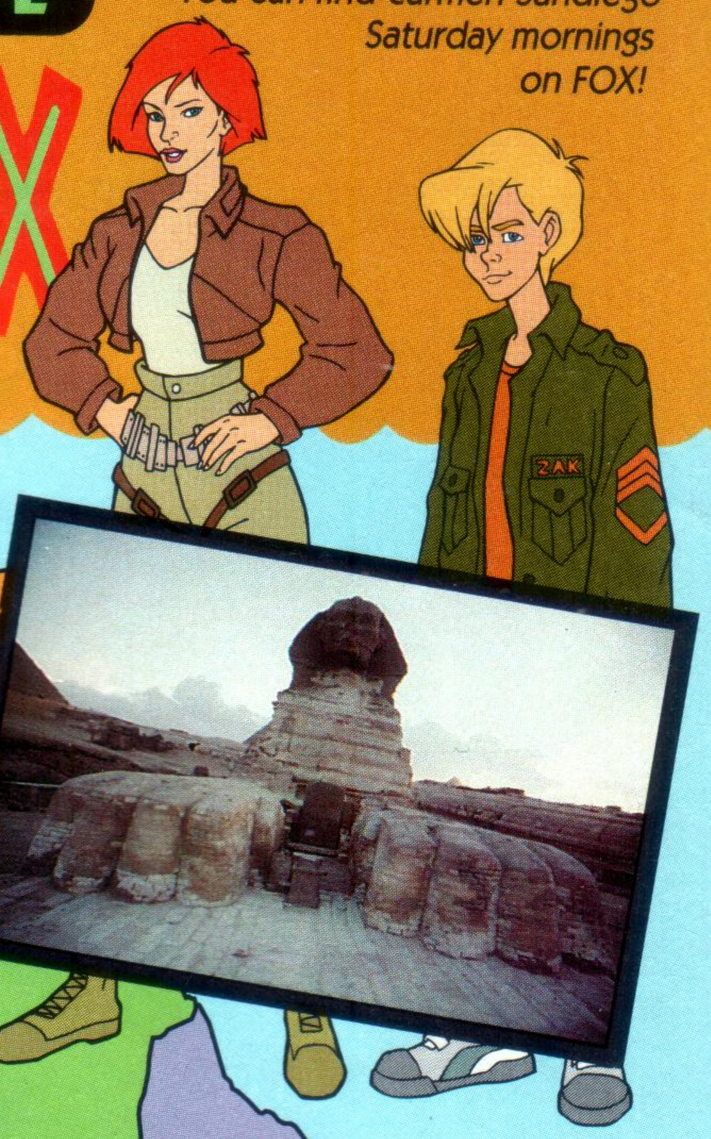
WARNER BROS.
A TIME WARNER ENTERTAINMENT COMPANY

COMING FEBRUARY 4

WHERE ON EARTH IS CARMEN SANDIEGO?

THE CASE OF THE MISSING SPHINX

You can find Carmen Sandiego Saturday mornings on FOX!



A GAME FOR 3 PLAYERS

Carmen Sandiego, international thief of the world's greatest treasures, has stolen the great Sphinx from the desert of Egypt! It's up to Ivy and Zack of the Acme Detective Agency to track Carmen down before she can escape from Africa. Ivy is a tough, stylish and athletic teenager. Zack, her younger brother, is a grungy but smart skateboard-riding kid. They are the only two who can catch Carmen. Pick your favorite character and get started.

TO PLAY YOU'LL NEED:

Game tokens for the detective players. Use anything small—beans, sunflower seeds or rabbit pellets. Paper and pencil for each player.

HOW TO PLAY:

1) Carmen Sandiego picks one country on the map (to hide out in) and secretly writes down its name on a piece of paper. The detectives put their tokens on EGYPT, the "scene of the crime."

2) Carmen Sandiego calls out any one letter in the name of the secret country. Zack and Ivy move their tokens to any country on the map containing that letter where they think she may be hiding. If they correctly guess the secret country, they catch Carmen and win the game.

3) If no one guesses correctly, Carmen calls out another letter and the other players move again. The same letter may be called as many times as that letter appears in the name of the country. Zack and Ivy may both land on the same country; the important thing is to catch Carmen.

4) If no one catches Carmen after four turns, she wins the game and gets away!

- Take turns playing Carmen.
- Try playing with a map of your state, hiding in cities, or a map of the U.S., hiding in states!

Mexican weather report—Chili today, hot tamale

Find five differences between the two Stupid Aliens.

BEDTIME IS FUN TIME WITH Barbie®

Get her ready for bed, "Brush" her teeth

Close her eyes

New Soft Body!

BEDTIME Barbie® is the first Barbie doll with a new soft body made of fabric. She's so cuddly soft you can snuggle up and sleep with her.

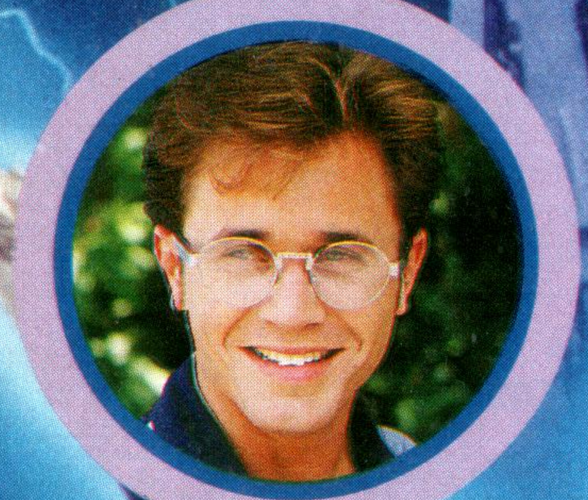
To close eyes and mouth, use warm water (not hot) on washcloth and toothbrush. To open eyes and mouth, use cold water on washcloth and toothbrush. Not for use with some Barbie® fashions.

MATTEL®

© 1993 Mattel, Inc.

MIGHTY MORPHIN

POWER RANGERS™



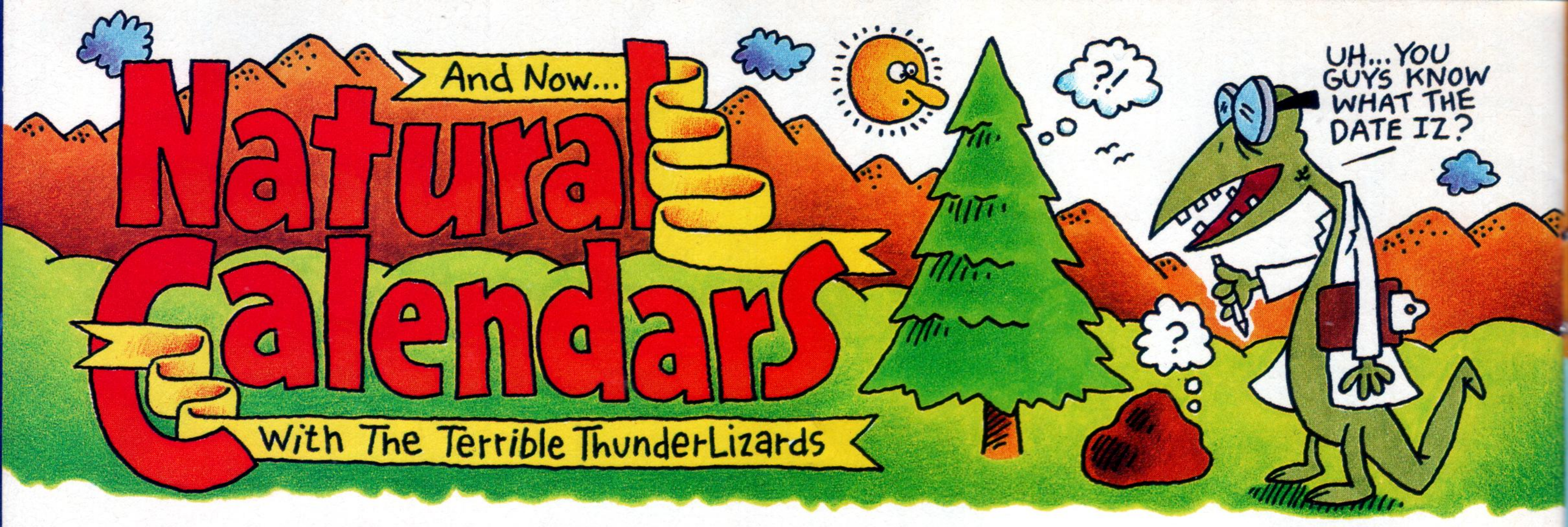
BILLY

TOMMY

TM and © 1994 Saban Entertainment, Inc. and Saban International N.V. All rights reserved.

And Now... Natural Calendars

With The Terrible ThunderLizards



All right, FOX Earth Crew Members, it's time to come clean. Whether you know it or not, you've been leaving a trail behind you as big as the Terrible ThunderLizards'. Ever raid the fridge like a starving caveman and discover some bizarre mutant life form growing in there? Just how old is that stuff?

