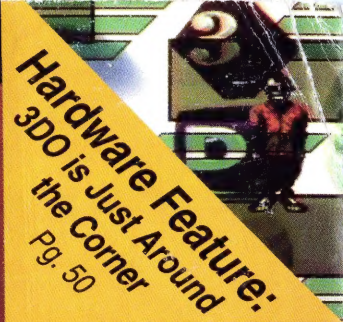


**Second Anniversary Issue!**



**Hardware Feature:  
3DO is Just Around  
the Corner  
Pg. 50**

September/October  
Issue 1993

# Game Informer

NINTENDO • SEGA • TIPS • SECRETS

MAGAZINE  
For Video Game Enthusiasts™

**Mortal Kombat**  
Heats Up Your Home System

**Halloween Horror  
& Gore Section:**  
Splatterhouse 3, Haunting, Zombies Ate  
My Neighbors and More

**EA Sports' Sizzling Fall Line-up:**  
Bill Walsh College Football, NHL Hockey '94  
and Madden '94 for SNES

\$3.95 Canada \$4.95 UK £2.50  
September/October 1993



**Plus:**  
**SF2: Turbo, Aero the Acrobat, Rocket  
Knight and our new Tip Section!**

**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)



# 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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**Departments**



**Game Reviewers & Letter from the Editor** ..... 2

**Dear Game Informer** ..... 4

**Answers From the Top**

Roger Sharpe From Williams/Bally/Midway ..... 20

**What's Hot!**

Rumors and News ..... 22

**Classics Attic:**

Capcom's Ghosts 'N Goblins ..... 46

**Game Genie/Swap Shop**

Includes Exclusive Tips from Galoob ..... 54

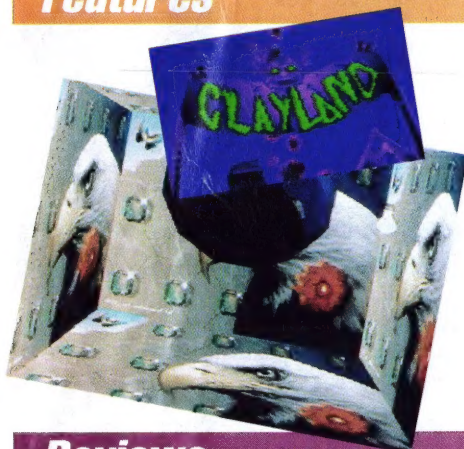
**Secret Access** (formerly Fun Club Tip Line)

Tips from our Readers ..... 55

**Tech Talk:**

The Latest in Video Game Hardware & Software ..... 61

**Features**



**Clay Fighter:**

A Preview ..... 17

**Horror & Gore Feature Section:**

Introduction ..... 24

Splatterhouse 3 – A Sega Genesis Review

Zombies Ate My Neighbors – A Super NES Review

Aero the Acrobat – A Sega Genesis Review

Haunting Starring Polterguy – A Sega Genesis Review

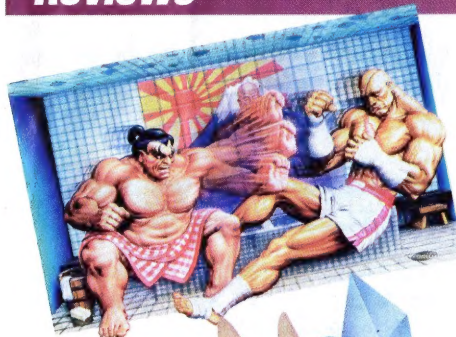
Scary Stand-ups: Monstrously Good Pinball ..... 25

**Hardware Feature – 3DO:**

Real Life in a Box ..... 50



**Reviews**



**Spotlight: Super Nintendo**

John Madden '94, Street Fighter II Turbo, Final Fight 2, and Mortal Kombat ..... 6

**SNES At A Glance:**

World Heroes, Wing Commander: Secret Missions, Brett Hull Hockey, GP-1, Nigel Mansell World Championship Racing, F-1 Pole Position, Super Bomberman, P.T.O, Super Mario All Stars, SimAnt, Lester the Unlikely, FX-Trax, Legends of the Ring, Top Gear 2, Bio-Metal, and Sidekicks Soccer ..... 14

**Spotlight: Sega Genesis**

NHL Hockey '94, Bill Walsh College Football, Mortal Kombat, Rocket Knight Adventures, and Jurassic Park ..... 34

**Genesis At A Glance:**

Super Baseball 2020, General Chaos, Micro Machines, Strider Returns, and Davis Cup Tennis ..... 42

**NES At A Glance:**

John Madden, Star Trek The Next Generation, Battleship, and Indiana Jones and the Last Crusade ..... 47

**Hand -Helds At A Glance:**

Mortal Kombat, Paperboy 2, World Cup Soccer, and Indiana Jones' Last Crusade ..... 59

**Spotlight: Compact Disc**

Time Gal for Sega CD, and Exile 2: Wicked Phenomenon for Duo ..... 60

## Letter From The Editor

By Elizabeth A. Olson

Here we are at the issue that marks our two-year anniversary of **Game Informer**, and all I can say is, "Wow". Time has flown by, but considering all the changes we've seen both in the industry and here at the magazine, September '91 seems like light years ago. So, first and foremost, we want to thank all of you who have stuck with us in our infancy. And we welcome the many newcomers and hope you stay with us as we continue to grow and improve along with the industry.

While sitting down to plan this issue, one topic came to mind; violence and gore in video games. After all, this issue includes *Street Fighter II: Turbo*, *Mortal Kombat*, *Splatterhouse 3* and our *Horror & Gore* feature (a feature we love to do, I might add). All this at a time when violence in video games is the hot controversy of the day.

It's true many games are violent in nature, though arguably not to the excess of television programming. We love to play games like

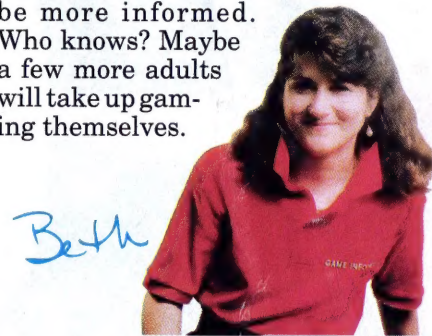
*Lethal Enforcer*, but the effect they have on players is a valid concern.

Company philosophies such as Hi Tech's, to produce non-violent entertaining and educational games, is one way to address this concern. Or Hudson Soft's *Responsible Play* campaign. But ultimately it comes down to one question: Whose responsibility is it? Is it the manufacturer's responsibility to stop producing violent games? The parent's responsibility to monitor their child's buying choices?

Rating systems and 'cleaned-up' versions of games are one solution, but any time you assume correlations such as maturity and age, you limit your audience. Or sales increase thanks to the "Forbidden Factor". Cleaned-up versions smack of censorship, and most gamers we've talked to don't want a game like *Mortal Kombat* without the gore.

Perhaps the best solution is one of shared responsibility. Manufacturers should clearly and

accurately represent a game's content on the packaging and advertising. Publications such as ours have a responsibility to accurately and honestly review products and their content. And parents cannot shirk their responsibility to know what their kids are playing. The average gamer only buys six or seven games a year and, with all the industry publications and video game rentals available, it's a good idea to read up or try before you buy. That way intense games will still be available for those who want them, and parents will be more informed. Who knows? Maybe a few more adults will take up gaming themselves.

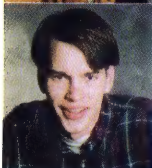


## Meet The Reviewers



### ANDY, THE GAME HOMBRE

Andy's been playing *SF2: Turbo* and *Mortal Kombat* way too much lately, but says he can't help it. Where's *Mortal Kombat* Sega CD? *Bill Walsh*, *Davis Cup Tennis* and *Zombies Ate My Neighbors* round out his current list. His band is working on a demo tape, and he promises to keep us posted.



### PAUL, THE PRO PLAYER

He would definitely be playing *SF2: Turbo* if Capcom released e-proms. He still feels *Jungle Strike* is kick-butt, though he hasn't had time to play it in a month. He has been keeping busy with *Tony La Russa*, *Mortal Kombat*, *Bill Walsh Football* (Boston '84), *General Chaos*, and *NBA Jam*.



### ROSS, THE REBEL GAMER

When not busy making use of the racquetball courts or playing softball for the FuncoLand Hedgehogs, Ross is busy playing *Challenge of the Five Realms* and Sir-tech's *Realms of Arcania* for the PC. EA's *Tony La Russa Baseball* still heads up his cartridge list.



### RICK, THE VIDEO RANGER

Rick thought the SCES was a blast and was most impressed with the new Sega CD's. For him, the best 3DO game was *Crash 'N Burn*. *Star Trek: The Next Generation* looks great but isn't interactive yet. He's added *Mortal Kombat* and *Jurassic Park* to his list of Genesis favorites.

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

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Look for the subscription card in the issue and sign up today!

## Corrections

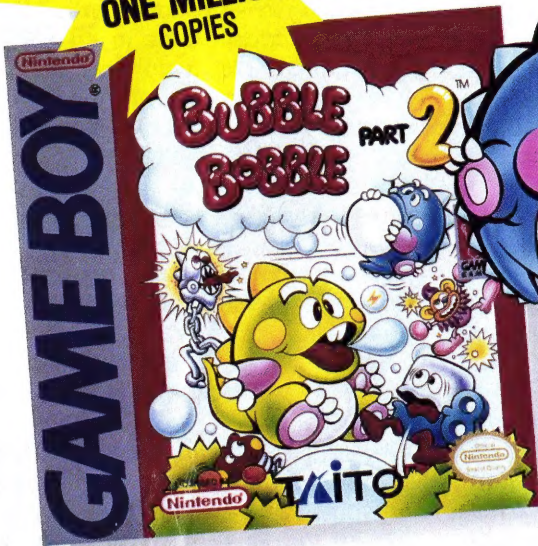
In the July/August issue, we accredited Accolade with *Soldiers of Fortune*, which is being actually created by Spectrum Holobyte.

We also missed the correct Bottom Line score for *Mutant League Football*. The correct score was 8.25, not 7.75 for those of you keeping score at home.

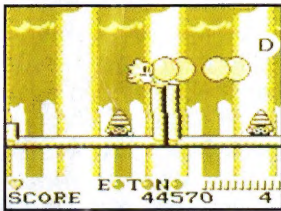
## Attention!

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.

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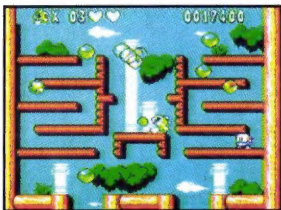
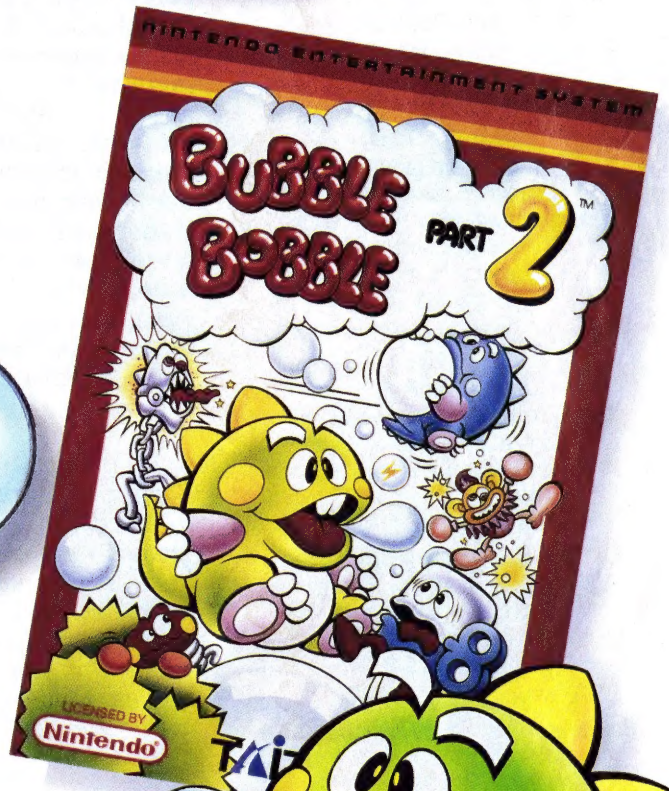


# DOUBLE BUBBLE TROUBLE!



Whoever says blowing bubbles isn't much fun is full of hot air! "Bubble Bobble" is back with double the trouble and twice the pop. This bubble bursting adventure is available for the Nintendo and Game Boy systems, both leaving you gasping for air.

Your two light hearted buddies, Bub and Bob, will be waiting for you to bop around and belch some bubbles amid some high flying action. You'll need to lighten your load and even hold your breath because this air raising adventure will be no breeze. Time to blow!



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# Game Informer

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For Video Game Enthusiasts!

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Richard A. Cihak  
Publisher

Elizabeth A. Olson  
Executive Editor

Kimberley Thompson-Benike  
Editorial Consultant

Andrew McNamara  
Editorial Assistant

Paul Anderson  
Rick Petzoldt

Andy McNamara  
Ross Van Der Schaeagen  
Video Game Consultants

Thomas Blustin  
Joyce Nentl  
Art Direction  
Illustration  
Production

Advertising Sales  
Walter Baumgartner  
Richard S. Cegielski  
National Advertising Sales Directors  
144 Oak Court  
Barrington, IL 60010  
(708) 381-8770

Bob Rosen  
Don Miller  
Janet Kleinman  
East Coast Sales Representatives  
Kalish, Quigley & Rosen, Inc.  
850 Seventh Avenue  
New York, NY 10019  
(212) 399-9500

Tony Sureau & Associates  
Northwest Coast Sales Representatives  
11531 197th Southeast  
Snohomish, WA 98290  
(206) 668-7978

R.C. Publitz & Associates  
Southwest Coast Sales Representatives  
22247 Burbank Boulevard  
Woodland Hills, CA 91367  
(818) 992-0366

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BPA Membership Applied for September 1992.

## Dear Gl...

### Loves Cool Spot

Your magazine is great! Before I buy a game, I usually rent it. I read your reviews so I know which game to rent. In your July/August issue I read about *Cool Spot*, so I rented it. I love it! It's the best game.

