

# Game Informer

NINTENDO • SEGA • TIPS • SECRETS

MAGAZINE  
For Video Game Enthusiasts!

Secrets of  
Koei's Inindo  
Pg. 38

July/August Issue 1993

**Jungle Strike From EA:**  
Mission Two is Bigger,  
Badder and Better Than Ever

**WWF Royal Rumble**  
Get Into the Ring!

**Special Section!**  
Summer CES Update

**Plus:**

Summer Sports Feature, Jurassic Park,  
Battlemaniacs, and More Tips!

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July/August 1993



**So What if Pocky and Rocky is a goofy name for a game, featuring two characters who've never been on TV.**

# The Press Loves It!!

"This game is an absolute blast to play! What other great action game can you find where you can block any attack the enemy throws at you!" (Guy)  
 "Pocky & Rocky is one of the best carts that I've played in a long time." (Dude)  
**Super NES Buyer's Guide (March 1993)**

"At last, here's a fast-pace, two-player, arcade-style action/adventure game for the Super NES that hits you hard with a horde of evil beings and with no slowdown in sight. Pocky & Rocky by Natsume packs great blast-em-up action."  
**GamePro Magazine (March 1993)**

"Don't let its timid name fool you. Pocky & Rocky is packed with action and non-stop fun."  
**GamePlayer's Magazine (May 1993)**

"Adorable! A true rarity! This awesome duo is the freshest thing to hit the Super NES in a long time!"  
**Electronic Gaming Monthly (July 1993)**

"Natsume's second Super NES title may be one of the hidden gems of the year. It features beautiful graphics and lots of playability."  
**Nintendo Power (March 1993)**

"This game is awesome!"  
**Electronic Gaming Monthly (February 1993)**

**As Seen in Game Pro**

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	4.5	4.5	4.5	ADJ.
System: Super NES				Adjustable
Genre: Action/Adventure				Two players simultaneous



# And So Will You.

**Pocky and Rocky... Incredible Action for your Super Nintendo. Available Now!**



Thanks for the great review guys!

Hey, we deserve it!



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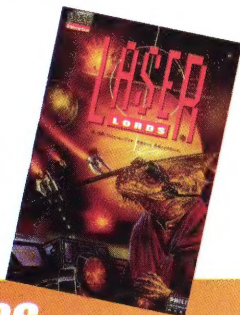


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# Letter From The Editor

By Elizabeth A. Olson

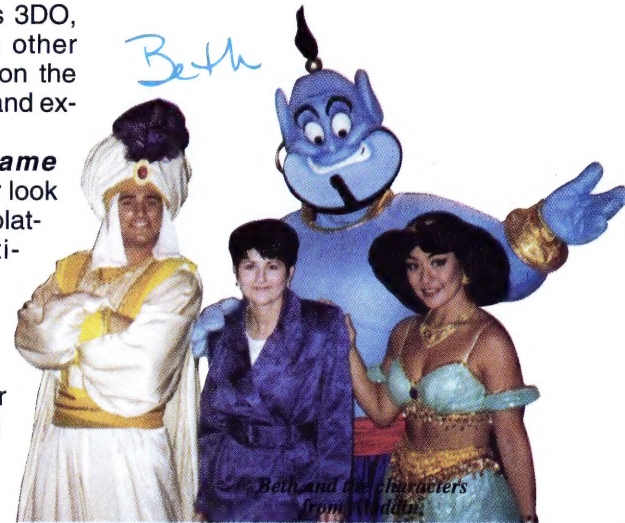
"Times, they are a'changin'..." I guess that should come as no surprise, since the video game industry has long been known for innovation and technological advancement. But in recent weeks and months, the industry has found itself in the headlines and on the front pages of nearly every major newspaper and magazine throughout the country. Hollywood has jumped on the multi-media bandwagon and Sega has issued a voluntary rating system. Not to mention that David Sheff's new book, *Game Over*, has made it a hot topic for the talk show circuit.

Home Entertainment Systems are no longer being viewed just as toys that passively sit in more than one third of all households in America. Critics of the industry have painted our favorite game systems as villains, quietly sneaking into our living rooms and taking control of our thoughts. Advocates continue to extol the virtues of video games, using catch phrases like 'Edu-tainment', 'Multi-media' and 'Interactive'.

There's no denying it. Multi-media is becoming a way of life and video games are just one method to inexpensively prepare us for the technological wave of the future. Fiber-optic "Super Highways" are no longer years in the making. These and many other methods of delivering games, media or information are on our doorstep. Whether the issue is 3DO, The Sega Channel, or some other innovation, we find ourselves on the forefront of this ever-changing and exciting frontier.

In the coming months *Game Informer* will be taking a closer look at such issues as new game platforms, rating systems, multi-media and the Sega Channel. But most importantly, we want to hear from you. As the gamer and the consumer, what are your thoughts on these and other issues? We encourage you to write in and sound off, whether you're a fan, a critic, young or old.

And there's one other big change we've failed to mention. As you page through this issue, you'll see a whole new look for the *Game Informer*. It is all part of our effort to stay in touch with the industry and to better serve our readers. As always, we're waiting to hear from you!



## Meet The Reviewers



### ANDY, THE GAME HOMBRÉ

Nicknamed our Game Encyclopedia, Andy ranks *NHLPA*, *Tony LaRussa* and *X-Men* in his top ten. Now add *Flashback*, *Cybernator*, *Madden '93* and *Batman Returns*. Lately, he plays *Rock N' Roll Racing*, *Jungle Strike* and *Final Fight II*, and he's anxiously awaiting Konami's *Rocket Knight Adventures* and *Zombies Ate My Neighbors*.



### PAUL, THE PRO PLAYER

No great surprises on Paul's top ten; lots of sports titles including *PGA II*, *NHLPA* for Sega, *NCAA*, and *Tony LaRussa*. *Star Fox*, *Buster Busts Loose* and *Mech Warrior* still top his charts. This issue's faves and raves are listed as *Jungle Strike*, *WWF: Royal Rumble* and *Rock N' Roll Racing*.



### ROSS, THE REBEL GAMER

Ross still favors the Genesis, but his top ten are divided between both 16-bit machines. That list includes *Flashback*, *NHLPA*, *Shadowrun*, *Star Fox*, *Road Rash II* and *SF2*. This issue's favorite cart are: *Jungle Strike*, *Rock N' Roll Racing* and *Final Fight II*. And, since it's Softball season, he tacked on *Tony LaRussa* and *Hardball III*.



### RICK, THE VIDEO RANGER

Rick echoed the other reviewers with a few of his picks, such as *Shadowrun*, *Flashback* and *NHLPA*, but listed several Sega classics like *Castle of Illusion*, *Phantasy Star II & III*, and *Kid Chameleon*. This issue he enjoyed *Yoshi's Cookie*, *Jungle Strike*, *Battlemanics* and he'll be duking it out with Andy for a copy of *Zombies*...

## Subscription Notice

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## Corrections

In the May/June issue, we listed Andy's final rating of *Tony La Russa* as a 6.5. It should have read 8.75. Oops! It's a good thing we didn't become accountants.

We failed to credit reader Nathan Hoemke with the *Star Fox* "Out of this Dimension" tip in the Tip Line. And we'd like to credit the pictures in *Return of the Dinosaurs* to Dinamation, Inc.

## HOW THE GAMES ARE RATED:

GI reviewers rate games in six categories:

- Concept
- Graphics/Animation
- Sound
- Playability
- Entertainment Value
- Overall Rating

We use a scale from 1 to 10.

- 1 = Terminal
- 2 = Avoid
- 3 = Yawner
- 4 = Weak
- 5 = Average
- 6 = Fair
- 7 = Good
- 8 = Very Good
- 9 = Excellent
- 10 = A Classic!

## Attention!

The release dates listed in these pages are those currently available at the time the *Game Informer* goes into production and are subject to change.

# SPACE.

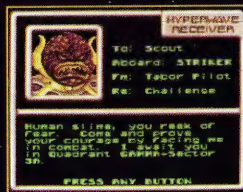


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# Game Informer

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BPA Membership Applied for September 1992.

## Dear Gl...

In the March/April issue, on pg.14, you wrote an article entitled *The Meaning of L.I.F.E.* This featured the LaserActive System by Pioneer. If you know the price of the system or any additional information, please write back to me. Your magazine is great. Keep up the great work. Thank you.

Vincent Ragosta  
NorthEast, PA

*Vincent, We called Pioneer and they told us the LaserActive will be on the market this Fall. They have not set the price yet, and do not plan to until late September.*

-Ed.

In the recent March/April issue you said we could order back issues. Please tell me which issues you have.

Jesse Jacobs  
Arlington, TX

*Back issues are in short supply, but we have a limited quantity of the Nov/Dec '92 (Chester Cheetah), Jan/Feb '93 (Mega Man IV), and the Mar/April '93 (Bubsy). Please send \$3.95 plus 50¢ postage for each issue requested to: Back Issues, Game Informer Magazine, 10120 West 76th Street, Eden Prairie, MN 55344.*

-Ed.

I love your magazine. In spite of all the others, I think GI is the best. I take advantage of the tips because most of them work, but there is a question I need to ask. I'm wondering if you could review some new sports games coming out. It would make my day.

Rui Guilherme  
New Bedford, MA

*Rui, You're in luck! It just so happens this issue includes our Summer Sports feature. We'll give you the latest on Super Baseball 2020, WWF Royal Rumble and Rock N' Roll Racing for the SNES. There's also Summer Challenge, Mutant League Football and the story behind the making of Pele's World Cup Soccer for the Genesis. Glad we could make your day.*

-Ed.

I was reading about Virtua VR and the Activator in March/April's Tech Talk. How much would each item cost? Also, what is the difference between the Sega CD and the Super CD/Duo?

Jason Kaczmarczyk  
Chicopee, MA

*According to Sega, The Activator should hit shelves this fall for around \$70 or \$80. Virtua VR, or Sega VR as it is now called, should be out in time for Christmas with a price tag just under \$200. To answer your second question, Sega CD has the benefit of newer technology. It has 6 meg of RAM, hardware scaling and rotation, and two 16-bit processors that allow for dual processing, which shortens the access time. The Super CD has 4 megs of RAM, but is less expensive and has a much larger library. The Duo is a complete unit, unlike the other two which are peripherals. It will play Turbo's HuCards as well as CDs.*

-Ed.

First off, your magazine is excellent for its size. I'd like to thank you for the great tip section, because you print some codes that the other mags miss or don't print. Second, I have a suggestion that would make your reviews easier to understand. Instead of giving scores for Concept, Graphics, etc. just give an overall rating. Also have all four reviewers do all the games, because sometimes the reviewer I go by doesn't review a particular game. Your *Classics Attic* section is great, and I look forward to more ancient NES games. However, the way you rated *Metroid* was not very good. To properly rate an old game, you must put yourself back in 1987.

Dave Johnston  
Ogden, Utah

*Dave, Thanks for your compliments and suggestions. With regard to Classics Attic, we stress that these games were innovative in their time and important benchmarks of video game history. However, we are speaking to the sophisticated gamer of 1993. To give early graphics a 9 when the reader is accustomed to graphics like those found in carts like Flashback would be misleading.*

-Ed.

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

# YOSHI'S COOKIE

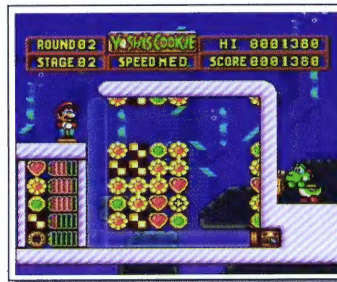
## Cookie Chaos for Mario and Yoshi!

**Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!**

As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!

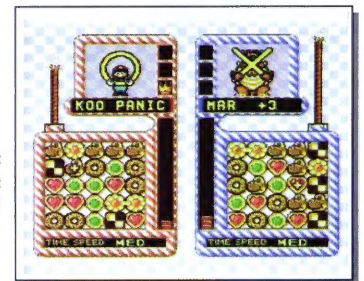


It's a heapin'  
helpin' of cookie  
crunchin' fun!



Challenge a friend or the  
computer for more  
munchie-madness!

In the tradition of Tetris™ and Dr. Mario™, Yoshi's Cookie is a heaping helping of lip-smacking, snack-stacking cookie chaos!



- ♥ 100 stages, plus bonus rounds.
- 🍪 1 or 2 players, or play against the computer.
- 🍪 Choose to be Mario, Yoshi, the Princess or Bowser.
- 🍪 Extra puzzle game from the creator of Tetris.

## It's a snack attack!

**Bullet-Proof Software, Inc.**  
8337 154th Ave. NE  
Redmond, Washington 98052



Zitz, Rash and Pimple Strut Their Stuff

# Super Battle Toads in

# BATTLEMANIACS



**W**hat do you get when you cross a Teenage Mutant Ninja Turtle with a sense of humor? Those action-hungry amphibians named for skin afflictions, better known as the Battletoads. Toad lovers, rejoice! These very hip 'toads have made their way to the Super Nintendo system for another pig-pounding adventure.

This time we find our gregarious green guys high in the Tibetan mountains where the Psicone Corporation is testing its latest invention, the Total Reality Integrated Player System. It's sort of a virtual reality that allows a person to enter the Gamescape through a computer-generated portal. But, thanks to the 'toads nemesis, Silas Volkmire and the Dark Queen, the test becomes a matter of life and death when the Pigs of the Apocalypse jump through the portal and kidnap Zitz and the daughter of Psicone's President, Michiko Tashoku. Will Volkmire and the Dark Queen succeed in their plan to transform the world into their own private Gamescape Kingdom?

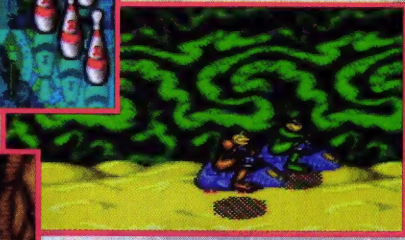
It will take all the strength and courage Rash and Pimple can muster, plus a few new moves, to rescue Michiko and their trio toad, Zitz. There are plenty of weapons to help the 'toadsome twosome out, but their best bets are the Smash Hit attacks. These range from the Big Boot Block to the Full Metal Earmuffs and the Anvil Swipe. There are fourteen hilariously harmful hits in all, each devastating enough to knock the stuffing out of the Psyko Pigs and other pests they'll encounter on their way to the Dark Tower. ■



▶ THE BOTTOM LINE **8.5**



Check out the spectacular graphics of the bonus stage!



Pimple & Rash are ready to rock n' roll.



Steer clear of the spikes, otherwise you'll be toad stool.



- **Levels:** Six
- **Style:** 1 or 2-player cooperative action
- **Difficulty:** Hard

- **Special features:** 3 continues
- **Created by:** Tradewest
- **Available:** Now for Super Nintendo

ANDY, THE GAME HOMBRE

**Overall Rating:**  
**7.75**

"The 'toads are big and bad, with lots of cool attack sequences and great enemies. They could use some voice-overs. Give me something more than Bang and Pow. There's plenty of levels with different stuff, but on the fighting levels I don't feel like I have complete control. This is a challenging and fun game to play. It has loads of good action and bright graphics. If you love kick/punch carts, you'll need the 'toads."

RICK, THE VIDEO RANGER

**Overall Rating:**  
**9**

"The animation is sensational. The bosses are big and very well detailed. My favorite move is the ram's horn smash hit. People looking for 6 button combination game play will be disappointed; I'm not. The control is superb. Not to put down more complicated play format, but it's a game. It's supposed to be fun, not work. Outstanding! The action graphics are the best in the biz, and hilarious to boot."

ROSS, THE REBEL GAMER

**Overall Rating:**  
**8.75**

"Although Battletoads got their start on the regular NES, the SNES version added a whole new angle to the game by exploiting the graphic capabilities of the SNES. I am happy to say the SNES version is a step or two above the original. If I were to recommend one new title to pick up for the next month or so, it would be Battlemaniacs."



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# YOSHI'S COOKIE™

## A Feast for Your Puzzle-Solving Appetite

- **Cart Size:** 4 Meg
- **Style:** 1 or 2-player puzzle/strategy
- **Difficulty:** Adjustable
- **Created by:** Bullet-Proof Software

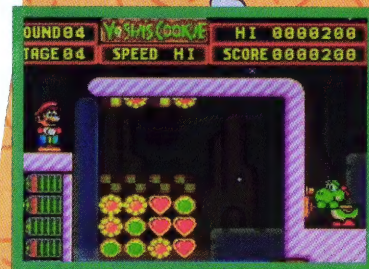
- **Available:** Now for Super NES
- **Special Features:** Password, level-select and unlimited continues

▶ **THE BOTTOM LINE 7.75**

**M**ix the habit-forming game play of *Tetris* with Nintendo's world-famous cast of characters and what have you got? The result is *Yoshi's Cookie*. Oh, it may not be the first puzzle game to feature our favorite plumber and his dinosaur companion; *Dr. Mario* and *Yoshi* both tried this combination long before now. The first is that this cart isn't from Nintendo, but from third-party licensee Bullet-Proof. And, we think the spaghetti-slurping pipe-meister would be proud.

*Yoshi's Cookie* uses the simple concept of matching like-shaped cookies in vertical and horizontal rows to clear the screen before they fill up the play field. What makes this cart great is the variety game styles it offers. Choose between the One-Player Action game, the Versus mode which pits you against the computer or a friend in a race against time, or the brain-teasing Puzzle game.

There are a host of options, such as round-select or speed adjustment. The 2-player game even includes a handicap feature. Nintendo has released this title for 8-bit and the Game Boy, but no matter what the format, this cart is addictive. ■



Match up the cookies to clear a line.



Mario entertains you at the intermissions.



Can you solve this in seven moves?



Control your opponent's screen in the two-player mode.



### PAUL, THE PRO PLAYER

Overall Rating:

**8**

"Yet another puzzle game along the lines of *Tetris*, incorporating elements of *Yoshi*, *Dr. Mario*, and *Puzznic*. It's like two games in one, with three types of play. I admit I was apprehensive as I am not a big fan of *Yoshi*, but I was surprised at how I got glued to the screen. BulletProof has a game that blows the other two away."

### RICK, THE VIDEO RANGER

Overall Rating:

**7.75**

"Ever wished that you could rearrange the shapes in your stack while playing *Tetris*? Like *Tetris*, *Yoshi's Cookie* is an exercise in visualization, with better options. The adjustable speed and level-select allow you to customize to your ability. *Yoshi's Cookie* is a great game, whether on SNES, NES or Game Boy."

### ANDY, THE GAME HOMBRE

Overall Rating:

**7.5**

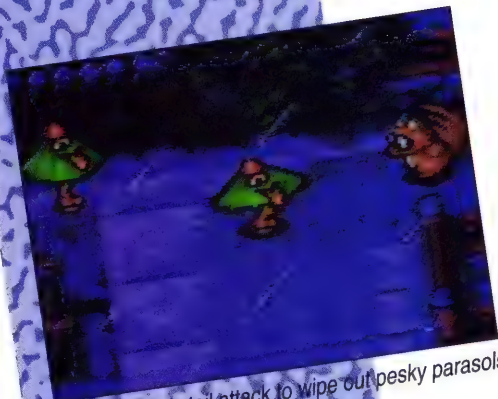
"It's a puzzle game, so there isn't any need for flashy polygon graphics or Mode 7. *Yoshi's Cookie* turns out a good game with decent challenge and some good mind-stumpers. If puzzle games are your thing, make sure you don't miss this one."

# Pocky & Rocky

A SHOOTER THAT PROVES LOOKS CAN BE DECEIVING



Dangerous waters lie ahead.



Use Rocky's tail attack to wipe out pesky parasols.

- **Cart Size:** 8 Meg
- **Style:** Action shooter
- **Levels:** Four challenging stages
- **Number of Players:** 1 or 2-player
- **Special Features:** Unlimited continues
- **Created by:** Natsume
- **Available:** Now on Super Nintendo

▶ **THE BOTTOM LINE 7.75**

**B**eware of wolves hiding in sheep's clothing. No, there is no livestock in *Pocky & Rocky*, unless you count a raccoon, snake, lion and other nefarious nasties as livestock. What we mean to say is that this game is not what it appears to be on the surface. Both the very Japanese-style storyline and cute animation may lead you to believe that this is just another side-scrolling action game for the younger set. Lest you be lead astray, masquerading behind the Ninja Goblin-tamer and his Raccoon sidekick is a seriously challenging game.

It seems the once-peaceful Nopino goblins, which range in appearance from skeletons to little roly-poly guys, have been spell-bound by



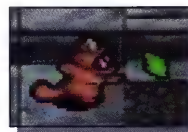
the evil Black Mantle. Pocky and Rocky will have to shoot their way through four lengthy levels to put an end to his mischief. Each character has two normal attacks, plus bombs and a special defensive attack. There is also a continuous attack button and plenty of power-ups. But, make no mistake, this is by no means an easy game. You'll face several sub-bosses that will wear you down before you can reach each level boss, and continuing will start you back at the beginning of that stage.

*Pocky & Rocky* is near impossible as a one-player, and is at its best as a two-player. The smooth animation and unexpected challenge make it a 'sleeper' worth looking into. ■

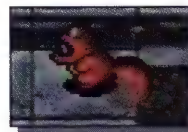
## ROCKY ATTACKS



Fire

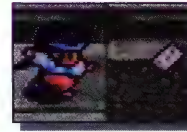


Leaf



Tail

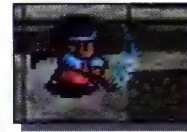
## POCKY ATTACKS



Card



Fireball



Stick

### PAUL, THE PRO PLAYER

Overall Rating:

**7.75**

"Pocky & Rocky is smooth! It plays like a shooter, with a little adventure tossed in. The controls are basic and can be customized, but it's not a simple game even set on easy. Pocky & Rocky is a refreshing game. I'm kinda' sick of the basic space-shooter. And, with the 2-player capabilities, it's a lot of fun."

### ROSS, THE REBEL GAMER

Overall Rating:

**7.75**

"I figured this was another young player game. Boy, was I wrong! When I saw the quality of the animation, my whole outlook of the game changed. This is some of the cleanest character animation on the market. When you buy this game, withhold early judgments. Otherwise, like me, you'll be eating your words. It's full of frustrating, enjoyable action."

### RICK, THE VIDEO RANGER

Overall Rating:

**8**

"This game uses all the colors the SNES has to offer. Wonderful detail is evident everywhere. I loved the background music; soft and pretty, but never harsh or annoying. Players have full use of the entire screen and can even back-track. The game play is simple; just hold down the fire button and dodge enemies."



Defend against K's electric field.



The mysterious warrior Jade, "The Fighting King".



Use the instant replay to taunt your friends.

- **Cart Size:** 16 Meg
- **Style:** Fighting
- **Levels:** 10 stages
- **Difficulty:** Variable
- **Number of Players:** 1 or 2-player
- **Special Features:** Unlimited continues
- **Created by:** Jaleco
- **Available:** Now on SNES

▶ **THE BOTTOM LINE** 7.25

## Fighting Games Your Forté? Jaleco Wants to Know if You're...

**T**he great war of 2151 toppled the legal and government institutions. It reduced landscape to rubble and worse, it crushed the people's spirit. Only the strongest fighters survived and from their midst arose a mighty "Fighting King" known as Jade who seized control of the people. The tower in which he dwelt was called the Great Tower or Death Tower, as no challenger ever came out alive. Four fighting soldiers decided to accept Jade's tournament challenge and try to return the land to peace, but they would have to face many opponents along the way.

Sho was raised as a traditionalist of Tenga Haouryu in Japan while Zazi, a



Chisou Haouryu traditionalist, hails from Texas. Both have mastered forms of Yamite, an ancient dark side military art consisting of ever-changing mystical attacks like the Blue Thunder Punch and the Dragon Blade. Kotono

excels in kenjutsu, the art of swordsmanship, and has come to avenge her father who fell at the hands of the Fighting King. The fourth champion is Vortz, nicknamed 'King of the Beasts', who has traveled from Holland. He enlisted his own style of combat wrestling in his search for an unnamed individual.

Each fighter has twenty-one moves all their own. Work your way through your fellow soldiers and the six Tower Keepers to reach Jade in the Story mode or fight against the computer or another player in the Versus Computer or Versus 2-Player modes. Either way, it will take all your strength and agility to defeat Jade in this arcade-style fighting game.