FOX KIDS CLUB EARTH CREW

That's what some scientists work hard to figure out. They study things like the growth rings in trees and the layers in rocks, glaciers and icecaps for clues about our past, which help them figure out why the ice ages happened, why the ThunderLizards disappeared, and where all those lost pencils go.

Ever notice how your bathtub has a ring for every bath you've taken? Did you know that trees have rings for every year they were alive? You can count the rings to see how old a tree was. If you look closely, some rings are thicker because it rained a lot that year.

Scientists sometimes take a massive drill and poke down through the layers of ice and snow and other junk in a glacier. They pull up this plug of ice and dirt all piled up in strips like a weird kind of super ice-cream sundae. By looking at all these layers they can tell how pollution, volcanic ash and things like that affected the weather and the climate.

Other scientists look in rock layers for clues. These layers of stone, sand and junk have all been crushed down together over millions of years. Once in a while they find fossils and bones of ThunderLizards and other things, like those petrified globs of gum stuck under your desk. Nobody ever said science was pretty.

But will we learn enough from all this poking around to keep from doing dumb things to ourselves like trashing the planet and pouring toxic gunk into rivers and oceans? Or is that totally ancient piece of pizza kicked back under your bed going to be fossilized into a belt buckle on some FOX Kid in the future. We humans survived the Terrible ThunderLizards, but will we survive pollution? Your task, Earth Crewer, if you decide to accept it, is to find ways to keep from polluting our soil, air and water. Because sometimes today's fun can be tomorrow's funky fossil. What are YOU leaving behind?

THE DIRECTOR OF
"AN AMERICAN TAIL" BRINGS YOU
THE MUSICAL, MAGICAL,
ADVENTURE OF...

A DON BLUTH Film

HANS CHRISTIAN ANDERSEN'S

Thumbelina

FOLLOW YOUR HEART
AND NOTHING IS IMPOSSIBLE.

DON BLUTH Presents

"HANS CHRISTIAN ANDERSEN'S THUMBELINA"

Songs by BARRY MANILOW, JACK FELDMAN and BRUCE SUSSMAN

Underscore by WILLIAM ROSS and BARRY MANILOW

Screenplay by DON BLUTH

Produced by DON BLUTH, GARY GOLDMAN and JOHN POMEROY

Directed by DON BLUTH and GARY GOLDMAN

G GENERAL AUDIENCES
All Ages Admitted

DOLBY STEREO

WARNER BROS. FAMILY ENTERTAINMENT

COMING SOON

© 1990 Hershey Foods Corporation

Whatchama *Chocolate*

Whatchama *CaRamel*

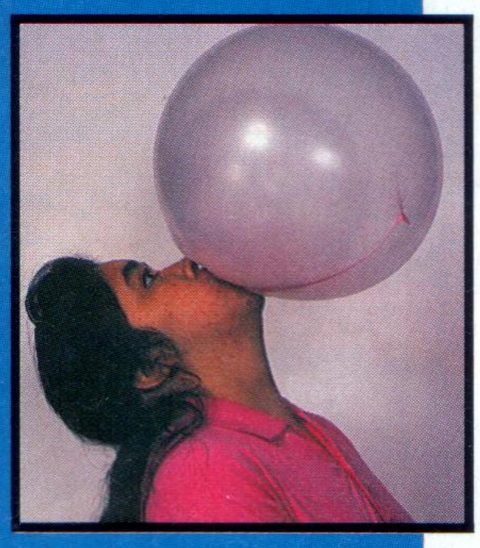
Whatchama *Crispies*

Whatchama *gone*

SECRET TO BLOWING A CHAMP-SIZED BUBBLE

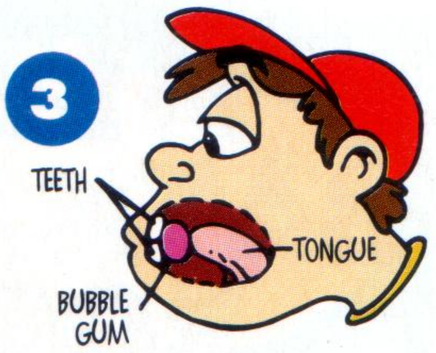
(WITHOUT GUMMING THINGS UP)

Ever see a bubble the size of a beach ball? Susan Mont*GUM*ery Williams, Professor of Bubble-ology and Guinness World Record holder with a whopping 22-incher, shares her secret with *Totally Kids*. Guess she's not afraid of a little *gum*-petition, eh?



1 Insert up to three pieces (as shown in fig. 1). (A larger quantity is not recommended, unless you are a pelican.)

2 Chew thoroughly. Approximately 1,237 times, or until there's no flavoring left. Sugar crystals keep you from blowing bigger bubbles. (To increase elasticity, wash sugar out of gum with warm water.)

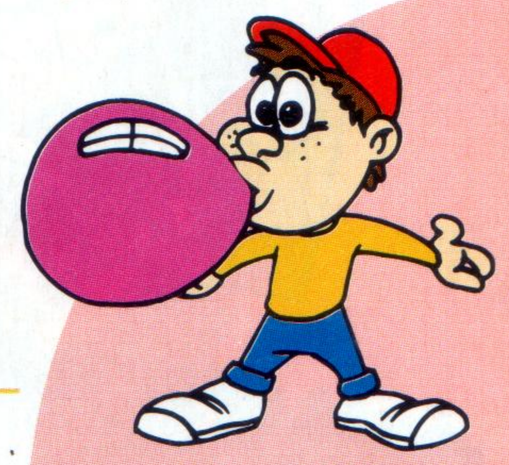


3 When gum becomes hard and rubbery, you're ready to place gum at the very front of your mouth (as shown in fig. 3).

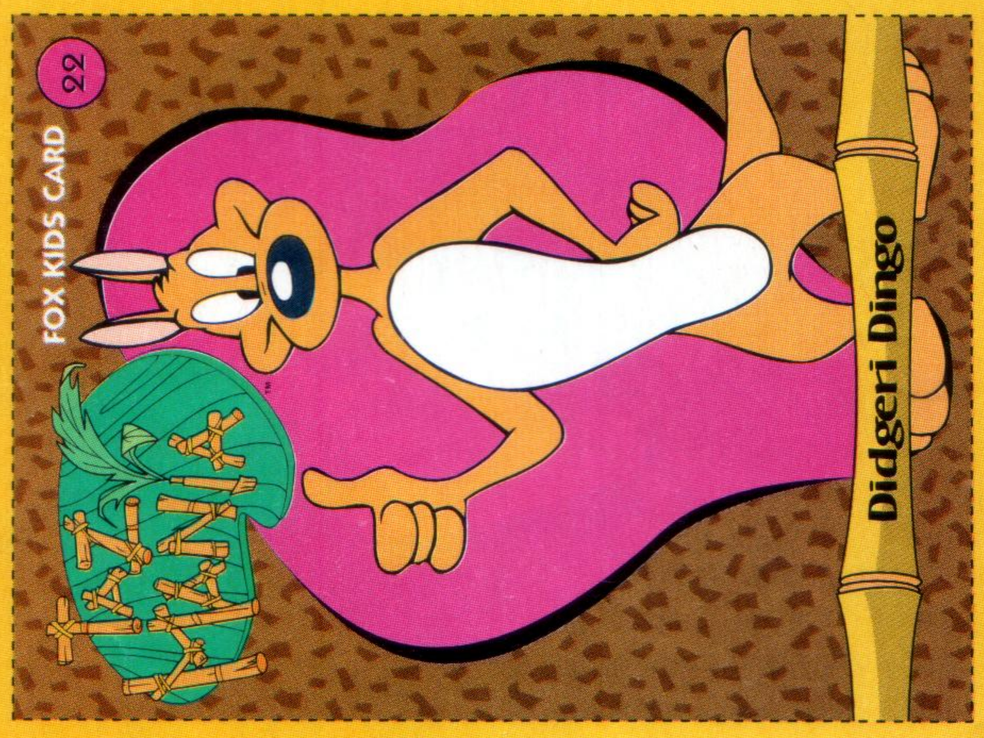
4 Your tongue serves a vital function at this stage: the process of pushing *through* the gum, to form the proper shape before applying air pressure (as shown in fig. 4).