Steve Ripes  
Northbrook, IL

### Game Genie Codes

To start off, I love your magazine and all the help it has given me and my friends with our games. I have a request for your Game Genie Swap Shop. I need codes for *Sonic*, *Ecco the Dolphin*, and *Final Fantasy*. If you were wondering about me, I'm 12 years old and use your magazine all the time when I play Nintendo and Sega. I have read just about all the video game magazines possible and this is still my favorite; the one I come back to again and again for the tips and thoughts about games. I almost made a bad decision on a game. But then I read about it in one of your issues and found out it wasn't that good after all. It saved me a lot of money when I bought a cheaper game that was a lot better and was more what I was looking for in a game. Forever reading,

Derek Blaha  
Burlington, IL

*Steve and Derek, we're always happy to hear that we're doing our job. Thanks for your kind words. Fellow readers, can you help Derek out? If we've helped out with one of your buying decisions, you can help us out by telling the game companies. Most games come with response cards (some with a freebie offer, too). If you bought it 'cuz you saw it in our publication, please fill in Game Informer on those reply cards and send them in.*

-Ed.

### History of Vids

I would just like to comment on the excellence and depth of your *History of Video Games* articles (Jan/Feb '93 - May/June '93). Especially in the first part, which dealt with the early history. Your treatment of the subject showed tremendous depth of research and, overall, enlightened those of us

who thought video games really started with Nintendo. However, according to Nintendo Power *TMNT II: The Arcade Game* is an MMC3 game, not MMC6 as you stated. Also according to Nintendo Power though, *Star Tropics* is an MMC6 game. Still, I was quite pleased with the whole matter and found it refreshing to see a magazine that assumes we players are interested in other aspects of gaming besides how to beat the boss on Zone 6 of Level 15.

Stephen Cipolone  
Woodbury Heights, NJ

*We're happy you enjoyed our History of Video games series. Writing it was an educational experience. Again, I'd like to thank all the people in the industry who provided tons of background information for the story. Regarding TMNT II, it was in fact a MMC3 chip game, as was TMNT 3. The highest Konami has ever developed is an MMC5, which include Castlevania 3 and Laser Invasion. Our information was obtained from chapter excerpts of David Sheff's book, Game Over. We notice that information didn't make it into the final book's edit. Our apologies.*

-Ed.

### Sega and Mega CD

I have a Sega Genesis, NES, Game Boy, and an IBM. I was wondering about the Sega CD and the Mega CD. What's the difference?

Jim Fedich  
Long Valley, NJ

*There's no difference between the Mega Drive and Genesis except the size of the carts. One option for brave souls is to cut a hole in the top of your console. Better yet, buy a converter like Happ's Super Game Converter, for around \$13.95. However, there is a difference between the Mega CD and the Sega CD. Sega installed a chip into the units to keep the units true to the software of each region. For instance, the Japanese Mega Drive only plays Japanese games, while the European Mega Drive only plays European Mega Drive titles and so on.*

-Ed.

(continued on page 43)

**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!

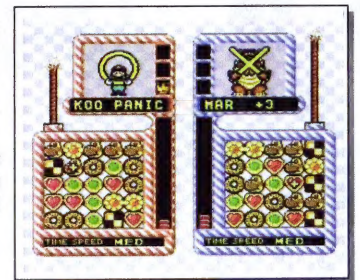


It's a heapin'  
helpin' of cookie  
crunchin' fun!



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  
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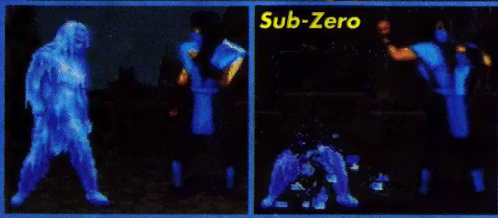
Finish Him!



Kano



Sub-Zero



Johnny Cage



Sonya



Scorpion



**A**mid rumor and controversy, *Mortal Kombat* makes it's way to Nintendo's 16-bit system. The key word in this sentence is Nintendo. Just how do you transfer a coin-op known for blood and gore onto a system that regulates and restricts such things? You don't.

At first glance, players can appreciate the excellent job Acclaim has done capturing the look of the arcade. The digitized characters are life-like and the backgrounds are quite true to the original. Better yet, it even sounds like the stand-up. There's nothing like a good death scream when you land that finishing move; something that is sorely missed in the Genesis version. But more importantly, what's missing from the SNES is the blood and "fatalities" that account for this game's following.

The Super NES Competition Edition has moves that more closely imitate the arcade in the way they are executed, such as Rayden's teleport, but the "fatalities" have been replaced with tamer finishing moves. For example, Johnny Cage closes with a clean foot to the chest instead of his trademark decapitation, and Sub-Zero shatters his frozen opponent instead of ripping out their spine. On the average, we found the controls less responsive and the finishing moves difficult to carry out. One could argue that a game does not need gore to be good, and we cannot deny that it is a challenging game with outstanding graphics and sound. However, without the arcade "fatalities" and playability, it is just another good fighting game.

- **Cart Size:** 16 Meg home version of the arcade hit
- **Style:** 1 or 2-player tournament fighting
- **Special Features:** 7 digitized combatants
- **Levels:** Adjustable difficulty and earned continues
- **Created by:** Acclaim
- **Available:** Sept. 13 on Super Nintendo

► **THE BOTTOM LINE**  
**7.75**



THE PIT



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All prominent characters and the distinctive likenesses thereof  
are Copyright and Trademarks of MIDWAY® Manufacturing  
Company.

# MORTAL KOMBAT®

**Cleans Up Its Act For Super Nintendo**

ANDY, THE GAME HOMBRE

Overall Rating:

**7.5**

"Where's the Blood? Come on Nintendo, get off it. Either give us two versions or have a code, but don't make us suffer just because we like the gore. The graphics and backgrounds are awesome. And the sound (ooh, the sound) knocks the Genesis to the ground. But then comes the playability, which is more difficult to maneuver. All in all, it's a good game but not what it could have been."

RICK, THE VIDEO RANGER

Overall Rating:

**9**

"Though it's missing the arcade's grizzly fatalities and blood, the SNES version looked better thanks to a larger color palette. The graphics are very realistic. SF2 is a cartoon, while Mortal Kombat is lifelike. I recommend a joystick for MK. I found the regular moves are responsive to your touch, projectile moves can be performed with practice and finishing moves are very difficult to execute. I'm addicted. I recommend that Nintendo lighten up on their censorship of games. Then the superior version would be clear."

PAUL, THE PRO PLAYER

Overall Rating:

**6.75**

"This version went through the censors at Nintendo and lost some of what made it popular in the arcades. Sorry, no blood or fatalities. Even without, Mortal Kombat has smooth animation and arcade-like backgrounds. The voice samples make the whole graphics and sound package great. Regrettably, the play is bit sluggish and control is tough; special moves take too much time to execute. I think big fans of the arcade might be disappointed."



A 61 YARD KICK  
#84 RETURNS FOR  
A GAIN OF 17



# John Madden Football '94



Get the *Inside* scoop straight from *Madden*.

When it comes to gridiron action, the *John Madden* series has been a top seller for at least three years running. This computer-to-cartridge success just keeps on coming in this year's installment for the Super NES.

With two SNES versions already in existence, what could possibly be new? For starters, '94 uses the same engine found in *Bill Walsh* for a new perspective of the field. EA Sports managed to obtain the NFL license, which means this version has the actual team names. In addition to twenty-eight NFL teams, *Madden '94* gives you twelve all-time great franchise teams since 1950 including the Dolphins and Raiders for the AFC, and the Giants and 49ers for the NCF. There is the 1993 All-Madden team, two 20-year All-Madden teams and all the Super Bowl teams since 1966 (like Miami '72 and Dallas '77), for a grand total of eighty teams. Match up your favorite football heroes from the past with the slick teams of today for a unique challenge.



Notice the new Flip feature. Nice!

Other additions include voice-overs from Madden, himself and a full 16-game season, complete with team schedules and conference standings. The graphics and play control have been tweaked, but the most notable enhancement is the new five-player option. Using Hudson Soft's Super Multitap™ adapter, up to five players can play as teammates, two-on-three or one-on-four. Any way you like it, it's all *Madden*.



The new 3-quarter overhead view gives you a better view of the action.



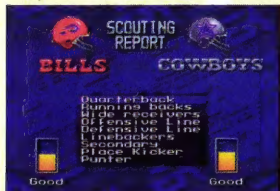
New hard-hitting tackles and animations.



With a new NFL license, J. Madden now has end zone logos.



Emmit Smith blasts in for another Touchdown!



- **Style:** 1-5 players with Hudson Soft's Super Multitap™ adapter
- **Special Features:** 80 teams, including 28 NFL teams
- **Created by:** Electronic Arts
- **Available:** November on Super Nintendo

▶ **THE BOTTOM LINE** 5.75

ANDY, THE GAME HOMBRE

Overall Rating:  
**4.5**

"I love the Madden series on Genesis; it's easily the best. But on SNES it stinks. It has wonderful graphics and I love the way the players leave divets in the field, but the characters are pretty pathetic looking. The best part is the EA Sports ad, with its cool effects and voice-overs. This game is no fun; the halfback sweep scores every time. While the 5-player option is a keeper, who cares?! How often do you have five friends over? And if you did, they'd want to play Walsh on Sega. Maybe if you're a big fan of the first two, the problems won't bother you. But if you're a serious sports nut, you should own a Genesis where you can play all the great EA Sport games you want."

RICK, THE VIDEO RANGER

Overall Rating:  
**7.25**

"I guess the world needs a Madden every year. '94 is good, but not that much different, with the exception of the 5-Player option. The intro and crowd shots are excellent. The on-field action is solid, but ordinary and a little washed out. There's lots of good voices and typical football sounds. The usual good Madden play format is here, but what happened to the defense?! Those who like high-scoring football will love this one, but I preferred Madden '93."

PAUL, THE PRO PLAYER

Overall Rating:  
**5.75**

"EA designs the best sport carts for any system, and the third Madden for SNES has to be the best yet. Although the SNES looks are not as crisp as the Genesis version, Madden '94 looks much cleaner than previous versions. Still, the players and screen do not offer much clarity or smooth animation. The voice samples from Madden himself are a great addition to the sound package, which is otherwise unexciting. As for control and play, this is much better than before. It's easier to complete passes and pick receivers. I like that it is possible to flip the plays to run to the opposite side. Madden football is still the best of the SNES football carts."

# STREET FIGHTER II

## TURBO



- **Cart Size:** 120 Megs; new sounds and moves
- **Style:** 1 or 2-player tournament fighting
- **Special Features:** Unlimited continues
- **Levels:** Champion Edition or 5-speed Turbo mode
- **Created by:** Capcom
- **Available:** Now on Super Nintendo

► **THE BOTTOM LINE** 9.25

**W**hat happens when 20 megs meets last year's best selling game? A strong contender for the 1993 "Best Sellers" list. This new and improved version of SF2 has enough improvements to insure it will be flying off store shelves this Fall.

For anyone who isn't familiar with *Street Fighter 2*, where have you been? The Turbo edition again brings the now famous twelve World Warriors together to vie for the title of Grand Master. Several of the fighters have entered the tournament simply to capture the title, while many have vengeance as an ulterior motive.

The Champion or regular mode enables players to fight as all four of the bosses, Vega, Sagat, Balrog and M.Bison, and allows for character vs. same character without entering any codes. The Turbo mode takes things a step further. There are five speeds of play, eight levels of difficulty and a handicap feature that lets players of varied skill pair up.



The increased cart size allows for more detailed, brighter graphics, and additional animation and voice-overs. more importantly, there are additional or enhanced moves for some of the fighters that even out

**"SF2 is back...bigger, faster, badder"**

each fighter's capability and allow for more challenging match-ups. For example, Ken

and Ryu can now execute their Hurricane Kick mid-air, while Chun Li has an added fireball. E. Honda can advance while performing the Hundred-hand-slap, Dhalsim can now teleport and Blanka's Roll Attack is also vertical.

So will *Street Fighter II: Turbo* sell two million copies like its predecessor? If we can get our staff to put it down long enough, we'll let you know. ■



Chun Li now has a mid-air Whirlwind Kick to knock your opponents out of the air.



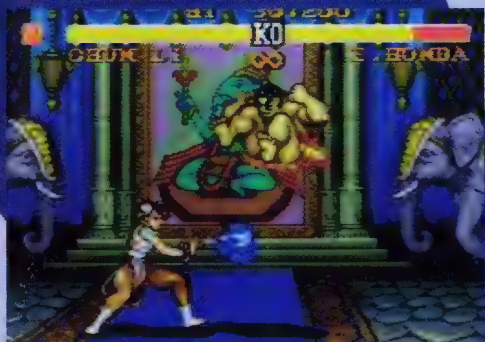
Zangief punishes M. Bison with his Spinning Pile Driver.



Guile's devastating Knee Thrust.



Use Dhalsim's Teleport to confuse your opponent.



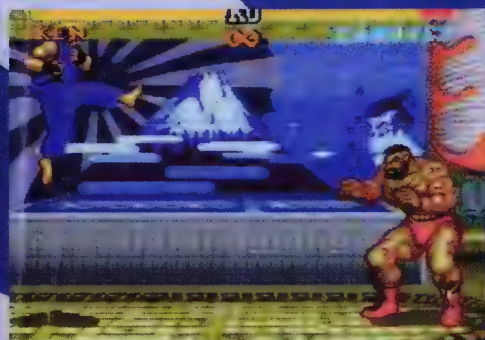
Dhalsim's Stage now has the Trumpeting Elephants, just like the arcade.



With Dhalsim's Teleport you can reappear in front or behind your opponent.



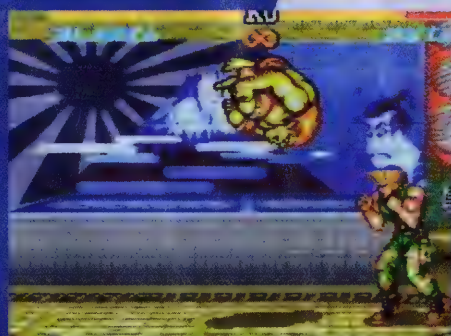
Sagat vs. Sagat.



A new Mad Air Hurricane Kick for Ryu and Ken.



Try your opponents with the Psycho Crusher.

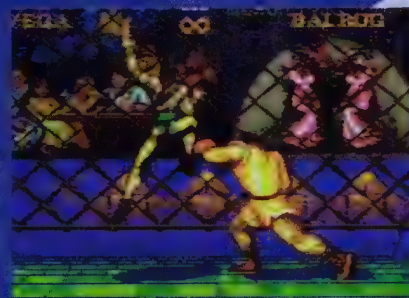


All the characters and levels have been redone to match the arcade colors.

## 20 Megs of Mayhem for Your Super NES



The classic rivalry.



Beware of Vega when he does the wall climb.



To do Vega's Back Flip on the Turbo Edition, press all three Punch or Kick Buttons.