Beans may look funny but is highly trained in street fighting.



Keep Sirou at bay with the powerful Blue Thunder Punch.



Expelled from wrestling Gajet uses his outlawed wrestling techniques to crush you.

**VORTZ'S MOVES**

**THROWING TECHNIQUE**

Neck Hanging

Power Slam

Stamping

Suplex

**DEADLY TECHNIQUE**

Muscle Buster

Lightning Tackle

Climb Axes

**SYOH'S MOVES**

**THROWING TECHNIQUE**

Side Throw

Deadly Diving

Lightning Break

**DEADLY TECHNIQUE**

Dragon Blade

Blue Thunder Punch

**ZAZI'S MOVES**

**THROWING TECHNIQUE**

Side Throw

Deadly Diving

Lightning Break

**DEADLY TECHNIQUE**

Dragon Blade

Blue Thunder Punch

Rei is trained in the dangerous Kokkenpo style of fighting.

**KOTONO'S MOVES**

**THROWING TECHNIQUE**

Roundhouse Kick Breaking

Kuki Style Circle Breaking

**DEADLY TECHNIQUE**

Kuki Double Edge

Drawn Sword Mist Slash

Deadly Kick



**ANDY, THE GAME HOMBRE**

Concept: 6 Playability: 8  
 Graphics/Animation: 8.5 Entertainment Value: 7.5  
 Sound: 7 Overall Rating: 7.5

"Tuff E Nuff has solid graphics, through and through, with original backgrounds and unusual character animation. There aren't as many moves or buttons as in SF2, but there's a good variety. This game focuses on the kicking and punching instead of unbelievable super-moves, and that's what makes it fun; just beat the tar out of the other guy. It's worth checking out if you're tired of SF2 or thought it was too complicated."

**PAUL, THE PRO PLAYER**

Concept: 6 Playability: 8  
 Graphics/Animation: 8.5 Entertainment Value: 8  
 Sound: 4 Overall Rating: 7

"The slow-motion replay shows you the outstanding animation. There are insane looking opponents and the backgrounds are equally impressive. Tuff E Nuff is like SF2, but different. If you're a fan of the head-to-head action, you shouldn't be disappointed. And, hopefully, there will be codes that allow you to play more than four characters."

**ROSS, THE REBEL GAMER**

Concept: 6 Playability: 8  
 Graphics/Animation: 8 Entertainment Value: 8  
 Sound: 5 Overall Rating: 7

"Tuff E Nuff fits right along side SF2, Final Fight, Rival Turf, etc. The challenge couldn't be better, but the automatic Instant Replay is frustrating and slows down the game. The controls are simple multi-button moves, which is a nice touch. For all of you SF2 fanatics, Tuff E Nuff is a blessing in disguise."

# SNES At a GLANCE™

We know you never get enough info on new games in the works. There seems to be an on-slaught of new SNES titles on the way, and here are just a few.

## AMERICAN GLADIATORS



### **American Gladiators** by Gametek

**Available:** Now 1 or 2-player Arena Sports

Have you ever watched this program and said, "Hey! I can do that. Get me on the show." Well, here's your chance. Gametek has brought this futuristic sport to your SNES. Compete in 6 events and the final Eliminator round, just to see who's tougher.

## GOOF TROOP



### **Goof Troop** by Capcom

**Available:** July 1 or 2-player Adventure

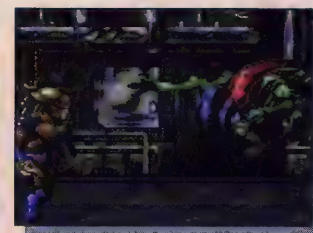
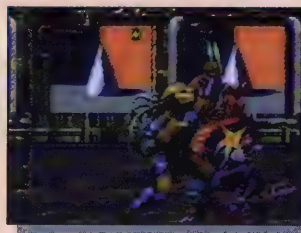
Capcom's newest Disney title features that lovable dog...uhh...person...uhh...well, we don't know either, but he's back. He and some friends are off to do some fishing when two of his pals are kidnapped by pirates. Determined to rescue their friends, Goofy and Max set out to explore and find the pirates' stronghold.

## ALIEN VS. PREDATOR

### **Aliens vs. Predator** by Activision

**Available:** August 1-player Action

On the colony world of Vega 4, Aliens have begun to exterminate the population. Unprepared, the humans stood little chance of survival; until a Predator in search of challenging sport comes to Vega 4 for human prey. This hunter becomes the Human savior as the Predator selects the Aliens as his target. *Aliens vs. Predator* is a one-player, kick-punch action game worth checking out.



## STREET CHALLENGE



### **Street Challenge** by IREM

**Available:** Now 1 or 2-player Street Fighter

Yes, believe it or not, it's another game in the fighter vein. IREM brings *Ranma 1/2* to America but with a complete graphics overhaul. There are eight characters to choose from. It provides decent action, but not the most complicated moves in the world.

## FOOTBALL FURY



### **Football Fury** by American Sammy

**Available:** August 1 or 2-player Arcade Pigskin Action

Another Neo-Geo title that has made it to the SNES. *Football Fury* is an arcade-style sports game; lots of action and button pushing, but not much strategy. It's perfect for the occasional player or non-sports fan.

## CARMEN SANDIEGO

### **Carmen Sandiego from Hi-Tech Expressions**

**Available: July 1-player RPG/Logic/Edutainment**

By now, just about everybody has heard of Carmen and the Acme Detective Agency. All the SNES fans that have been waiting for this title will have their chance. Both *Where in the World...?* and *Where in Time...?* are coming from Hi-Tech.



## CLAY FIGHTER

### **Clay Fighter from Interplay**

**Available: November 1 or 2-player Fighter**

*Clay Fighter* was easily one of the best games at the Summer CES. It integrates all the power of the toughest fighters with comical claymation characters. This mixture makes for a fun game to play and a delight to watch. Definitely one for the collection.

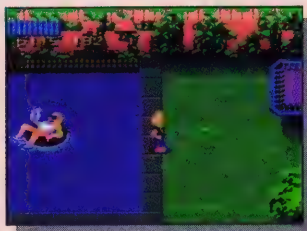


## ZOMBIE'S ATE MY NEIGHBORS

### **Zombie's Ate My Neighbors from Konami**

**Available: August 1 or 2-player simultaneous Action/Shooter**

We first showed this when it was LucasFilm's *Monsters* and looking for a home. Take every "B" horror movie, mix them all up and you have the premise. Weird, mutant creatures, blobs, werewolves, and any other kind of monster you can imagine, are out to capture your neighbors. Your job: save all your neighbors before they meet an untimely demise. Sounds simple, right? Wrong!

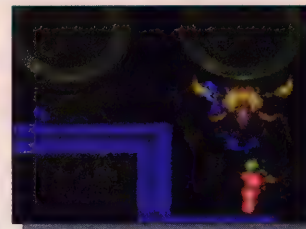


## OPERATION LOGIC BOMB

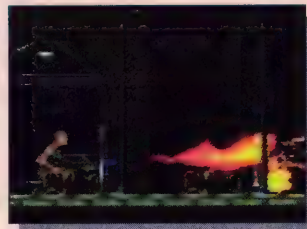
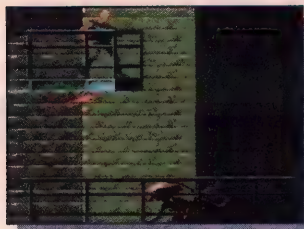
### **Operation Logic Bomb from Jaleco**

**Available: Now 1-player Action/Shooter**

Mankind is hard at work trying to create a sub-space transporter. But something goes wrong. Somehow they've bent the Time-Space continuum. The lab becomes a battleground. Agent Logan (that's you) must infiltrate the lab, neutralize the intruders and rescue the scientists. It's a good one-player, action-adventure in the same vein as *Alien Syndrome*.



## ALIEN III

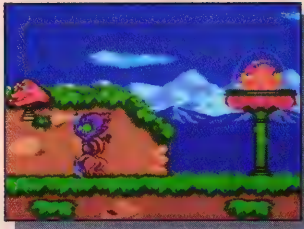


### **Alien III from Acclaim**

**Available: Now 1-player Action/Shooter**

This cart follows the movie storyline. If you haven't followed the *Alien* trilogy, go out and rent the movies 'cuz there isn't enough space to explain the whole story here. Ripley has crash-landed on the prison planet, Fury 161. Only she's not alone and her fellow passenger isn't friendly. The Aliens kidnap the population and the queen begins producing offspring. Ripley must stop the Alien horde if there is any hope of survival.

## SUPER WIDGET



### **Super Widget by Atlus**

**Available: August 1-player Action/Adventure**

Widget jumps from Saturday morning cartoons straight to your SNES. He's a Apprentice World Watcher with hopes of one day making First Class. To do this, he must complete six missions that take him to the far reaches of the galaxy. Don't worry, 'cuz he has a few tricks up his sleeve. Widget can transform into eight different characters and has the help of Mega-Brain.

# WHAT'S HOT!

## News & Rumors From the Video Game Industry

### EA Sports Drafts the Shaq

Electronic Arts has made a name for itself by developing realistic sports titles around well-known sports figures. It seems only natural they would sign the popular NBA rookie, Shaquille O'Neal, to co-design a new line of basketball games. The games will feature O'Neal's digitized image incorporated into realistic game play based on his real-life style. The first games will be for the Sega Genesis and Super NES platforms, and should be available in time for the new basketball season.



### Sega Lends a Helping Hand

On April 24, Sega of America and 102.7 KIIS-FM sponsored the "KIIS and Unite II" charity concert and auction to benefit the Pediatric AIDS Foundation. Some of the acts performing included Jon Secada, Patty Smyth and Joey



Lawrence. Several other celebrities were on hand to lend their time and talent, including KIIS-FM's DJ Rick Dees; Sega's CEO, Tom Kalinske, "Thirtysomething's" Melanie Mayron, "Jurassic Park" stars Jeff Goldblum and Samuel Jackson; Armin Shimerman, Quark on "Star Trek: Deep Space Nine"; L.A. Raiders' Nolan Harrison, Bruce Wilkerson and Steve Wright; and many more.

### Mortal Kombat: Hot Off the Presses

"Mortal Monday", September 13, is just around the corner; the day when Acclaim launches a world-wide simultaneous release of *Mortal Kombat* for the Super NES, Genesis, Game Boy and Game Gear systems. But that day may not come quickly enough for some fans of this incredibly successful arcade title. To meet that need Acclaim is offering *The Pit*, the *Mortal Kombat* underground newsletter, free to fans around the world. To receive your free issue of *The Pit*, send your name address, age and which system you own to: *The Pit*, P.O. Box 9005, Oyster Bay, NY, 11771.

### Nintendo Gets a Face Lift

One out of every three homes in the U.S. already have one, but if you don't already own an 8-bit Nintendo system, you'll now be able to pick one up for less. The NES now features a new, high tech look and a price tag for under \$50. For \$49.95, gamers can pick up a NES, one controller and an RF switch. The Challenge Set, which includes two controllers and Super Mario 3, will still be available for \$89.95.

### Popular Personalities Join Together

Sega's Sonic the Hedgehog got into the giving spirit when he recently joined Ronald McDonald at a Ronald McDonald House to deliver one of the 157 Sega Genesis systems and software libraries that will be installed in all of the Ronald McDonald Houses worldwide. The Ronald McDonald House is a non-profit organization that provides a "home away from home" for families of children who are facing long-term hospitalization.



### Sega Enterprises Takes Arcades to the Next Level

There were two very long lines in Sega's booth at the recent Summer CES show. No they weren't for *Jurassic Park*, or even *Sega VR*. Consumers were just dying to get their shot at the "Eight-Man"



*Virtua Racing* machine (see May/June GI) and the new AS-1. Gamers can actually climb aboard the AS-1 to experience a virtual reality adventure, complete with all the bumps.

### Sega, Too!

Sega of America has just unveiled a new look for their Genesis and Sega CD units. Both have been redesigned with sleek outer casings that connect for a clean, side-by-side look. This compact design fits into any standard rack home entertainment system, and the top loading feature improves access to the Sega CD. While the look is improved, both systems maintain the same features as the originals. Sega's packaging is also changing



to meet the needs of the 90's gamer. Boxes will now be conveniently color coded, based on format compatibility. Genesis products will feature a red banner, while Sega CD products will be distinguished by a blue banner; Game Gear products will display a purple banner. But looks aren't the only improvement. The Sega CD will now be available at a suggested retail of \$229.99. In addition, the Genesis and Game Gear systems will now include a pack-in of *Sonic the Hedgehog 2*.



# WE'LL BLOW YOU AWAY!



**R**olling **T**hunder **3** for the Sega Genesis smokes. We won't waste your time with words, check out the screen shots and you'll know. Grab it while you can.

- **10** hard-core levels!
- **12** action packed megs!
- **9** nasty new weapons!
- **I**ntense hidden areas!
- **P**assword support!



**namco**  
The Game Creator™



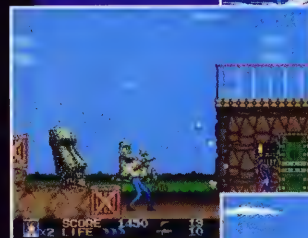
**L**ast your way through legions of terrorists!

**T**ake a ride on the wild side!



**B**reak out the heavy weapons!

**R**ide the waves!



**B**unt down terrorists in exotic locations!

**S**hoot at an angle!



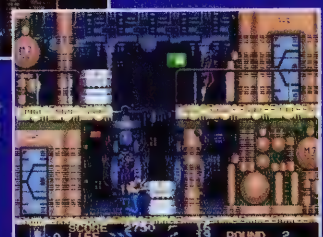
**M**eet weird green guys and shoot them!

**F**ly first class!



**A**nnihilate robot watch dogs!

**E**xplore vast underground bases!



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Tel: (408) 922-0712

**NIGEL  
BEATS  
MARIO\***

**\*Mario Andretti**

**W**hen Nigel Mansell entered the world of Indy car racing, he knew his biggest competition would be Mario (the driver, not the plumber). In his debut Indy car race in Australia, Mansell stunned the racing world by upsetting Andretti, and capturing the checkered flag. Now you can relive Mansell's march to the Formula One crown with Gametek's NIGEL MANSELL'S WORLD CHAMPIONSHIP RACING. Every other racing game for the Super Nintendo is left eating dust. No other racing game puts you in the driver's seat like Nigel. Featuring a first-person hands on perspective, 16-International Formula One race tracks, totally customizable Formula One cars, randomized weather conditions and even audible hints from the man himself, Nigel Mansell. So, see for yourself why reviewers are calling Nigel Mansell the best racing game ever available for the Super Nintendo Entertainment System.

# Nigel Mansell's World Championship

R A C I N G

from

**GAMETEK**

## Drive it Home.

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• 80¢ per minute charge • Touch tone phone required • Minors must have parental permission before calling • Available 24 hours

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# DINOSAUR PARK

## Comes to a zoo near you

by Elizabeth A. Olson

The movie *Jurassic Park* tells the story of dinosaurs brought back to life through DNA cloning, to create a prehistoric amusement park. Could it really happen? More than likely, not. But, thanks to Dinamation International Corporation, dinosaur fans can enjoy the next-best thing at their local zoos and museums.

Dinamation Int. is responsible for bringing dinosaurs back to life through computer animation. Their automated exhibits have drawn an estimated ten million visitors a year to some of the nation's most prestigious museums. In 1990, Dinamation attractions were second only to Disneyland in attendance and, in 1992 a Dinamation exhibit was installed at the Smithsonian in Washington, D.C.

All this is the creation of Chris Mays. Mays spent twenty years as a pilot for TWA when, on a trip to Japan, he spotted several large, animated dinosaurs. With his brother and four friends, he gathered \$20,000 and founded Dinamation International Corp. in 1982. Today Dinamation manufactures more than two dozen types of dinosaurs and takes in more than \$10 million a year. Their team of more than 200 employees builds a variety of species from mechanical skeletons, which are controlled or may be operated by computer hydraulics.

Mays saw the opportunity to market dinosaurs back in 1982, but set his sights on museums. To win the acceptance of that audience, he hired an advisory board of paleontologists to insure authenticity in his creations.

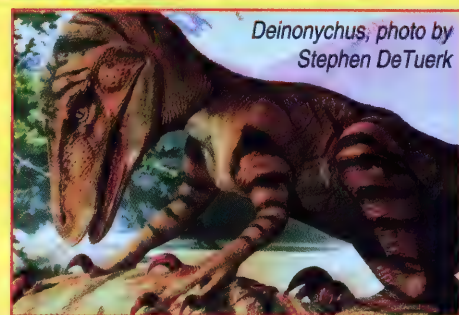
Since then, the company has founded the Dinamation International Society, a non-profit organization that promotes education, research and preservation. In addition to funding research, the society publishes a newsletter called the *Morrison Times*, to keep the public updated on developments in the field. They also sponsor workshops and public dinosaur excavations. For more information on the Dinamation International Society, contact Michael L. Perry, Executive Director at P.O. Box 307, Fruita, Colorado 81521.



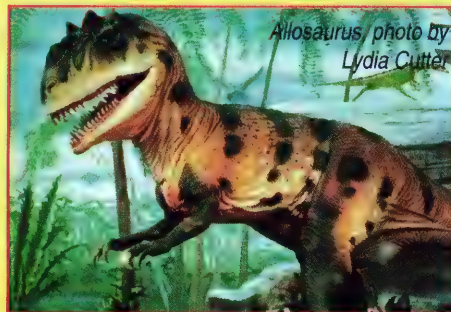
Fully grown Tyrannosaurus Rex



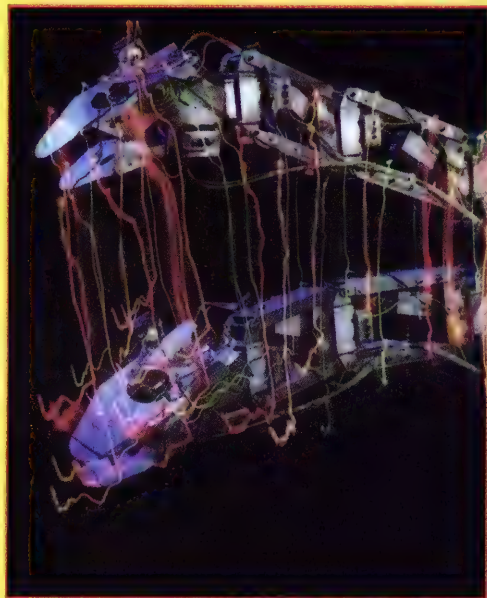
Triceratops



Deinonychus, photo by Stephen DeTuerk



Allosaurus, photo by Lydia Cutler



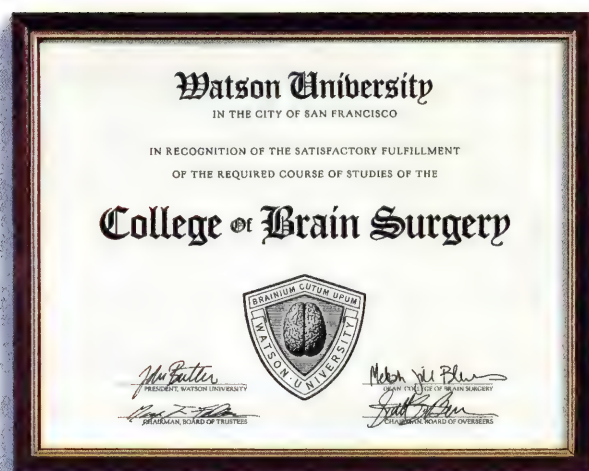
Stegosaurus, photo by Stephen DeTuerk



Dimetrodon, photo by Stephen DeTuerk

All imagery ©1993  
Dinamation International Corp.

**WHAT'S THE WORLD  
 COMING TO  
 WHEN IT'S EASIER  
 TO GET A DEGREE IN  
 BRAIN SURGERY  
 THAN A SEGA™ SEAL OF QUALITY™  
 ON A VIDEO GAME?**



There are 4,000 brain surgeons just in the United States alone.



A scant 200 Sega Seals were awarded last year in the whole wide world.

The Sega Seal of Quality. With it, you're assured a game has passed the most rigorous battery of quality control and playability tests ever devised, and that it pushes the limits on the fun meter. What's more, the Seal guarantees the game, when used properly and not as a door stop, will not damage a Sega Genesis™, Sega CD™ or color portable Game Gear™.

Without the Seal? Well, about is that you could be setting yourself happens, don't come crying to us.



the only thing we can guarantee up for a big, big headache. If that Heck, call a brain surgeon.

# WIN! The Ultimate Gaming Rig!

**PANDEMONIUM**  
INCORPORATED

**\$18,000<sup>00</sup> IN PRIZES!**



**You have the POWER.** In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

**Video Gaming Rig Contest.** Win the ultimate home theatre/video game rig. You'll win all the audio/video components shown plus the Sega Genesis, Gaming Gear (w/TV tuner), Power Clutches, Intruder and Joystick. Bonus Options include: CD-ROM drive, VCR, \$1,000.00 in games, cash, accessories and more!

**Computer Gaming Contest.** Win a 50 Mhz '486 with 17" SVGA monitor, 8 meg RAM, 340 meg hard drive monster machine (upgrade to '586 or

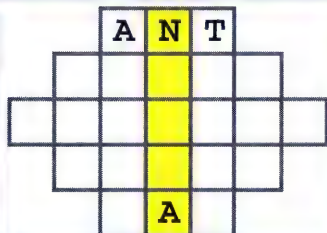
66 Mhz at your option). Bonus options include: CD-ROM, Thrustmaster joystick and weapons controller, Sound Blaster Pro, modem, cash, games and more!

## We're talkin' GAMING HEAVEN!

**Directions.** Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the middle. Hint: use the Mystery Word Clue.

**In the future.** There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.50 for each prize package which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 47% will have the highest score possible score to Phase I, 30% to Phase II, 25% to Phase III, and 20% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the prizes.

### Mystery Word Grid



#### WORD LIST

RANGE	ARC	QUEST	APE	TURBO
ASK	MAJOR	ANT	WINGS	ACE
MUTANTS	INDIANA	INVADER	RUNNING	CRAWLER
CHASE	EAT	TOWER	SIT	FLINT
PET	MICRO	SET	DREAM	FIT

**MYSTERY WORD CLUE:** One who practices the ancient Japanese martial art of assassination and terrorism.

**Yes!**

ENTER ME TODAY, HERE'S MY ENTREE FEE:

- (\$3.00) Video Gaming Rig Contest
- (\$3.00) Computer Gaming Contest
- (\$5.00) SPECIAL! Enter Both (SAVE \$1.00)

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State \_\_\_\_\_

Zip \_\_\_\_\_



**SEND CASH, M.O., OR CHECK TO:**

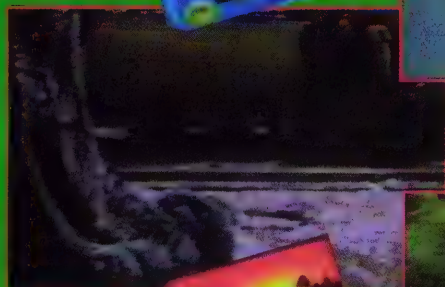
**PANDEMONIUM, P.O. BOX 26247  
MINNEAPOLIS, MN 55426-0247**

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CLIP AND MAIL



# TRAVEL BACK IN TIME JURASSIC PARK



# Prehistoric Stars of Jurassic Park Take the Country By Storm

By Elizabeth A. Olson

On June 11, dinosaurs were brought back to life, thanks to Steven Spielberg's multi-million dollar film, *Jurassic Park*. His estimated \$65 million extravaganza, based on a novel by Michael Crichton, wowed audiences with its replication of the world's most intriguing creatures. The film, which stars Sam Neill, Laura Dern and Jeff Goldblum, tells the story of an eccentric billionaire who feeds his interest in paleontology by funding DNA cloning experiments. The result is a full-scale Jurassic zoo/amusement park, complete with living dinosaurs and tram rides. But no one has taken into account how much we don't know about these creatures, and the thrill turns to terror.

## Bringing Them Back to Life

Spielberg spared no expense when it came to the re-creation of the dinosaurs. He enlisted the help of teams of computer and mechanical animators, puppeteers and model-makers. Industrial Light & Magic created models such as the forty foot Tyrannosaurus rex, by creating a mechanical skeleton and adding a skin-like covering. New information about dinosaurs has surfaced in recent years that dispels much of what we once believed about these mysterious animals, such as the myth that they were slow or unintelligent. To insure authenticity, Spielberg consulted Jack Horner, curator of paleontology at Montana State University's Museum of the Rockies.