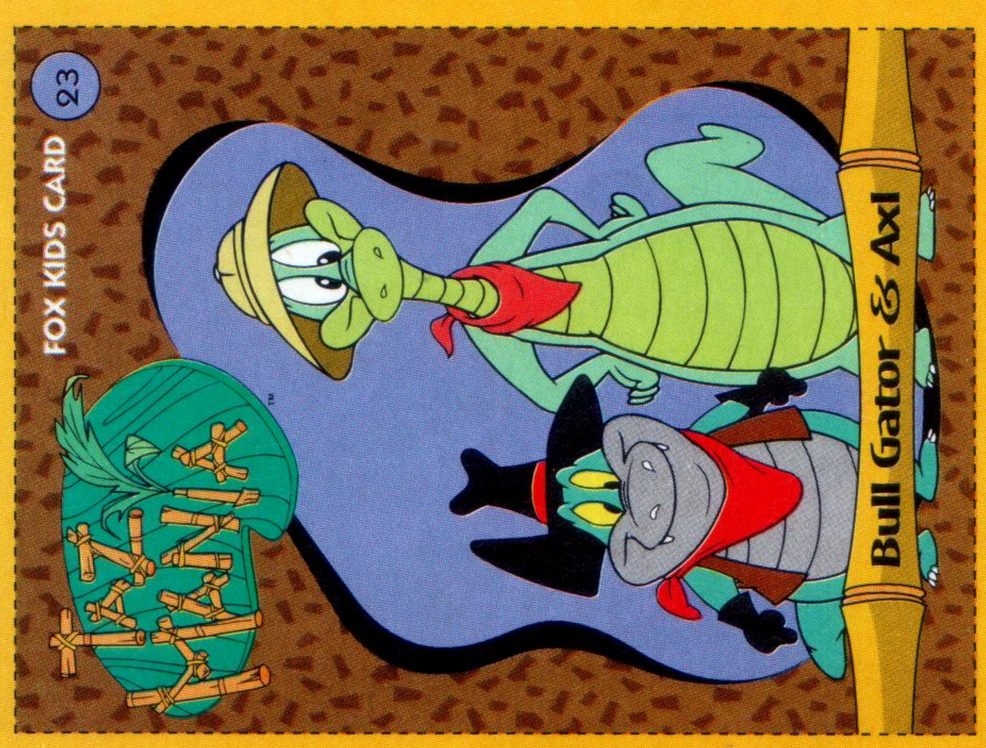
5 Technically, you now have two options: inhaling and exhaling. First, inhale deeply through your nose. Then, when lungs are filled to capacity, pucker up and exhale *slowly* through your mouth. (The slower you blow the bubble, the less chance the bubble will burst back on you.)

Follow the instructions carefully, and you'll be able to blow a state-of-the-art bubble (about the size of the state of Rhode Island!). But one word of caution: While blowing your bubble, stay clear of sharp, pointy objects and overly affectionate porcupines.



FOX KIDS TRADING CARDS





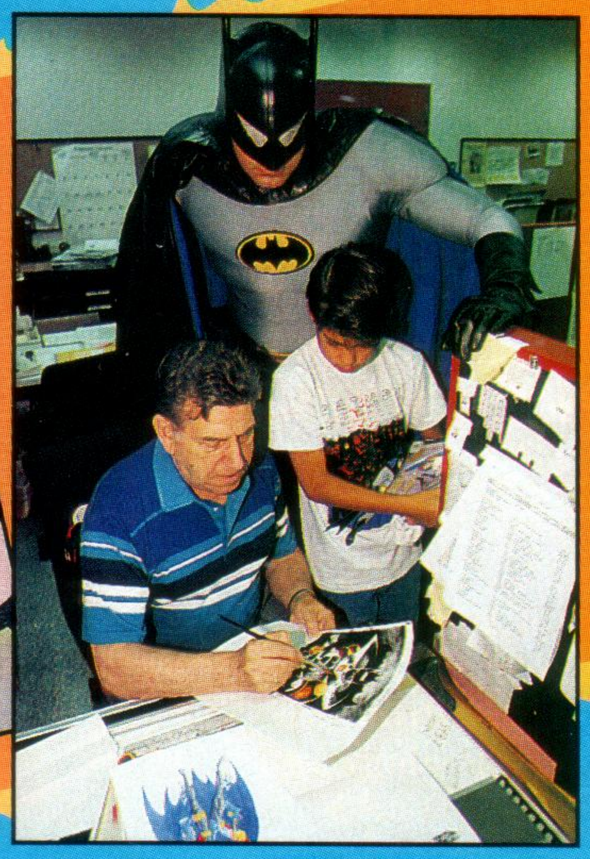
Q: Why do dragons sleep by day? A: So they can fight knights.

Cut up the outback with the wildest cast of characters ever to blunder down under with the Taz-Mania trading cards, available for the first time only in TOTALLY KIDS Magazine! Don't get left out in the bush. Round up and save all the wild FOX Kids trading cards you can track down in each issue.

FOX Kid Stars in Batman Adventures!

MEET BATMAN'S BOSS...

Not many kids get a chance to be in a comic book. Anthony Baldwin, winner of the FOX Kids Network's **Be Batman's Boss** Sweepstakes, got his big break in the comic world by starring in **The Batman Adventures,** issue number 16. He was actually drawn into the comic book as one of the main characters, and appears as the new artist for D.C. Comics who is kidnapped by the Joker. You'll have to read the comic book to see how it ends.

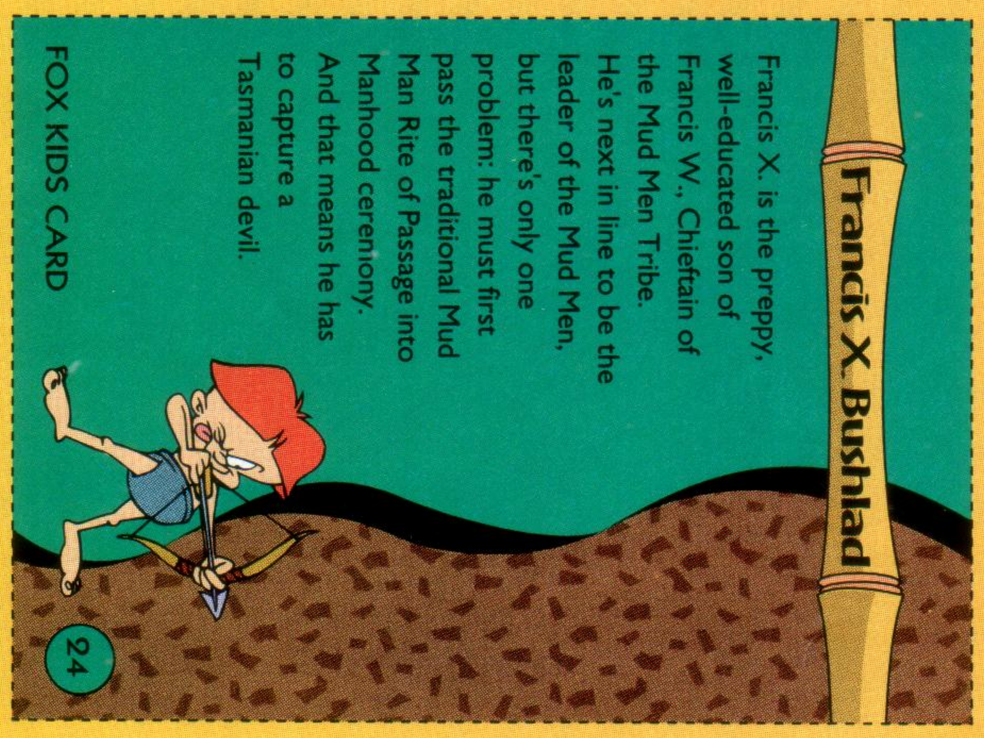


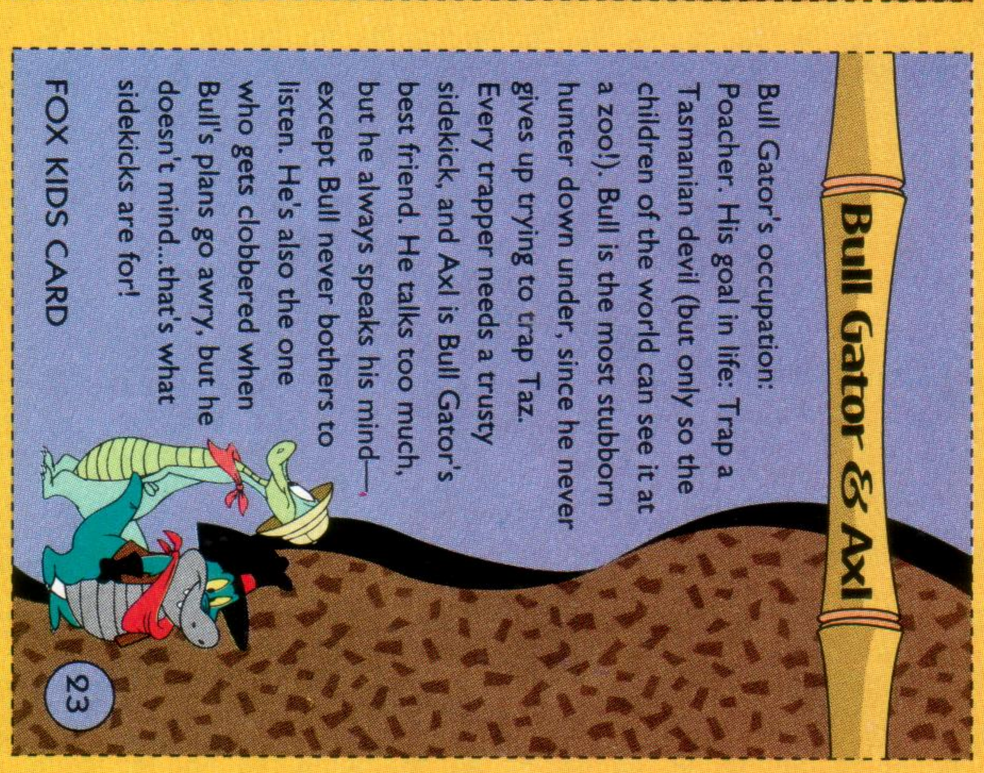
Anthony, who loves to draw and hopes to be a comic book artist someday, won the sweepstakes last summer. He got to fly to New York to be in charge of D.C. Comics for the day. He gave orders, held meetings and gave advice. He even helped comic book inker Scott Hanna with the new Robin comic book. He left with a closet full of toys and comics to remind him of his day—as well as **The Batman Adventures** comic book plastered with his face!