### ANDY, THE GAME HOMBRE

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

"Everything is...better. The game play is awesome; fast and precise, just the way I like it. 2-player is killer, the computer is actually tough, and the new moves are kick-!-#. While a big improvement, it's basically the same game. If you're a huge SF2 fan, you gotta have it. If not, you might not get anything from this one. All I know is the computer is a lot more fun to play on SF2: Turbo, and since no one will play me (scared ya'know), I end up fighting the computer."

### PAUL, THE PRO PLAYER

Concept: 9 Playability: 10  
 Graphics/Animation: 9 Entertainment Value: 9  
 Sound: 9 Overall Rating: 9.25

"Awesome! Bigger, Badder, Faster! Some great voice-overs have been added to give you a bit more than the first. With varying speeds of play, SF2: Turbo can play at a normal speed or fire-up for the true experts. Now you can really launch some serious fireballs. The hottest game of '92 just got hotter. This is a sure to please all SF2 fans."

### RICK, THE VIDEO RANGER

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

"SF2 is back...bigger (20 meg), faster (turbo), and badder (be the bosses). The animation is faster and more complex, but the Turbo mode appears a little less clean. As for the excellent additions to the already great sound, I love the elephants in Dhalsim's stage and the crowd in Bison's stage. The biggest difference is performing special moves while walking. Honda coming at you with the "Hundred-Hand-Slap" in full force is a sight to behold."



# The World Warriors



## KEY TO MOVES

### SPECIAL MOVES: PLAYER IS FACING RIGHT

- P = Any Punch Button
- K = Any Kick Button
- AP = All Punch Buttons
- AK = All Kick Buttons
- C2 = Charge for 2 Seconds
- C1 = Charge for 1 Second

### Punches

- Jab = Y Button
- Strong = X Button
- Fierce = L Button

### Kicks

- Short = B Button
- Forward = A Button
- Roundhouse = R Button

## E. Honda



**Hundred Hand Slap**  
Hit P Repeatedly



**Sumo Smash**  
↓ C2 then ↑ + K



**Sumo Head Butt**  
← C2 then → + P

## Ryu



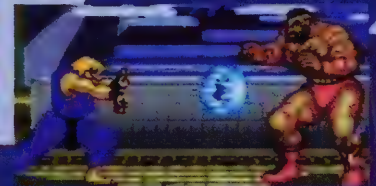
**Hurricane Kick**  
↓ ↘ ← + K



**Dragon Punch**  
→ ↓ ↘ + P



**Fireball**  
↓ ↘ → + P



**Fireball**  
↓ ↘ → + P

## Blanka



**Rolling Attack**  
← C2 then → + P



**Vertical Rolling Attack**  
↓ C2 then ↑ + K



**Electricity**  
Hit P Repeatedly



**Dragon Punch**  
→ ↓ ↘ + P



**Hurricane Kick**  
↓ ↘ ← + K

## Ken



## Chun-Li



## Guile



**Sonic Boom**  
← C2 then → + P

**Flash Kick**  
↓ C2 then ↑ + K

### Neck Breaker

→ + R



**Chest Flip Kick**  
→ + A



**Whirlwind Kick**  
↓ C1 then ↑ + K

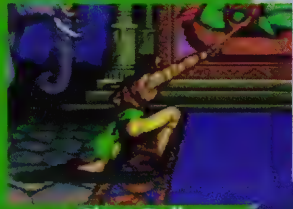
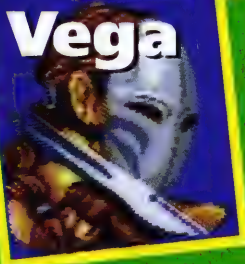


**Fireball**  
← ↘ ↓ ↘ → + P



**Lightning Kick**  
Hit K Repeatedly

# Vega



**Claw Roll**  
← C2 then → + P



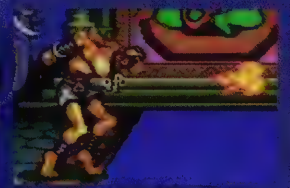
**Claw Dive**  
↓ C2 then ↑ + K then →



**Wall Leap**  
↓ C2 then ↑ + K then →

→ Push towards opponent + P

# Dhalsim



**Yoga Fire**  
↓ ↘ → + P

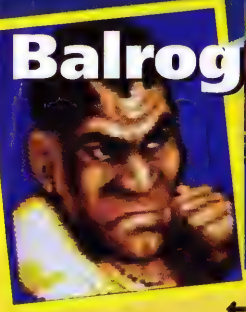


**Yoga Teleport**  
In Front  
← ↓ ↘ + K or P  
Behind  
→ ↓ ↘ + K or P

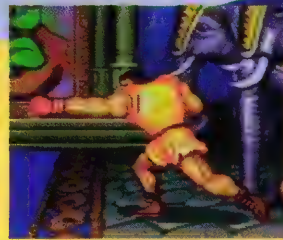


**Yoga Flame**  
← ↘ ↓ ↘ → + P

# Balrog



**Dash Punch**  
← C2 then → + K or P



**Turn Punch**  
AK or AP, C2 then release

## Spinning Clothesline

Press any 2 P buttons simultaneously

## Turbo Spinning Clothesline

Press any 2 K buttons simultaneously



**Spinning Pile Driver**  
360° Rotation + P

# Zangief



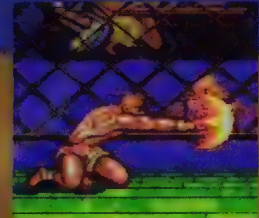
**Head Stomp**  
↓ C2 then ↑ + P



**Scissor Kick**  
← C2 then → + K



**Tiger Shot (High)**  
↓ ↘ → + P

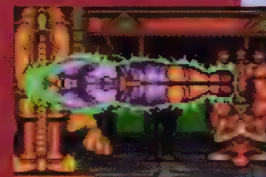


**Tiger Shot (Low)**  
↓ ↘ → + K



**Tiger Uppercut**  
→ ↓ ↘ + P

# M. Bison



**Psycho Crusher**  
← C2 then → + P

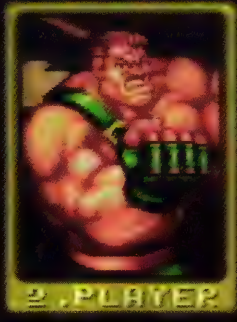


**Tiger Knee**  
↓ ↘ → + K

# Sagat



HAGGAR



Flying Fist Punch



Jump Kick



Flying Kick



Back Roll Toss

CARLOS



Sword Attack



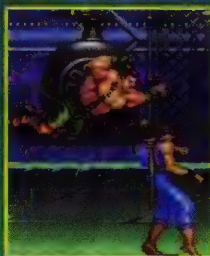
Knee Bash



Super Spin



Super Spin



Body Press



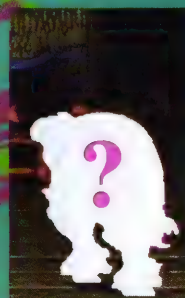
Jump Kick



Spinning Pile Driver

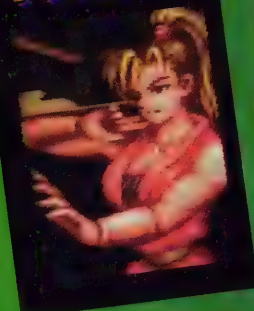


Head Butt



Who can it be?

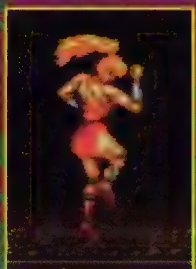
MAKI



Over the Shoulder Throw



Jump Kick



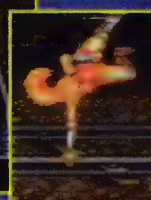
Flying Elbow



Knee Bash



Flying Kick



Spinning Handstand Kick

Your Weapons!



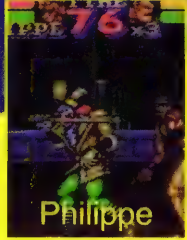
Won Won



Freddie



Bratken



Philippe



Rolent

Meet The Bosses!



Fighting the Mad Gear Gang can be an electrifying experience.



Carlos: Best all around character with good power and speed.

Just when you thought the streets were safe, Guy has moved on to finish his mission, while Cody and Jessica have headed for a much-needed vacation. Mike Haggar has settled behind his Mayoral desk and all seems quiet in Metro City. But bad guys never take a holiday.

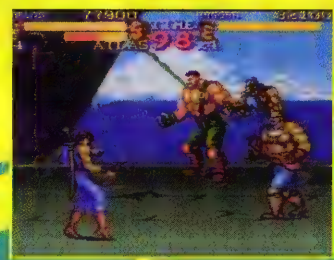
The Mad Gear Gang has returned with revenge and power as their agenda, kidnapping Guy's master Gen-Ryu-Sai and his daughter, Rena. Haggar is stunned and furious when he receives a distress call from Gen-Ryu-Sai's other daughter, Maki, and he vows this time to put the Mad Gear Gang out of commission for good.

With Cody, Jessica and Guy out of touch, Haggar is joined by Maki and his friend, Carlos Miyamoto. Haggar's brawn and powerful wrestling moves are complimented by Maki's swift ninjitsu training. Carlos Miyamoto is of Japanese/Hispanic descent and has trained in many styles of martial arts, his favorite being the swords.

*Final Fight 2* continues the story begun with the original *Final Fight* coin-op and home version, Super Famicom's *Final Fight*. Guy released only in Japan, and *Final Fight* for Sega CD. This time Capcom has added several new combination moves, like Haggar's Spinning Pile Driver, Maki's Spinning Handstand Kick and Miyamoto's Sword Attack. They've also included the all-important two-player option, which really makes the game shine. With more moves and bigger bosses, we think *Final Fight 2* is worth a look.



Holland just isn't the same since the nuclear holocaust.



Haggar's got him by the face, you know that's got to be very uncomfortable.



Strut your stuff in the bonus rounds.



- **Cart Size:** 10 Meg
- **Style:** 1 or 2-player street combat
- **Special Features:** 3 characters to choose from
- **Levels:** 6 huge levels
- **Created by:** Capcom
- **Available:** Now on Super Nintendo

▶ THE BOTTOM LINE **8**

<b>ROSS, THE REBEL GAMER</b>			
Concept:	7	Playability:	8
Graphics/Animation:	8	Entertainment Value:	9
Sound:	6	Overall Rating:	7.5

"Sharp graphics fill the screen. On the other hand, the characters seem a little choppy and robotic. Fortunately, the graphics add so much that you really don't notice the animation as much. There were no surprises from the sound effects, and the music?...weak! I'm not really into this type of game, but it wasn't too bad. If I could own five fighting games on the market today, one would be *Final Fight 2*."

<b>PAUL, THE PRO PLAYER</b>			
Concept:	7	Playability:	9
Graphics/Animation:	9	Entertainment Value:	9
Sound:	7	Overall Rating:	8.25

"The only problem with the first *Final Fight* was the lack of a 2-player simultaneous mode, which is included in this sequel. The definition and clarity is improved and there are plenty of killer animated moves that are better than before. This is a sure-fire hot game that fans of the original SNES version will have to try. Relentless action and kickin' graphics will not leave you disappointed."

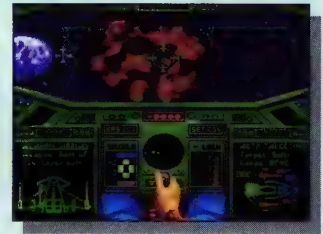
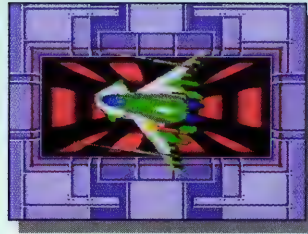
<b>RICK, THE VIDEO RANGER</b>			
Concept:	8	Playability:	8.5
Graphics/Animation:	9	Entertainment Value:	9
Sound:	7.5	Overall Rating:	8.5

"Way to go! *Final Fight 2* is very realistic, with clean, colorful details. The characters are large and well animated. I love kicking down the mesh wire fences. I normally turn the sound down, but not with FF2. The moves are good; the response is instant. The control couldn't have been better. However, the challenge could be. I found *Final Fight 2* to be a little easy, but still a lot of fun."

# SNES At a GLANCE™

A variety of Racing, Sports and Simulation carts lead the way in this issue's At a Glance. Here's a look at what's in store for your SNES this Fall.

## SECRET MISSIONS



### **Secret Missions – Mindscape**

**Available: October '93 1-Player Shooter**

Wing Commander fans rejoice! Software Toolworks brings us new missions and adjustable difficulty levels for all the rookies. Of course, the Kilrathis are stirring up more trouble and we're counting on you to stop them.

## WORLD HEROES



### **World Heroes – Sunsoft**

**Available: Sept./Oct. '93 1 or 2-Player Tournament Fighter**

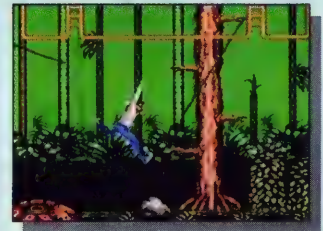
SNK's arcade hit has been transferred to SNES by Sunsoft. The only thing they forgot was the speed. However, all the characters and moves are here. If some of the speed problems can be worked out, we'll have a hit.

## LESTER THE UNLIKELY

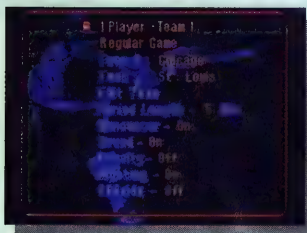
### **Lester the Unlikely – DTMC**

**Available: November '93 1-Player Action/Adventure**

With his nerdish appearance and less-than-macho mannerisms, Lester may seem like an unlikely hero. He'll have to overcome difficult obstacles to rescue the beautiful Sheena, although just who is saving who isn't quite clear. The self-confidence he gains as he completes a level may show you a whole new Lester.



## BRETT HULL HOCKEY

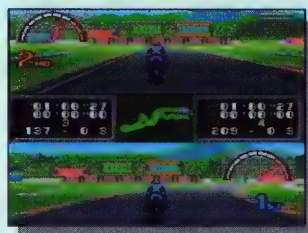


### **Brett Hull Hockey – Accolade**

**Available: Winter '93 1 or 2-Player Sports**

Here's a sneak peek at Accolade's new hockey cart. Relying on Mode 7 to deliver the first-person perspective action, Brett Hull may just have the right formula. Stay tuned to GI for more information on how this one turns out.

## GP-1



### **GP-1 – Atlus**

**Available: Late September '93 1 or 2-Player Driving**

Now you can race all the international circuits in Atlus's hot new race cart, then use your winnings to build the ultimate Super Bike. 2-player split-screen makes the action hot where winning is the most important thing. No guts...no glory.