Spielberg's Amblin Entertainment and MCA/Universal kept a tight lid on the production unit and the movie's release, eeking out a peek here and there. This smart marketing may prove to pay off in the coming months. So far, licensing agreements have been signed with companies such as Kenner, Sega and Dakin. More than 1,000 *Jurassic Park* products are slated to hit store shelves in the coming months.



Dr. Grant comes face to face with a T-Rex.

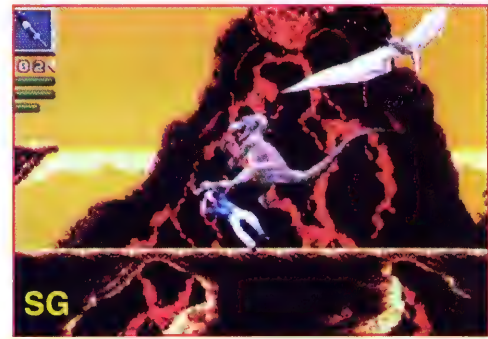




## From the Big Screen to Your Game Screen



Genesis casts you as Dr. Grant or a vicious Raptor.



Dr. Grant is caught by a Raptor on the rampage.



The exciting news for video game enthusiasts are the several *Jurassic Park* games that are already in progress or near completion. Designers at Sega of America are busy programming *Jurassic Park* for the Sega Genesis, Sega CD and the Game Gear platforms. Ocean of America is doing the same for the NES, SNES and Game Boy units. The Genesis game will be released

mid-summer to coincide with the movie's release. It's more like two games in one. Players can choose to play either as a raptor or as the paleontologist, Dr. Grant. Multimedia Studios have recreated dinosaurs straight from the film. This 16-meg cart also includes Artificial Dinosaur Intelligence (ADI), which adapts the dinosaur's traits to a player's



Stuck between a Triceratops and a hard space.

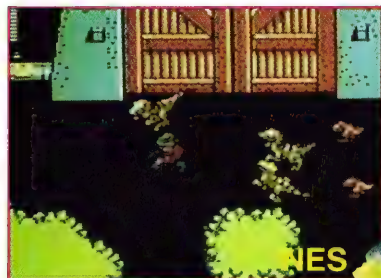
ability. The Game Gear version will also hit store shelves mid-summer. Players will explore the amusement park island in an electrical storm-induced black-out. The object is to overcome hordes of dinosaurs, ranging from Triceratops to T.Rex, with tranquilizer gun sharp-shooting.

The Sega CD version is slated for release this Fall and, from what we've seen, it's worth the wait. This one-player game picks up where the movie leaves off. Following the destruction, players must collect dinosaur eggs and subdue an onslaught of gigantic creatures. Dr. Robert Bakker, world-famous paleontologist, oversaw the design of this game and he makes an appearance as a field guide. The CD features realistic live motion video and 3-D audio effects created by Dynamic QSound.

Ocean of America is bringing the movie to the three Nintendo formats. Players take on the role of Dr. Grant. When sabotage knocks out the computer that controls the dinosaur pens, players search the island to rescue two kids, repair the computer and escape the island. Grant will use bombs, passcards and a gun to work through six levels and escape to safety. The 8-bit Nintendo and Game Boy cartridges are due out mid-summer and the Super Nintendo version is expected in September.



Rescue Lex and Tim, then escape to safety.



Ocean is developing NES, Game Boy & SNES versions.



T-Rex is just looking for a little bite to eat.

Dinosaur imagery ©1993 Dinamation International Corp.

# Summer Sports



*It's Not Whether You Win or Lose...*



# Mechanized Mayhem Meets the Boys of Summer in Super Baseball 2020

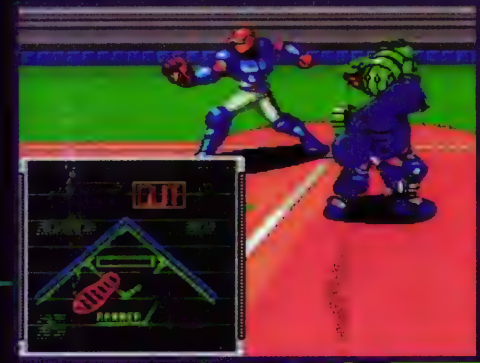
# SAFE



Batter -Up!



Computer controlled fielding creates a high-speed arcade feel.



On close plays, animated sequences bring you right up to the action.

With high salaries, declining attendance and free agent structure, what could the future hold for the world of sports? According to TradeWest, that future could include specially designed cyborgs and super humans battling it out on our ball fields. *Super Baseball 2020* gives us a glimpse of this scenario in this Neo•Geo transfer.

*2020* has two modes of play; a One-player League that pits a single player against the remaining five teams in a fifteen game season, and a Versus mode where two players battle it out for the title. Win the season and you'll be awarded a game against the Veteran team. There are two leagues, the Fighting League and the Exciting League. Those names give insight into the type of game play to expect.

*2020* simplifies the game of baseball and throws in the action of armored power-ups, metal balls, custom foul zones, and unique moves. If you enjoy America's favorite pastime but don't want to get bogged down in all the complicated stats, this futuristic look at the sport may just be the ticket.



In the high-tech realm of Superbaseball, almost the entire field is fair game.



She can throw one mean fast ball!!

ANDY, THE GAME HOMBRE

Overall Rating:  
**7.5**

"This glimpse into the future of baseball is pretty awesome. I didn't think the SNES capabilities could do this game any justice...I was wrong. This game blows away Base Wars. It's a hard-hitting, two-player sports cart and a must for people who like sports but just want to have fun. However, I wouldn't advise it as a one-player."

ROSS, THE REBEL GAMER

Overall Rating:  
**9.25**

"The move to SNES left nothing out graphically, which is impressive considering that the Neo•Geo is a 24-bit machine. *2020* simplified the game so a toddler could play it. Let's face it, a lot of baseball games out there are too complicated for the rookie gamer. If you're tired of all the video baseball overkill, *2020* may be the one to put you back on the mound."

RICK, THE VIDEO RANGER

Overall Rating:  
**5.75**

The game play incorporates ideas from *Base Wars* and *Baseball Simulator 1000*. I like the idea of this game, but the game play is mediocre and uninspired. The game is pretty easy, so beginners might enjoy it but advanced players may need more challenge."

# OUT

- **Style:** 1 or 2-player cyborg baseball, popular Neo•Geo cross-over
- **Special Features:** 2 leagues and 12 teams
- **Created by:** Tradewest
- **Available:** July on Super Nintendo

▶ THE BOTTOM LINE **8**

# ROCK N' ROLL RACING

We've said it before. There's nothing better than cranking out your favorite bass-pumping rock n' roll tunes as you're cruising over the speed limit. Interplay was listening and they've put together a new racing cart that made us stop and take notice.

*Rock N' Roll Racing* combines its fantastic graphics, interplanetary race tracks, some truly mean machines, nasty weapons and power upgrades, and Larry Huffman (best known for monster truck rallies), with a handful of classic rock tunes. The result is an impressive and challenging cart with a soundtrack you'll actually want to listen to.

Choose between six alien drivers, each with special talents. Each planet consists of a series of races where you must place to earn the points necessary to advance, and money to upgrade your vehicle. Planet Luna, your first stop, is a cakewalk, but each planet gets progressively more difficult. There are five vehicles to pick from and a host of engine, tire, suspension and armor upgrades.

This game is a blast, whether you're tapping your foot to the Peter Gunn theme, sailing off the track to a fiery demise, or taking out your competition with a rogue missile. As much as we enjoyed this cart, we didn't give it a final score because we only saw an unfinished version of the game. They are hard at work adding in a bit more Larry (don't worry, there's an option to shut him up) and tightening up the handling. This is one cart worth waiting for.



# BAD TO THE BONE

- **Style:** 1- or 2-player combat racing
- **Levels:** Six
- **Special Features:** Classic Rock soundtrack, Larry Huffman commentary, passwords & continues
- **Created by:** Interplay
- **Available:** August on Super Nintendo

## ANDY, THE GAME HOMBRE

**Concept:** 9    **Playability:** 8.5  
**Graphics/Animation:** 9    **Entertainment Value:** 9  
**Sound:** 9.5    **Overall Rating:** 9

"Rock N' Roll Racing has it all. It's like racing R.C. cars, but with lots of weapons. This game has unbelievable graphics and awesome voice-overs. Add to that some great rock n' roll. This is one of the best soundtracks I've heard on the SNES. This game has very little competition in its class. Only Mario Kart comes close. If you have ever been into remote control cars or just love racing carts, make sure you don't miss this one. It's a keeper!"

## PAUL, THE PRO PLAYER

**Concept:** 8    **Playability:** 9  
**Graphics/Animation:** 8    **Entertainment Value:** 9  
**Sound:** 9    **Overall Rating:** 8.5

"The whole package, from the set-up menu to the animation of the cars catchin' air, is excellent. However, I would have enjoyed more spectacular crashes and twisted frames. You better believe this cart has good tunes, but the excellent soundtrack repeats itself fairly quickly. Tire screeches, collisions, and the excellent announcer are part of a cool sound effects package. It is fairly easy on the first level, but once you start adding extras to your machine, it gets hectic. This cart is a blast."

## ROSS, THE REBEL GAMER

**Concept:** 9    **Playability:** 7  
**Graphics/Animation:** 9    **Entertainment Value:** 9  
**Sound:** 8    **Overall Rating:** 8.25

"This is the result of R.C. Pro-Am and Super Off-Road mixing DNA. If I could say anything negative about the graphics I would, but I can't. Imagine the greatest car songs available and pick out four or so of the best; you'll find them in this cart! I felt the computer was a little too easy to beat but this is, without a doubt, the best racing game to come out for a long time. This quickly became one of my favorite games for the SNES. It made me step back and reevaluate the entire system."



Snake



Tarquinn



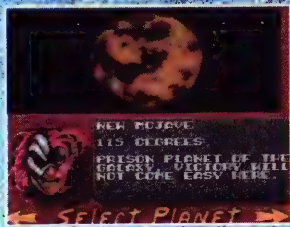
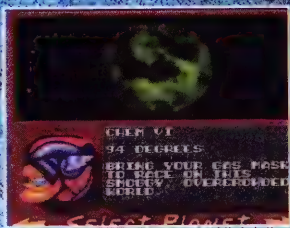
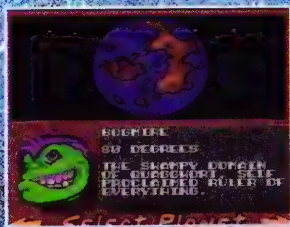
Cyberhawk



Jake



Ivanzypher



For some real fun play the player and blast your friends to oblivion!



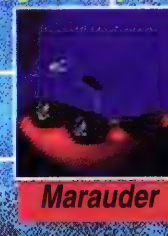
After each round buy new weapons and power-ups.



Katana



Stay out of fourth place because only the first three get a cash prize.



### SHAWN MICHAEL™



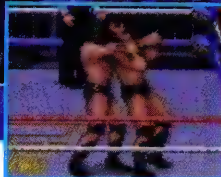
From San Antonio, Texas  
Height: 6' 0"  
Weight: 234 Lbs.  
Special Move: Back suplex



### TED DIBIASE™



From Seasons Resident  
Height: 6' 3"  
Weight: 256 Lbs.



### RIC FLAIR™



From Charlotte, North Carolina  
Height: 5' 11"  
Weight: 239 Lbs.  
Special Move: Flaming



### RANDY SAVAGE



From Sarasota, Florida  
Height: 6' 2"  
Weight: 245 Lbs.  
Special Move: Flaming elbow



### THE UNDERTAKER™



From Death Valley  
Height: 6' 10 1/2"  
Weight: 328 Lbs.  
Special Move: Tombstone



# ROYAL RUMBLE™

### MR. PERFECT™



From Minnesota  
Height: 6' 4"  
Weight: 257 Lbs.  
Special Move: Eye Pectorplex



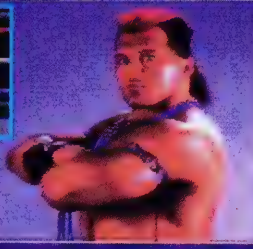
### THE NARCISSIST™



From Atlanta, Georgia  
Height: 6' 5"  
Weight: 295 Lbs.  
Special Move: Running Forearm



### TATANKA™



From Pembroke, North Carolina  
Height: 5' 11"  
Weight: 255 Lbs.  
Special Move: Reverse



### CRUSH™



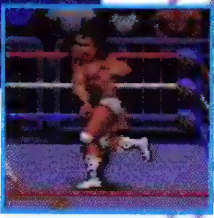
From Kaneohe, Hawaii  
Height: 6' 8"  
Weight: 315 Lbs.  
Special Move: The



### BRET HART™



From Calgary, Alberta, Canada  
Height: 6' 0"  
Weight: 234 Lbs.



### PAZOP RAMON™



From Miami, Florida  
Height: 5' 7"  
Weight: 287 Lbs.  
Special Move: The



### YOKOZUNA™



From Poland  
Height: 6' 5"  
Weight: 505 Lbs.  
Special Move: Barzai Drop



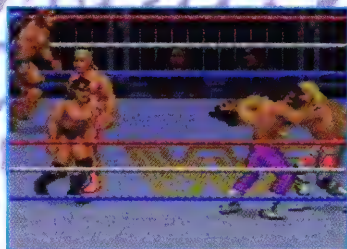
©The WWF logo World Wrestling Federation and Royal Rumble are registered trademarks of TitanSports, Inc. © 1993 TitanSports, Inc. All rights reserved. All other distinctive characters names, likenesses, titles and logos used herein are trademarks of TitanSports, Inc.



Use the illegal choke-hold in a No-Holds Barred match-up.



Action flows outside the ring.



It's a Royal Ruuummble!!!!

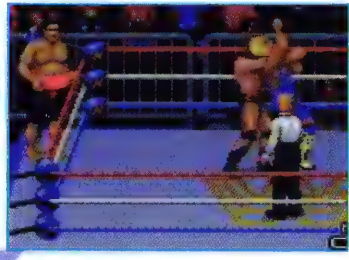


A good tactic is to stay in the corner and let the other contestants eliminate themselves.

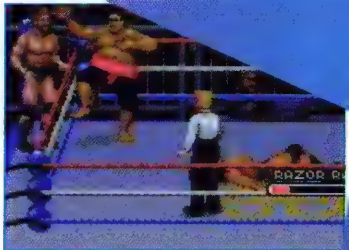
Attention, wrestling fans! Acclaim gives you another chance to get into the ring with the stars of the World Wrestling Federation. But before you climb over the ropes, there are a few decisions you'll have to make. First, select the one or two-player mode. Choose whether each match is tournament play, an anything-goes brawl, or one fall to the finish. Set the difficulty and pick your wrestler from a dozen of the best and the brightest, or let the computer do it for you. Finally, decide if you want to play one-on-one, a two or three-man tag team, or the twelve-man battle for the championship; the Royal Rumble.

Once you've gotten the hang of the basic punch, drop and kick maneuvers, try the more complicated grapples and aerial moves. If sportsmanship isn't your ultimate goal, the referee-less brawls allow all the illegal moves, including the eye gouge and choke-holds. As your opponent starts to tire, try each wrestler's 'signature' move. They're all here, from The Undertaker's Tombstone Piledriver, to Mr. Perfect's Perfect-Plex and Crush's Cranium Crunch.

Royal Rumble is perfect for grappling fans, and those seeking head-to-head battle will appreciate its finger-pumping moves. One word of warning to gamers seeking faster paced fighting: We found the playability better in the one-player mode.



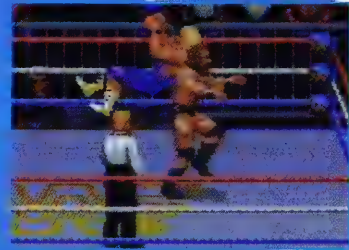
The Ten Million Dollar Dream.



Look at the big man dance.



And the winner is.....



Clothesline...oooh that's gotta hurt!

ROSS, THE REBEL GAMER

Concept:	7	Playability:	8
Graphics/Animation:	9	Entertainment Value:	8
Sound:	7	Overall Rating:	8

"Royal Rumble ranks with the top of my favorite SNES graphics. They also made the wrestlers look and move like their real-life counterparts. The grunts and groans fit the action exceptionally well, but the music should have been straight from the WWF. For instance, when a wrestler comes into the ring, their theme song should have accompanied them. Even if your not a big fan of the WWF, you will enjoy playing Royal Rumble. It's a great way of taking out a little frustration."

PAUL, THE PRO PLAYER

Concept:	7	Playability:	7
Graphics/Animation:	9	Entertainment Value:	8
Sound:	8	Overall Rating:	7.75

"It looks, at first, like it's identical to the previous version. But once I played it, I could see excellent animation and plenty of new wrestlers. The play is an awesome improvement. All the buttons on the controller are used, so it takes good timing to pummel your opponent. However, I dislike the amount of button tapping required to execute moves, and turbo controls make it too easy. If you're a true 'rsling fan, or just like a good head-to head brawl, this cart will not disappoint."

RICK, THE VIDEO RANGER

Concept:	7	Playability:	6.5
Graphics/Animation:	7	Entertainment Value:	6.5
Sound:	8	Overall Rating:	7.25

"All the characters are recognizable, but a bit fuzzy. The animation of your moves is very smooth. The voices (or grunts) and cheering crowds are great. I'm not a guy who likes to hit the buttons a hundred times a minute, but in this game it's helpful. I used a turbo, but then beat the game on its highest difficulty with ease. On the plus side, there are lots of cool moves. Royal Rumble has all the elements WWF fans are looking for. But for those looking for an action-fighting game, there are a number of better choices."



► THE BOTTOM LINE **7.75**

- **Style:** 1 or 2-player wrestling
- **Levels:** 10 difficulty settings
- **Special Features:** One-on-one, tag-team or Royal Rumble competition
- **Created by:** Acclaim
- **Available:** Now on Super Nintendo

# SUMMER CHALLENGE

## Going for the Gold



# W

hile track and field enthusiasts wait patiently for another three years for the next Olympics to roll around, Accolade has been busy to insure that you won't have to. Following their snow games cartridge of 1992, *Winter Challenge*, they've released a sequel of sorts. But *Summer Challenge* is so much more than track and field events. It includes eight Olympic events that require skill and agility, as well as strength and speed.

Competitors will find a real variety of events, which include Archery, Equestrian Riding, Kayaking, the 400 Meter Hurdles, Pole Vaulting, the High Jump, the Javelin Toss and Cycling. The key to this cart is timing. Each of these events is completed with a series of unique moves, but are primarily accomplished by holding and releasing buttons on the controller.

Compete against computer opponents or play against a friend. Either way, you'll enjoy the crisp graphics and challenging diversity of this Summer Olympics title.

### ► THE BOTTOM LINE **6.5**

- **Style:** 1 or 2-player sports competition
- **Levels:** 8 Summer Olympics events
- **Created by:** Accolade
- **Available:** Now on Sega Genesis





**RICK, THE VIDEO RANGER**

Concept: 5 Playability: 5  
 Graphics/Animation: 6 Entertainment Value: 5  
 Sound: 8.5 Overall Rating: 6

"Summer Challenge gives you smooth animation in all eight sports. The character size is also good, though the screens are a bit fuzzy. It has excellent background music and voices. Track & Field came out over ten years ago. With Summer Challenge, the lack of challenge keeps it from being anything new."

**PAUL, THE PRO PLAYER**

Concept: 7 Playability: 6  
 Graphics/Animation: 8 Entertainment Value: 6  
 Sound: 7 Overall Rating: 6.75

"Summer Challenge gives you the same type of action as the slightly under-rated Winter Challenge, except that you don't have to shiver while you play. This is definitely one of it's strong points. The point of view and clarity are excellent. The animation can be a bit choppy. Like Track & Field for the NES and the arcades, this cart requires quick button-tapping and timing. I like some events, such as the equestrian and kayaking. Other events, like cycling, are completely dull."

**ROSS, THE REBEL GAMER**

Concept: 8 Playability: 7.5  
 Graphics/Animation: 6 Entertainment Value: 7  
 Sound: 5 Overall Rating: 6.5

"Most of the events are choppy, which makes it hard to judge distances. But I must compliment Accolade for making one of the highest challenge sports games available. However, it's so difficult that it's nearly impossible to do well without a turbo controller. Even though Summer Challenge is not the best game to come to the Genesis, it's enjoyable to play against a second player."

# MUTANT LEAGUE FOOTBALL

*Sick, Twisted and a Whole Lot of Fun.*

Sick and twisted? That's just the half of it. No other gridiron will make you laugh and grimace like *Mutant League Football*, the perfect blend of *John Madden Football* and EA farce.

Where else can the Sixty Whiners face the Screaming Evils? Or the Icebay Bashers battle it out with the Slaycity Slayers? It's your worst nightmare as Coach Bricka turns demonic when you make a mistake.

The eight-team Toxic and Mamac conferences are made up of the most gruesome gridiron heroes. Team members include robots, trolls, aliens, skeletons and humanoids. There are also two all-conference teams and the all-league Galaxy Aces.

The players aren't the only thing unusual about this tongue 'n cheek cart. The playfields pose horrific hazards that make for some interesting injuries. The surfaces range from space rock, ice, desert and rubber. Stadiums like Winkystink Park and the Butcher Dome are riddled with fire pits and land mines just waiting to send a player to the Disassembled list.

Believe it or not, *Mutant League* actually plays a good game of football. Play a single game or work your way through the playoffs to the Super Brawl. Many of the plays are straight out of the *Madden* playbook, with a few added to guarantee death and destruction. Our personal favorites are the Nasty Audibles that let you bribe or kill the referee.



- **Number of Players:** 1 on 1-player gruesome gridiron action
- **Special Features:** Password feature, practice, playoffs or single game
- **Created by:** Electronic Arts
- **Available:** July on Sega Genesis

► **THE BOTTOM LINE** **7.75**

**ANDY, THE GAME HOMBRE**

Overall Rating:

**8**

"There's nothing really new as far as play mechanics, but the mutants and violence are purely original. Mind-numbing animation and crystal clear graphics make this game pop off the screen. If you want to play some whacked-out football with an interesting twist, it's a great break from Madden."

**ROSS, THE REBEL GAMER**

Overall Rating:

**8.5**

"This is one of the wackiest football games I've ever played. Bone-shattering tackles, blood-spraying hits, and all kinds of obstacles for more destruction. I revel in the fact that EA came up with new robotic or monster football. With action this fast and furious, you simply can't go wrong with *Mutant League*."

**PAUL, THE PRO PLAYER**

Overall Rating:

**8.5**

"EA is really getting good at animating nuances such as the QB's tail wagging when he (or it) takes the snap from center. The music is generic EA Sports, but the sound effects are excellent. If you've played the Maddens, you'll see the similarities. This EA farce is great. Is it football or isn't it? Maybe not, but it's a fun one to play."