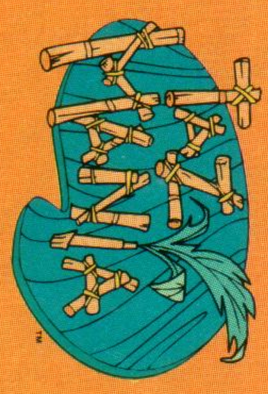
FOX KIDS DO WIN! Keep watching the FOX Kids Network for the coolest contests around!

Q: On which side of the pitcher is the handle? A: The outside.

CLIP 'EM, TRADE 'EM, SAVE 'EM.







He's more than a mere mammal, he's a force of nature—he's TAZ! Devour all this terrific Taz trivia and be sure to watch him chew up the scenery on TAZ-MANIA every Saturday morning on FOX!

▼ ADVERTISEMENT ▼

DRAGON DAGGER™ POWER!

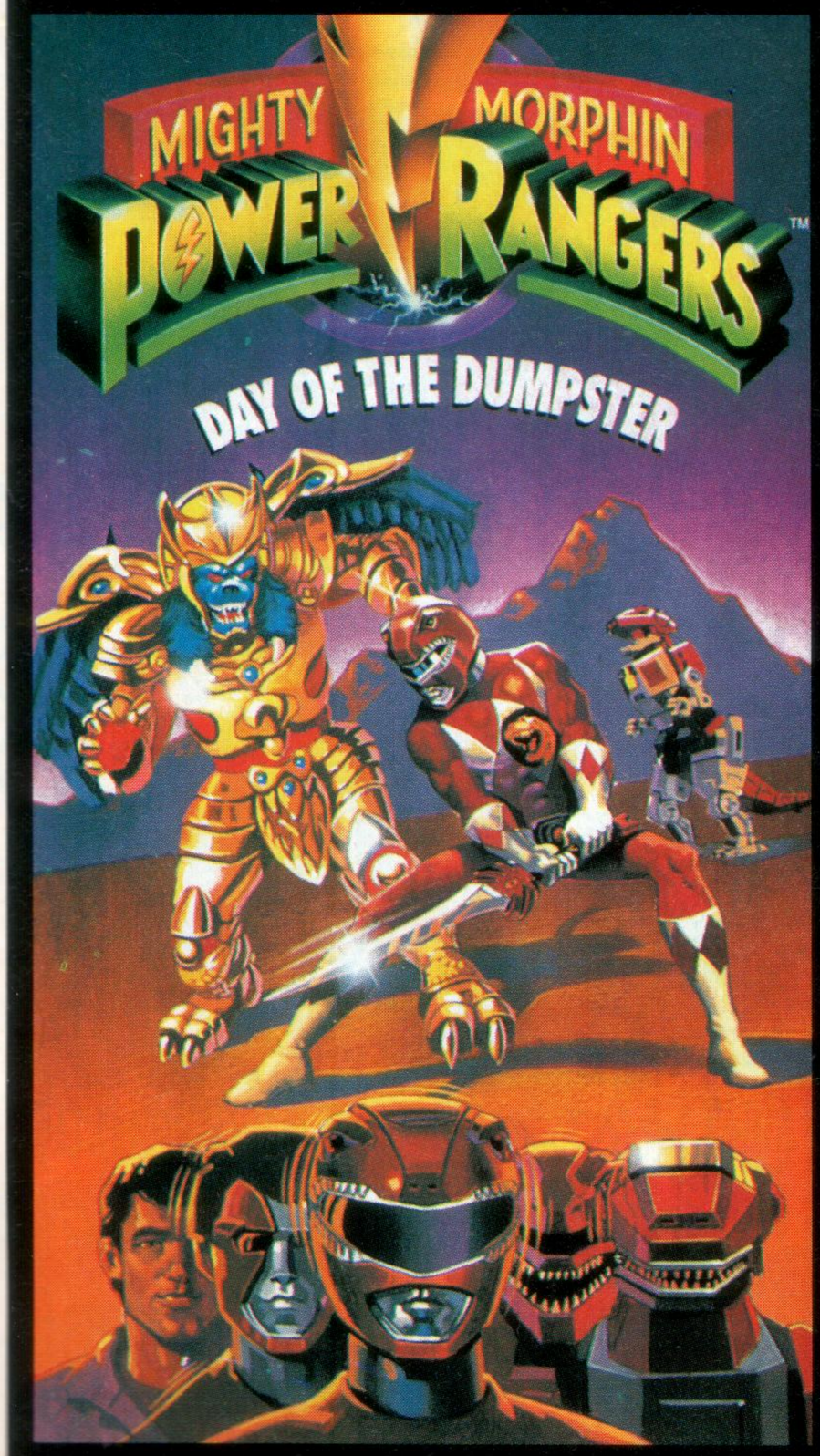
The Green Ranger™ is coming back! And now you can get his awesome Dragon Dagger.™ It plays the same three tunes the Green Ranger™ uses to summon Dragonzord™, alert the other Power Rangers™, and send them all into battle. Plus it makes cool clashing dagger sounds. Wow!

MIGHTY MORPHIN POWER RANGERS

BANDAI® AMERICA

MIGHTY MORPHIN' POWER RANGERS, GREEN RANGER, and DRAGON DAGGER are trademarks of Saban Entertainment, Inc. Used under license. © 1994 Bandai America Inc.

▼ ADVERTISEMENT ▼



GET THE POWER ON HOME VIDEO

COLLECT ALL FIVE!

PolyGram Video

© 1994 POLYRAM RECORDS, INC.

SABAN ENTERTAINMENT

fox kids network

THE TICK

TOCK

THE TOCK

THE TICK— STRANGE BLUE AVENGER OF CRIME, AND HIS WELL-MEANING SIDEKICK, ARTHUR!

Hi.

(GOOD GUYS)

TONIGHT THEY'RE THROWING A PARTY AT ARTHUR'S APARTMENT... A SUPER HERO PARTY...

GREAT APARTMENT, GUYS...

MORE THAN AN APARTMENT, AMERICAN MAID! SOON THIS MODEST HOME WILL BECOME...

A FULLY FUNCTIONING, CRIMEFIGHTING, SECRET SUPER HEADQUARTERS!

I like Honesty.

I like wieners.

HONESTY

UH-HUH.

AND SEE..? OVER THERE WE'LL PUT THE FLAME THROWER, AND WE'LL PUT THE ROCKET CYCLE HERE... IF IT FITS... UH... I GUESS WE'LL THROW OUT THE SOFA!

HEH... NO, WE WON'T.

MEANWHILE...

AT THE WATER FRONT, THE RIVER SPITS UP VILLAINOUS VISITORS....

SPLORK SPLOK PLOOK

HUFF... Wait up, Man...

OH! WHAT ROUGH BEASTS, THEIR HOUR COME ROUND AT LAST, SLOUCH TOWARDS THE TICK AND ARTHUR'S HEADQUARTERS?

OH YES! EVIL STRIKES IN THE BIZARRE GUISE OF SINISTER UNDERSEA SUPER SCIENTIST

OCTO RAYMOND

AHA! ALL THE CITY'S SUPER HEROES IN ONE PLACE!

NUMBED BY REVELRY! RIPE FOR RUIN!

OCTOPUS ARMY! DESTROY THEM ALL!

HI! MY NAME IS RAYMOND

OCTOPUS ARMY! HURRY IT UP!!

Keep your shirt on...

Yeah...we're gettin' there.

HOURS LATER...

COUGH..! HACK... SIX FLIGHTS!?

HUFF...HUFF... Ahem. We will DESTROY you.