## SUPER MARIO ALL STARS

### *Super Mario All Stars*

— Nintendo

Available: Now

1 or 2-Player Action 4-in-1

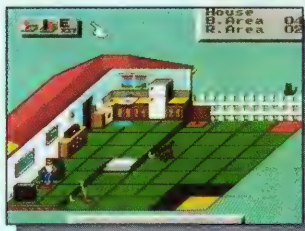
The original three *Mario* games, plus the Japanese *Mario 2* (now labeled *The Lost Levels*), have been upgraded and put on a new SNES cart. The first three *Marios* are identical, except for the graphics, but *The Lost Levels* is a whole new game for the States that's sure to entertain.



## SIMANT

### *SimAnt - Maxis*

Available: November '93  
1-Player Simulation



Maxis is the company that brought *SimCity* and *SimEarth* to the PC. Now they have bring their most recent PC smash to your SNES. As ants, you try to take over the yard and the house of the lucky folks whose lawn you inhabit. This twisted computer version of an ant farm is engrossing.

## NIGEL MANSELL WORLD CHAMPIONSHIP RACING



### *Nigel Mansell World Championship Racing*

— Gametek

Available: September '93 1 or 2-Player Driving

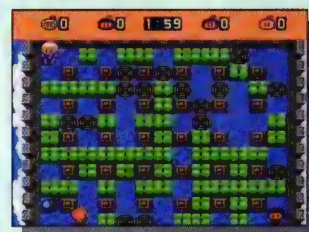
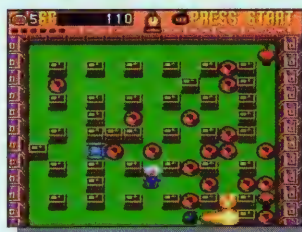
Relive Nigel Mansell's 1992 Formula One Championship season in this new first-person perspective race car from Gametek. Go from country to country racing at all 16 tracks from his triumphant season. Question is, can you repeat his spectacular feat and win it all?

## SUPER BOMBERMAN

### *Super Bomberman* — Hudson Soft

Available: Now 1 to 4-Player Action/Strategy

Diamond city is in trouble and Bomberman must save the day. 48 levels of play and the four-player battle mode take Bomberman to new levels on the SNES. While it is very similar to the TTI Duo version, it does a few new tricks. Gather some friends and give it a try.



## F-1 POLE POSITION

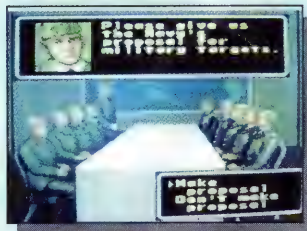


### *F-1 Pole Position* — Ubi Soft

Available: March '94 1 or 2-Player Driving

Formula One racing has never been huge here in the States but, thanks to Mansell and the younger Andretti, that's changing. Ubi Soft's counting on it. With 14 actual World Class racers to choose from, seven car designs, 2-player split-screen, and 16 World Champion circuits, *F-1* is sure to please any race fan. This game will be available as an exclusive rental through Ingram and Blockbuster locations until March of '94.

## P.T.O.



### *P.T.O.* — KOEI

Available: September '93 1 or 2-Player War Simulation

It's Pearl Harbor revisited. Koei's new in-depth strategy takes you through nine campaigns from November, 1941 to April 7th, 1945; all historically accurate with land, air and sea battles. Ten difficulty levels and 250 actual ships make for their longest game to date. If you've got some time and love strategy, Koei's got your game.

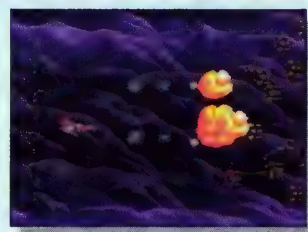
## BIO-METAL

### FX TRAX

#### **FX Trax – Nintendo**

**Available: '94**  
**1 or 2-Player Driving**

Here's a glimpse of Nintendo's newest Super FX game. In the version we played at CES you could expand or contract the vehicle, and there were a number of jumps and obstacles. Steering was a little goofy and it wasn't very fast, but keep in mind that this was only 40% complete.



#### **Bio-Metal – Activision**

**Available: Now 1-player Space Shooter**

This is the first game to use chart-topping music in a video game. Who you ask? *2 Unlimited*, the throbbing techno band, brings four tracks off their debut album to this intense shooter. While not the most innovative, the music and great graphics make for winning cart.

## TOP GEAR 2



#### **Top Gear 2 – Kemco**

**Available: October '93 1 or 2-Player Driving**

This follow-up to the hit *Top Gear* is sure to not disappoint. With 16 countries, a slew of tracks, and a number of options, Kemco creates a very realistic driving cart that is fun to play. Check out the next GI for a full review.

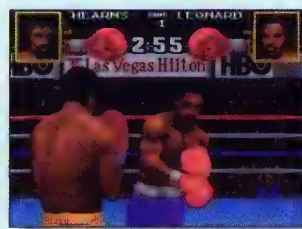


## LEGENDS OF THE RING

#### **Legends of the Ring – Electro Brain**

**Available: late September '93 1 or 2-Player Boxing**

*Legends of the Ring* brings eight infamous boxers to your SNES. There are four play modes, including an eight-player Battle of the Legends tournament. Or try the Career mode, where you can create your own boxer and work your way through the ranks.



## SIDEKICKS SOCCER



#### **Sidekicks Soccer – Electro Brain**

**Available: November '93 1 or 2-Player Sports**

Soccer, the most popular sport in the world, has yet another rendition on the SNES. *Sidekicks Soccer* sports a driver similar to *NCAA Basketball* from Nintendo, but it's not quite as smooth. The standard Tournament and Exhibition modes are present, as well as a option screen to set difficulty and game speed. With the World Cup on its way to the States, this is the perfect chance to bone up on your skills.



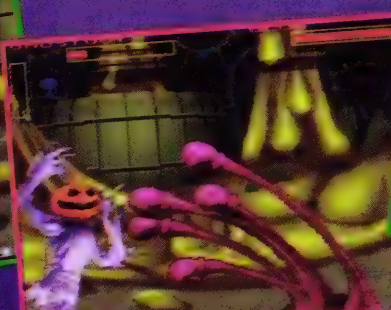
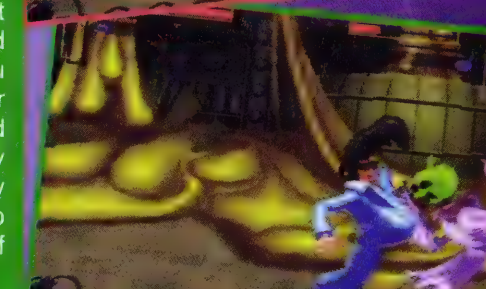
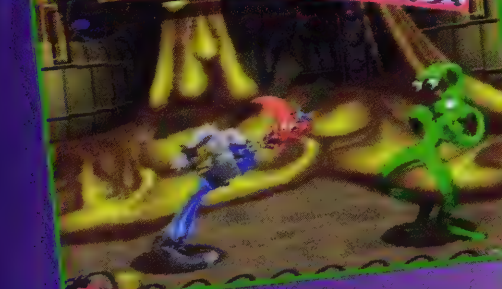
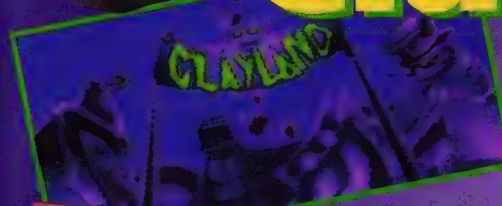
And Now For Something Completely Different...

# Interplay's Clay Fighter

One game that unexpectedly caught our attention at June's Consumer Electronics Show was *Clay Fighter* for Super NES. While the other big tournament-style fighting giants are battling it out over which will be this year's biggest seller, Interplay snuck up and goosed them from behind with this hysterical spoof of the popular genre.

Interplay has replaced the world warriors with a cast of wacky characters, all made out of clay. Instead of ninja assassins, the competitors include a pumpkin-headed Ghost Guy, the long and lean Taffy Man, Bad Mr. Frosty and an Elvis impersonator on a bad hair day. Each character has their own unique set of moves, but not quite what you'd expect. Blue Suede Goo will whack you one with his pompadour or bowl you over with a bad note. They've substituted humor and the unusual properties of clay animation for the blood and guts usually found in this style of game. Clay starts to fly and the fighters get all bent out of shape as they take damage.

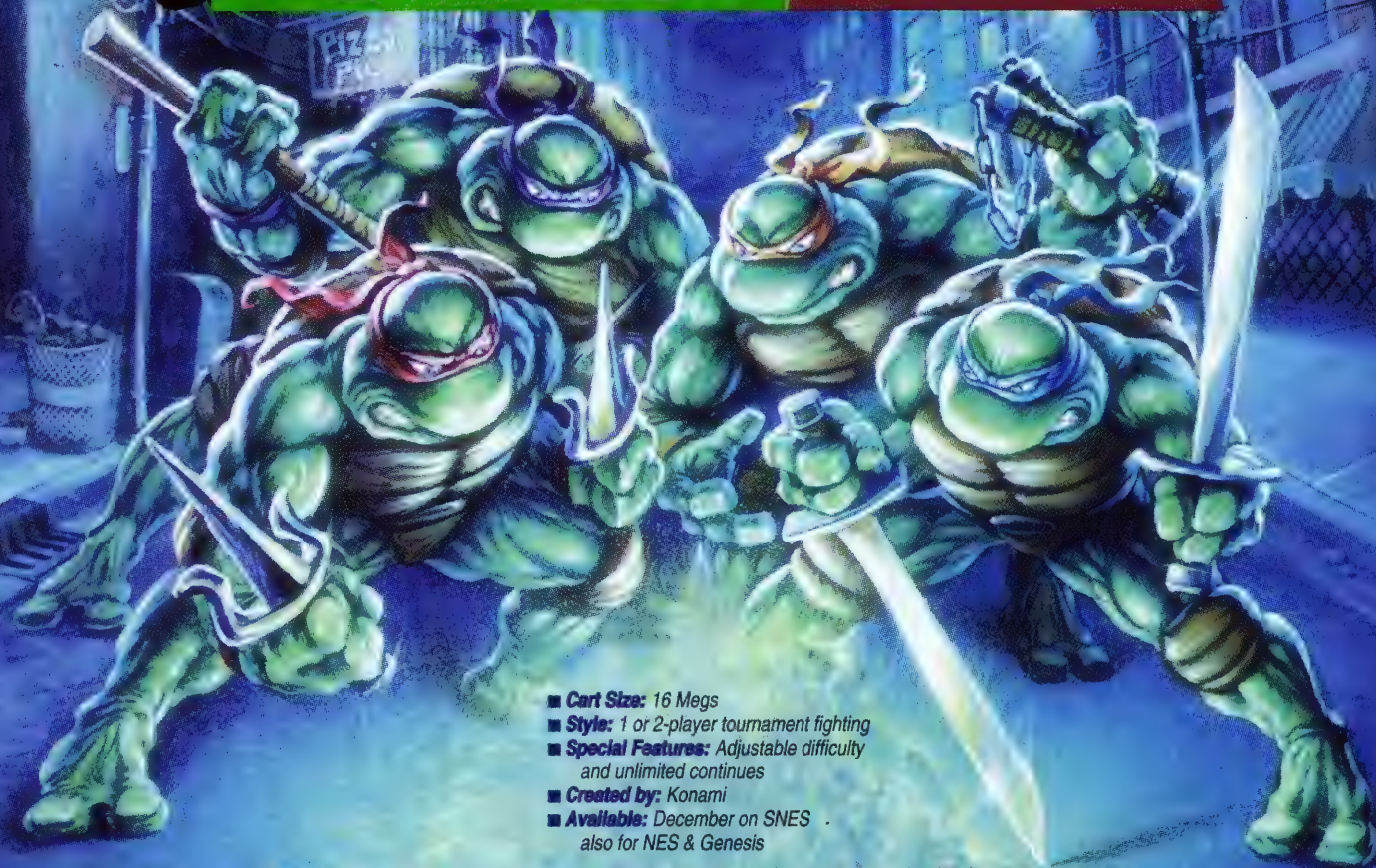
The graphics and animation are clean on this 16 Meg Super NES cart. It opens with a vocal theme song, a first in video games, and includes a variety of crazy voice-overs. It is scheduled to hit store shelves in late October or early November. Unfortunately, it wasn't ready for review when we went to print, but we couldn't pass up the opportunity to give you a preview.



# TEENAGE MUTANT NINJA

# TURTLES

## TOURNAMENT FIGHTERS



- **Cart Size:** 16 Megs
- **Style:** 1 or 2-player tournament fighting
- **Special Features:** Adjustable difficulty and unlimited continues
- **Created by:** Konami
- **Available:** December on SNES  
also for NES & Genesis

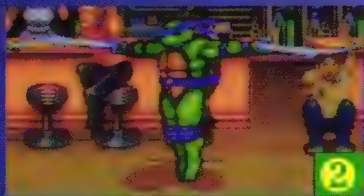
## The Heroes-on-the-Half Shell Have a Whole New Gig

**T**he Turtles are back with a new fighter cart, and it promises to be a winner. It sports both Tournament, Story, and a "versus" Battle mode, where you can choose from ten characters. These combatants include the four Turtles (Don, Raph, Mike, and Leo), Cyber Shredder, Chrome Dome, Armaggon, War, Aska, and Wingnut. And with the new game comes a new turtle attitude. No longer are the happy turtles of "Cowabunga" and "Shellshock" fame. Konami has taken the Turtles back to their roots; once again the hardened ninjas created by Eastman and Laird.

While *Tournament Fighters* only uses four buttons, two punches and two kicks, it does have a wide assortment of

special moves and, of course, the Turtles have weapons. Each character on this 60% complete preview version has four special moves that range from projectiles to spinning kicks. The most impressive and unusual attack uses a meter that builds with every hit. One simple move and your character unleashes a super attack; a high-damage move with awesome animation.