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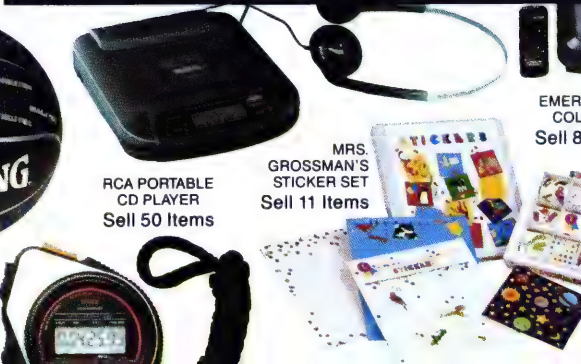
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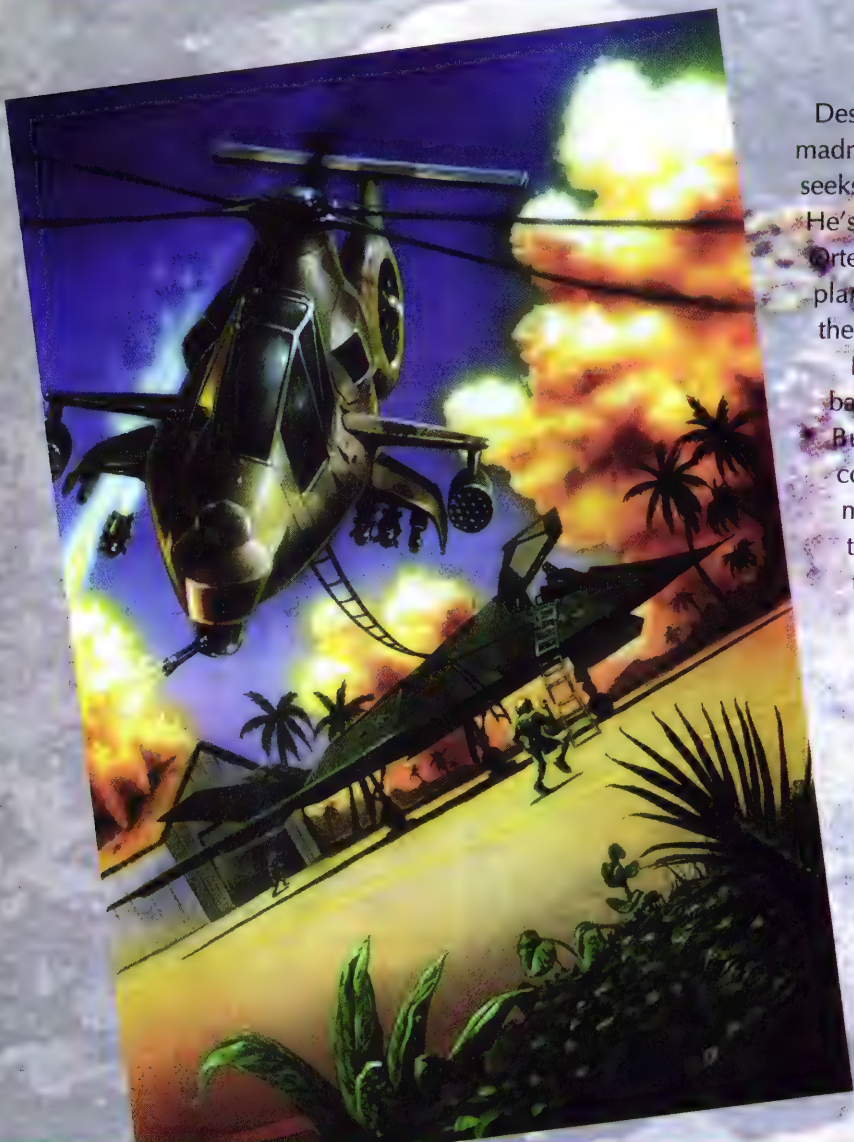
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ARMOR  
485  
FUEL  
14  
LOAD

# JUNGLE STRIKE

A MAP B MISSION C STATUS



Desert Madman, General Kilbaba, is dead and buried; it seems madness runs in the family. Like father like son. Junior not only seeks nuclear domination, he's out to avenge his dad's death. He's enlisted the private army and financial backing of Carlos Ortega, notorious South American Drug Lord. Together they plan to demonstrate their power with a nuclear strike against the U.S.

If you've played *Desert Strike*, you'll be familiar with home base, the flying technique, your maps and co-pilot selection. But EA has added several new vehicles to help you complete your missions. The Comanche Helicopter is your main mode of transportation, but as you progress through the game, you'll need to utilize the MX-9 Attack Hovercraft, the F-117A Nighthawk Stealth Fighter and the Special Forces Assault Motorcycle. Learning to control each vehicle will take practice, but it adds an interesting dimension to the game play.

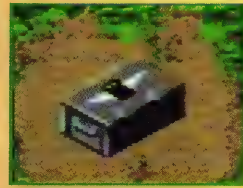
There are six separate campaigns to accomplish, each made up of several missions. These range from protecting the President to hunting out enemy subs, recovering plutonium and captured scientists, destroying the enemy's nuclear facility, and much more. *Desert Strike* was just a training ground for all the action packed into this 16 megs. The powerful graphics and sound effects enhance this expansive cart. *Jungle Strike* will keep you on the edge of your seat as you work towards your triumphant return to Washington. All's well that ends well...or not.



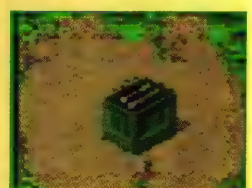
## The Items...



Fuel Drums

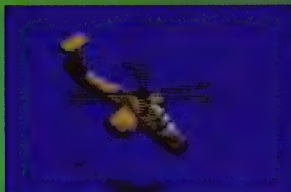


Armor Repair

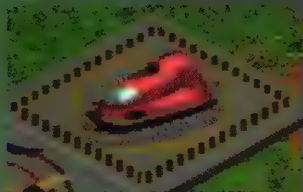


Ammo Crate

# BIGGER, BADDER AND



Super Commando Helicopter



MX-9 Attack Hovercraft



Special Forces Motorcycle



F-117A Stealth Fighter

## The Missions...

### Level 1: WASHINGTON DC



### Level 2: SUB ATTACK



### Level 3: TRAINING GROUND



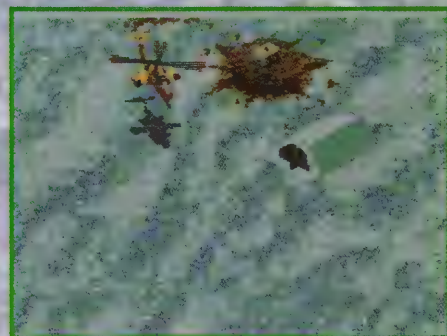
### Level 4: NIGHT STRIKE



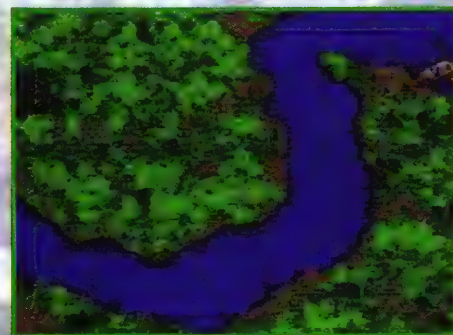
### Level 5: PULOSO CITY



### Level 6: SNOW FORTRESS



### Level 7: RIVER RAID



### Level 8: MOUNTAINS



### Level 9: RETURN HOME



- **Cart Size:** 16 Megs of impressive graphics
- **Style:** 1-player combat action, sequel to Desert Strike
- **Special Features:** 4 vehicles, 9 multi-mission campaigns and password

- **Created by:** Electronic Arts
- **Available:** August on Sega Genesis

► **THE BOTTOM LINE 8.75**

#### ANDY, THE GAME HOMBRE

Concept: 8 Playability: 9  
 Graphics/Animation: 9 Entertainment Value: 9  
 Sound: 8 Overall Rating: 8.5

"The secret to a good sequel is keeping the original idea and adding a new dimension. Jungle Strike doesn't stop there; try twice the memory and the addition of animated sequences. Electronic Arts put a lot of time into this title because the animation is so smooth. From the 'copter to the hover craft, this cart is a piece of work. It features control that's tight from beginning to end, with better missions and fighting. Jungle Strike is a great game with solid challenge. A must for Desert Strike fans."

#### PAUL, THE PRO PLAYER

Concept: 8.5 Playability: 9.5  
 Graphics/Animation: 9 Entertainment Value: 10  
 Sound: 7.5 Overall Rating: 9

Jungle Strike, like many of EA's sequels, is a continuation of a terrific format. Everything is a bit more defined and crisp. The music between levels is good and the addition of a few sound effects, like the winch, give it realism. It has an almost identical menu and map as the original. But, with the ability to pilot different machines, Jungle Strike towers over its predecessor. You still have to exhibit some real stamina when maneuvering your vehicle. This is great combat action; completely awesome. I have to thank EA for another winning cart.

#### RICK, THE VIDEO RANGER

Concept: 8.5 Playability: 8.5  
 Graphics/Animation: 9 Entertainment Value: 8.5  
 Sound: 7.5 Overall Rating: 8.5

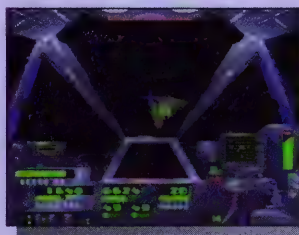
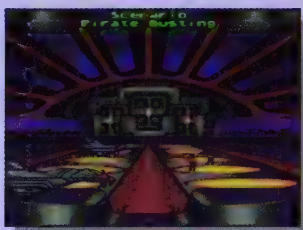
EA came up with enhanced graphics, a 'player friendly' menu, more missions, more equipment, and more megs. There's a lot to learn, but once you've mastered flying, driving, the use of your weapons, using your computer resources, and remembering all the objectives of your missions, there isn't much to it. Whew! At 16-meg, Jungle Strike is a technological masterpiece. This game is huge; fun to play, easy to start, but takes time to master. Video commandos, I suggest saving up for this one.

# BETTER THAN EVER

# Genesis At a GLANCE™

Here are a few of the exciting new carts on their way for the Sega Genesis. And be sure to check out the Summer CES Update for a more extensive listing.

## WARPSPEED

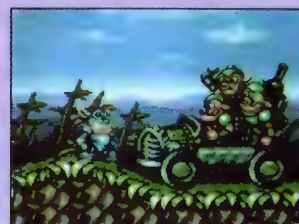
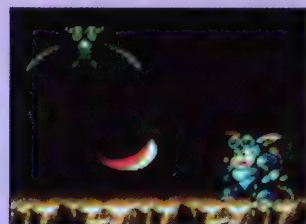
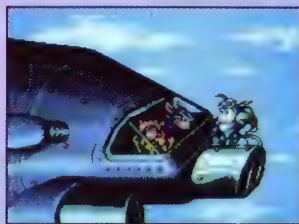


### Warpspeed by Accolade

Available: Now 1-player Action/Space Shooter

For thousands of years Earth has lived in peace, quietly exploring the galaxy. That was until black holes were discovered to be portals to other quadrants of the galaxy. These portals were being used by evil Alien beings known only as "The Horde." Earth was unprepared and had to struggle to quickly build a defense against this evil force. The result was a single Star Fighter with enough firepower to stop them. All they need now is a pilot. Are you brave enough to fly it?

## ROCKET KNIGHT

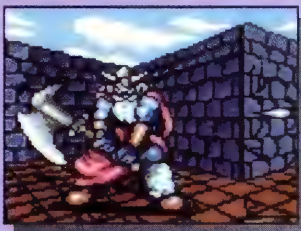


### Rocket Knight Adventure by Konami

Available: October 1-player Action/Adventure

Watch out! It looks like Konami's got another hit on their hands. *Rocket Knight Adventures* is coming and, from what we've seen, it will blow you away. It's only 40 percent done, but we couldn't miss the chance to show you this one.

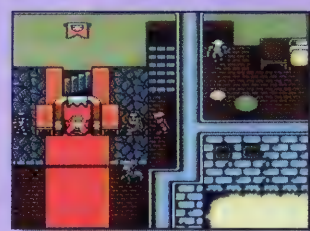
## SHINING FORCE



### Shining Force by Sega of America

Available: July 1-player Adventure/Role-Play

Every Sega RPG fan has been waiting for this cart. Well, it's finally on its way and we're talking big improvements. This looks like it could be the RPG to beat this year, but we hope it faces some great competition. Here's a closer look at some of this cart's killer graphics.





# Soccer Legend Pelé

## Lends His Expertise To Accolade

By Elizabeth A. Olson

**W**ith the World Cup being held in the United States next Summer, America is renewing its interest in the game of soccer. Accolade couldn't be more timely with their introduction of a new line of Soccer simulation games. You can't think of soccer without one name coming to mind; Pelé, the international soccer star famous for his phenomenal career. In his years playing for Brazil, and later for the New York Cosmos, he played on three World Cup teams and claimed the title of all-time leading goals scored.

This year will be a busy one for Pelé. Not only is he a delegate for the FIFA (Federation Internationale de Football Association), but he is the exclusive spokesman for Mastercard in their sponsorship of the World Cup. He has also signed on to co-design and

logic of the play. Through his work with soccer's rules organization, Pelé has become an advocate of clean, tactical soccer and it shows through in the cart's artificial intelligence. In addition, Pelé takes on the role of coach in the game, so he will appear throughout the cart to offer advice.

Soccer fans can look forward to the games realistic appearance, which is shown from down on the field. The perspective is tilted 35 degrees, similar to a TV camera angle, to highlight the flight of the ball. Though the game is still in the development stages, Daly

described a few of the game's features. Players can play in either a one or two-player mode and will be able to select from approximately twenty actual teams from around the world. It will include season or 'Super League' play, Round-Robin tournaments and a Championship game. Accolade hopes to simultaneously release the Genesis and SNES versions late this

Fall. In addition to Pelé, Radical is busy at work on Accolade's *Brett Hull Hockey* and several other cartridges

for Genesis, SNES, Nintendo, Game Boy and the IBM PC. ■



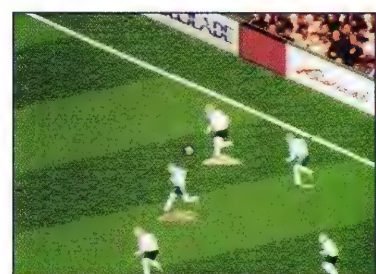
Pelé goes over notes with Accolade's Linda Blanchard.



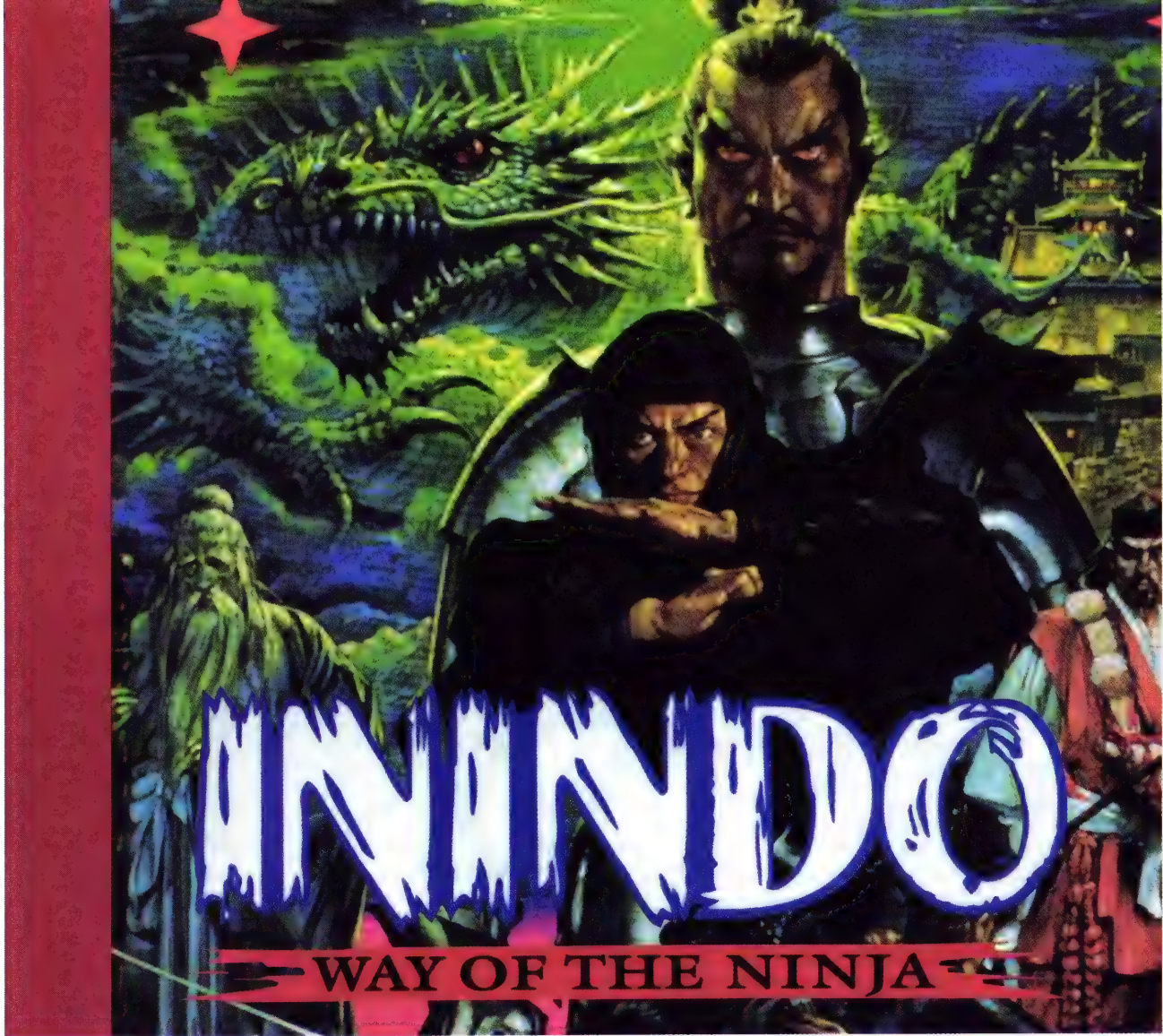
Left to Right: Robert Daly, Nicole Nolan, Jack Rebbetoy, Pelé, Rory Ames, Charlotte Taylor Skeel, Allen Price and Linda Blanchard.

endorse Accolade's *Pelé Soccer* cartridges for the Sega Genesis and Super Nintendo systems.

Pelé has been working side-by-side with Radical Entertainment of Canada, the designers of the game, and Robert Daly, Accolade's Project Manager. Radical has incorporated many of Pelé's playing strategies into the



Scenes from a preliminary version of the game.



## ***Japan 1581*** ***Iga Province***



**L**ord Nobunaga has destroyed your people in his ruthless conquest of Japan. You, a young Iga Ninja, escape to a secret village where you begin training in hopes of one day defeating the man that has cursed your life. To complete your training you must complete eight dungeons. At each, you learn new skills to prepare you for battles that lay ahead.

Once your training is finished, you must head out to find work. If you gain the trust of a Daimyo, you can incite him to war, or even spy and damage other Daimyos. Your ultimate goal is to defeat Nobunaga's forces and gain access to Azuchi Castle. There you will face a final confrontation with Nobunaga, himself.

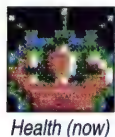
Here is a guide to help you through a few of the difficult training dungeons. There are a few simple keys to success. First, make sure you go to Kai and buy the Firestaff. Even though no one can equip it, you can use it through the Item command. Next, always have a variety of people in your party; one healer and one warrior. It's also a good idea to save the game before you enter any dungeon. Not all the training levels have bosses, but many do, and you don't want to lose all you have accomplished.



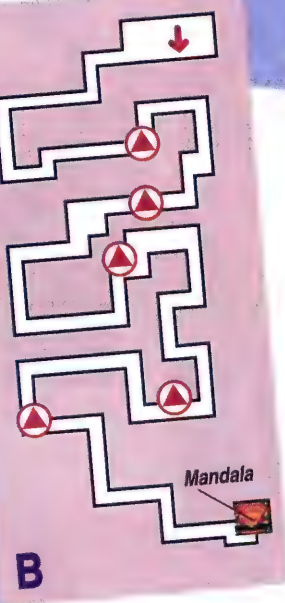
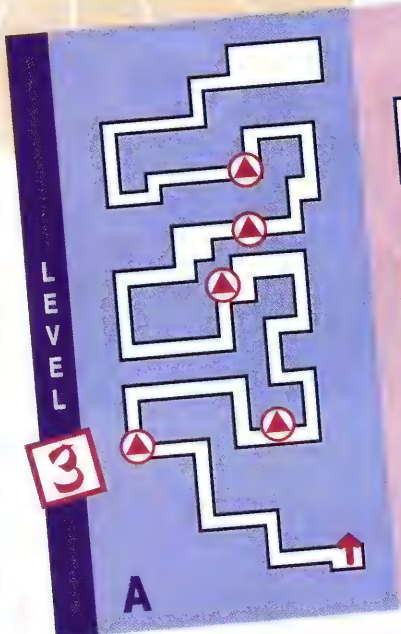
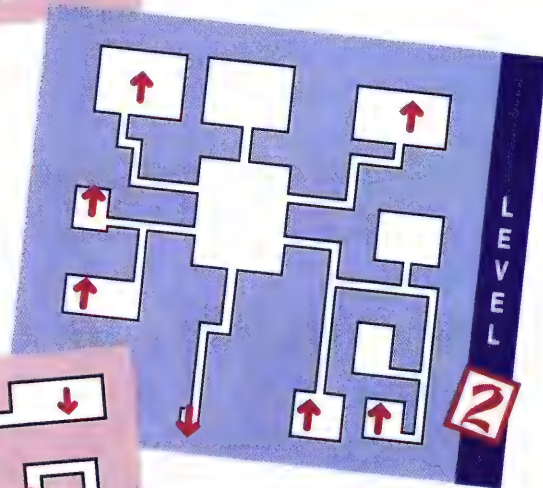
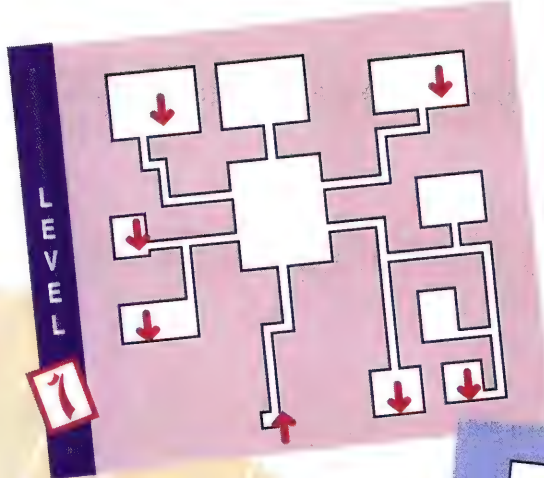


# Mt. Ontake

**O**ntake dungeon is just East of Mino Castle and West of Kai Castle. This dungeon tries to confuse you by duplicating the levels. Level One and Two are almost identical. The spiral room, Level Three, is a mix of transport pads that take you back and forth between two identical rooms. To get to the stairs, you must transport over to the second room. Use any transport pad except the last one, because it takes you back to the original spot. Things should be easy sailing until you reach the spirit of Oda. He's a tough fight, but if you stand your ground and use heal spells, you will eventually wear him down.



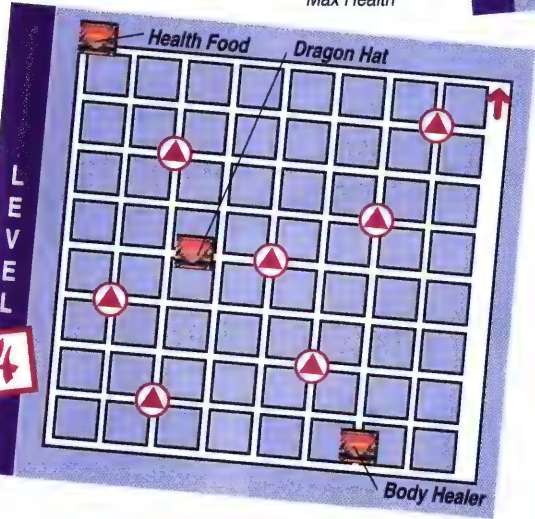
**HEALTH  
ICONS**



**KEY**

- = Treasure Chest
- = Transport Pads
- = Up/Down Stairs

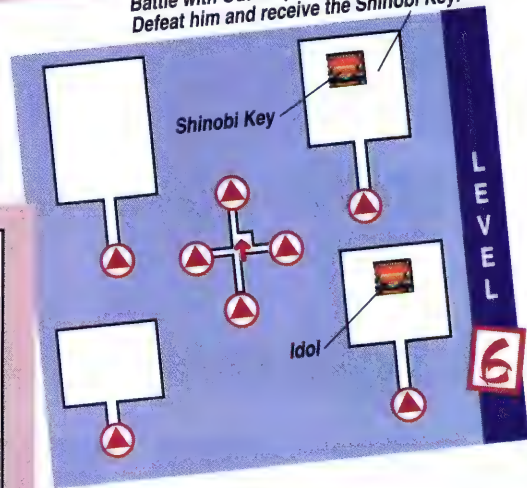
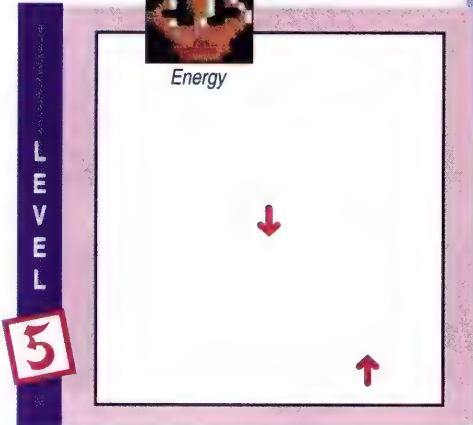
Battle with Oda's spiritual form. Defeat him and receive the Shinobi Key.