Man!

THEY LOOK A LITTLE WINDED...

WOULD YOU GUYS LIKE SOME WATER?

Uhm... Yes, please.

SOON

YOUR TV SETS WILL BRING A SPLENDID NEW THING INTO YOUR LIVES. PREPARE YOURSELVES FOR...

the TICK

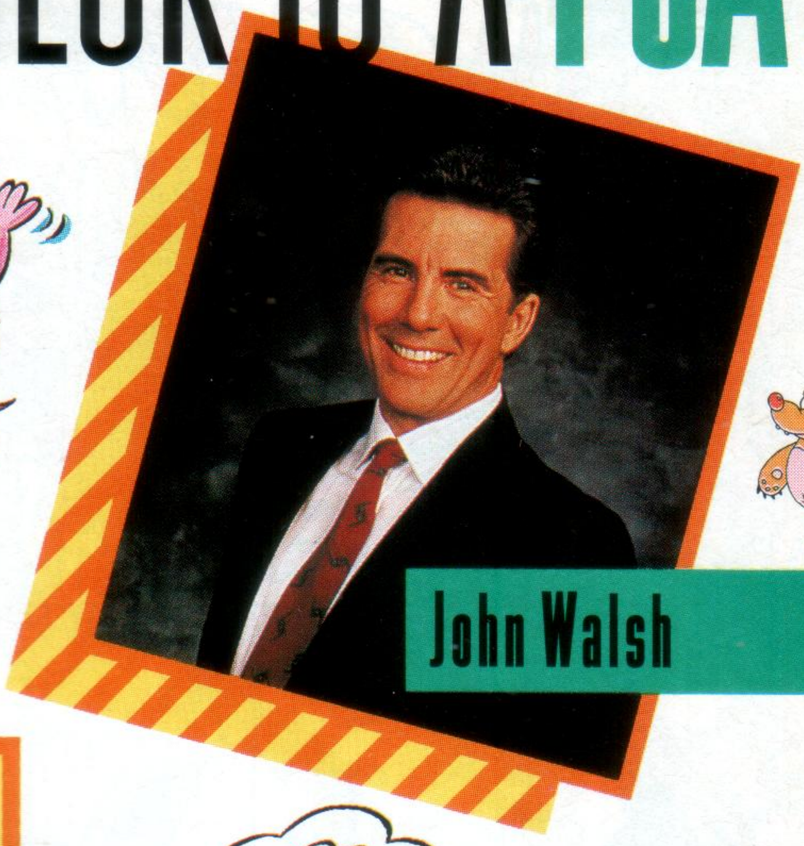
ON

fox kids network

TOTALLY FOR KIDS

WHAT THE HECK IS A PSA?

Is it a Pink Spotted Aardvark? Plump Slimy Anchovies? You knew all the time—it's just Pretty Smart Advice for FOX Kids. You've seen them on T.V.—they aren't cartoons and they aren't commercials—they're **P**ublic **S**ervice **A**nnouncements (PSAs). Who better to give advice than real-life crime fighter John Walsh and the TOTALLY KIDS DETECTIVE AGENCY? John has been working especially hard on kids' safety issues. He travels to schools all across the country, and these are the things kids most want to know.



John Walsh

STREET SMART CHECKLIST

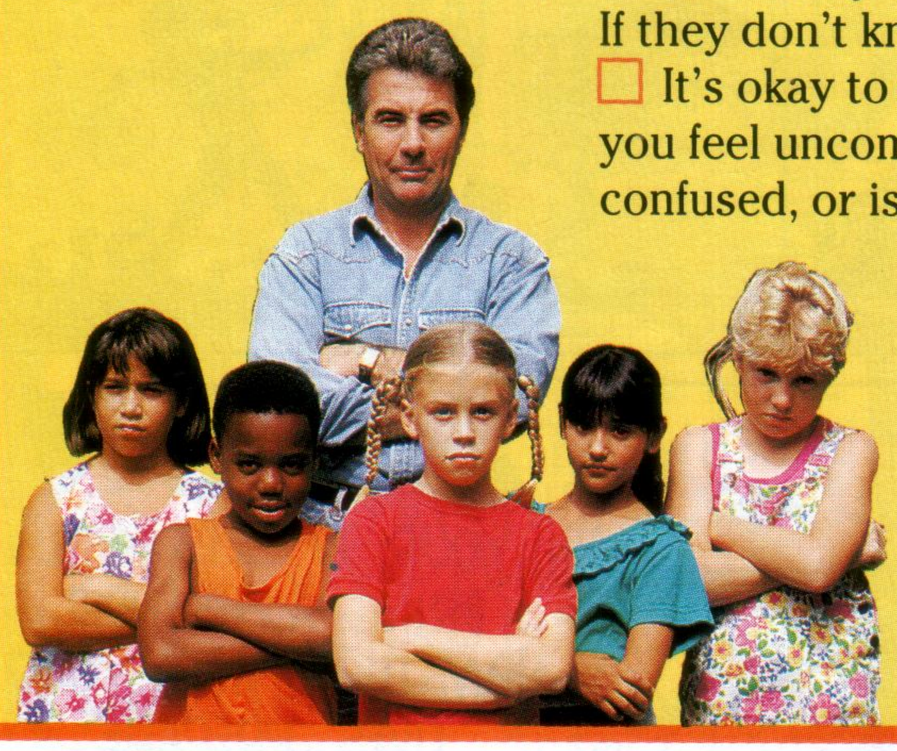
☐ Talk to your parents. Make sure you know all the rules about safety, like what to do when you're alone in a mall, walking to and from school, etc.

☐ Never touch guns. If you see a gun at school, tell your teacher right away.

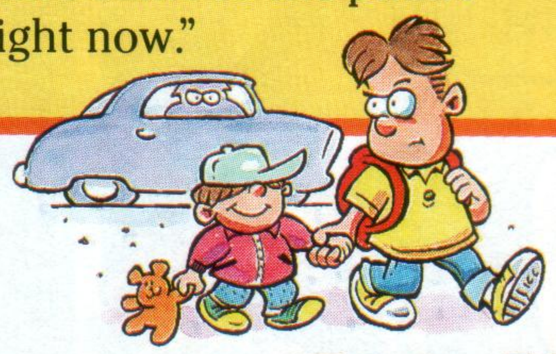
☐ Have a secret password that only you and your parents know. If someone you don't know says they know your parents and want you to come with them, make sure they know the secret password. If they don't know it, don't go with them.

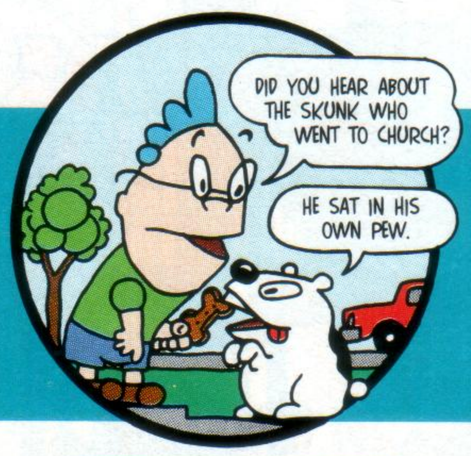
☐ It's okay to say no. If someone makes you feel uncomfortable, frightened or confused, or is hurting you, tell a grown-up that you trust.

☐ If you're home alone and someone calls asking for your parents, never say "They're not home." You're not lying if you say "They can't come to the phone right now."



So now you've got street smarts, what do you do with them? How 'bout helping other kids? • Set up an after-school check-in program with senior citizen centers in your area. That way, when you're alone after school, you have someone to meet or call. • Get your parental units, your school and local police to organize a "safe house" system where you and your buds can go if things turn weird or scary on the way to or from school. • Quiz your folks about who's making laws that affect you and your crew. Let your mayor and senators know what's important in kids' safety laws. Be a part of the system, and make your questions and ideas heard. • Get street smart, stay smart, and pass your smarts along.





Find 12 hidden circles in this drawing.

FOR MORE INFO!

For more information on kids' programs involving senior citizens, call the **Family Friends Resource Center: (202) 479-6675.** For school and neighborhood safety information, call the **National Crime Prevention Council at (202) 466-6272.** For the **Center for Missing and Exploited Children** information hotline and free safety brochures, dial **1-800-THE LOST.** For a "Safe Home" start-up brochure, write to Officer Jean Green, 6240 Sylmar Ave., Van Nuys, CA 91401.

KOOMBYEYA-HOO!

FUN!