The ultimate goal of *TMNT: Tournament Fighters* is to take on the fighting cart kings and, from what we've seen, it is well on its way. With easy to execute moves and a good balance of attack and defense power, *Tournament Fighters* will be one to watch for this holiday season. ■



## Leonardo

Weapon: Katanas

Special Moves:

- ❶ **Blade:** Down, Down-Towards, Towards and any Punch Button
- ❷ **Turtle Spin:** Down, Down-Away, Away and any Punch Button
- ❸ **Flip Blade:** Towards, Down, Down-Towards and any Punch Button
- ❹ **Back Flip:** Press Away twice
- ❺ **Power Fists:** Charge Meter, press all 4 Buttons
- ❻ **Turtle Toss:** Towards and Fierce Punch
- ❼ **Kick Flip:** Towards and Fierce Kick

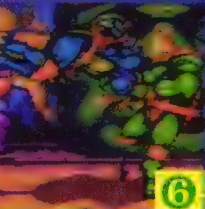
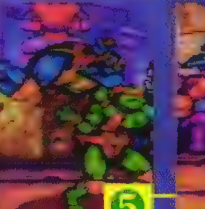
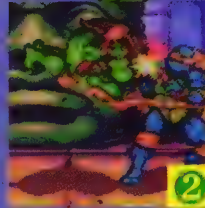
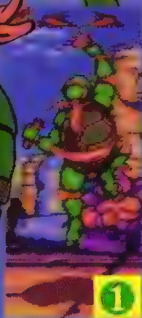


## Michaelangelo

Weapon: Nunchaku

Special Moves:

- ❶ **Nunchaku Punch:** Charge Down for two seconds, then Up and any Punch Button
- ❷ **Flip Attack:** Charge Away for two seconds, then Towards and any Punch Button
- ❸ **Spitball:** Away, Down-Away, Down, Down-Towards, Towards and any Punch Button
- ❹ **Multi-Combo:** Charge Meter, press all 4 Buttons
- ❺ **Turtle Toss:** Toward and the Fierce Punch Button
- ❻ **Turtle Swing:** Toward and the Fierce Kick Button
- ❼ **Leg Slide:** Down-Away and Fierce Kick

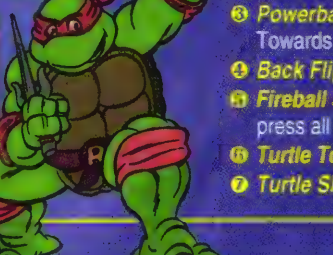
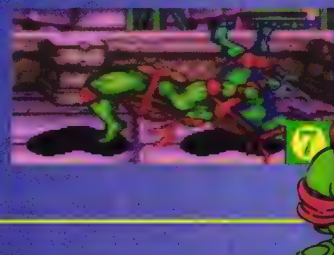
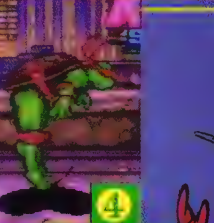
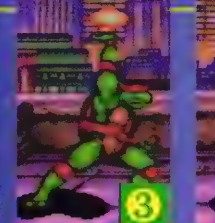
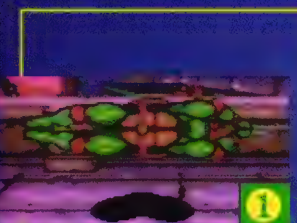
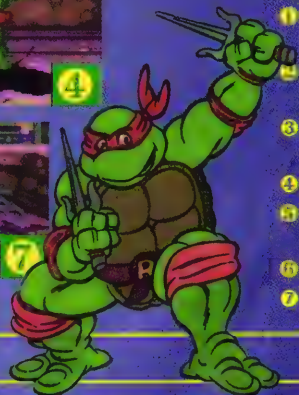


## Raphael

Weapon: Sai

Special Moves:

- ❶ **Turtle Torpedo:** Charge back two seconds, then Towards and any Punch button
- ❷ **Turtle Flip:** Charge back two seconds, then Towards and any Kick button
- ❸ **Powerball:** Away, Down-Away, Down, Down-Towards, Towards, plus any Punch button
- ❹ **Back Flip:** Press Away twice
- ❺ **Fireball Spray:** Charge Meter, press all 4 Buttons
- ❻ **Turtle Toss:** Towards and Fierce Punch
- ❼ **Turtle Slam:** Towards and Fierce Kick

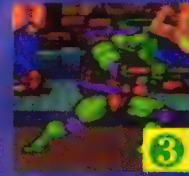
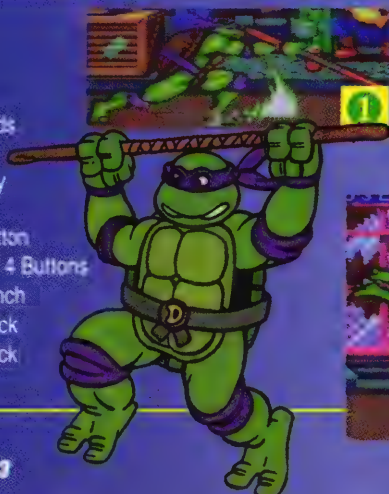


## Donatello

Weapon: Bo

Special Moves:

- ❶ **Wave:** Down, Down-Towards, Towards and any Punch Button
- ❷ **Head Spin:** Down, Down-Away, Away and any Kick Button
- ❸ **Tur-Bo:** Rapidly press any Punch Button
- ❹ **Fire Dragon:** Charge Meter, press all 4 Buttons
- ❺ **Turtle Toss:** Towards and Fierce Punch
- ❻ **Head Munch:** Towards and Fierce Kick
- ❼ **Leg Slide:** Down-Away and Fierce Kick



## Roger Sharpe, *Williams/Bally/Midway*

**How long has Williams/Bally/Midway been in the coin-op business?**

"Bally-Midway Manufacturing has been in the business from the beginning, when they introduced *Ballyhoo* in the early 1930's. Some of their best-known titles have included Bally's *PAC-MAN*. Williams, or WMS Industries, has been around for fifty years and has been responsible for several firsts like the horizontally scrolling game, *Defender*, and the all-time best selling game, *Addams Family*."

**Since an arcade machine is not a consumer product, what is the process for marketing them? How do you get feedback from arcade customers?**

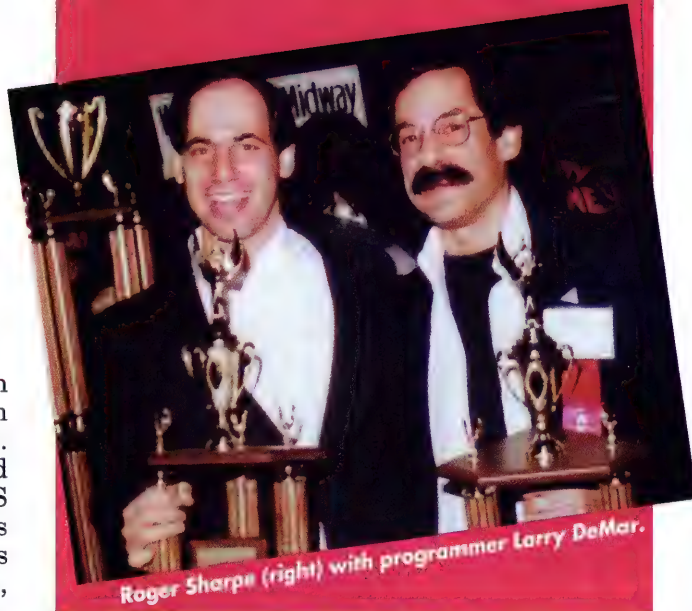
"It's a long-term, intensive process that may last from nine months to a year and a half, from concept to actualization. There is a core design group of six to eight people that work non-stop for that time period. Then the game is introduced into select test areas in order to get a feel for the response. We go out on location to watch and talk to players; audit information such as is the play too long, short or difficult. Hopefully, players will determine a good game by frequent play."

**What are the components of a successful arcade title?**

"There is no such formula. The marketplace changes and evolves based on a variety of factors such as seasonality and location. Different games reach different player bases. The video game players are a bit more segmented than pinball players. Some players like kick-punch games, others like sports simulations. The important factors for any game include skill and the level of frustration or mastery. If a game is easy to understand yet difficult to master, we have something successful. There should be some sort of learning curve so repeat players get better each time they play. Pinball is more up-front, but needs enough depth and appeal for the broadest audience."

**How does the arcade industry affect or relate to the home video game industry?**

"I've always viewed the relationship as mutually supportive and beneficial, although



Roger Sharpe (right) with programmer Larry DeMar.

they are inherently different. It's like the movie industry versus cable; being around your friends in the arcade setting is a more sociable activity. Many home games stem from coin-op, but each system has their own limitations. However, with digitized graphics and proprietary technology, the gap is getting smaller."

**How has stand-up technology changed over the years? Is Williams/Bally/Midway planning to move towards virtual reality?**

"It has changed remarkably. Today's player is much more sophisticated and knowledgeable, requiring a more sophisticated storyline and superior quality sound and music. For example, *NBA Jam* has four times the color power of *Mortal Kombat*. Pinball has taken quantum leaps forward with artificial intelligence, multiple balls, secret passages, speech and light effects. We've always been on the cutting edge. As for emerging VR technology, we want to be there with a machine that will be alive, interactive, entertaining yet instantaneous and affordable."

**Where do you see the arcade industry heading?**

"We're seeing a lot of new growth such as indoor amusement parks, movie theaters and game rooms. People are recognizing that this is affordable form of leisure time. You can play games on the run and get back to what you were doing; it becomes part of everyday life, but not a replacement for books or another physical activity. The future bodes really well because there is so much happening both in the arcade and home marketplace; the experience is more realistic and involving. Everyone is taking the best of all possible worlds and incorporating them."

# CONGO'S CAPPER™

IT'S AN  
EVOLUTION  
REVOLUTION!



## Joe & Mac's country cousin comes to the Super Nintendo!

If you were a monkey, just hangin' out in the jungle with your chimp-chick, and a magic ruby fell out of the sky and zapped you both, turning you into half-humans, and a demon-kid swooped down and made off with your girl — what would you do? You'd high-tail it after them and stop at nothing to save her, that's what — 'cause you're Congo, the monkey-turned-superkid, and only you can uphold the law of the jungle! But it's more than a jungle out there — your search for little Congette will take you from ghost towns to pirate ships to ninja castles to the belly of a Tyrannosaurus. This is no time for a banana-break — you'd better get down to monkey business!

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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



# WHAT'S HOT!

## News & Rumors From the Video Game Industry

### Accolade Signs MVP Charles Barkley

He took his team all the way to the NBA Finals and now **Accolade** hopes he will make them a winner. **Charles Barkley**, the 6'5" forward of the Phoenix Suns, has just signed a licensing deal to co-develop and market a line of basketball simulations for the San Jose-based company. Like other sports greats, Pelé and Brett Hull, Barkley will work with Accolade to insure that his whatever-it-takes-to-win style is incorporated into the game. The game is scheduled for release on the Super Nintendo, Sega Genesis and IBM PC early in 1994.

### Monday, Monday...

The actors who "posed" for Midway's original arcade game, **Mortal Kombat**, were on hand in Chicago for the SCES to promote Acclaim's home versions of the popular coin-op. The actors, whose moves were digitized for the game, serve as a



reminder of the upcoming "Mortal Monday", the **September 13th** world-wide release of the game for the Super Nintendo, Sega Genesis, Game Gear and Game Boy systems. Acclaim executives Jim Scoroposki, Robert Holmes and Gregory Fischbach are seen here with characters Johnny Cage, Kano, Sonya Blade, Rayden and Scorpion.

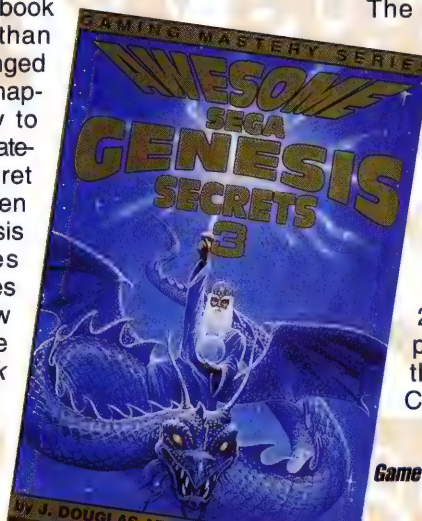
### Coffee Tea or Mario?

Your favorite video game characters may soon be joining you in the friendly skies. Nintendo has announced the first interactive multi-media systems to bring entertainment services to travelers in planes, hotel rooms or on cruise ships. The Nintendo Gateway System™ was developed to offer video games, movies, CD audio, shopping, telephones, and a host of other options to consumers. With the aid of Lodge Net's System 3000, this new platform will soon appear on Holland America Line Westours cruises, and in select hotels like the Sheraton and Embassy Suites. Hughes-Avicom International currently holds contracts with Northwest, Virgin Atlantic and China Airlines to install the new technology. Passengers on one Northwest 747 are already using the system and there are plans to install it on 20 more by the end of the year as part of Northwest's WorldLink program.



### The Gaming Mastery Series Continues

**Sandwich Island Publications** announces two new books in their popular **Game Mastery Series: Awesome Sega Genesis Secrets 3** and **Awesome Super Nintendo Secrets 2**. Each book features more than 500 and is arranged in alphabetical chapters full of easy to follow survival strategies, maps, secret codes and hidden tricks. The Genesis edition includes tips and strategies for the hottest new Genesis titles like *Sonic 2*, *Flashback* and *Cool Spot*,



as well as other popular games. The Super Nintendo book covers 32 of the latest SNES titles like *Super Star Wars*, *The Lost Vikings* and *Fatal Fury*, and more than 25 additional games. Both books are available in bookstores for \$11.95.

### Sega Enterprises and W Industries Sign a Deal for 'Virtual' Success.

**Sega Enterprises LTD.** of Japan, leader in the coin-op industry, and **W Industries** of the United Kingdom, a leader in virtual reality technology, announced their joint venture to develop virtual reality hardware and software. For the last five years W Industries has been a pioneer in virtual reality technology, such as their own arcade VR systems under the "Virtuality" brand name. They join U.S.-based Martin Marietta Corporation, a leading supplier of simulation and training systems, as a technological partner of Sega Enterprises. Together, they will work toward the development of Sega's first **Sega VR arcade game**, which will be launched on the market in early 1994. The arcade unit will use Sega's graphic board and original cabinet, and incorporate W Industries' operating system and VR software concept. Sega will retain all worldwide distribution rights of the arcade game. The results of this mutually beneficial alliance are expected to be introduced at Sega's High-Tech Amusement Theme Parks, scheduled to open in early 1994.

### Star Fox Winner Named at Summer CES

Chicago was the sight of Nintendo's random drawing of more than 1,500 top-scoring finalists from their nationwide **Super Star Fox Weekend Competition**.

The lucky winner, 15 year-old **Trevor Petersma** of Garland Texas, fought his way into the finalist drawing with a score of 144,738. His reward will be either \$1,500 in cash or an all-expense paid trip for four to either London, Paris, Tokyo or Sydney, courtesy of Nintendo. More than 200,000 aspiring fighter pilots competed in the three-day event last May. Congratulations, Trevor!



# 2 PLAYERS

# 2 SCREENS

# 2 COOL!



Are you ready for a reckless race that's like nothing you've ever experienced? DASHIN' DESPERADOES pits you against a friend or the computer in a split-screen speed contest that puts a whole new perspective on "getting ahead"!