**ENERGY  
ICONS**

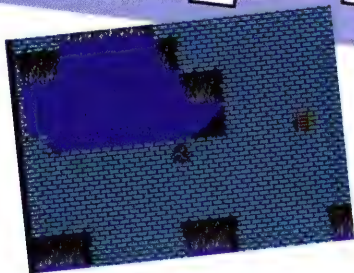
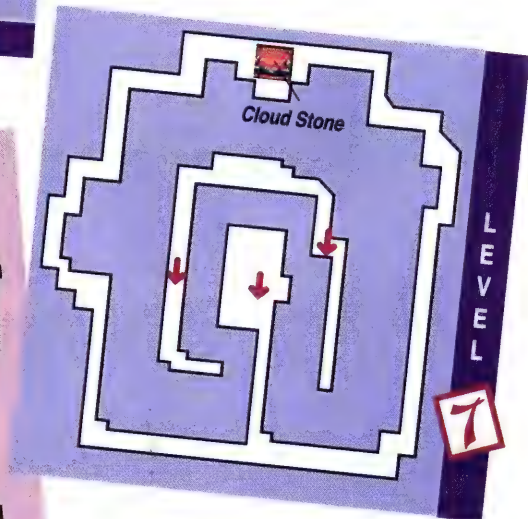
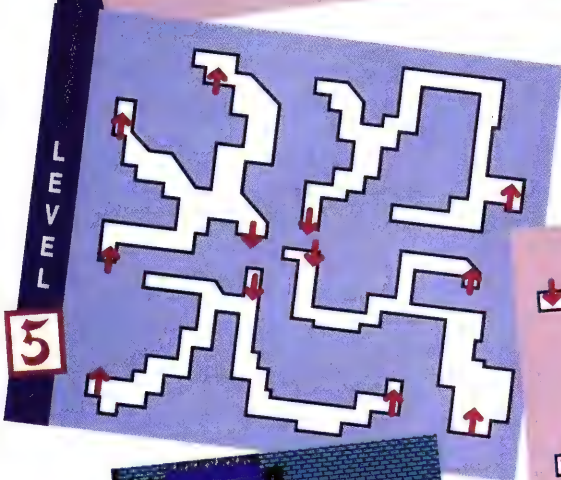
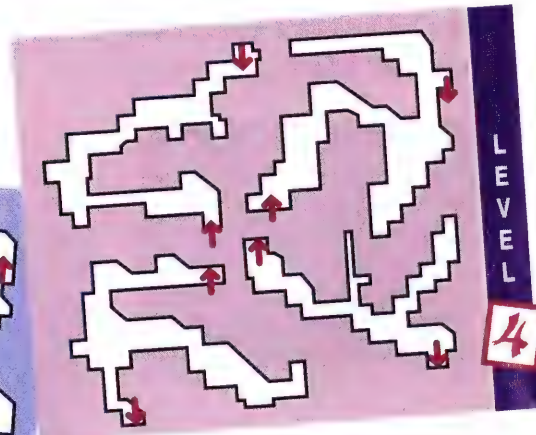
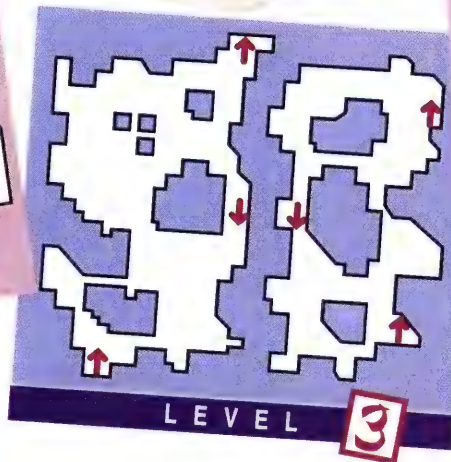
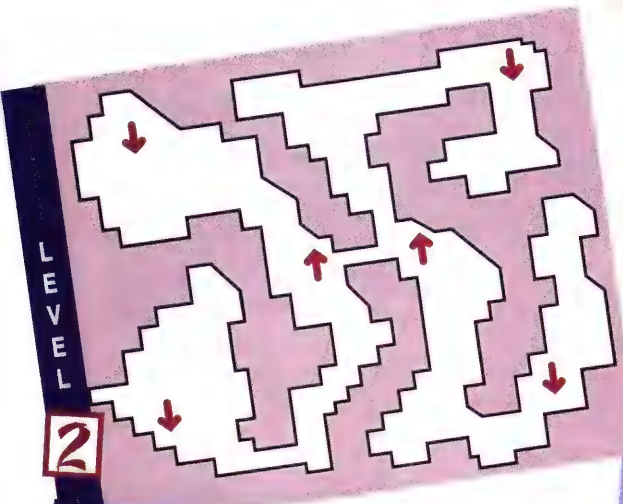
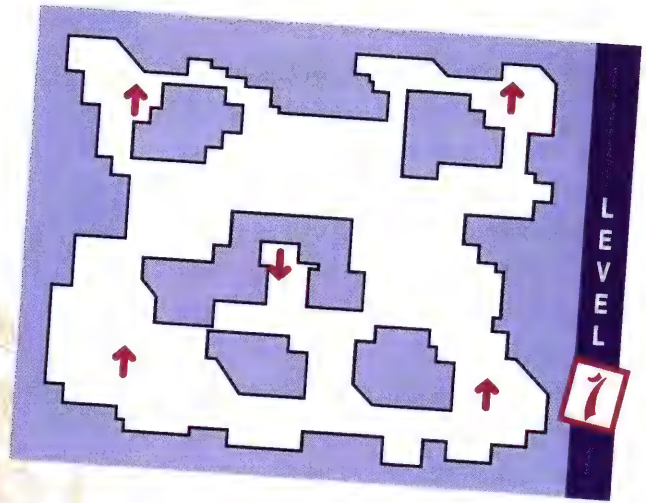
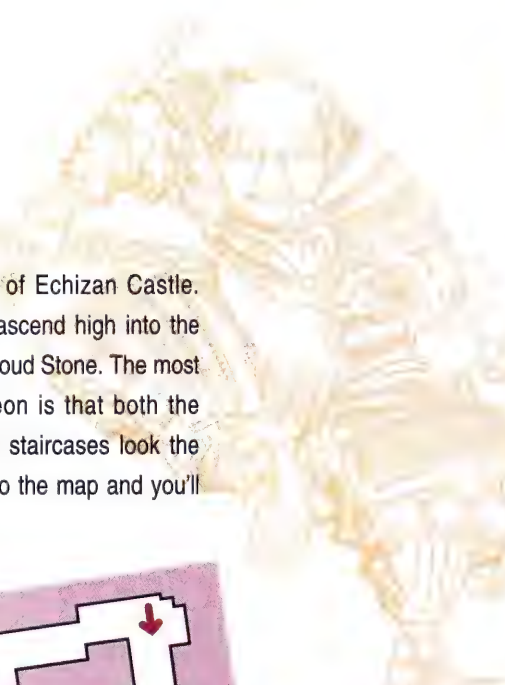
Energy

Max Energy

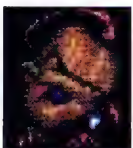


# Mt. Ochi

**M**t. Ochi is West of Echizan Castle. Here you must ascend high into the sky to find the Cloud Stone. The most difficult part of this dungeon is that both the ascending and descending staircases look the same. Pay close attention to the map and you'll be sure to finish.



## MONSTERS



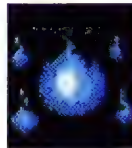
Giant Rat



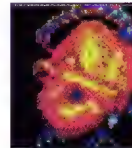
Giant Centipede



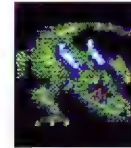
Giant Serpent



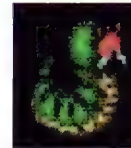
Blue Flame



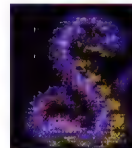
Fire Rat



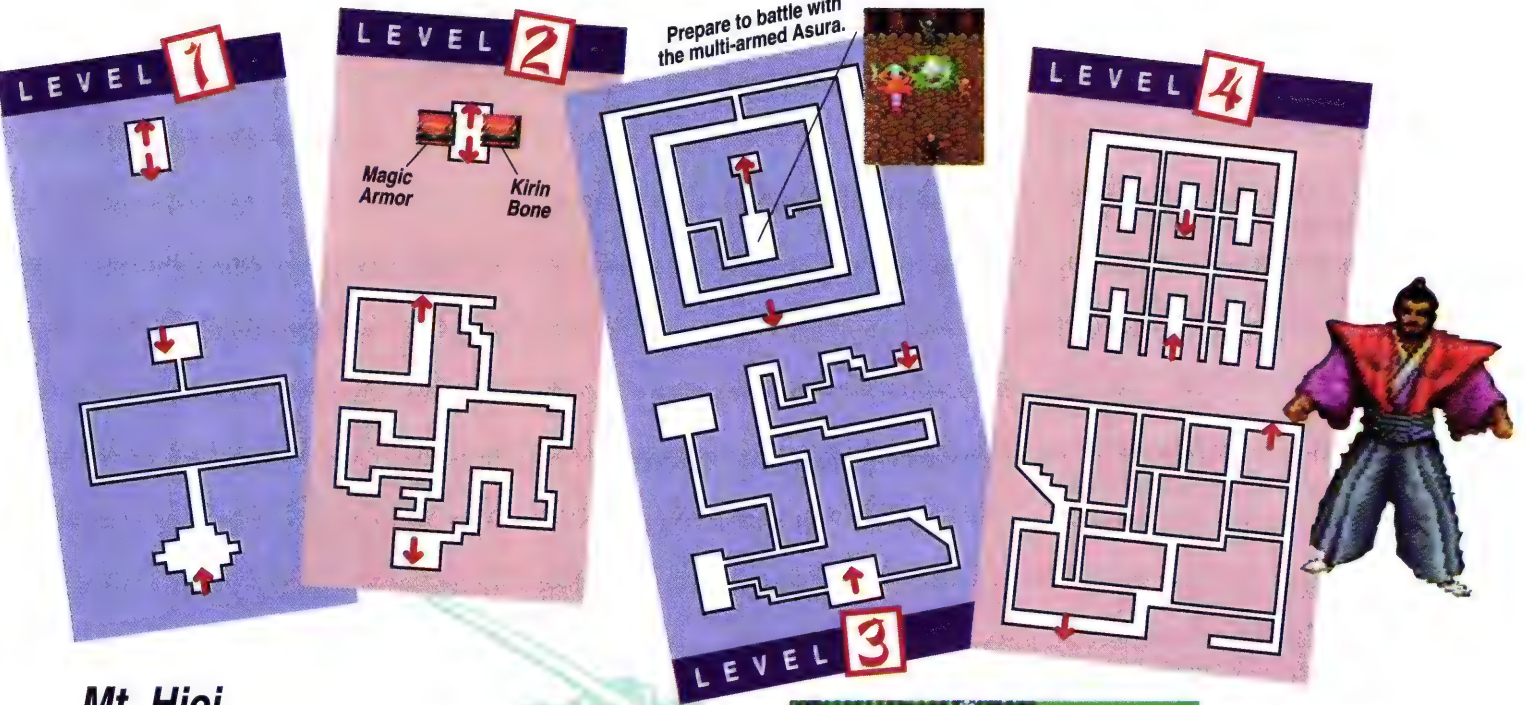
Fire Croc



Toxic Worm

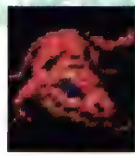


Venorama

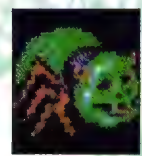


## Mt. Hiei

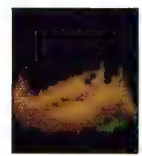
Just West of Yamashiro Castle lies Mt. Hiei, the toughest of these three dungeons. Because of its powerful opponents and a good labyrinth, having a high experience level helps. Mt. Hiei consists of eight levels, but to get your goal you must go all the way down, then back up a different route. It's quite a journey. Luckily, there is a recovery point at Level Seven, which enables you to get back all your hit points. However, you won't recover your magic points, so use them sparingly on the way down. Once (or if) you reach Level Seven, make sure to travel down to Level Eight. Here you will find the Superblade and other items that help in your final fight with Asura.



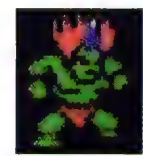
Matokage



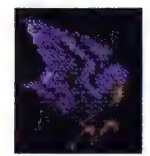
Giant Spider



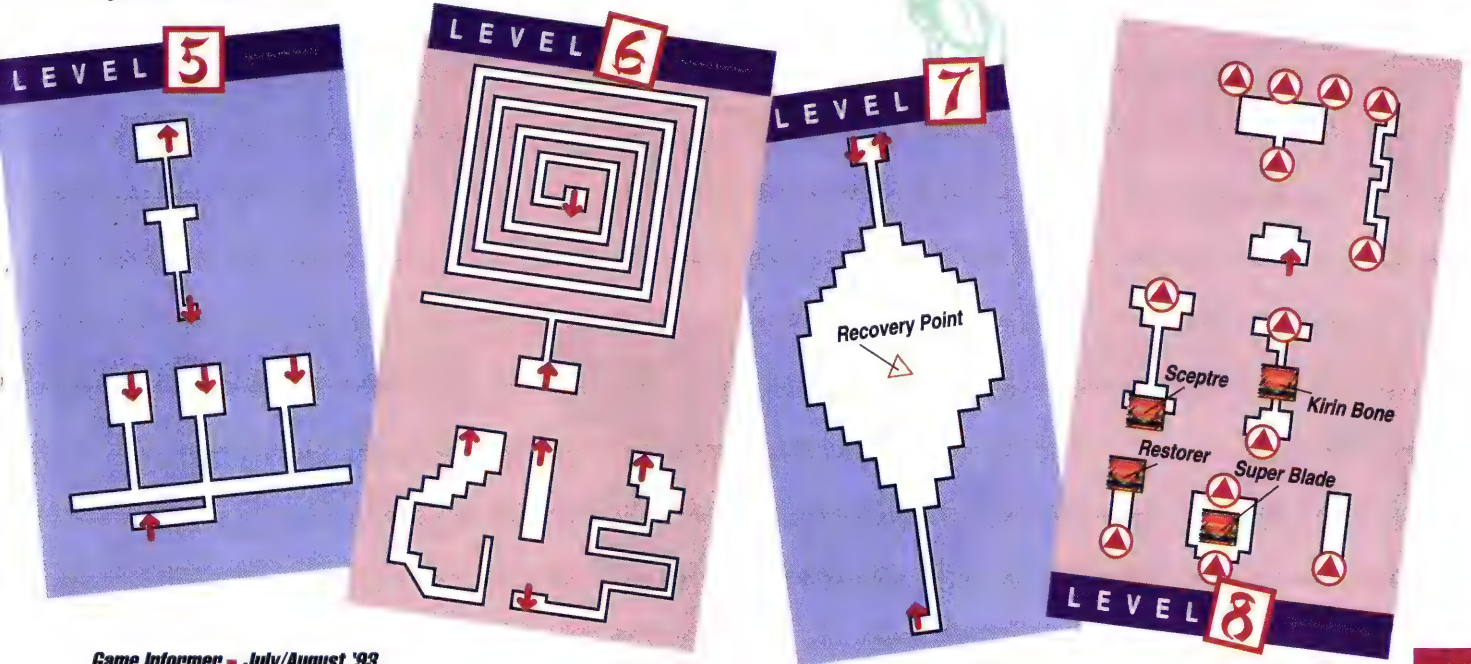
Giant Slug



Doki



Roc



## Win a Game Genie of your choice!

**W**elcome to the Swap Shop, the newest and hottest part of the Tip Line. Now you can send and receive new and undiscovered Game Genie codes. When you need a code, send in a request and we'll put out an All Points Bulletin for an answer. Or, if you have codes (and we know you do), send 'em in. If we print your code, you'll win a Game Genie of your choice. So everybody...let's get crackin' on some new codes.

### X-Men - Genesis

- AKGT-CA9C:** Speeds up game play.  
**BKMT-CA68:** Cyclops always has mutant powers when standing.  
**BKWT-CA64:** Nightcrawler always has mutant powers.  
**BKXT-CA88:** Gambit always has mutant powers when standing.  
**CXBA-CA22:** Life meter is not affected if you fall.  
**BCHA-CA88:** Enemies can't hurt you.  
**PZ1A-DAXO:** When Gambit uses his mutant ability, you return to the danger room and advance a level.

Chris Sheppard  
Lebanon, MO

### Fatal Fury - Genesis

- C4TA-AAG8** In 1-player mode, you are invincible after first hit.  
**ANGT-BBGC:** Throw computer player from anywhere.  
**AECA-AAGA:** No time limit.  
**WLGA-AAH4:** Computer player can't win a match.

Chris Sheppard  
Lebanon, MO

### Bart's Nightmare - SNES

- 89CB-D9B5:** Infinite bubbles and seeds.  
**C2BE-6OEA:** Infinite lives on the Bartman and Icky & Scratchy stages.

Semi Radovic  
Guttenburg, NJ

### Final Fight - SNES

- DDCF-A4AC:** Special moves don't take any energy.

Jesse Nickell  
Tacoma, WA

# GAME GENIE™

### Shadow of the Beast - Genesis

- OABA-FSRW:** Invincibility Note: Enter code, turn the Game Genie FX off, Start, turn the Game Genie FX back on at Title screen. Turn back off when game starts.

Kevin Box  
McKinney, TX

## All Points Bulletin

We have some requests from your fellow readers. See if you can help us out.

- Strider - Genesis  
 Star Wars - NES  
 Ninja Gaiden - NES  
 Solar Jetman - NES  
 TMNT I, II, & III - NES  
 Bart's Nightmare - SNES  
 Double Dragon III - NES  
 Lagoon - SNES  
 Mega Man 5 - NES  
 Streets of Rage 2 - Genesis  
 Toe Jam & Earl - Genesis

## Exclusive Codes Straight from Galoob

*Question:* Imagine if GI had codes that you couldn't find anyplace else. Well, now you got 'em. Galoob has given us the exclusive on new, unpublished codes for each system, so look to GI for new codes in every issue.

### Fatal Fury - SNES

- DFA5-64DF:** 1 bout to end match.  
**BAB4-6DAD + DCBC-A46D:** Always fight Geese Howard.  
**C2A9-D40F:** Player 1 suffers no damage.

### Splatterhouse 2 - Genesis

- AX3A-AA2N:** Infinite Lives.  
**9JBT-AAB6:** Start with 250 hit points.  
**AEOA-AAG8:** Start with two lives.

### Tennis - Game Boy

- 001-DAD-3BA:** Neither player can score.  
**010-9CD-F76:** Need one game to win set.  
**011-9AD-E66:** 1st point takes you to 40.

### Star Trek - NES

- YEKUYPGA:** McCoy gives full energy to injured party.  
**LEOOVGYE:** Kirk has more energy.  
**LAUZTAYE:** Spock has more energy.

# SWAP SHOP™

Send your Game Genie codes and requests to:  
(Don't forget to list your Game Genie of choice)

The Swap Shop  
 Game Informer Magazine  
 10120 W. 76th Street  
 Eden Prairie, MN 55344



**World of Illusion – Genesis**

**Mickey Mouse**

**Level 2:**

King of Clubs, Queen of Hearts, King of Hearts, King of Diamonds

**Level 3:**

King of Hearts, King of Spades, King of Diamonds, Queen of Spades

**Level 4:**

Queen of Hearts, King of Diamonds, King of Spades, King of Clubs

**Level 5:**

King of Diamonds, King of Clubs, King of Hearts, King of Spades

**Donald Duck**

**Level 2:**

King of Spades, King of Diamonds, King of Clubs, Queen of Spades

**Level 3:**

King of Clubs, King of Hearts, Queen of Hearts, King of Spades

**Level 4:**

Queen of Hearts, King of Diamonds, King of Hearts, King of Spades

**Level 5:**

King of Spades, King of Hearts, King of Clubs, King of Diamonds

**Donald Duck & Mickey Mouse**

**Level 2:**

King of Spades, King of Hearts, Queen of Spades, King of Clubs

**Level 3:**

King of Diamonds, Queen of Spades, King of Hearts, Queen of Hearts

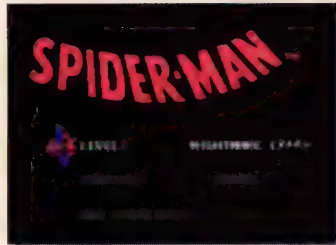
**Level 4:**

Queen of Clubs, Queen of Hearts, King of Clubs, King of Spades

**Level 5**

King of Clubs, King of Diamonds, King of Spades, King of Hearts

Jon ZiFcik  
Cicero, IL



**Spiderman – Genesis**

This code will grant the ability to refill your life, web shooter and five seconds of invincibility. First, go to the option screen and put Spidey on the Difficulty Level select. On Controller 2, press and hold Start. While still holding Start, press and hold the A, B and C buttons on Controller 1. While holding all the buttons, press Up and to the Right on Controller 1. Now when you press Start you refill your Web-shooter and pause the game. When you push A and B, you refill your life meter. And if you press C, you'll have five seconds of invincibility when you un-pause the game.

Craig Jones  
Toledo, OH

**Duo's 3 in 1 Pack In – Duo**

I have found that TurboDuo's 3-in-1 video game ( with Bonk's Adventure, Bonk's Revenge, and Gate of Thunder) is actually a 4-in-1 video game. To get the fourth game, which is Bomberman, enter this code at the selection screen: Up, Right, Down, Left, Button 2. You should hear a bell if the code was entered correctly.

Erik Christensen  
Granby, CT

**Chuck Rock – Sega CD**

Level 2 – GJFKFN

Level 3 – PDPKKN

Level 4 – JWNTXF

Level 5 – TSFNVP

Michael Brown  
Colorado, CO



**Sol-Feace – Sega CD**

To get 99 guys on this intense CD shooter, enter in the Stage Select code found in the March/April GI (at the Title screen: A, B, C, A, B, C, B, C, B and A). Adjust the difficulty setting to Easy and enter this code: Right, A, A, Right, A, Right, Right. If you entered it correctly, the difficulty setting should change to "MY99". Now you can start with 99 men on the level of your choice.

Joe Hawks  
Jackson, TN

**Dragon's Lair – SNES**

I just finished Dragon's Lair. Below are the four level codes:

**1st Level**

#2 D #4 C #6 A #8 B

**2nd Level**

#1 B #2 D #7 A #8 C

**3rd Level**

#3 D #4 B #5 C #6 A

**4th Level**

#1 A #3 B #5 C #6 D

Hans Nygaard  
Golden Valley, MN



**Rocketeer – SNES**

To select any Stage you want enter this code at the Title screen. Press the top Left Button, Right Button, Left Button, Right Button, then Down.

Scott Garabedian  
Warren, MI

**Buster's Hidden Treasure – Genesis**

**Level 2**

ZHBBTXGLLLBBTXDLLDZN

**Level 3**

NRBBTXKDDBBTXGIDDTN

**Level 4**

HNBBTXZBLDBBTXZKDDDM

**Level 5-2:**

DNBBTXBQKLB BTXBQGLJH

**Level 5-4**

GZBBTXBQZDBBTXBWKLMM

**Level 6:**

JZBBTXBQZKBBTBQZGTT

Emily Schmidt  
Luebbering MO



**M1 Abrams Battle Tank - Genesis**

To get invincibility, enter in this code during the Demo: B, B, C, B, C, C, B, C, B, B and C.

Isidro Muñoz  
Huntington Park, CA

**Sonic Blastman – SNES**

If you find the difficulty levels Easy, Normal and Hard mere child's play, I've discovered a level that just might stump you. Hold down the L and R Buttons and press Start after the introduction. You will hear a shrieking sound. Go to the Option screen and notice the difficulty is on Very Hard. This should offer a real challenge.