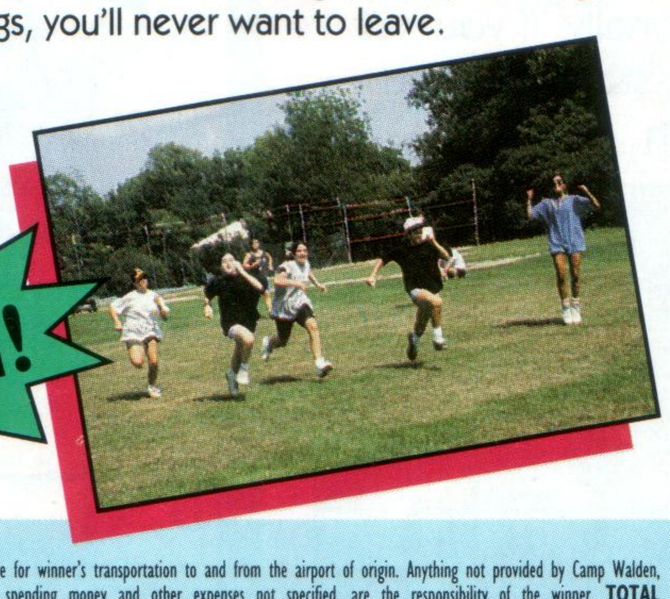
ENTER NOW!

FOX IS SENDING YOU TO SUMMER CAMP!

Camp WALDEN

Summer's coming. That means long, drawn-out days with nothing to do between your favorite FOX Kids shows. Unless, of course, you win **THE FABULOUS FOX SUMMER CAMP SWEEPSTAKES!** Then it means four fun-filled weeks at beautiful Camp Walden, the most awesome summer experience since ice cream! It means sports, camping, hiking, music and late-night jokes and stories around a camp fire—all from McDonald's and the FOX Kids Club. You'll be flown to Albany, New York, then whisked up to Camp Walden's 100 acres of fun! Summertime boring? Not here! You'll have so many cool new friends and be doing so many exciting things, you'll never want to leave.

WIN!



Any FOX kid age 6 to 14 can win, which means you'd better get it in gear—**ENTER TODAY!** Send a post card with your name, address, phone number and age to

FOX SUMMER CAMP
PO BOX 230
HOLLYWOOD, CALIFORNIA 90078

All transportation and camp fees are included. Camp Walden is a fully accredited member of the American Camping Association (1-800-428-2267). All entries must be received by March 31, 1994.

Rules that nobody really needs to know:

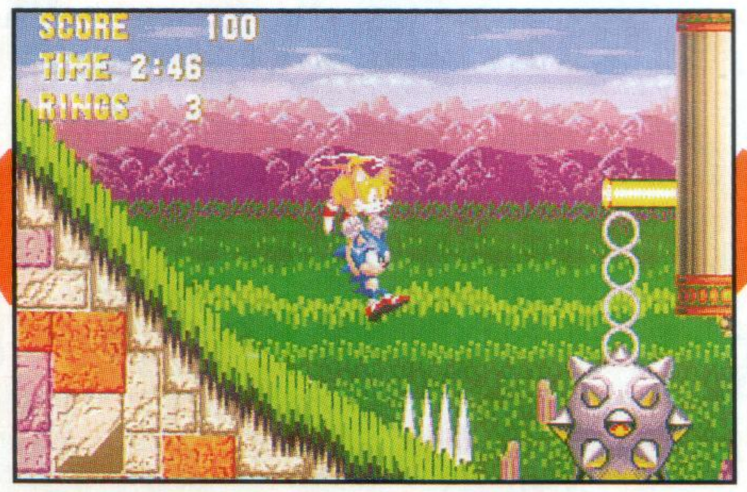
1. HOW TO ENTER: Legibly hand-print your full name, gender, age, address, zip code and phone number on a 3-1/2" x 5-1/2" post card and mail it, postage pre-paid, to "FOX SUMMER CAMP," PO Box 230, Los Angeles, CA 90078. Limit one entry per post card mailed. Incomplete, illegible or mutilated post cards are invalid. Contest begins February 1, 1994. All post cards must be received by March 31, 1994. No mechanically reproduced post cards accepted. Sponsor (as defined below) not responsible for late, lost, unpostmarked, postage due, misdirected mail or printing errors. Post cards become the property of Sponsor and will not be returned. **2. SELECTION OF CONTEST WINNERS:** From among all of the eligible post cards received, winner will be selected in a random drawing by Sponsor or its designee, during the week of April 4, 1994. Odds of winning depend on the total number of post cards received. The Grand Prize winner will be notified by telephone within 24 hours of the drawing. If Sponsor is unable to contact the Grand Prize winner by telephone within 24 hours or if winner fails to comply with any of the eligibility requirements, an alternate winner shall be selected. **3. PRIZES:** There is a total of one (1) Grand Prize: A four-week stay (June 27, 1994, to July 23, 1994) at Camp Walden near Albany, NY. Trip includes round-trip coach air fare for the winner from the airport nearest the winner's home, ground transportation to and from the Albany airport and full camp privileges for the four weeks. Winner's parents or legal guardian are responsible for winner's transportation to and from the airport of origin. Anything not provided by Camp Walden, including spending money and other expenses not specified, are the responsibility of the winner. **TOTAL APPROXIMATE RETAIL VALUE: $3,200.00. 4. CONDITIONS:** By entering, each entrant accepts and agrees to be bound by these rules. Decisions of Sponsor shall be final and binding. Taxes are the sole responsibility of winner. Prizes cannot be transferred, redeemed for cash or exchanged. No substitute prizes, except at the election of Sponsor. Sponsor reserves the right, at its sole discretion, to substitute for the Grand Prize another prize of similar value of its own selection, without prior notice to winner. All address changes must be submitted in writing to Sponsor. Winner must be available to attend Camp Walden during the four-week period from June 27, 1994, to July 23, 1994, or forfeit the prize. Travel arrangements will be made by Sponsor or its designee. By entering, each entrant consents to the use of his/her voice, name and likeness for broadcast transmission, advertising and promotion in connection with the contest. Sponsor makes no warranty, representation or agreement that any videotape or likeness of the winner will be broadcast or otherwise used in any manner. The winner and his/her parents or legal guardian must execute an Affidavit of Eligibility, Liability Release and Publicity Release and any other documentation that Sponsor requires. Failure to return any of the Affidavits, Releases or other required documentation within seven (7) days of receipt shall result in forfeiture of the prize and an alternative winner shall be selected. Void where prohibited by law. All federal, state and local laws apply. Sponsor accepts no responsibility or liability in connection with any injuries, losses, or damages of any kind caused by or resulting from the acceptance, possession or usage of any prize awarded hereunder. **5. RULES:** For a complete set of rules, send a stamped, self-addressed envelope to "FOX Summer Camp" Contest Rules, PO Box 900, Beverly Hills, CA 90213, until a period of one month after the contest ends. **6. ELIGIBILITY:** Contest is open to U.S. residents between the ages of 6 and 14 years except the employees of FOX Kids Network, McDonald's Corporation, Camp Walden and their parent companies, affiliates, subsidiaries, franchisees, advertising agencies, fulfillment companies, printers, distributors and mailers and the immediate families or members of the same household of each. **7. WHO WON:** For the name of the Grand Prize winner send a stamped, self-addressed envelope to "FOX Summer Camp" Contest Winners List, PO Box 900, Beverly Hills, CA 90213, by August 1, 1994. Residents of Washington and Vermont need not send a stamped envelope. **8. SPONSOR:** FOX Kids Network, McDonald's Corporation and Camp Walden.

McDonald's®

fox kids network

GAME SEGA™ TIPS

SONIC THE HEDGEHOG™3 FOR SEGA™ GENESIS™

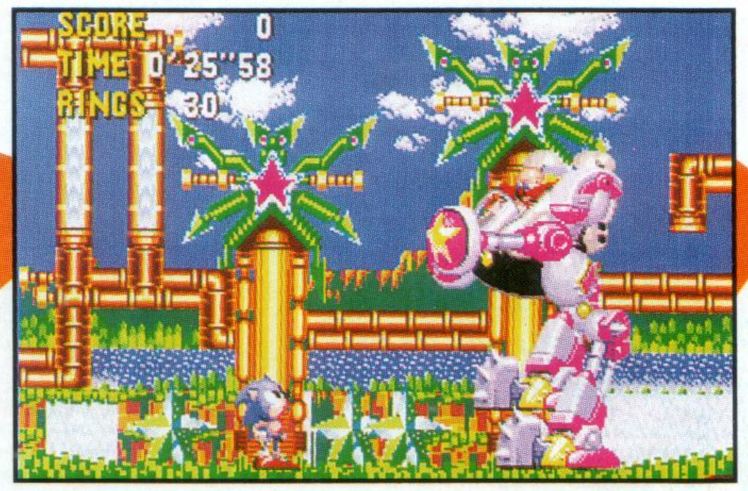


While playing a one-player game with Sonic and Tails together, use the second controller to control Tails. Use Tails to airlift Sonic out of danger or to take him to areas which are unreachable by Sonic alone.

MARVEL COMICS'® X-MEN™ FOR SEGA™ GAME GEAR™

Slash through Madripoor with Wolverine and his adamantium claws. Beware! Omega Red is lurking somewhere and ready to attack.