Will and Rick were best buds until Jenny came to town. They've been rivals ever since — and now Jenny's dad has given her a trip around the world for her birthday. Will and Rick are both determined to go along as her bodyguard, and they'll do anything to top each other!



From the deserts of the Southwest to the icebergs of the Arctic, through shark-infested seas and haunted ruins, you'll need your fastest footwork, your wits, and a few handy bombs to keep Jenny safe and sound — and to leave your opponent in the dust! So you'd better get dashin', desperadoes — and may the coolest cowdude win!



**GET THE ADVANTAGE!**  
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.95 first minute/.75 each additional minute

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# "It Was a Dark and Stormy Night..."

**O**kay, so it wasn't. But we've always wanted to start a story that way. A chill is in the air.

Fall is a time when the nights seem darker, the twisting branches of barren trees seem scarier, and the sounds of twilight seem a little bit spookier. It's time for ghost stories around a campfire and, more importantly, it's time to put on your most ghoulish face and scare the living daylights out of your friends and neighbors.

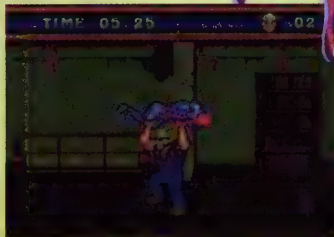
We love this time of year. Once again it's time to take a look at the spirits and spooks headed your way in video games. So, curl up under the covers, turn down the lights, and sneak a peek at this year's

## HORROR & GORE FEATURE

# SPLATTERHOUSE 3



Rick interrupts this ghoul's meal of human flesh.



When Rick's upset he tends to throw things around.



Rick is back...and he's mad.



As you beat your enemies to a pulp, they become even more horrifying.



Rick's new flesh attack.



The jump kick is a great way to attack from a distance.



Rick also has a new spin kick attack.



Use the map to find your way.

## Bloodshed & Carnage at its Best

**R**ick and his wife Jennifer have put their gruesome past behind them and settled into a quiet life in Connecticut. His wife and young son David have long been asleep, but Rick is on edge. It could be the noises of this big old house settling. Perhaps it's the storm brewing outside, but he is reluctant to fall asleep and dream. Dream of strange people...places...dream of the mask.

The Evil One has returned and now you must rescue your family from unspeakable horrors. Splatterhouse 3 brings back all the action and gore of the previous Splatterhouse carts, but this time Namco has added a new dimension. In addition to the ancient Terror Mask, Rick can collect Eldrich Orbs, which magnify the effects of the mask and mutate Rick into a more powerful creature. This stronger mutant form comes in handy because you're on a tight schedule if you hope to work your way through each level in time to save Jennifer and David from becoming zombie finger food.

In addition to a selection of household weapons and power moves, there's a much-needed overhead map of the house that you can access each time you clear a room. This latest edition sports multiple endings that are dependent upon how expertly you make it through each level. The same gory sights and sounds we know and love are here, only better. Hey, they've programmed in more than ten different screams alone. Feeling a little blood-thirsty? The Terror Mask is waiting.

- **Special Features:** 4 levels of Difficulty & Password feature. Additional moves & weapons
- **Style:** Kick-Punch Action.  
Sequel in the Splatterhouse series
- **Created by:** Namco Hometek
- **Available:** October on Sega Genesis

▶ THE BOTTOM LINE: **7.5**

### ANDY, THE GAME HOMBRE

Overall Rating:

**7.5**

"The Splatterhouse series has evolved in each installment with concrete dedication from Namco. The graphics have been enhanced by new animation and even more gore. When Rick flares his body to attack, the effect is quite impressive. Overall, the sound stayed basically the same, but the playability showed large improvements. Tighter control, maps and easy to execute moves make Splatterhouse 3 a nice addition to the series. To my dismay, there is nothing really new to offer, other than a different quest."

### RICK, THE VIDEO RANGER

Overall Rating:

**7.75**

"The original blood-and-guts, gross-you-out game is reincarnated, and this time Rick has power-ups to make him more muscle bound. The characters and bosses are all huge, and the creepy, suspenseful music will keep you on the edge of your seat. If you're careful and quick on the controls, you can get through the rooms with little damage. However, you're under a time limit to rescue your wife and I found it very hard to complete a level before Jennifer became a snack."

### PAUL, THE PRO PLAYER

Overall Rating:

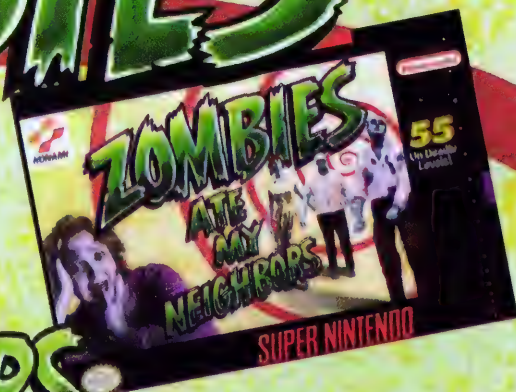
**7.75**

"That Friday the 13th look-a-like is back in time for the Halloween season. The oozing, disintegrating monsters look great, and I like how some even do a "fish flop" after you deliver that fatal blow. Overall, the graphics are eerie and the animation is somewhat mediocre. Splatterhouse 3 plays almost identical to its predecessor. The controls are tight and responsive. The power-up feature is a good touch, adding to the carnage. Fans of the arcade and previous home versions should really like this cart."

It's "B" Movies Meets Bytes and Bits in

# ZOMBIES

## ATE MY NEIGHBORS



**Y**ou may not remember the hokey horror movies of the big screen in the 1950's and 60's. Never fear, Konami's brought them all back with *Zombies Ate My Neighbors*, and they're more fun than ever. You'll face werewolves, blobs, creatures from the Blue Lagoon and more as you try to save your helpless neighbors from certain death.

You see, Doctor Tongue's been busy in his lab cooking up all kinds of frightful monsters to take over the planet (some people just have way too much time on their hands!). It's your job as Zeke or Julie (or both in 2-player mode) to kill the monsters, rescue your neighbors and put an end to Dr. Tongue's reign of terror. Whew!

This tongue-in-cheek adventure game will have you howling with laughter as you face aliens and vampires in levels such as "Chainsaw Hedgemaze Massacre", "Dances With Werewolves" and "Zombie House Party". The victims range from barbecuers to babies to cheerleaders, worth up to 1000 points each. There are ten victims to be saved, and the game will last as long as you have a life and one neighbor remaining. Collect a wacky array of weapons including a water pistol, weed-eaters (they work great on spores and mummies), and popcicles. Items such as secret potions and inflatable clown decoys come in handy and there are also a number of bonus items such as keys and first-aid kits that will be necessary for your survival.

"It will amaze you...it will terrify you... it will make you laugh 'til it hurts." Try *Zombies Ate My Neighbors* for a ghastly good time.



- **Style:** 1 or 2-player Adventure cart
- **Special Features:** Password feature
- **Levels:** 55 Levels of crazy, campy creatures
- **Created by:** LucasFilm Games for Konami
- **Available:** Now on Super Nintendo (also available for Genesis)

▶ THE BOTTOM LINE **8.75**



Drink Potions to become every Zombies' worst nightmare.



"They came for the cheerleaders..."



Use the overhead map to locate rooms and your enemies.



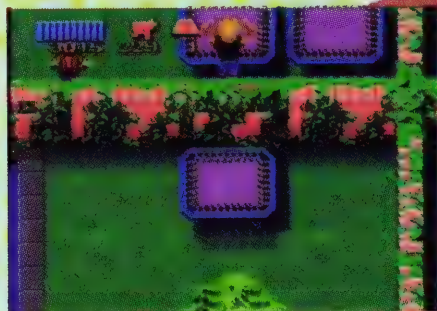
Who's who?



Dr. Tongue's ominous castle.



The cloning pods spawn crazy look-a-likes.



Use the trampoline to jump over unpassable hedges.



Explore the labyrinths of the great pyramids.



Look who's back!

**ANDY, THE GAME HOMBRE**

Concept: 9 Playability: 9.25  
 Graphics/Animation: 9.25 Entertainment Value: 9.5  
 Sound: 8.5 Overall Rating: 9

"Zombies plays much like Alien Syndrome with more weapons and power-ups. This game has the most insane, weird graphics, but clarity was a rarity and could be improved. Great sound; I love the whacked-out laugh track. The game play is easy to figure out, but hard to master. I found I was fumbling for the right weapon. Zombies is a priceless 2-player cart with lots of action, power-ups and solid control."

**PAUL, THE PRO PLAYER**

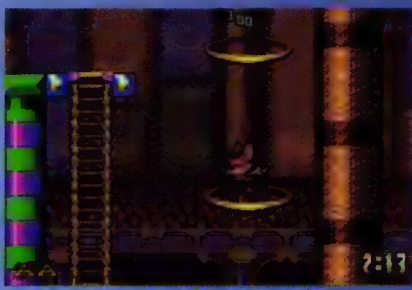
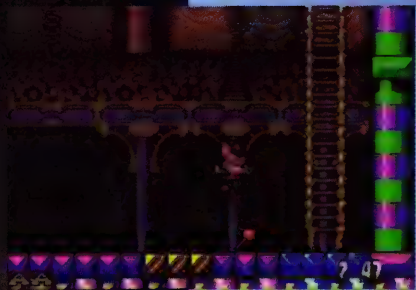
Concept: 8 Playability: 9  
 Graphics/Animation: 8.5 Entertainment Value: 9  
 Sound: 6 Overall Rating: 8

"Imagine a bad horror film under your control. The three-quarter view is excellent for this genre. It looks great; all the creatures are well-animated, not to mention hilarious. This 2-player simultaneous cart has a bunch of crazy weapons and power-ups to collect and the controls are easy to get the hang of. Zombies reminds me of the late, late show. Its action and crazy game play keeps me stuck to the controller and chuckling to myself."

**RICK, THE VIDEO RANGER**

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

"With gobs of colors and objects on each action-packed level, how can you go wrong? Zombies stresses action and the character control blows many similar games out of the water. And finally! someone made a great sounding cart. Crank it up loud and you might even hear the monsters rotting I know there's tons of "B" Horror movie buffs like me out there (you know who you are); you gotta' check this one out."



Aero will astonish and amaze.

Aero the human...er, nocturnal mammal cannon ball!



Ride the Rotor in the Funpark

Going up!

# Aero The Acrobat

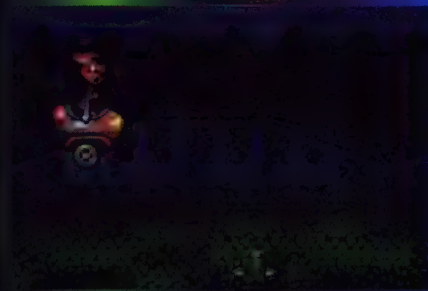
Entertains in his  
Big Top Adventure



The Still Brothers juggle Aero around



Mr. Bubbles, the Mechanical Clown.



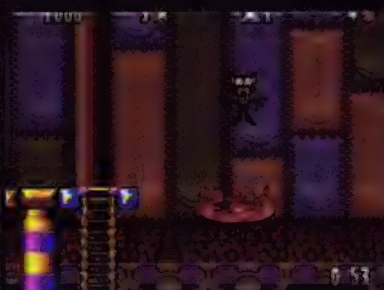
Bonus rounds have you exercising off the walls.



The Funpark is full of ups and downs.



Bubsy's not the only video animal with a water slide.



Toasted!



The Woods are no walk in the park.



What would a Museum be without gargoyles?!



Keep your wits and don't lose "lose your head".



**T**here's big trouble in the big top! Edgar Ektor is a former circus clown with revenge on his mind. He's enlisted the help of Zero, a jealous Acrobat, and other whacked-out circus and fair folk to sabotage the greatest show on earth. But turn your attention toward center ring. Sunsoft is proud to present Aero the Acrobat. This talented little guy will amaze you with his acrobatic feats of bravery, but he needs your help to put a stop to Edgar's mischief.

Aero is a charismatic creature, capable of a wide array of tricks. He blasts out of cannons, jumps through flaming hoops, dives into water tanks, walks tight ropes and flies through the air with the greatest of ease. That's just a few of the tasks he'll have to master to make it through this skill-oriented adventure cart. Perform astonishing feats while fending off a host of big top baddies with Aero's drill attack and a limited supply of magic stars.

Aero begins by rescuing the kidnapped Aerial while keeping the spectators calm and safe from the saboteurs. Outside the tent, Aero works his way through the rides of the fun park and insure their safety. From there he journeys through the woods and on to a showdown with Edgar in his Museum of Horrors. Each stage presents a unique set of tasks, hidden rooms and a bonus round. Aero is a complex action/adventure that offers a variety of challenges. Step right up and get your ticket for this three-ring title.

- **Style:** 1-Player Skill/Adventure
- **Special Features:** Three continues, power-ups and special items
- **Levels:** Four multi-act worlds, plus bonus stages.
- **Created by:** Sunsoft
- **Available:** October on Sega Genesis

**THE BOTTOM LINE 7.25**

**ANDY, THE GAME HOMER**

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

"Aero lets you test your controller skills through some strange and unusual acrobatic feats. While the game looks great and has smooth animation, it lacks tight, intense action. It depends on tasks and tests to keep you interested. However, I don't think the thrill lasts that long. It's kind of an Action/Sports game meant to test your gaming skills. If you think you're the best, Aero will let you prove it."

**PAUL, THE PRO PLAYER**

Concept:	5	Playability:	6
Graphics/Animation:	8	Entertainment Value:	7
Sound:	8	Overall Rating:	6.75

"Aero's another in a long line of carts starring jazzed-up mammals. Don't get me wrong, Aero has great speed and animation. The backgrounds are reminiscent of Sonic, with deep, colorful levels. The control is solid, but difficult at times. The play is on the tough side and you'll have to invest some time. Overall, I think Aero has many elements of other action games thrown in, making it seem redundant. But it has great challenge, which might be frustrating to some, and killer if you breezed through others like it."

**ROSS, THE REBEL GAMER**

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

"Aero possesses the same charisma that both Sonic and Bubsy have, and more! It has great circus-style background music that places you in the reality that he's an 'acro-bat'. It also has terrific features like the ability to shoot stars at your enemy; lots of areas to explore; a specific goal, other than just getting through; and super character animation and graphics. Those of you looking for an Arcade/Action-style game that puts others to rest, this is the one."