Michael Larney  
Newark, NJ

### John Madden Football '93 – Genesis

On the Genesis J. Madden there's a great way to get a quick step up on your opponents. At the kickoff, repeatedly press the B Button until the kicker has taken about two steps towards the ball. At this point, press Up and to the Right while pressing the A Button to dive. This will stop the kicker and force an offside. Presto! You get the ball five yards closer.

Tim Wright  
Richmond, VA



### Empire Strikes Back – NES

This code enables you to have all your Force Powers on any level. While playing the game, press the Start button to bring up your Force Powers. Press and hold Right on the control pad for the duration of the entire code. Now press the Start, Select, A and B Buttons simultaneously. If you do this correctly, your Force Powers will continue to stay on the screen. While still holding Right, quickly press the controller buttons in the following order: B, B, Start, A, B, Start, B, B and Start. The Force Powers will disappear from the screen and the action will resume. Pause and you will see all your Force Powers. If you wish to skip a level, it's almost the same code. Hold Right and press Start, Select, B and A simultaneously. While holding right enter this code: B, B, Start, A, B, Start, B, B and then Select.

John Gore  
Terry, MS

### Shapeshifter – Duo

To see the ending in this epic Duo cart enter in this little trick. Wait till the Title screen. Then press and hold Button 1 and turn the Direction pad in a counter-clockwise motion until the ending sequence begins.

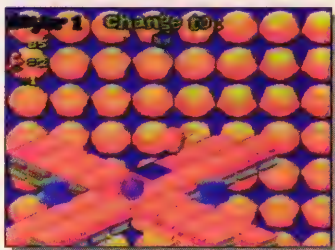
The Tip Library



### Phelios – Genesis

If three continues just isn't enough, enter in this code at the Chapter 1 Intro screen to increase your continues to nine: C, A, B, A, C, A, B, A.

The Tip Library



### Q-Bert 3 – SNES

To play an extra 20 bonus levels, go to the Options screen and press B, Y, Y, Y, B, Y, Y and Y.

Brandon Rollyson  
Valdese, NC

### Road Rash – Genesis

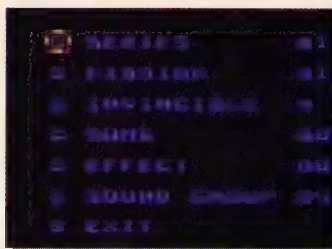
Here's a code for Road Rash that will give you about \$8,000,000 dollars. The code is:  
53354 00GP1  
PUK8D 26A0A

Joseph Kim  
Glennview, IL

### Batman Returns – SNES

Getting close, but just not quite beat'n this masterpiece from Konami? Well, this code will give you a couple more lives per continue. Just go to the Option screen and enter in the classic Konami code (Up, Up, Down, Down, Left, Right, Left, Right, B, and A) on Controller 2. Then on the Options Screen you can choose 3, 5, 7, or 9 extra lives.

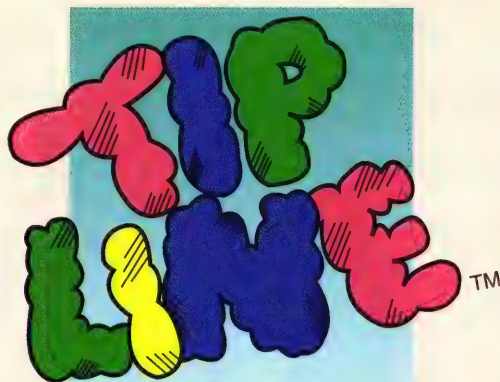
The Tip Library



### Wing Commander – SNES

I've found a way to skip levels, listen to the sound effects, or become invincible in this awesome space combat game. At the title screen press B, A, B, Y, B, Y, L, A, R, A and then Start. If you entered it correctly you will be sent straight to the Options screen.

Todd Allen  
West Liberty, KY



### James Bond Jr. – SNES

Here are the passwords for Levels Two through Six:

Level 2 - 0007  
Level 3 - 3675  
Level 4 - 9025  
Level 5 - 1813  
Level 6 - 3353

John Nguyen  
West Palm Beach, FL

### Rad Racer – NES

To select your level, after you select your car, tap the B Button and it will add two Bars to your tachometer. Each set increases your starting level by one. Then after you've chosen your level push diagonally Up and to the Right and Start. Now your ready to rock.

The Tip Library

### Sunset Riders – SNES

I found a code to get 99 credits on Sunset Riders. Go to the options screen. Set the difficulty to Easy, number of players to Five, and play 0E on the sound FX. Select Exit and Start the game. When you die, you should have 99 continues. If you don't, reset and try again.

Stuart Weiss  
Richboro, P.A.



### Streets of Rage 2 – Genesis

Don't you hate when you don't get to use your favorite character? This code will enable you both to be the same character on a standard game. At the title screen, press and hold Right and Button B on Controller 1. On Controller 2, press and hold Left and Button A. Then, while holding all the buttons, press Button C on Controller 2.

The Tip Library

### Cybernator – SNES

If 3 continues isn't enough, enter this code during the Demo: Press and hold the Left Button, Right Button and Up on the Control pad. Then press Start, but continue to hold the Button combination until the Title screen appears. Press Start, then press it again to begin the game. Release all the buttons and you're off and running. Also, if you want a little extra firepower. Go all the way through the first level without shooting anything but the final boss. (P.S. Remember not to shoot the gun pods.)

*The Tip Library*

### Super Buster Bros. – SNES

Go to the Select Game screen and enter this simple code: L Button, R Button, R Button, L Button, Up, and Down. If done correctly you should see a number appear. To choose a level use the control pad and press Start to begin.

*Vince Nguyen  
Kansas City, MO.*



### X-Men – Genesis

If you've had a little trouble, here's a Stage Select to help you out. You must have two controllers, but only plug Controller 1 in. Press and hold Down on the control pad, and buttons A and C on Controller 1. Then press Start at the Title screen. Unplug Controller 1 and plug in Controller 2. Press Start. Plug Controller 1 back into the Genesis and press Start. Now go to the access panels just to the right of the character selection. Choose your level, with the far-left being level 1 and the far-right being Magneto's Stage.

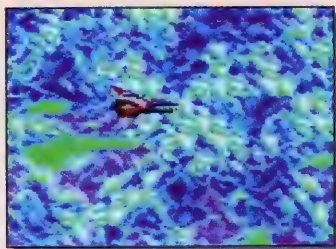
*The Tip Library*



### Valis IV – SNES

To get an Easy Option, enter the following code after you highlight Options: Left, Left, Right, Right, B, B, Y and Y. Press Start to enter the Option screen, then select Easy. To change Lena into Yuko, enter this code during when the text screen reads, "At the end of the century...". Press and Hold these buttons in this order, but not simultaneously: Left Button, then the Right Button, Select and then press Start.

*The Tip Library*



### Lightning Force – Genesis

If you select zero (0) fighters on the Option screen you will receive 99, which is a big help in this radical shooter.

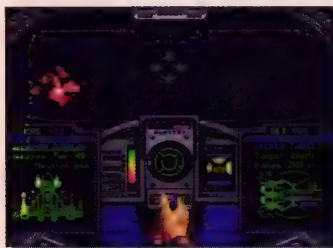
*Rich Corpuz  
Flint, MI*

### Metroid – NES

To begin your quest as Justin Bailey and have a good supply of weapons enter in this code:

JUSTIN BAILEY  
-----

*The Tip Library*



### Wing Commander – SNES

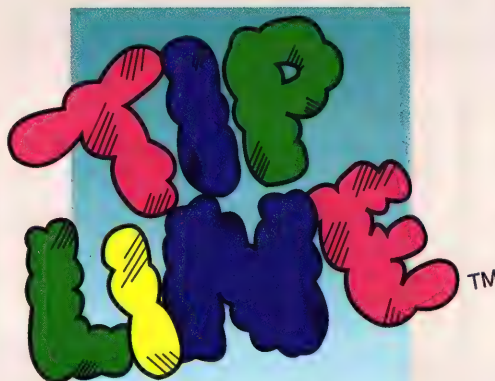
If you plug in Controller 2, you can rotate your ship like the computer version by pressing the Left and Right buttons.

*John Clark  
Charleston, SC*

### Fatal Fury – Genesis

To get unlimited continues enter in this simple code. When the continue screen appears press and hold up on the control pad. Then press A, B, and C simultaneously. Now every time you press A,B, and C simultaneously you will add 1 to your continues. Don't forget to press Start before your continue time runs out.

*The Tip Library*



### Shadow Gate – NES

I found a tip that gives you ninety torches. Just collect ten torches at the beginning of the game. Light just one and the quantity will change to ninety.

*Juan Villegas  
Waterloo, WI*



### Jungle Strike – Genesis

Here are some helpful hints for the first three levels.

**Level 1:** If your running a little low on armor, blow up the second gas station down on the left side of the map screen.

**Level 2:** Blow up the Gunboat at the top left of the screen and receive a free life.

**Level 3:** Just over the border, in the left hand corner of the map, you will find the quick winch in a small enemy camp.

*The Tip Library*

### WURM – NES

Here are the passwords for Acts 2 through 5.

Act 2: 3196  
Act 3: 3569  
Act 4: 1719  
Act 5: 1024

*The Tip Library*

### Starfox – SNES

For a little added fun at the continue screen you can change the character by pressing the B Button on a Controller 2. Then you can manipulate the image by pressing the buttons on Controller 1.

### Sonic the Hedgehog 2 – Game Gear

For a Stage Select press and hold Buttons 1 & 2 and press Down and Right on the Control pad at the Title screen. Then press Start and hold the entire combination until the Stage Select appears.

*The Tip Library*

# Classics

# Attic

## THE BOTTOM LINE

- **Levels:** 33 challenging levels
- **Special Features:** Dedicated knob controller, level select through the first 16 levels
- **Created by:** Taito
- **System:** Nintendo

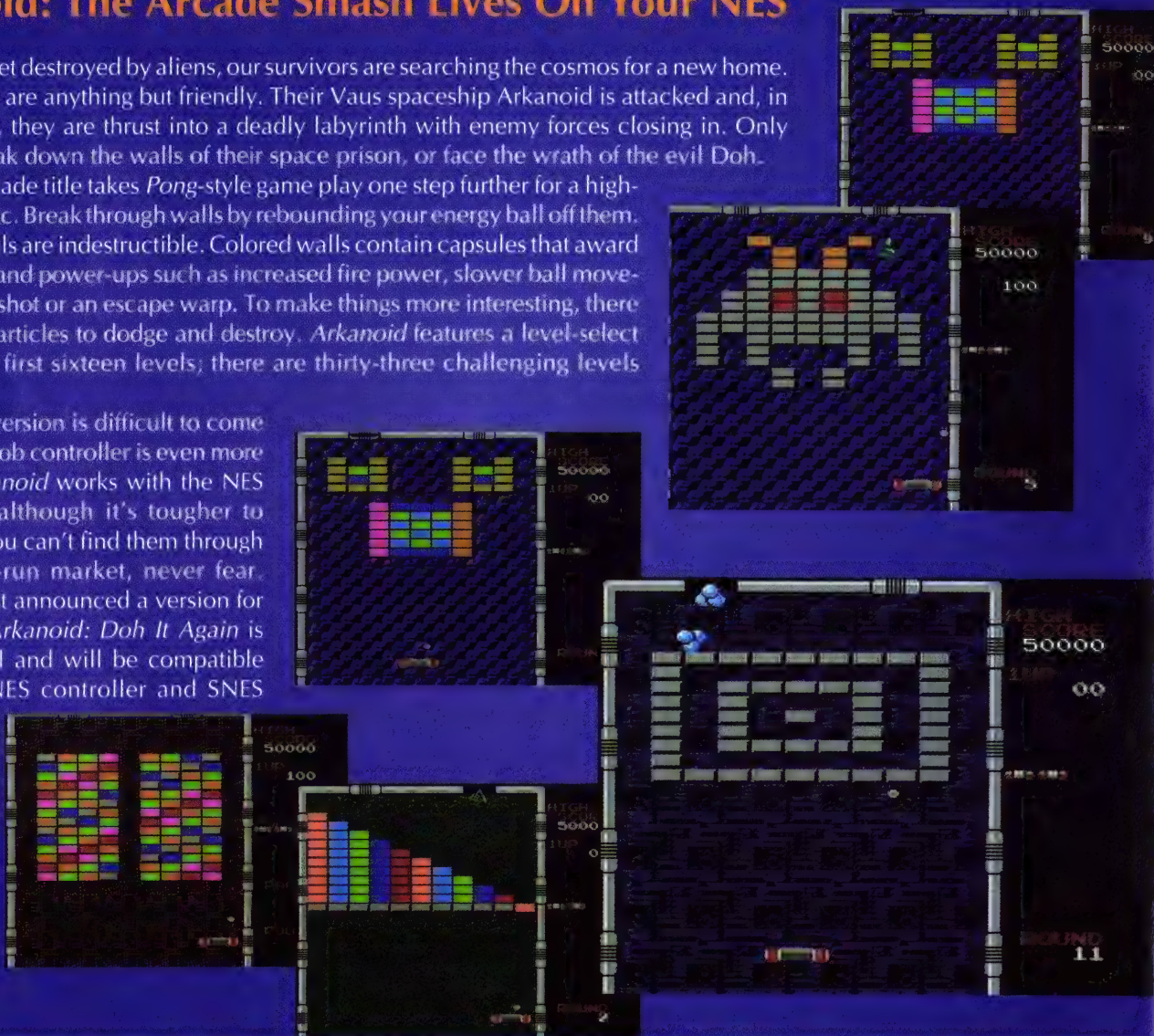
This month Classics Attic digs deep into the past to bring you *Arkanoid*, a game that became a legend both in the arcades and on the NES. This 1987 release was originally packaged with a dedicated knob controller to emulate the arcade experience. These days, the game and the controller enjoy brisk popularity in the second-run market and are the mainstay of many a collector's library.

## Arkanoid: The Arcade Smash Lives On Your NES

Their planet destroyed by aliens, our survivors are searching the cosmos for a new home. But the skies are anything but friendly. Their *Vaus* spaceship *Arkanoid* is attacked and, in their escape, they are thrust into a deadly labyrinth with enemy forces closing in. Only you can break down the walls of their space prison, or face the wrath of the evil *Doh*.

Taito's arcade title takes *Pong*-style game play one step further for a high-energy classic. Break through walls by rebounding your energy ball off them. The gold walls are indestructible. Colored walls contain capsules that award extra points and power-ups such as increased fire power, slower ball movement, multi-shot or an escape warp. To make things more interesting, there are planet particles to dodge and destroy. *Arkanoid* features a level-select through the first sixteen levels; there are thirty-three challenging levels in all.

The NES version is difficult to come by and its knob controller is even more scarce. *Arkanoid* works with the NES controller, although it's tougher to control. If you can't find them through the second-run market, never fear. Taito has just announced a version for the SNES. *Arkanoid: Doh It Again* is due this Fall and will be compatible with the SNES controller and SNES mouse.



### ANDY, THE GAME HOUDINI

**Concept:** 8 **Playability:** 9  
**Graphics/Animation:** 8 **Entertainment Value:** 8  
**Sound:** 6.5 **Overall Rating:** 8

"*Arkanoid's* a legend, with a cult-like following of gamers that love this style of game. That demand and the cart's scarce availability make it a collector's item. *Arkanoid* has above average graphics and arcade-style game play that won't quit, so invest in the optional dial controller and get the full effect."

### PAUL, THE PRO PLAYER

**Concept:** 7 **Playability:** 9.5  
**Graphics/Animation:** 7 **Entertainment Value:** 9.75  
**Sound:** 4 **Overall Rating:** 7.75

"This is ultimate nostalgia. It's one of only two games, the other being *Thunder & Lightning*, for Nintendo 8-bit that have the original *Pong* feel and style. The paddle control makes the play almost identical to the stand-up. *Arkanoid* is basic conceptually, but it's a blast to move the little *Vaus* on some seriously challenging levels."

### RICK, THE VIDEO RANGER

**Concept:** 9.5 **Playability:** 8  
**Graphics/Animation:** 8 **Entertainment Value:** 9  
**Sound:** 7.5 **Overall Rating:** 8.5

"First there was *Pong*, then *Breakout* added variation. But it took *Arkanoid* to perfect the idea. *Arkanoid* is an uncomplicated, yet challenging game that tests your reflexes and your brains. It serves as a reminder in these days of CD and 32-bit systems that games can still be great with a good idea and the original NES."



# GET YOUR KICKS ON THE GO!

## TENGEN WORLD CUP SOCCER™

Lace up your cleats and challenge the top soccer pros in the most exciting sports competition ever available on the Game Gear. 24 countries have come to claim the World Cup. Only one will go home a winner.

Kick a screamer past a gutsy Brazilian goalie. Dive on a live cannonball to stop an aggressive German ground attack. Take out a mean Italian midfielder with a slide tackle.

Come on, Hotshot. Get your kicks on the go...and bring home the World Cup!



You'll get a kick out of the hottest graphics and action ever on the Game Gear.



Goal kicks, shuffle passes, penalty kicks, defensive slides...do it all in a four-team elimination race for The Cup.



Italy, France, U.S., Mexico... Select your squad from 24 of the most recognized soccer forces on the globe.

Link up with a buddy for hot head-to-head action!



**TENGEN**  
It's a Whole New Ball Game

**SEGA™**  
**GAME GEAR™**  
COLOR PORTABLE VIDEO GAME SYSTEM



# THREE MORE TO GO...AVAILABLE NOW!



More customers, more neighborhoodlums and more windows to break than ever before!



Rescue the fair Princess through 12 levels of sword-swinging adventure!



They're bigger, meaner...and ready for another massive intergalactic invasion!

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Absolute Takes Hand-Held Gamers to a New Frontier With

# Star Trek: The Next Generation

- **Cart Size:** Game Boy
  - **Style:** Simulation Strategy
  - **Number of Players:** 1 player
  - **Created by:** Absolute
  - **Available:** Now
- ▶ **THE BOTTOM LINE 7.75**



**C**'mon! We've all wanted to hop aboard the U.S.S. Enterprise and try our hand at the Commander's post. After all, both Kirk and Picard look great in the Captain's chair. So, here's your chance. As an elite cadet at the Starfleet Academy, you've qualified for the Advanced Holodeck Tutorial program, a selective training program that uses computer imagery to put you at the helm of your instructor's starship.

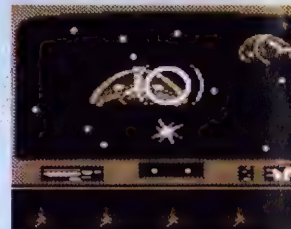
During this tutorial, you will face an array of missions ranging from simple ship operations to rescue attempts, combat, and Red Alert Scenarios, which must be completed within a given time limit. Each of these will put what you have learned at the Academy to the test. In order to make it from Ensign to Captain, you must demonstrate consistent success in a number of

missions, randomly determined by your instructor, Captain Jean-Luc Picard.

It will be necessary to determine which crew member will best assist you in a given situation, so get to know them and the areas they operate well. Lt. Commander Data will aid you with the ship's Operations Control, which includes the navigational and informational functions.



Lt. Commander La Forge oversees the Engineering Systems Control, which oversees the power allocation, repair and Warp Core of the ship. Chief O'Brien supervises the Transporter Systems which are necessary for conveying people and cargo. Lt. Worf is in charge of Tactical Systems, which are important should you encounter threat or danger. Finally, Commander Riker can be contacted throughout your missions to repeat Picard's instructions or give you the current stardate. Good Luck!



**RICK, THE VIDEO RANGER**

**Overall Rating: 7.75**

"The key to this game is utilizing the ships personnel to accomplish your missions. Considering the numerous options this cart gives you, they are very easily accessed. I'm not saying it's easy to pick up. There's action-fighting sequences, conversation with crew members and navigation of the Enterprise. There is a bit of action involved, but the Next Generation is mostly a thinking man's game. As with the show it involves more thought than action; violence is a last resort."

**ANDY, THE GAME HOMER**

**Overall Rating: 7.25**

"This game is designed like the computer version of Star Trek; travel, shoot some stuff, save people. You know, classic Star Trek scenarios. The graphics don't do a lot. You spend most of the game staring at the view screen watching stars fly by, but the control panels and the characters are well done. It helps if you read the manual first, but I like the action and good use of the Game Boy's controls. I am a Next Generation fan and Star Trek fans should give this one a look. It's probably not very good for young gamers."

**ROSS, THE REBEL GAUCH**

**Overall Rating: 7.75**

"I know it's Game Boy, but the graphics are good; not exciting, but still good. It is not a game you just pick up and play but, with two buttons, how hard can it be? I enjoyed how the game includes many of the Next Generation characters and duties. As a fan of Picard and friends, I think anyone who enjoys or kinda enjoys the show will think the game is cool. Or, you might become a fan of the series by playing the game."

# TAKE ON THE PROS!

# RBI '93 BASEBALL

R.B.I. '93 puts you into the big leagues with nearly 700 REAL Major League Baseball Players from all 28 professional rosters, including Colorado and Florida.

Plus you'll face them on their own turf—from Chicago's friendly confines to the Big Green Monster in Boston.

So before you pick up a baseball game for your Genesis, make sure it's not one of those bush-league efforts with phony stadiums and fake player names taken from the local phone book.

It's easy, just look for R.B.I. '93... it's the only game in town.

R.B.I. '93



KIRK GIBSON

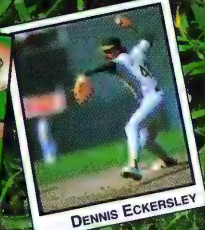


NOLAN RYAN

You'll know how it feels to stare down the barrel of a loaded cannon when Nolan lights up the radar at 100 MPH



Replay classic baseball moments with the Game Breakers module and rosters of every division champ since 1984



DENNIS ECKERSLEY



MARK MCGWIRE

New features include fielding practice and two levels of computer-assisted defense—as if Cal Ripken needs it



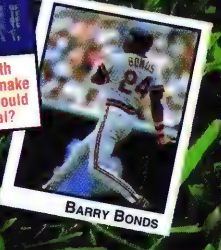
CAL RIPKEN JR.

**AVAILABLE NOW!**



JOSE CANSECO

Keep rosters current with Create Team Option—or make your own trades... how would Jose look in Florida teal?



BARRY BONDS



KIRBY PUCKETT

With 28 real stadiums, Kirby Puckett can explode in the hometown Homer Dome or sink a pearl in the K.C. waterworks

**TENGEN**  
It's a Whole New Ball Game



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# LAND OF ILLUSION

STARRING  
MICKEY MOUSE

More of Mickey's Magic for the Hand-Held

- **Style:** Disney Adventure
- **Levels:** 14 stages
- **Number of Players:** 1-player
- **Special Features:** Unlimited continues

- **Created by:** Sega
- **Available:** Now on Game Gear

▶ **THE BOTTOM LINE** 7.75



Magic Bean



Cloud Shoes



Magic Flute



Shrinking Potion



Rope

**H**elp! Mickey Mouse has fallen asleep and into an ominous village that has been over-run by an evil Phantom. Mickey is their only hope to defeat the phantom, restore the magic crystal and return their town to its fairy-tale setting. But it will take all of Mickey's mousely courage and a little magic to make it through thirteen treacherous stages leading to the Phantom's castle.

The world's favorite rodent has returned to use many of his moves from Castle of Illusion. Use his jump attack to reach great heights and defeat enemies, or pick up and throw objects. There are springs to jump on, keys to unlock passages and switches that effect your course. Treasure chests full of goodies will increase your power or score and certain magical items can be picked up along the way. These items, such as the magic flute and the shrinking potion, must be located to make it through areas of the game. Plant the magic beans in the right place to reach the Phantom's castle, where you'll really be put to the test. ■



That crazy mouse is back in yet another adventure.



Steer clear of the crab or it's certain doom!

**ANDY, THE GAME HOMBRE**

Overall Rating:

**7.75**

"Mickey Mouse is a great character, but he always does the same thing. Why doesn't he jump into an airplane or take a submarine? The control is exact and responsive, but lacks any variety. This is a must-have Game Gear cart. Not just because it's good, but there aren't enough Game Gear games being made to pass a good one up."