SONIC CD™ FOR SEGA CD™

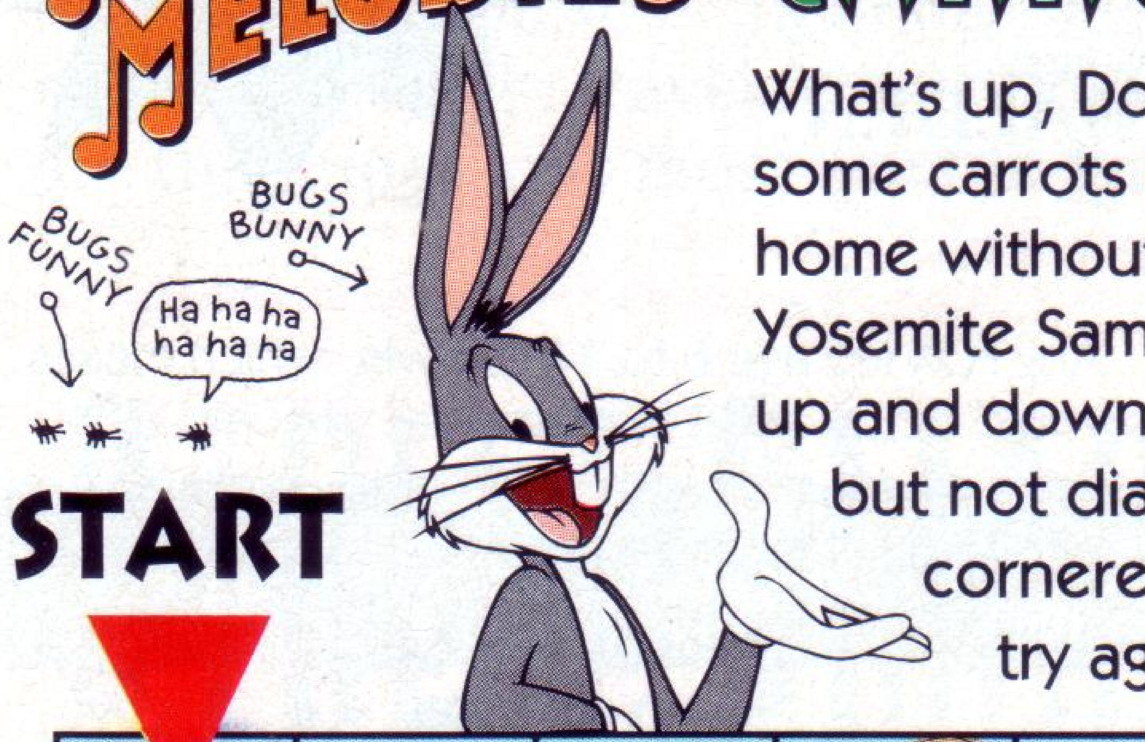


To defeat Dr. Robotnik in level 1, stay to the far left when he comes charging at you. Once he goes to the right and starts stomping his feet, jump and attack him!

Sega, Genesis, Game Gear, Sega CD, Sonic CD, Sonic The Hedgehog and all related characters and indicia are trademarks of SEGA. Marvel Comics, X-Men and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc., and are used with permission. ©1994 Marvel Entertainment Group, Inc. All rights reserved. ©1994 SEGA. All rights reserved.

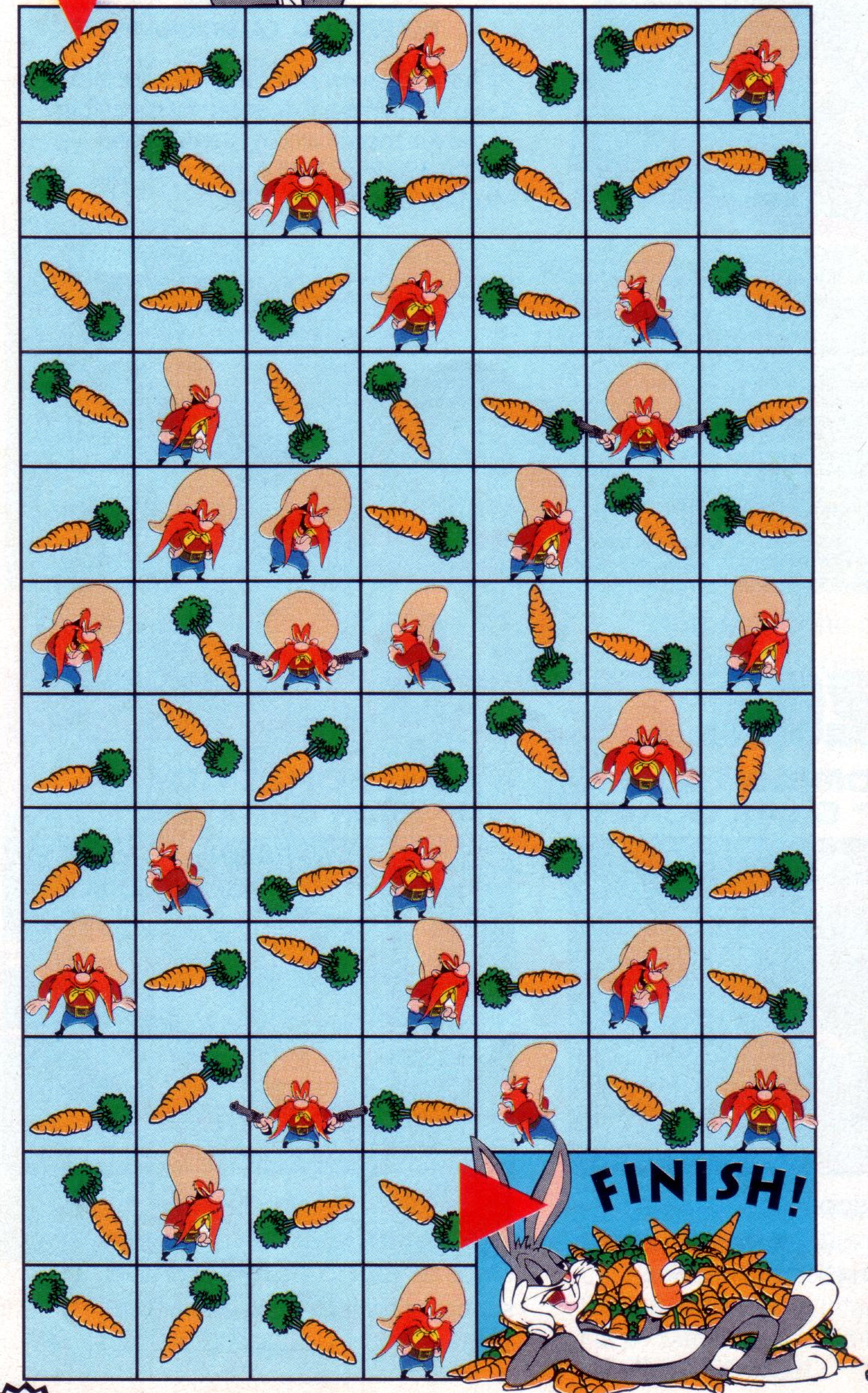
SEGA GENESIS GAME GEAR SEGA CD Brings you FUDDLEMENTS

MERRIE MELODIES CARROT CAPER



What's up, Doc? Help Bugs grab some carrots and make it back home without running into Yosemite Sam. You can move up and down or right and left, but not diagonally. If you get cornered, start over and try again.