Payback's a Blast With  
**Haunting**  
 Starring Polterguy



**VITO STRONIN**  
**EDUCATION:**  
 MAJ IN SLAVEY ECONOMICS,  
 TOTALLY INNOSED U.



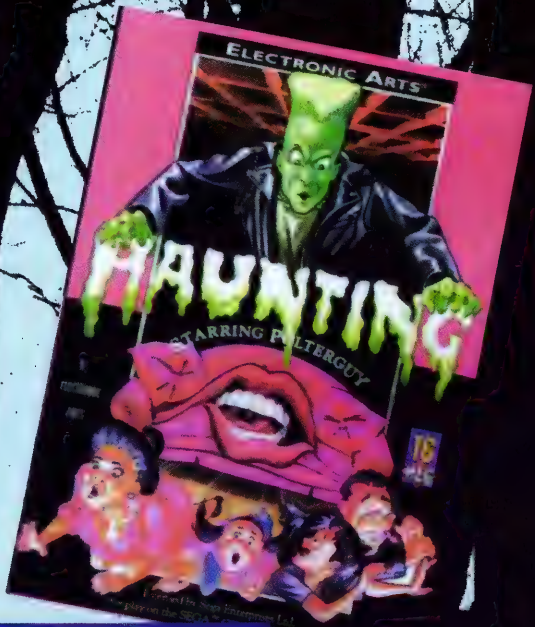
**TONY STRONIN**  
**FAVORITE MOVIES:**  
 TEXAS JAGGIN MASSACRE  
 PARTS 1-3



**WINN STRONIN**  
**HERO:**  
 THE INVENTOR  
 OF DDT



**FLO STRONIN**  
**HOBBIES:**  
 SPENDING MONEY,  
 WHINING AND MOANING,  
 COLLECTING FURS



- **Style:** 1 or 2-Player Adventure
- **Levels:** Four stages of hysterical antics and animation
- **Created by:** Electronic Arts
- **Available:** October on Sega Genesis

▶ **THE BOTTOM LINE** **8.5**



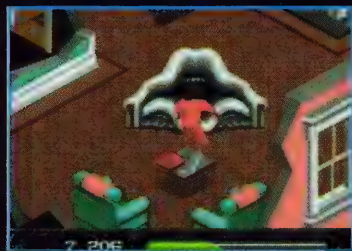
**M**an, death can be a real drag, and here's a ghostly dude out to rock the world of those responsible for his untimely demise. Polterguy is a happenin' teen who's mission is to avenge his death and those of other 'boarders who have bit the big one, courtesy of the slimy Sardinis. Vito Sardini and his despicable family have been living large off the spoils of their cut-rate skateboard factory. So a few lousy kids got hurt using their junk on wheels. What's the big deal?! Polterguy sets out to scare the

daylights out of the Sardini family by making a little mischief with their home-life. Accomplish this by setting off a series of Fright'ems, booby traps that possess ordinary household items. From levitating chairs to real skeletons in the closets, each room contains a host of hoaxes just waiting to be activated. Scare family members from room to room until their fright level forces them out of the house.

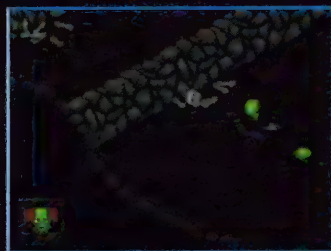
The trick is to do this before you run out of Ectoplasm, the green goo that keeps you going. Collect ecto

drops each time you scare a Sardini from the room, or gather it on your trips through the spook-riddled dungeon. Polterguy gets a little help from spells he collects in the dungeon, and these come in handy against the pesky ecto-grabbing beasts and the Sardini's nasty pooch.

*Haunting* is a unique adventure that's more fun than frightening. The wacky fright'ems and the Sardini's reaction to them are a real scream. For a scary good time, catch up EA's *Haunting*.



Hey...a couch that does impressions.



Collect ecto and spells in the dungeon, but step lively.



The Sardini family has more than skeletons in their closets.



Polterguy can be a real cut-up.



Of course!...every crook's got a body in their trunk.



Dig those boxer shorts.



Oh, the horrors of dishwater spots.



Polterguy really uses his head.



Youch! Ninjabot imitating life.



Polterguy can really scare the pants off 'em.



Vito takes a lickin'.

**ANDY, THE GAME HOMBRE**

Concept: 8 Playability: 8.25  
 Graphics/Animation: 9 Entertainment Value: 7.75  
 Sound: 7.75 Overall Rating: 8

"The spooky animation is the best part of the game...screaming chairs and bleeding carpets. It's great just going room to room to see what the different stuff does when you possess it. The 3/4 view is always a little tough to get used to but, once you master the controls, it's easy. However, the game is more passive than active. It's a good game with plenty to do and see, but tends to run itself out with time."

**PAUL, THE PRO PLAYER**

Concept: 10 Playability: 9  
 Graphics/Animation: 9 Entertainment Value: 10  
 Sound: 8 Overall Rating: 9.25

"Whoa! Your mission is to literally scare a family out of their shorts, which makes for some super animation of the family and effected objects. I don't think I'll ever look at my furniture in the same way again. It has great background music and sound effects (Thump, thump, thump, Eeeeeeeeeeee!) You'll find tons of enjoyment and laughter in one of the creepiest carts around. Move over Beetlejuice, there's a new spook in town!"

**RICK, THE VIDEO RANGER**

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

"Haunting is very challenging, but just watching is the fun part. I love all the scary moves and special effects. The graphics could be cleaner and I would add more blood-curdling screams and sound effects, but that's nit-picking. The game play is creative and outrageously fun, but your movement across the screen could be more precise. Haunting is one of the most entertaining games I've ever played. And I had as much fun watching my fellow reviewers play."

## They're Creepy and They're Kooky

You loved them in *The New Yorker*, laughed at their TV series, and flocked to their movie; now visit them at the arcades in this campy coin-op. The Dot Matrix display brings to life Cousin Itz, Gomez's tram wrecks, and more. It features the movie score and digitized voices of Raul Julia and Angela Houston. Of course, Thing lends a hand with two and three-ball Multi-ball® play. You really oughta see 'em... The Addams Family.

## Sink Your Teeth Into Bram Stoker's Dracula

Working with Columbia Pictures and Francis Ford Coppola, Williams brings last year's film of dark romance to life. This faithful adaptation includes the movie's original musical score, digitized speech from cast members, and actual sequences from the movie translated into Dot-Matrix™ animation. Dracula marks a pinball first, with Williams' new Multi-Multi-ball® play, which offers huge bonuses and increased challenge to this gruesome graveyard game.

## A Fish-tale That Will Reach Out and Grab You

Bally brings the movie magic of the 50's drive-in to pinball with *The Creature from the Black Lagoon*. It boasts sixteen modes of play, ranging from a video game mode and two-ball Multi-ball® play, and Super Jackpot worth millions in points. The game's most impressive features are the patented Dot-Matrix™ animation and the first-ever 3-D hologram that brings the creature to life. Rescue the heroine, kiss your date, and order from the snack bar in this nostalgic adventure from the deep.

# SCARY STANDUPS

## Pinball Machines for the Monster in All of Us

By Elizabeth A. Olson

For many gamers, there's nothing like the bells and whistles of a good, old-fashioned pinball game. And, in keeping with the Halloween holiday 'spirit', we've dug up some of the latest and greatest games of the ghoulish genre...

### Unlock This Door With the Key of Imagination

Television's world of the supernatural comes to pinball in Bally's *Twilight Zone*. Things are not as they seem in this surreal game as Rod Serling invites players to test their skill against magnetic spirals, the time-bending *Clock*, *MagnaFlip™* and the intense six-ball Multi-ball® mode in fourteen modes of play. Continue play with the new Buy-In option or try your luck against the first-ever Power Ball. Cross into the Zone...if you dare.

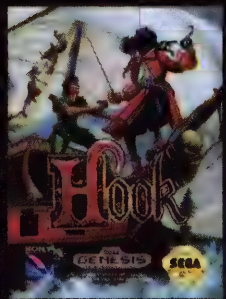
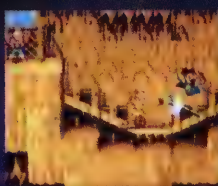
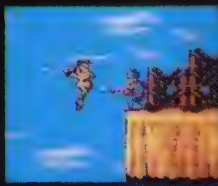
CRITICALLY  
ACCLAIMED SNES HOOK  
**NOW ON GENESIS  
AND  
GAME GEAR!**



# CROSS YOUR SWORD WITH THE BLOODIEST PIRATE OF THEM ALL!

Hook wants revenge...and he's looking for you! So take on the role of Peter Pan and embark on a magical quest to free your children and destroy the notorious Captain James Hook. Based on the blockbuster Spielberg movie, Hook for Genesis and Game Gear delivers incredible non-stop action and critically acclaimed game play. You'll fight the Lost Boys and Rufio for your golden sword, soar high above the

enchanted Neverland, clash with Hook's brutal band of pirates and face strange, dangerous creatures like poisonous porcupines, man-eating tigers and pirate ghosts. As Peter, you'll need all your strength, stealth and magical powers to survive this epic adventure. Then face the ultimate battle against the bloodiest pirate of them all!



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*Kano's knife sends blood spurting into the air.*

Once a noble competition of honor, the Shaolin Tournament brought together the greatest martial arts warriors from around the world to vie for the title of Grand Champion. But the evil demon, Shang Tsung changed all that. He dominated the tournament with his power, claiming both the lives and the souls of his opponents. For five centuries Shang Tsung has been aided by Goro, his half-human half-dragon disciple.

Seven competitors have gathered with hopes of claiming the title from Shang Tsung, but not before they survive the tournament of elimination and the unlikely defeat of Goro. Digitized actors become characters like Johnny Cage, the American actor; Kano, a greedy and dangerous thief; Rayden, an eternal that summons the elements; or Sub-Zero, a Lin Kuei ninja assassin. Each fighter has a unique set of moves in addition to their basic punches and kicks. And each has a dramatic finishing move to be executed in a fight to the death.

The tournament pits competitors against the other six in either one or two-player battle, followed by a mirror match, a bout with Goro and periodic testing of their strength and stamina. Concerned parents or players that don't need the controversial violence and gore will be happy to note that the Genesis version plays clean, with little blood and a simple knock-out finish. Mortal Kombat fans will be happy to note that entering a simple code calls up a version true to the arcade, including the fatalities.



*Toss your opponent! when you get in close.*



*Pull back and press the kick button to sweep your opponent.*



*Scorpion knocks Liu Kang back.*



*The uppercut is easily the most powerful standard move.*



*Johnny Cage puts a foot in Sub-Zero's face.*



*If you get a chance feed your fist into their face.*

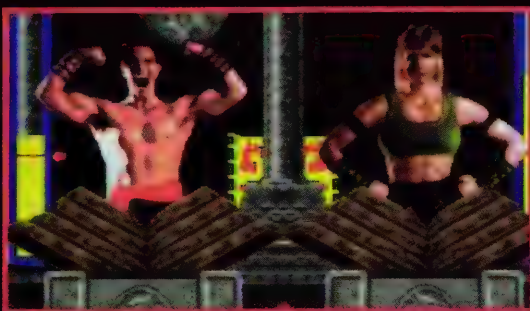


*Rayden sends Sonya reeling.*

# MORTAL KOMBAT<sup>®</sup>

**With Blood and Fatalities It's a Fight to the Finish**

## TEST YOUR MIGHT



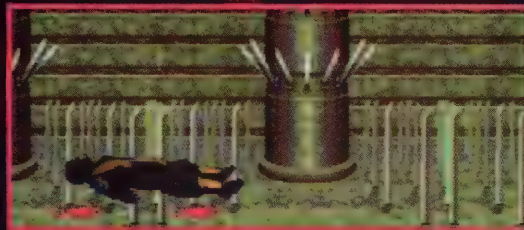
## MIRROR MATCH



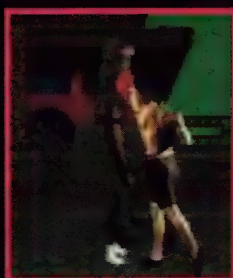
## REPTILE



## THE PIT



## FINISHING MOVE



**W**anna knock Sonya's block off or tear the spine right outta Kano? Well you can. To enter the Tournament Mode press this button combination at the beginning of the "Codes of Honor" screen: A,B,A,C,A,B,B.

- **Cart Size:** 18 Meg home version of the arcade hit
- **Style:** 1 or 2-player tournament fighting
- **Special Features:** 7 digitized combatants. Adjustable difficulty and earned continues
- **Created by:** Acclaim
- **Available:** Sept. 13 on Sega Genesis (also on SNES, Game Gear & Game Boy)

► **The Bottom Line** **9.25**

### ANDY, THE GAME HONOR

**Concept:** 10 **Playability:** 8.75  
**Graphics/Animation:** 9.5 **Entertainment Value:** 9.5  
**Sound:** 8 **Overall Rating:** 9.25

"Blood, guts, and death; I love it! The digitized characters look and move just like the arcade. Okay, maybe not the arcade, but it's close. I wish they had more digitized voices, but I'm not complaining. The control is excellent, but not quite like the arcade. Once you get used to the subtle changes, the game plays like a champ. While everyone may not be able to stomach it, Mortal Kombat has some great features that make it unique in the fighting genre."

The pictures shown are from the Tournament Version of Mortal Kombat.

## Goro



"LET THE TOURNAMENT BEGIN!"



### ROSS, THE REBEL GAMER

**Concept:** 7 **Playability:** 9  
**Graphics/Animation:** 10 **Entertainment Value:** 9  
**Sound:** 9 **Overall Rating:** 8.75

"The ever-popular coin-op is now a home version; a great idea, but not a new one. With some of the best 16-bit graphics around, Mortal Kombat scores huge here. Most the combatants are fairly simple to control with their basic moves; more challenging with their special moves. Superb sound effects, the splatter of blood and great fatalities take this game to the top of the charts."

### RICK, THE VIDEO RANGER

**Concept:** 10 **Playability:** 9  
**Graphics/Animation:** 9.5 **Entertainment Value:** 9.5  
**Sound:** 8.5 **Overall Rating:** 9.25

"The home translation is better than I expected. I'm impressed by the realistic appearance of the fighters and their stages. I didn't think graphics like this were possible on cartridge. "Get over here" yells Scorpion as he jerks you towards him by a spear in your neck. Call me morbid, but I'd like to have heard screams of agony during fatalities. The moves aren't too easy or difficult, but I recommend a joystick."