**RICK, THE VIDEO RANGER**

Overall Rating:

**6.5**

"Another Mickey Mouse game in a dangerous, magical land. I think it's time for a new premise. Mickey is well animated. The scenery and bosses are well-defined, but they could have done more with the backgrounds. Land of Illusion is an above-average game but, as a big Disney fan, this one lacked the excellence I've come to expect."

**ROSS, THE REBEL GAMER**

Overall Rating:

**8.75**

"Finally! The sequel to Castle of Illusion. As with all the Mickey carts, the graphics are phenomenal! Walt himself would be impressed with the graphics and animation incorporated into the limited capabilities of the Game Gear. I believe Land of Illusion will be one of the year's best selling Game Gear games."

# Hand Helds At a GLANCE™

Summer is the perfect time for portable systems like the Game Boy, Game Gear and Atari's Lynx. If you're into gaming on the go, grab up one of the following carts making their way to your favorite hand-held.

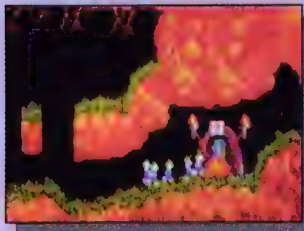
## ATARI LYNX



### **Gordo 106** from Atari Corp.

**Available: Now 1-player Action**

Deep in the cavernous sub-basement of N. Human Inc., trapped in cage No. 106, a poor and brutally exploited lab monkey named Gordo lives a life of lonely misery. Until... An experimental nuclear potion gives Gordo the cunning intellect he needs to free his friends and escape.



### **Lemmings** from Atari Corp.

**Available: Now 1-player Puzzle/Strategy**

Those lovable little creatures are back, and this time they're on the Lynx. It's just like every other version, except portable. So, if you haven't had the chance to play this strategy classic yet, make sure you don't miss it.

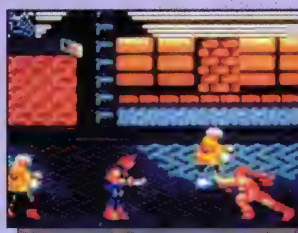
## GAME GEAR



### **Crash Dummies** by Acclaim

**Available: Now 1-player Action**

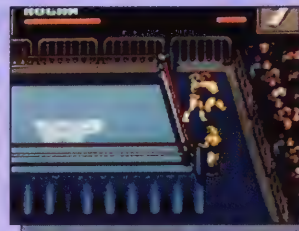
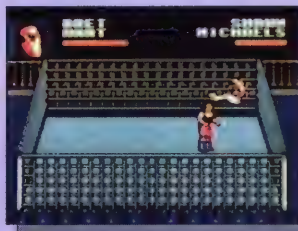
The Crash Dummies, Spin and Slick, want to go on vacation but they just don't have the money. They decide to do a little extra work on the side, but end up doing the jobs no one else will do (like jumping off a burning building or working in bomb factory). These dummies will do anything for money.



### **Streets of Rage 2** by Sega of America

**Available: Now 1 or 2-player (w/link) Action/Fighter**

Okay, take your Genesis Streets of Rage 2 and remove some of the clarity and sound effects. What have you got? Well, believe it or not, you have the Game Gear version, which features all your favorite moves from the Genesis title. The only person missing is Max, but Blaze, Axel, and Skate are ready to rescue Adam and destroy Mr. X.



### **WWF: Steel Cage Challenge** by Acclaim

**Available: Now 1-player Wrestling Action**

Stand back and get ready, 'cuz the WWF Superstars are coming to your Game Gear. Need we say more?

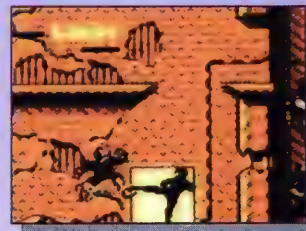
## GAME BOY



### **Amazing Spiderman 3** by Acclaim

**Available: Now 1-player Action**

"Spidey-Sense is going wild. What's going on?!" Little does Spidey know, but an army of steel-plated, laser-firing, spider-slaying mechanoids are after him. They want to end his crime-fighting days, and they'll stop at nothing to accomplish it.

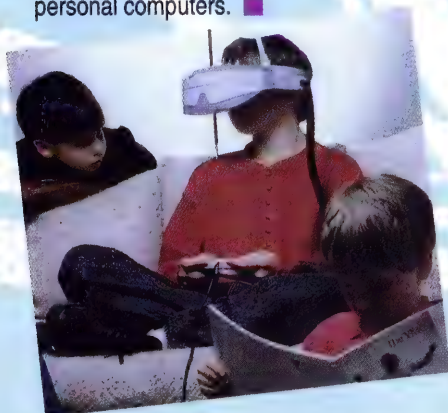


# TECH TALK™

The Latest in Video Game Hardware & Software

## Free Victor Maxx

Sega doesn't have a lock on virtual reality. Victor Maxx Amusements, a company out of Chicago, will be introducing a virtual reality headgear of their own. Their unit features a 4" flat LCD screen, similar to the one found on the Atari Lynx, and works with the existing games on a given system. One model will adapt to both the Super Nintendo and the Sega Genesis, and another is compatible with personal computers. ■



## STD Introduces Programmable Controllers

If you've found the combination moves to games like *Street Fighter II* difficult to execute, STD Entertainment has the solution. Their ProgramPad line of controllers feature an LCD screen that displays the action and a memory to record your favorite combinations. The SN Programpad has 29 moves pre-programmed moves for *SF2* and Takara's *Fatal Fury*, plus room for six additional moves. The SG ProgramPad features two top right and left firing buttons and will soon be re-released with pre-programmed moves of its own. Both controllers have rapid autofire and slow notion features. A pre-programmed arcade joystick is also available. ■



## Virtual Reality is Coming For Christmas

Sega VR will bring the 3-D gaming experience of virtual reality into your home this holiday season. Sega's full-color head-tracking unit is compatible with the Genesis unit and will be compatible for the Sega CD. Sega VR features a 360 degree playing field, headphones that provide stereo surround sound, and an intuitive control interface. The Sega VR will be available in December for under \$200 and will be packed with *Nuclear Rush*, a specially designed, futuristic flight simulator. Three other titles, *Iron Hammer*, *Matrix Runner* and *Outlaw Racing* will also be on store shelves at that time, priced between \$60 and \$70. ■



## Atari Puts Out the Cat

It seems like vid mags have been talking about it for ages, but it looks like Atari's 64-Bit Jaguar system is about to become a reality. The Jaguar is based on a 64-bit RISC processor. It features over 16 million colors, 3-D polygon graphics, shading and texture mapping. Its sound capabilities are based on Atari's high-speed Digital Signal Processor, which is dedicated to audio. It can produce CD quality audio while simultaneously processing additional audio data.

The Jaguar is being positioned as a multimedia entertainment system. It will include a 32-bit expansion port to allow for future hook-ups to cable and telephone networks. It also features a digital processing port for connection with modems and digital audio peripherals such as DAT players. Other peripherals in development include a double-speed compact disc add-on that will play standard audio CDs, CD+Gs and Kodak's Photo-CDs.

The Jaguar, which comes with one software title and the Power Pad® Controller, will be available sometime in 1994 for around \$200. ■



## 3DO™ On Track for Fall

Panasonic is on schedule to release the first 3DO hardware, the FZ-1 Real 3DO Interactive Multiplayer™, by September of this year. This new platform, which combines entertainment, education and information, can process more than 50 million pixels per second and display more than 16 million colors. It will also play back full-motion video at twice the speed of existing technology. Two game titles from Crystal Dynamics will be available at the product's launch, with another four due in time for Christmas. No expected retail price is available at this time.

# The Philips CD-I: A Game Machine and So Much More

By Elizabeth A. Olson

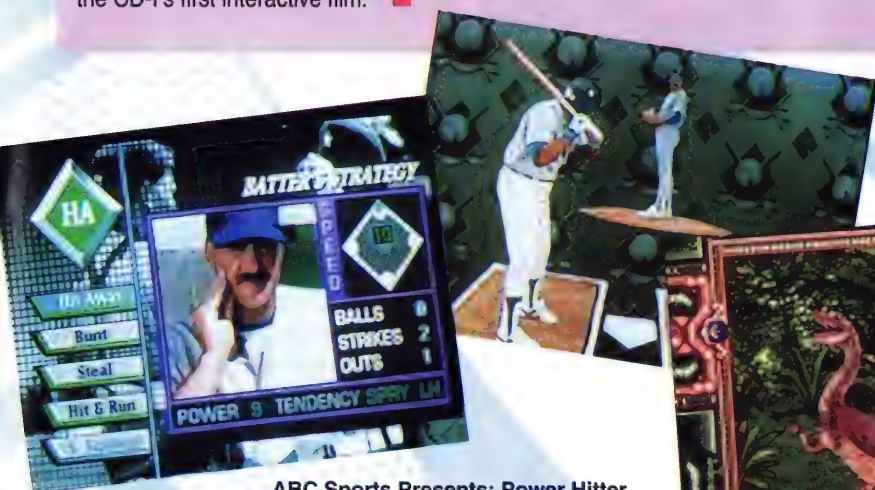
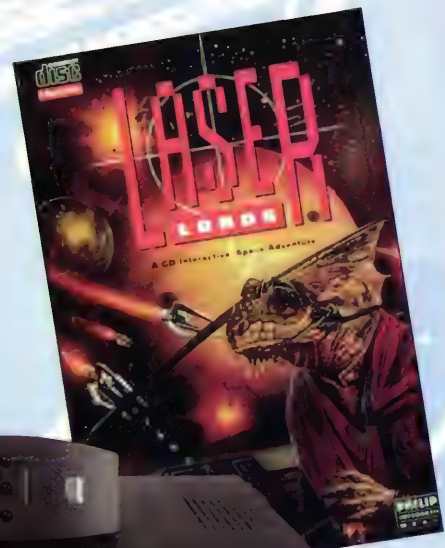
Think you've played every game system on the market? There may be one you've overlooked. What if you had a machine that played a wide variety of games, complete with fully-animated sequences? What if that same system could read CD ROM-XA discs, standard five inch audio CDs, CD+Gs and photo CDs? And what if that system could play full-length, full-motion video? Philips Interactive Media of America (PIMA) has such a system; the CD-I. Oh, the Philips CD-I isn't exactly a new system. It was introduced in the US in 1991. But Philips has introduced an add-on that may make you look at the CD-I in a whole new way.

The Philips CD-I utilizes laser disc technology, displays up to 16 million colors and can process information from a 650 megabyte disc. That amount of space can hold up to 250,000 pages of text, more than 7000 photos or up to 72 minutes of full-motion video.

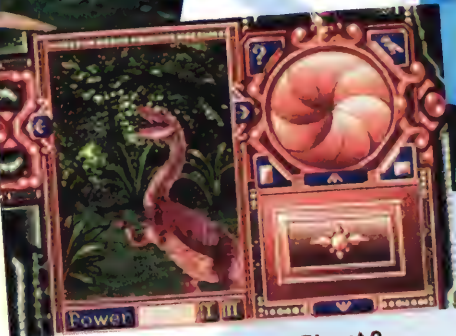
The CD-I has been known as a platform for reference software, such as *Compton's Interactive Encyclopedia*. And for edu-tainment software like *Treasures of the Smithsonian*. There are more than one hundred CD-I titles currently on the market, many of which are already successful video game titles. If you like adventure, there's *Escape From CyberCity*, *Zombie Dinos From the Planet Zeltoid*, or *Laser Lords*. For puzzles, there's *Text Tiles*, *Tetris*, *Backgammon* or *Sargon Chess*. And for the sports fan they have *Video Speedway* or *ABC Sports Presents: Power Hitter* or *The Palm Springs Open*. These titles incorporate interactive game play with realistic graphics. But this Spring Philips announced their Full-Motion Video extension unit, which opens the door on full-motion interactive entertainment.

The Full-Motion Video extension is a cartridge-like unit that slides into the back of the CD-I player. Developed in conjunction with Laser-Pacific Media Corporation, the FMV cartridge utilizes technology based on the Moving Picture Experts Group (MPEG) standard. That means the FMV displays full-screen video at 30 frames per second, the same as television, with quality as good as VHS. In addition to FMV capabilities, it adds 1.5 MB of memory to the base unit. More activity can take place on the screen because the enhanced memory is thirty percent faster. CD-I games will now be able to utilize high quality, high speed 'compiled' sprites with a faster response time.

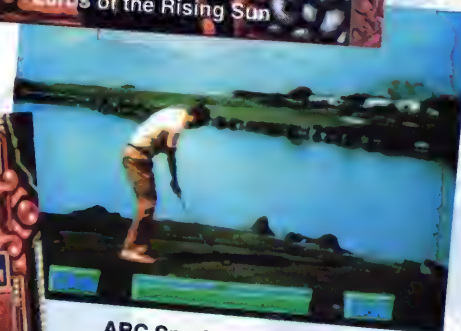
Philips is currently bringing new and exciting games to their improved CD-I. In addition to *NFL Football Trivia* and LucasFilm's *Rebel Assault*, two popular Nintendo characters, Link and Zelda, are coming to the CD-I. *Link: The Faces of Evil* and *Zelda: The Wand of Gamelon* are both slated for release this Fall. And, lest we forget that the CD-I is more than a game machine, CD-I owners will soon enjoy a host of interactive music video discs and "Voyeur", the CD-I's first interactive film. ■



ABC Sports Presents: Power Hitter



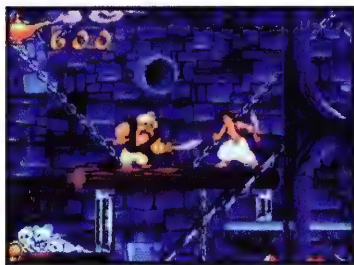
Zombie Dinos from the Planet 2



ABC Sports Presents: The Palm Springs Open

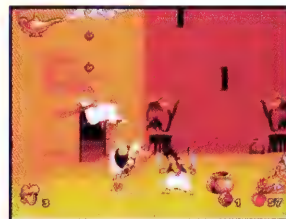
The GI staff has just put another Summer Consumer Electronics Show behind us. It's an eye-opening, feet-exhausting experience that happens twice a year, and is the largest trade show of the consumer electronics industry in the world. Starting in 1992, the show opened its doors to the public, enabling people to get a peek at the new products and technologies in the works.

# SUMMER CES



*Aladdin*

The video game branch of the show is always the noisiest, busiest, and undeniably the most fun; especially with Sega and Nintendo battling it out to see who ends up on top. Our staff compared notes and came up with what we feel were some of the more exciting sights and sounds at this year's SCES.



*Aladdin by Virgin for Sega Genesis Available: Oct '93*

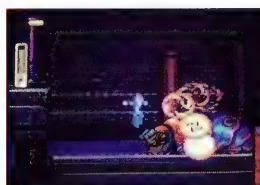
Our unanimous vote for best of show goes to

*Aladdin*, which is being developed by Virgin for Sega. The 1,500 cells of Disney-drawn animation, Virgin technology and blow-out marketing behind this product combine to make this a must-see. If the lines outside their booths are a testament, we have to mention Acclaim's *Mortal Kombat* and Capcom's *Street Fighter II: Turbo*. Our vote for most original goes to Interplay's *Clay Fighters*,

a colorful spoof of the fighting giants. We were divided when it came to Sega CD titles, but will say that *Jurassic Park*, *Silpheed*, *Rebel Assault* and JVC's *AH-3 Firehawk* are all worth a look. Though

only forty percent complete, Nintendo showed their second SFX game, *FX Trax*. We felt the Big N's best effort was *Super Mario All-Stars*, which combines 1, 2, and 3 with 16-bit technology and includes *Super Mario*

*Bros.: The Lost Levels*. Other highlights include *Super Empire Strikes Back* and *Mega Man X*.



*Mega Man X by Capcom SNES Available: Dec '93*



*Rebel Assault - by JVC Sega CD Available: Winter '93*



*Super Mario All Stars by Nintendo SNES Available: Fall '93*

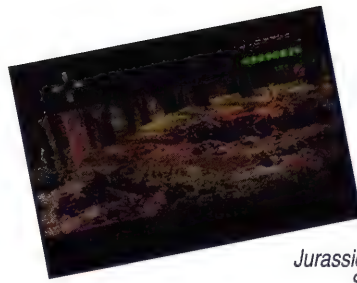
Innovative hardware and peripherals were abundant. 3DO is on every one's lips and, while the contoured landscapes and real-time graphics are cool, the machine's engine is not yet finished. The units we saw were running ala Macintosh, therefore at half to one-third actual speed, so we're withholding any judgments. There's a long way to go, but we give the Sega VR credit for being the closest thing to Virtual Reality that we've seen to date. Finally, Sega's arcades *Megaloo* (a Japanese Sonic rollerball game), and the *AS-1* round out the show's gems, (although we prefer not having to listen to Michael Jackson). The following pages list a few of the SCES's best and brightest offerings. Stay tuned for more information on these upcoming titles.



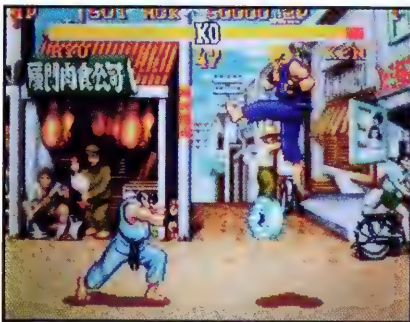
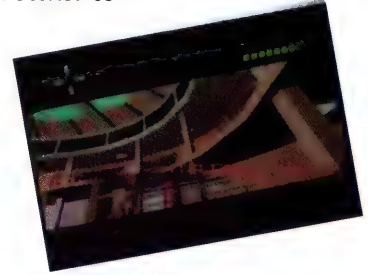
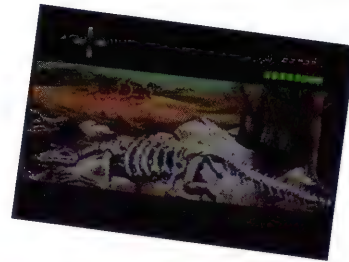




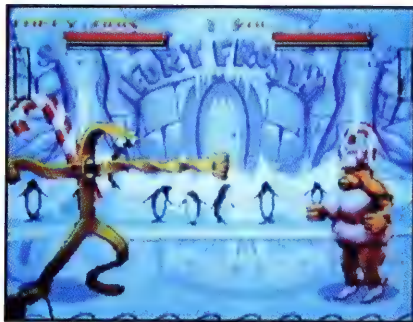
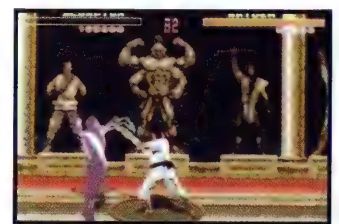
Silpheed by Sega  
Sega CD  
Available: Nov '93



Jurassic Park by Sega  
Sega CD  
Available: Oct/Nov '93



Street Fighter II CE Turbo  
by Capcom for SNES  
Available: July '93



Clay Fighter by Interplay  
for SNES  
Available: Dec '93



Mortal Kombat by Acclaim  
for SNES  
Available: Sept '93



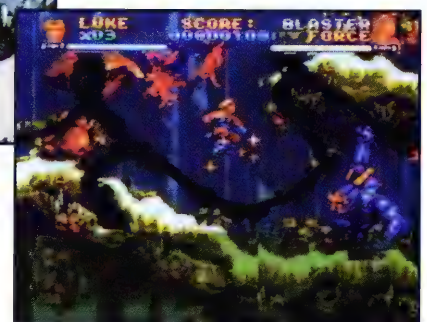
Mortal Kombat by Acclaim  
for Genesis  
Available: Sept '93



AH-3 Firehawk by JVC  
Sega CD  
Available: Summer '93



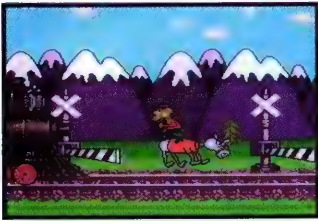
Super Empire Strikes Back by  
Lucas Films/JVC for SNES  
Available: Nov '93



# Genesis



*Brett Hull Hockey* by Accolade  
Available: Sept '93



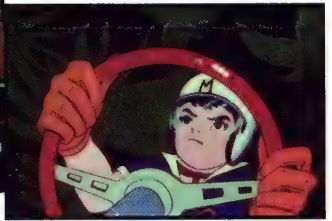
*Rocky & Bullwinkle* by Absolute  
Available: Fall '93



*Goofy* by Absolute  
Available: Fall '93



*Speed Racer: The Challenge of Racer X* by Accolade  
Available: 1st quarter '94



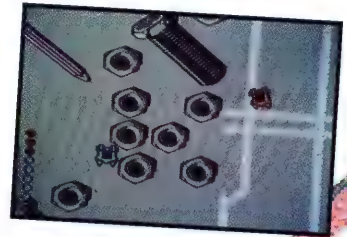
*Total Carnage*  
by Black Pearl  
Available: Fall '93



*Sorcerer's Kingdom*  
by American Sammy  
Available: Fall '93



*The Fantastic Adventures of Dizzy*  
by Code Masters  
Available: Sept '93



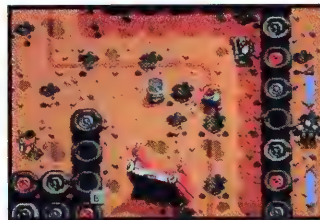
*Micro Machines*  
by Code Masters  
Available: Sept '93



*Haunting Starring Polterguy*  
by Electronic Arts  
Available: Sept '93



*Blades of Vengeance*  
by Electronic Arts  
Available: Fall '93



*Technoclash*  
by Electronic Arts  
Available: June '93



*Mutant League Hockey*  
by Electronic Arts  
Available: 1st quarter '94



*General Chaos*  
by Electronic Arts  
Available: Aug '93



*Bill Walsh College Football*  
by Electronic Arts  
Available: Aug '93



*NHLPA '94*  
by Electronic Arts  
Available: Dec '93



*Nigel Mansell World Championship Racing*  
by Gametek  
Available: Dec '93



*Socks the Cat Rocks the House*  
by Kaneko  
Available: Dec '93



*Fido Dido*  
by Kaneko  
Available: 1st quarter '94



*Chester Cheetah: Quest to the West*  
by Kaneko  
Available: Dec '93



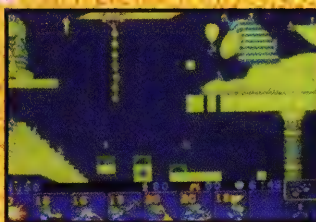
*Zombies ate my Neighbors*  
by Konami  
Available: Aug '93



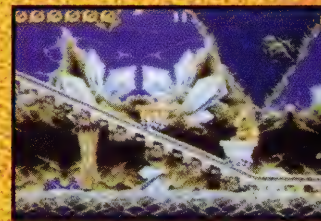
*Castlevania: Bloodlines*  
by Konami  
Available: Dec '93



*Pirate's! Gold*  
by Microprose  
Available: Fall '93



*Lemmings 2*  
by Psygnosis  
Available: Winter '93



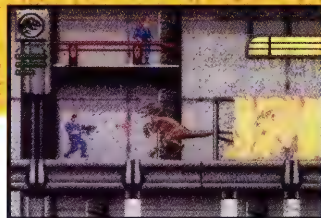
*Puggsy*  
by Psygnosis  
Available: Summer '93



*Bounty Hunter*  
by Sega  
Available: Dec '93



*Virtua Racing*  
by Sega  
Available: Dec '93



*Jurassic Park*  
by Sega  
Available: Aug '93



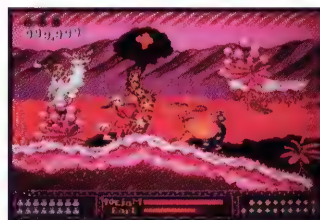
*World Series Baseball*  
by Sega  
Available: Oct '93



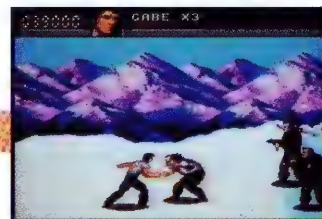
*NFL '94*  
by Sega  
Available: Nov '93