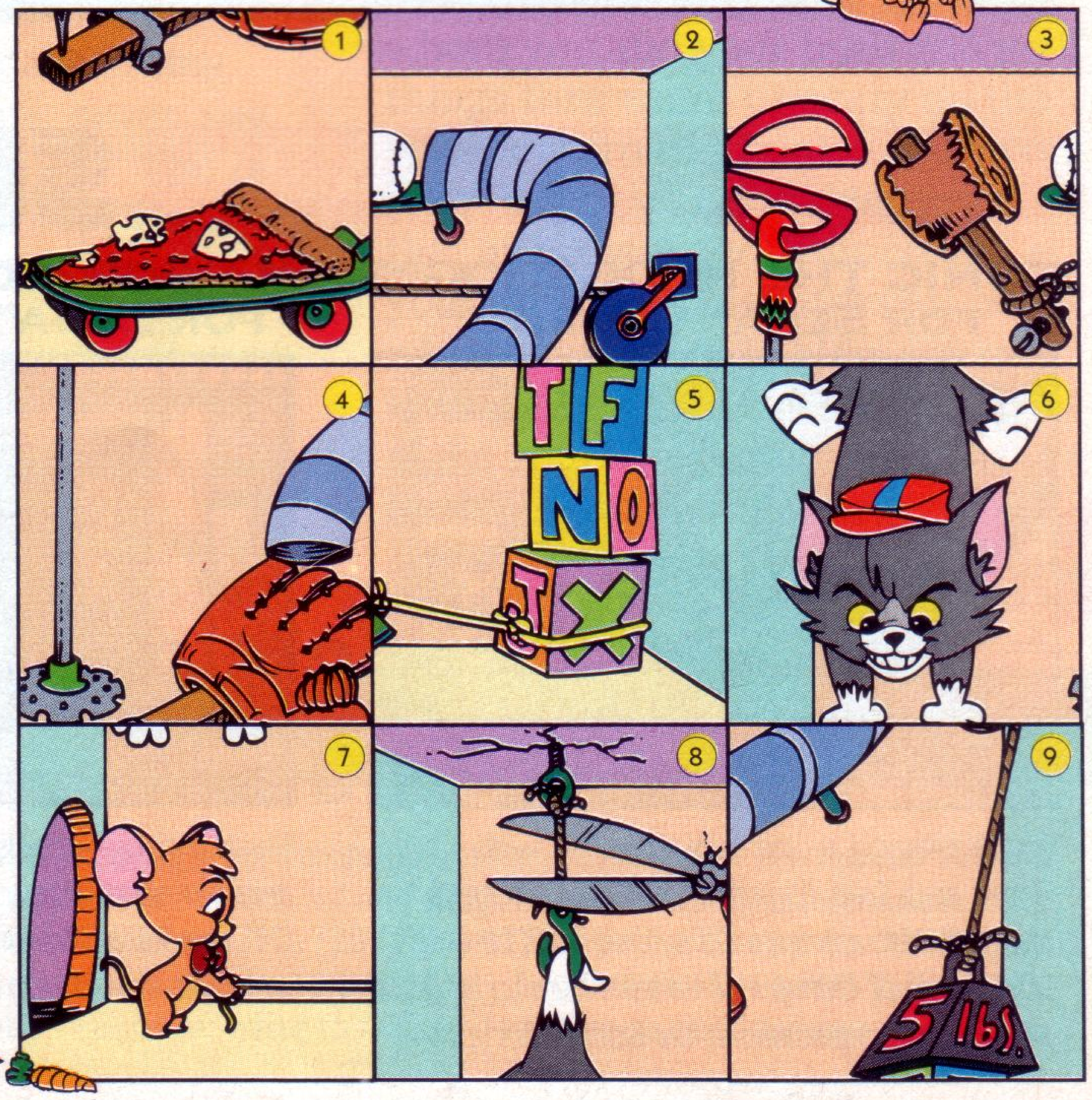
START



TOM & JERRY KIDS SHOW TOM'S TRAP

Tom built a mousetrap to catch Jerry but he got all the parts mixed up. Can you unscramble them? As you put them in order, write the number from each part into the correct blank square to the left. We've given you G-7 to help get you started. GOOD LUCK! Answers on page 27

A	B	C
D	E	F
G 7	H	I



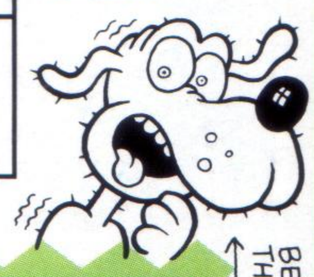
DOG CITY

Dognapping!

Help! Eddie's been dog-napped! To figure out who took him, look in each row across and find the pictures that don't belong. Then take the letters from those pictures and unscramble them to discover who the bad dog is!

M	O	S	F
Y	R	T	A
I	D 4	U	G
P	B	M	O
K	R	E	U

Answer below



BELIEVE IT OR NOT, THIS IS NOT THE BAD DOG.

HELP EEK!

(See page 3)

Kozy:____
Puffy:____
Wuzz-Wuzz:____
Pierre:____
Shifty:____
Loser:____
Stinky:____
Ringo:____

Now write down your answers to find where Eek got lost.

_____ Squishy Bears
– _____ Rat Pack
= _____ Eek! answers below

ANSWERS

Help Eek!: Kozy-24, Puffy-10, Wuzz-Wuzz-19, Pierre-12, Shifty-6, Loser-22, Stinky-9, Ringo-5, Eek-23. Page 9, CLEAN AND GREEN: 1-WATER, 2-CANS, 3-TRASH, 4-PLASTIC, 5-ATMOSPHERE, 6-RECYCLE, 7-BOTTLES, 8-FUEL, 9-ENVIRONMENT, 10-ELECTRICITY, 11-NEWSPAPER. ANSWER: EARTH COUNTS! There are 12 Stupid Aliens on pages 6 and 7. Fuddlements: Dog City: BUGSY. Tom's Trap: A-8, B-3, C-2, D-6, E-4, F-9, G-7, H-1, I-5.

ADVERTISEMENT

SEGA™

SONIC THE HEDGEHOG 3™

ZOOM OR DOOM!

ZOOM into action with Sonic the Hedgehog™ 3, the hot new game for Sega™ Genesis™

Grab your lightning shield and roll into action.... Swing from vine to vine, dodge the deadly traps and launch a slew of souped-up spin-attacks through mega-sized zones filled with hidden rooms and secret passageways! Record your progress using the new Game Save Feature. Experience the ultimate in ultrasonic power on a ring-grabbing, super Sonic ride that will keep you spinning!

Warp your way through the new 3D Special Stage to collect the Chaos Emeralds!

Snowboard through the Ice Cap Zone and check for chilled-out passageways and arctic power-ups!

Sega, Genesis, Game Gear, Sega CD, Sonic the Hedgehog and all related characters and indicia are trademarks of SEGA. ©1994 SEGA. All rights reserved.

X-MEN PROFILE

SUBJECT: Wolverine
REAL NAME: Logan
HEIGHT: 5'3"
WEIGHT: 195 lbs.
MUTANT ABILITIES: super human senses, agility, healing.
PHYSICAL CHARACTERISTICS: Retractable claws, and non-mutant adamantium skeleton.

Follow the adventures of Wolverine every Saturday morning at **10AM on FOX 29** in the X-Men animated series, and in his own monthly comic title!

Pick up all your favorite X-Men comics at any HOT COMICS & COLLECTABLES Twin Cities location!
Hot Comics-West in Edina 929-6117 Hot Comics-East in E. St. Paul 776-7024

Art by X-Men Animated Story Board Artist Daniel Veesenmeyer.

FOX 29 KIDS CLUB

Real Timberwolves Practice Session

Watch the Wolves get ready for their next big game!

Followed by a special autograph session.

Free and Open to all FOX 29 Kids Club members!

March 12th. at the Target Center.

Call the FOX 29 Kids Club Hotline NOW to register.

673-8329

ANOTHER EXCITING MILK BREAK WITH THE U OF M GOLDEN GOPHERS IS COMING SOON!

Milk Break

WATCH FOX 29 FOR THE LATEST SCOOP!

MINNESOTA DAIRY FARMERS

FEBRUARY SPECIAL!
VALID FEB., 1994

FREE 24-TICKET PRIZE
with this coupon.
Valid Feb., 1994

MAPLEWOOD • BURNSVILLE
BLAINE • NEW HOPE • EDINA
WEST ST. PAUL • BROOKLYN PARK

CIRCUS RESTAURANT & ARCADE PIZZA
Kids Rule!

RESERVATIONS HOTLINE:
TWIN CITIES
612/593-2770

(Not valid with any other coupon, offer, special or take out. Limit: one coupon per customer per visit.)

MARCH SPECIAL!
VALID MARCH, 1994

FREE COOKIE AND 2 FREE GAME TOKENS
with this coupon.
Valid March, 1994

MAPLEWOOD • BURNSVILLE
BLAINE • NEW HOPE • EDINA
WEST ST. PAUL • BROOKLYN PARK

CIRCUS RESTAURANT & ARCADE PIZZA
Kids Rule!

RESERVATIONS HOTLINE:
TWIN CITIES
612/593-2770

(Not valid with any other coupon, offer, special or take out. Limit: one coupon per customer per visit.)

APRIL SPECIAL!
VALID APRIL, 1994

FREE MINI CHEESE PIZZA
(Extra toppings additional)
with this coupon.
Valid April, 1994

MAPLEWOOD • BURNSVILLE
BLAINE • NEW HOPE • EDINA
WEST ST. PAUL • BROOKLYN PARK

CIRCUS RESTAURANT & ARCADE PIZZA
Kids Rule!

RESERVATIONS HOTLINE:
TWIN CITIES
612/593-2770

(Not valid with any other coupon, offer, special or take out. Limit: one coupon per customer per visit.)

HL
KITN-TV FOX KIDS CLUB
P.O. Box 42-1029
MPLS, MN 55442-1029

BULK RATE
U.S. POSTAGE PAID
FOX KIDS CLUB

McDonalds®
Helps You McRead Your Way To A McGreener McWorld®

McDonald's®

THE OFFICIAL FOX KIDS CLUB

TEMPORARY MEMBERSHIP CARD