*Eternal Champions*  
by Sega  
Available: Nov '93



*Toejam & Earl 2*  
by Sega  
Available: Dec. '93



*Cliffhanger*  
by Sony Image Soft  
Available: Nov '93



*ESPN Football*  
by Sony Imagesoft  
Available: Dec. '93



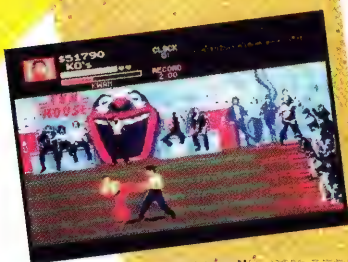
*Beast Ball*  
by Spectrum Holobyte  
Available: Nov '93



*Aero the Acrobat*  
by Sunsoft  
Available: Oct '93



*Awesome Possum*  
by Tengen  
Available: Nov '93



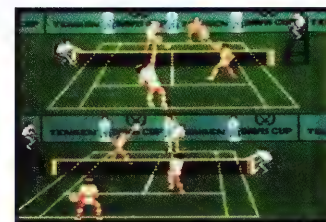
*Pit Fighter II*  
by Tengen  
Available: Oct '93



*Gauntlet 4*  
by Tengen  
Available: Sept '93



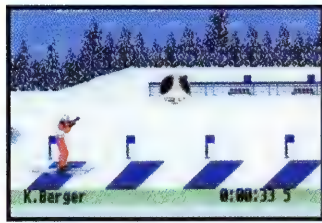
*Race Driven*  
by Tengen  
Available: Sept '93



*Davis Cup Tennis*  
by Tengen  
Available: Aug '93



*Incredible Hulk*  
by U.S. Gold  
Available: Dec '93



*Winter Games*  
by U.S. Gold  
Available: Nov '93

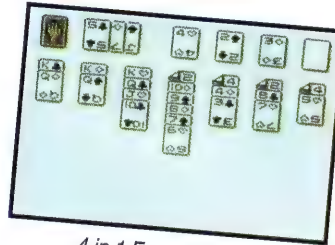


*Mazin Saga*  
by Vic Tokai  
Available: Fall '93

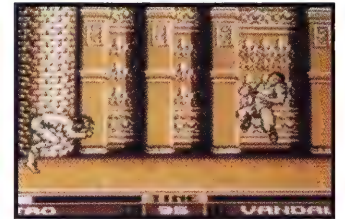


*Prince of Persia*  
by Tengen  
Available: Dec '93

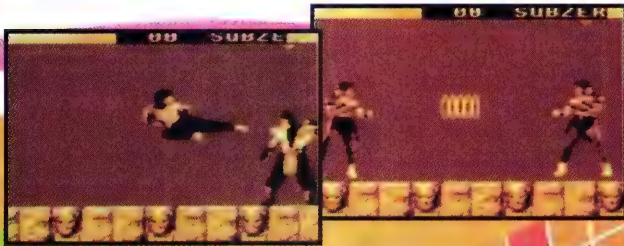
# Game Boy



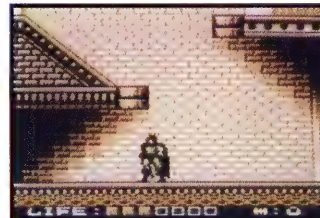
*4 in 1 Funpack Vol. 2*  
Interplay  
Available: 1993



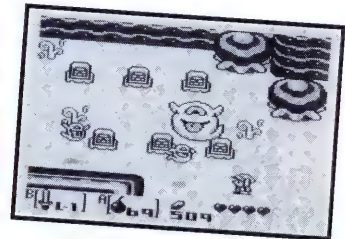
*Raging Fighter*  
by Konami  
Available: June '93



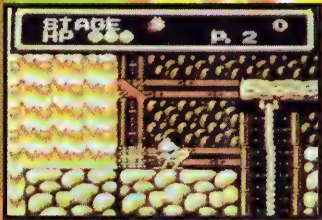
*Mortal Kombat*  
by Acclaim  
Available: Sept '93



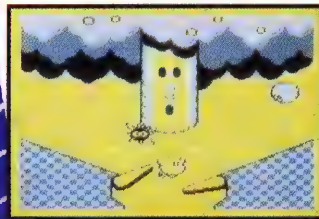
*Batman: The Animated Series*  
by Konami  
Available: Nov/Dec '93



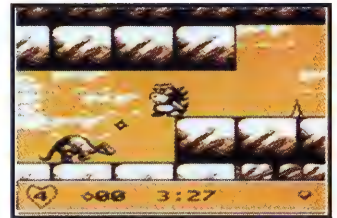
*Link's Awakening*  
by Nintendo  
Available: Aug '93



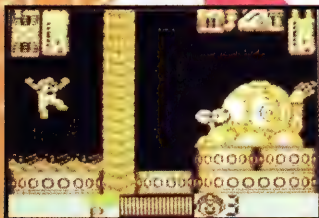
*Ducktales 2*  
by Capcom  
Available: Oct '93



*Kirby's Pinball*  
by Nintendo  
Available: Nov '93



*We're Back*  
by Hi-Tech  
Available: 1993



*Mega Man 4*  
by Capcom  
Available: Nov '93



*Indiana Jones*  
by Ubi Soft  
Available: Nov '93



*Wario Land*  
by Nintendo  
Available: Dec '93



*Chessmaster 2*  
by Mindscape  
Available: 1993

# Super NES



**Super Battletank 2**  
by Absolute  
Available: Nov '93



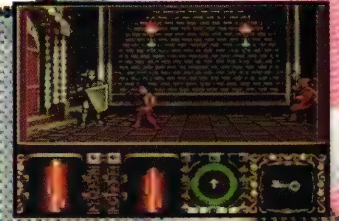
**Brett Hull Hockey**  
by Accolade  
Available: Sept '93



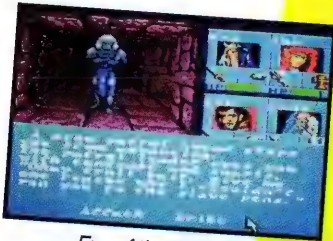
**Soldiers of Fortune**  
by Accolade  
Available: Nov/Dec '93



**Redline: F-1 Racer**  
by Absolute  
Available: Nov '93



**Orbitus**  
by Bullet Proof Software  
Available: Nov/Dec '93



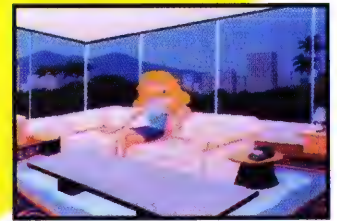
**Eye of the Beholder**  
by Capcom  
Available: Oct '93



**Legends of the Ring**  
by Electro Brain  
Available: Aug '93



**Nigel Mansell World Championship Racing**  
by Gametek Available: Sept '93



**Barbie**  
by Hi Tech  
Available: 1993



**Super Bomberman**  
by Hudson Soft  
Available: Aug/Sept



**Dig & Spike V-Ball**  
by Hudson Soft  
Available: Fall '93



**Beauty and the Beast**  
by Hudson Soft  
Available: Nov/Dec '93



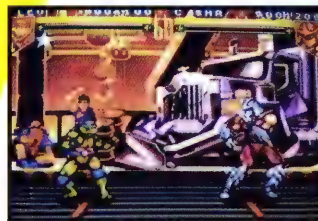
**Inspector Gadget**  
by Hudson Soft  
Available: Nov/Dec '93



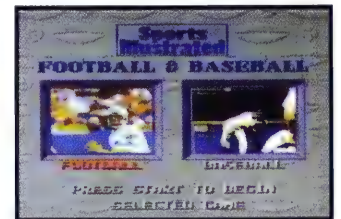
**Claymates**  
by Interplay  
Available: 1993



**Lord of the Rings**  
by Interplay  
Available: Nov/Dec '93



**TMNT Tournament Fighter**  
by Konami  
Available: 1st quarter '94



**Sports Illustrated Football and Baseball**  
by Malibu  
Available: 1993



**Simant**  
by Maxis  
Available: Nov/Dec '93



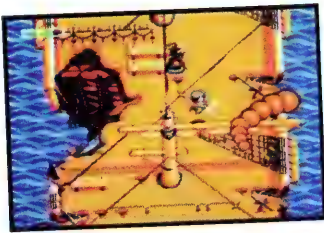
**Stanley Cup Hockey**  
by Nintendo  
Available: Nov '93



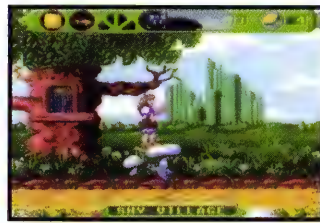
**Vegas Sakes**  
by Nintendo  
Available: 1993



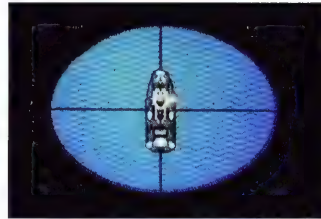
**Mario & Wario**  
by Nintendo  
Available: Sept '93



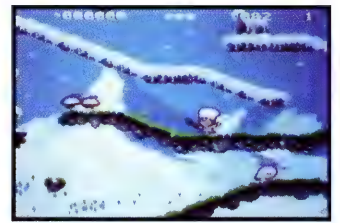
*Journey Home*  
by Renovation  
Available: Oct '93



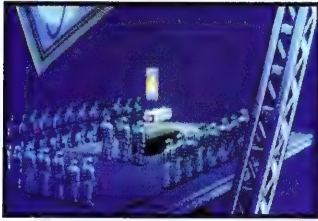
*Wizard of Oz*  
by Seta USA  
Available: 1993



*Super Battleship*  
by Mindscape  
Available: Fall '93



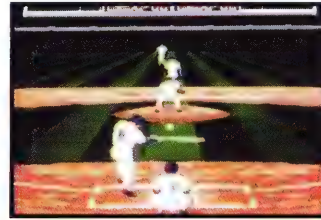
*Out to Lunch*  
by Mindscape  
Available: Fall '93



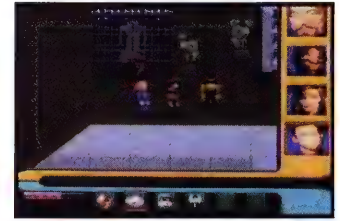
*Wing Commander: Secret Missions*  
by Mindscape  
Available: Winter '93



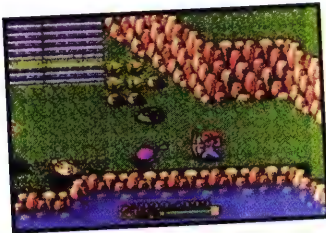
*Last Action Hero*  
by Sony Imagesoft  
Available: Nov '93/SG in Dec '93



*ESPN Baseball*  
by Sony Image Soft  
Available: Nov '93



*Star Trek: The Next Generation*  
by Spectrum HoloByte  
Available: Nov/Dec '93



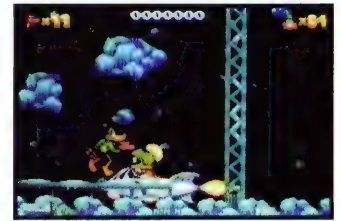
*Final Fantasy II*  
by Square Soft  
Available: Winter '93



*Aero the Acrobat*  
by Sunsoft  
Available: Oct '93



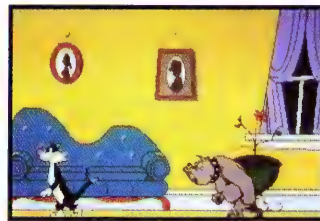
*Bugs Bunny: Rabbit Rampage*  
by Sunsoft  
Available: Oct/Nov. '93



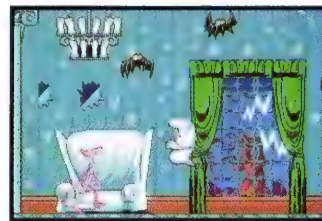
*Daffy Duck: The Marvin Missions*  
by Sunsoft  
Available: Sept '93



*Lawnmower Man*  
by Storm  
Available: 1993



*Sylvester & Tweety*  
by TecMagik  
Available: Dec '93



*Pink Panther*  
by TecMagik  
Available: Nov '93



*Super Putty*  
by U.S. Gold  
Available: 1993

# DUO



*Art of Fighting*  
by Takara  
Available: Nov '93



*F1 Pole Position*  
by Ubi Soft  
Available: Nov/Dec '93



*Macross 2046*  
by T.T.I.  
Available: Fall '93



*John Madden*  
by T.T.I.  
Available: Fall '93

# STAR TREK<sup>®</sup>

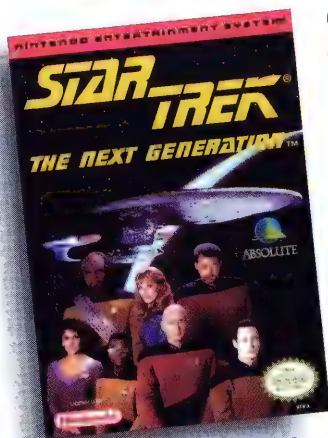
## THE NEXT GENERATION<sup>™</sup>

**Critically-acclaimed on Game Boy!**  
(GAMEPRO, June 1993)

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.0	INT.
				Intermediate

**"...FIRST-RATE..."**  
(VIDEO GAMES & COMPUTER ENTERTAINMENT  
June 1993)

# "The U.S.S. Enterprise"<sup>™</sup> is yours to command!"



**COMING THIS FALL!**

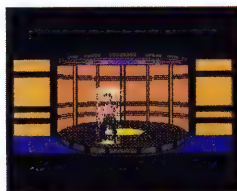


Captain Jean-Luc Picard welcomes you, a top-rated cadet at Starfleet Academy, to the most intense training session you'll ever experience: the Advanced Holodeck Tutorial!

The Holodeck's computer simulations put you at the helm of the Galaxy Class Starship Enterprise—all of its power and crew await your orders. You'll embark on a series of missions assigned by your instructor, Captain Picard, but only you can make the life-or-death decisions required of a Starfleet officer!

With different missions on the NES<sup>™</sup> and Game Boy, the possibilities are as limitless as the universe itself!

**Designed by Mark Beardsley & Gregory A. Faccione**



An intruder has infiltrated your starship; contact Chief O'Brien to beam it off!



A Romulan armada moves in for the kill—aim phasers and fire!



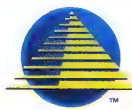
The U.S.S. Enterprise<sup>™</sup> is under attack! Order Lt. Worf to raise shields!



Receive your mission orders from Captain Jean-Luc Picard himself!



NINTENDO ENTERTAINMENT SYSTEM<sup>™</sup>



ABSOLUTE



**GAME BOY**

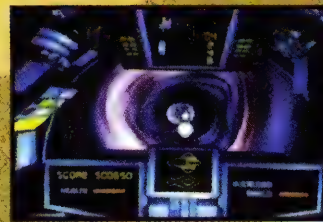
# Sega CD



*Battletech*  
by Extreme  
Available: Winter '93



*Indiana Jones: Fate of Atlantis*  
by JVC  
Available: 1st Quarter '94



*Microcosm*  
by Psygnosis  
Available: Winter '93



*Lethal Enforcers*  
by Konami  
Available: Fall 1993



*Bram Stoker's Dracula*  
by Sony  
Available: Summer '93



*Dragon's Lair*  
by Readysoft  
Available: Fall '93

# Game Gear



*James Pond II: Codename Robocod*  
by U.S. Gold  
Available: Fall '93



*World Cup Soccer* by Tengen  
Available: Summer '93



*Sonic Chaos* by Sega  
Available: Nov '93



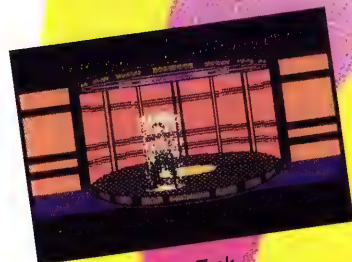
*Paperboy 2* by Tengen  
Available: Summer '93



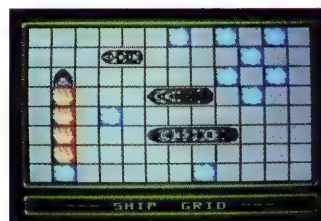
*Mortal Kombat* by Acclaim  
Available: September



*Nigel Mansell World Championship Racing*  
by Gametek  
Available: Sept '93



*Star Trek*  
by Absolute  
Available: Fall '93



*Battleship*  
by Mindscape  
Available: 1993



*Championship Pool*  
by Mindscape  
Available: 1993



*Mega Man 6*  
by Capcom  
Available: Oct '93



*Indiana Jones*  
by Ubi Soft  
Available: Nov '93



*Rescue Rangers 2*  
by Capcom  
Available: Oct '93

# NES



# Just Don't Smile When They Say You're Grounded...



Act like it's a punishment. Keep your cool as you make it to your room. Then grab the latest in hand-held video game excitement from Hudson Soft! Explore a demon-filled fortress in Milon's Secret Castle. Fight off dinosaur invaders in Bonk's Adventure or explore a world of magic and imagination in Felix the Cat! Any one of our titles are guaranteed to transport you to realms of wonder and adventure! So don't worry about it, we won't tell if you won't.



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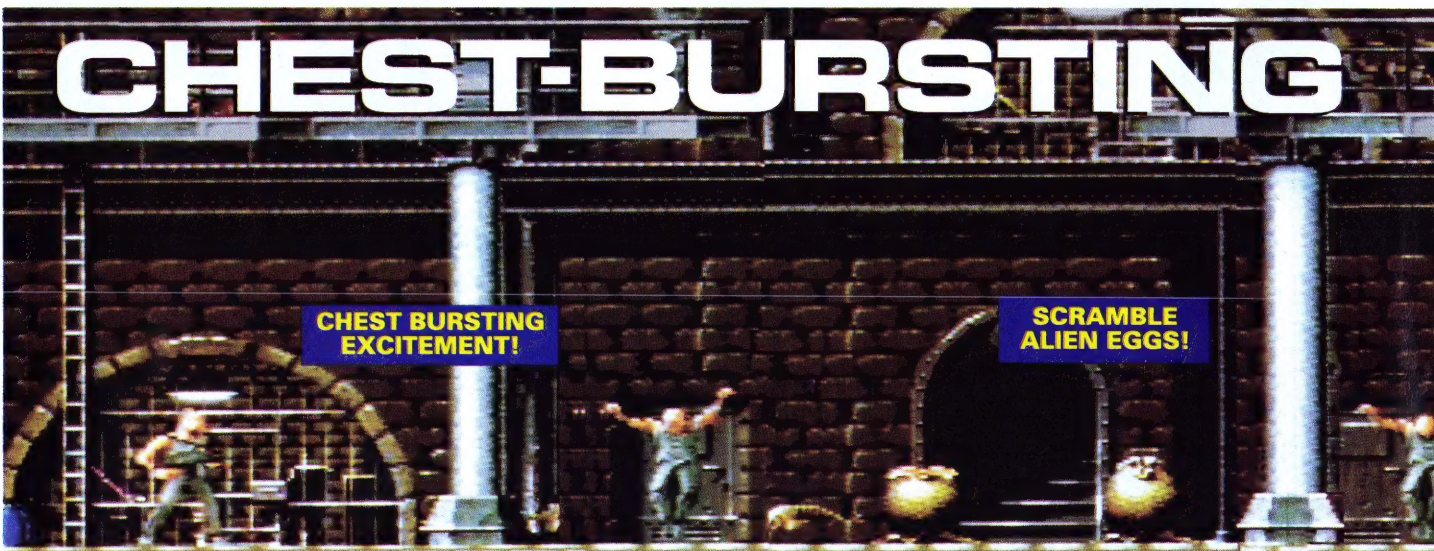
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# EGG-LAYING



**EXTERMINATE  
DEADLY FACE-  
HUGGERS!**

# CHEST-BURSTING



**CHEST BURSTING  
EXCITEMENT!**

**SCRAMBLE  
ALIEN EGGS!**

# ACID-SPITTING



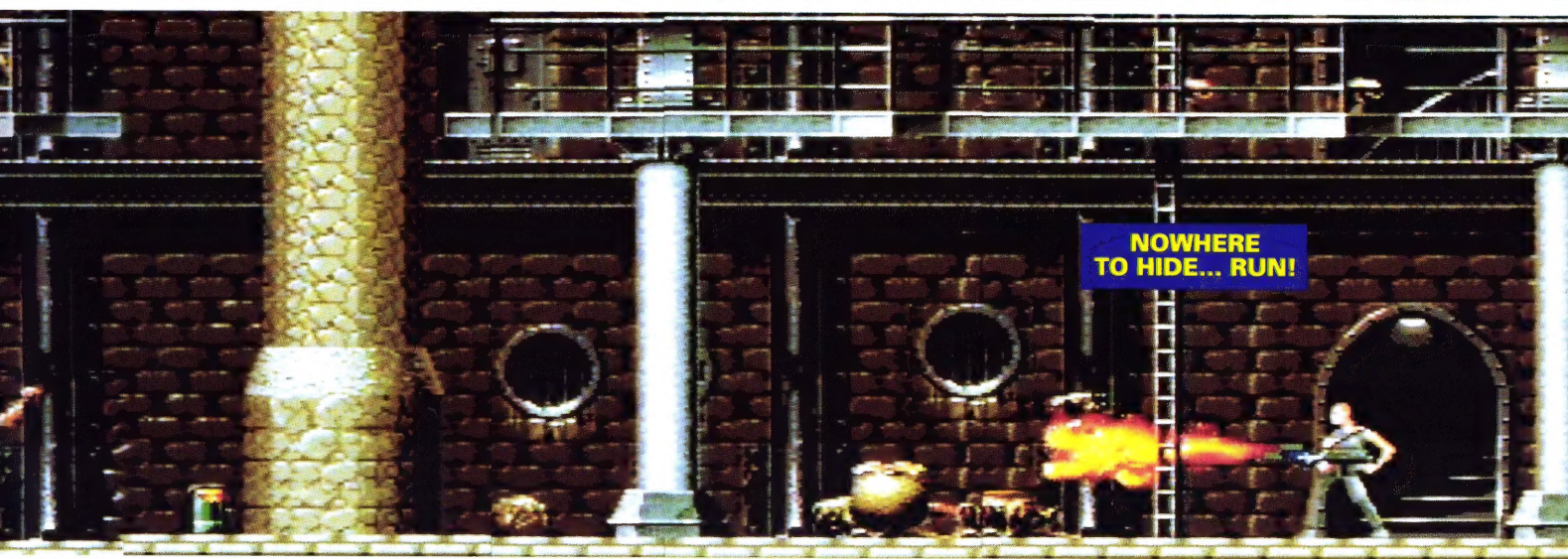
**FLESH-RIPPING  
EXOSKELETONS  
OVERHEAD!**

# ALIEN<sup>3</sup>™ ON SNES!<sup>™</sup>

Destroy every egg-laying, chest-bursting, acid-spitting xenomorph on the planet with everything you've got... from a plasma rifle to a blow torch... or this nightmare will never end!



**RED-HOT  
ALIEN ACTION!**



**NOWHERE  
TO HIDE... RUN!**



**ACID-SPITTING  
ALIEN INVASION!**



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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

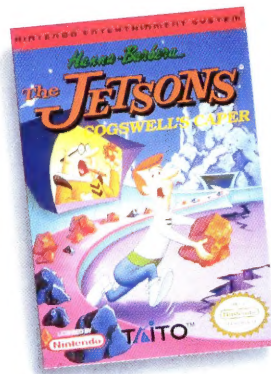
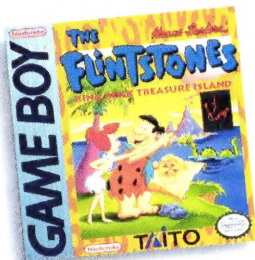
# Stone Age Action!

# Space Age Adventure!



Bedrock™ is cracking up and it's up to Fred to put it back together! Ride a pterodactyl through blazing skies and cool off in a breath-taking undersea world. Brave prehistoric threats and save Bedrock.

Fred uses an ancient map to uncover hidden treasures throughout Bedrock! Travel across seven levels filled with thrilling dangers: snares, traps and more stand between Fred and a mountain of Loot!



Beautiful Planet 38 is next on Cogswell's list of acquisitions and it's up to George Jetson and his family to save it! George uses anti-gravity boots, jet boards and more to stop Cogswell from ruining the world.

Monster robots are attacking George's home town, Orbit City! He gets help from Jane, Judy, Elroy and even Astro in his attempt to stop the invasion and turn the robots into tin cans!



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