# Liu Kang



Fireball



Flying Kick



FINISHING MOVE  
360 Rotation



FINISHING MOVE  
Start, up, up

# Rayden



Lightning Throw



Superman



Teleport



FINISHING MOVE  
Towards, away, away, away, A

# Scorpion



Teleport



Spear

# Kano



Roll Spin



Knife

**FINISHING MOVE**  
Hold start, away, away, A (in close)



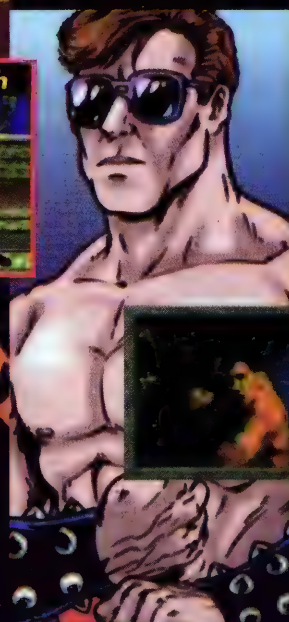
Shadow Kick



Split Punch

**FINISHING MOVE**  
Towards, towards, towards, A

# Johnny Cage



Gray Flame

# Sub-Zero



Slide

**FINISHING MOVE**  
Towards, down, towards, A



Freeze



Ring Toss



Scissor Grab



Square Wave Flight

**FINISHING MOVE**  
Towards, towards, away, away, start

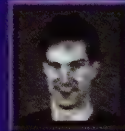
# Sonya



# NHL HOCKEY '94



89  
Andy Green



80  
Ross Miller

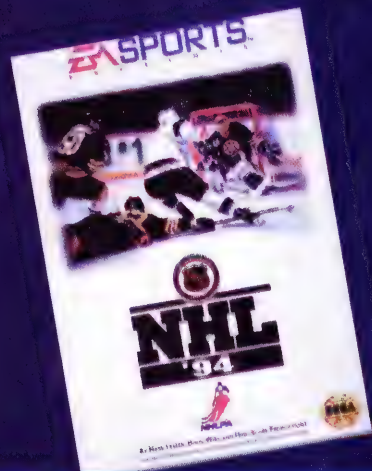
## ISLANDERS



Feed the man in the lane for a One-Timer.



New board-racking animation...slam'em into the crowd.



## EA Sports Shoots and Scores

EA Sports takes one step closer to perfection with their new installment, *NHL Hockey '94*. This cart comes loaded with new features to keep the action as realistic and fast-paced as possible. Once you turn it on, the most obvious improvements are the addition of One-Timers, penalty shots, flip passes, goalie control, and the ability (with EA's 4-Way Play™) to play four-player. But *NHL '94* has other subtle changes that help create this realistic sports simulation.

While the fighting and blood features have been removed, EA Sports created new checking animations that simulate the rough and tumble world of Professional hockey. The ability of the computer goalie to defend is another big step. This helps in both the one and multi-player mode. With "smarter" computer players, the scores tend to stay low and create a suspense-driven game that will make any sports fan sweat.

Once the action is over, *NHL '94* keeps going. There are 156 player pictures, 72 organ pieces, new stats, and a battery back-up feature that saves personal records for you and six of your friends. And the computer keeps personal records for every player, so there enough stats to keep any numbers fan happy.

*NHL Hockey '94* demonstrates that the people at EA not only make games, but play them as well. Hockey fans, rejoice! Here's to another winter of late nights screaming at the TV with *NHL Hockey '94*.

- **Cart Size:** 8 meg
- **Style:** 1 to 4-player Hockey action
- **Special Features:** NHL and NHLPA licensed  
Shoot-out game & battery back-up.
- **Created by:** EA Sports
- **Available:** Now on Sega Genesis.  
coming soon for SNES

## CHICAGO



The battery back-up allows for a log of player's own personal records.



Play the new Shoot-out competition.



Four-player chaos!

**THE BOTTOM LINE 8.75**

### ANDY, THE GAME HOMBRE

Overall Rating:

**9**

"EA succeeds with yet another great hockey cart. The addition of four-player competition, goalie control, and awesome One-Timers brings the game to a new level. I do miss the fights, though. New animations have been added, and actual logos appear on the ice; nice touch. Great organ music (...never thought I'd say that!). Besides the additions, the control is basically the same, but is refined almost to perfection. New stats, moves, user records, auto line changes, and the four-player option will make *NHL '94* your favorite sports game 'til *NHL '95*."

### PAUL, THE PRO PLAYER

Overall Rating:

**9**

"EA's NHL carts are, in my opinion, currently the best sport carts. I'm ready to log some serious time on '94. Gone are the fights and blood, but in their place are some "new & improved" checks. EA Sports blew me away with the smooth animation of the goalies. The sound is about the same, but the organ player learned a few more tunes. Four-player capabilities and the multitude of running stats are exactly what a hockey fan is looking for. The added challenge of scoring and goalie control make the games tight-scoring. Fantastic!"

### ROSS, THE REBEL GAMER

Overall Rating:

**8.5**

"This time both the NHL and NHLPA signed on; that means real teams and players. With improved character animation and background graphics, EA can't miss. They've given you control of the goalie and the checks seem more realistic. Never been to a game and experienced the sound of the action? You'll find it in *NHL '94*! I wasn't happy to see that they took out all the blood and the FIGHTS! However, as one of the world's biggest hockey fans, I must admit the realism is incredible."

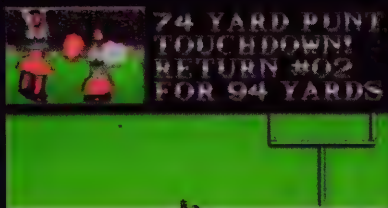




Hurdle the crowd and run for the goalline.



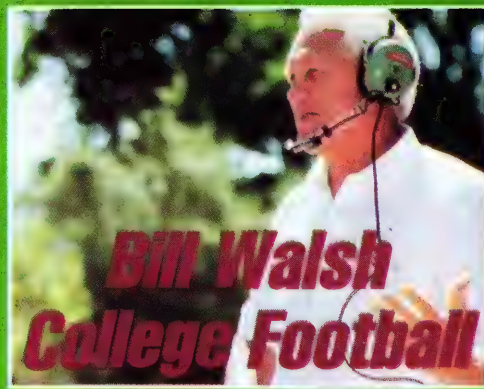
The new view allows you to see more of the field.



What a play!



Choose any combination for a 4-player mode.



College football is an American tradition; bound by love for the sport and the emotion it engenders. People across the land watch to see if their favorite team will be #1. Now you can control the excitement from your favorite chair. Bill Walsh and EA Sports got together to create a college game with new plays and ratings for a league of 48 teams; 24 collegiate and 24 All-Time Greats.

This game is the first to sport EA's new football engine, which has larger characters and a higher view of the field. It allows you to see more action, which is needed for the addition of four-player gridiron. Play three-on-one, two-on-two, or four against the computer. Either way, the football is great. With new plays like the Option and Wishbone, running the offense is uniquely collegiate. The actual game play is very similar to *Madden*, but it employs a different play-calling method.

With a single sheet of 56 plays to scroll through, the defensive plays are almost identical to *Madden*, but the offense playbook is almost completely different. Multiple Option, Play-action, and Roll-outs make the game more aggressive on offense. Of course, all the college rules apply, so you can go for the Two-Point Conversion. While the defense has an arsenal of hard hits, unlike before, you really have to land the blows to stop the runner.

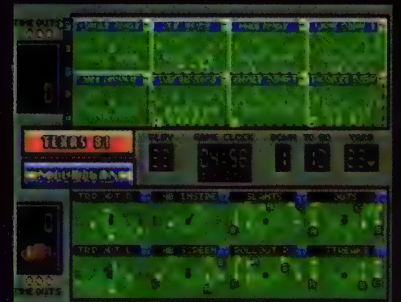
With football season in full force, *Bill Walsh* will undoubtedly be one of your favorite carts. It may not have all the flair of professional sports, but it has all the action.

- **Cart Size:** 8 Megs of gridiron action
- **Style:** 1 to 4-player college football
- **Special Features:** 2 play-off modes & battery back-up
- **Created by:** EA Sports
- **Available:** Now on Sega Genesis

► **THE BOTTOM LINE** 8



The man himself...Bill Walsh.



The new playbook and the option play are great additions.



Larger characters are one of the many new features.



Instant replays feature reverse and normal camera angles

**ANDY, THE GAME HOMER**

Overall Rating:

8

"This industry needed college ball for years. Two-Point conversions, options and the Wishbone; it's all here. Add four-player action and you've got yourself a game. The graphics and animation, though largely improved, maintain the basic look of every EA title. The control is very similar to *Madden*, though I'm not sure I like the new play calling. But the plays and four-player option more than make up for this little set back. If you're a sports fan, like myself, get out there and buy it. EA Sports still hasn't missed a beat."

**RICK, THE VIDEO RANGER**

Overall Rating:

8

"Bill Walsh is similar to *Madden*. The general appearance is pretty realistic. The players could look better, but the animation is great. The teams play true to their tendencies, and I like that they included all time great college teams and their playbooks. If you're an older gamer like me (30-something), you'll appreciate the great teams of the past. Give me Nebraska 1983, the best team ever, and I'll option you into the turf."

**PAUL, THE PRO PLAYER**

Overall Rating:

8

"College football fans should be happy to see this cart, which has plenty of teams from past to present. Walsh sports the new driver, that supports *Madden '94* as well. The players are smooth and clean, but the field seems a bit crunched. I love all the option plays that you can pull out of the book. The Two Point Conversion and, of course, the four-player action are excellent. Just let Boston '84 air it out or crush your opponent with Texas '81."

# JURASSIC PARK

## TWO GAMES IN ONE

**E**asily the most talked-about movie of the Summer, *Jurassic Park* continues to pack 'em in at the box office. So, of course, we were anxious to get a look at the first of Sega's games based on this dino-driven thriller. The Genesis version loosely follows the plot of the movie, set on a hurricane-stricken island with cloned dinosaurs on the loose. Sega presents players with the unique option of playing as the paleontologist, Dr. Grant, or as the vicious Velociraptor. Either choice presents a different storyline, objective and gameplay style.

As Dr. Grant, the objective is to work your way across the island to the Visitor Center in order to rescue the other guests from the freed dinosaurs. To do this, you must learn which weapons are most effective to stun or scare off each type of dinosaur. And you must learn to do this with split-second timing. Each species has their own level of intelligence and method of attack and, thanks to ADI (Artificial Dinosaur Intelligence), the creatures react and adapt to each player's skill level. As the cunning Raptor, your goal is to outwit the park personnel to avoid being recaptured and escape the island on the supply ship (part of Crichton's plot that was left out of the movie).

*Jurassic Park* takes gamers on a mission of survival through seven beautifully-detailed levels including the jungle, the power station and the Visitor Center. And dino-maniacs will be happy to hear that the Game Gear and Sega CD games will hit store shelves soon.

Genre: Action/Shooter, 16 Megs, 2 separate storylines

Players: 1-player, Action/Shooter

Features: Seven detailed levels

Created by: Sega

Available: Now on Sega Genesis

▶ THE BOTTOM LINE **8.25**

### ANDY, THE GAME HOMBRE

Overall  
Rating:

**8.25**

"From what I've seen, this is easily the best version of JP, excluding the Sega CD. The dinosaurs and the characters look great. The animation, on the other hand, is a little choppy at points. The game plays fairly well, but sometimes the controls lack tightness and precision. If nothing else, *Jurassic Park* is fun to play; sometimes frustrating, but always fun. Playing as either Grant or the Raptor keeps things from getting boring.

### RICK, THE VIDED RANGER

Overall  
Rating:

**8.75**

"*Jurassic Park* is like getting two games in one; play as Dr. Grant seeking safety or the Velociraptor pursuing him. JP's appearance is dark and very true to the movie. The dinosaurs look incredibly realistic. The music is ominous and the dinosaur sounds superb. The Prince of Persia-style animation is a smooth, 3-button operation. As man or beast, *Jurassic Park* evokes the most basic instinct."

### ROSS, THE REBEL GAMER

Overall  
Rating:

**8**

"I'm impressed by the way the dinosaurs fit with the backgrounds; it's rare that the animated character doesn't stick out like it's pasted on. The realistic movements and characteristics of the main objects are also very well done. The jazzy jungle beat is a plus, but the sound effects are just not enough. However, JP illustrates the trend towards superior character movement and options as a must for a game to be great. I like what I see."

# ROCKET KNIGHT ADVENTURES

An Opossum With the Right Stuff

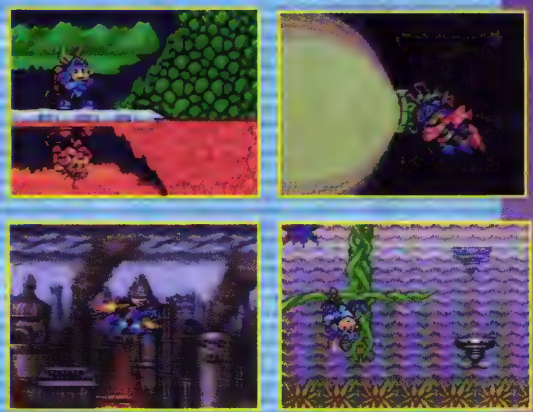


**S**parkster is a master swordsman. He can also fly, swim, hang from his tail and, thanks to his jet pack, he has an awesome rocket boost that comes in handy when attacking or jumping to those hard-to-reach places.

Welcome to Elhorn, and a kingdom called Zebulos. Legend states that El Zebulos, first ruler of Zebulos, fought off an invasion of evil-do-ers. Once victorious, El Zebulos placed their ship, the Pig Star, under a magical seal, and the Key to the Seal was placed in the care of the royal family. Due to the power of the Pig Star, Zebulos often fell under attack, so a fighting force known as the Rocket Knights were formed.

Hundreds of years have past. Sparkster is now the brave leader of the Rocket Knights. Zebulos is under attack by the Devotindos Empire, lead by none other than Axle Gear, a Rocket Knight turned bad. He has kidnapped Princess Sherry in order to force King Zebulos into revealing the location of the Key to the Seal. Little does he know that Sherry is the only living soul that knows its whereabouts, and he has threatened to destroy her. "The future of Zebulos rests in your hands!"

**D**on't let the cute animation fool you. Konami's *Rocket Knight Adventures* takes you through seven long stages that range from castles to underwater to outer-space, all cluttered full of pig soldiers and mini-bosses. And the adjustable difficulty makes sure players of all skills will get their money's worth.



- **Cart Size:** 16 Meg
- **Style:** 1-player Action/Adventure/Platformer
- **Levels:** Seven levels of varied play style. Four levels of difficulty.
- **Created by:** Konami
- **Available Now on:** Sega Genesis (also coming on SNES)

► **THE BOTTOM LINE 8**

**ANDY, THE GAME HOMBRE**

**Overall Rating: 8.25**

"Rocket Knight is another high-profile action character with a great game. Sparkster is an opossum with attitude. Konami's first real Genesis-only cart (at least for now) is a piece of work. Huge characters and unbelievable backgrounds make this game really stand out. Rocket Knight does something very few carts do; you must conquer tiny tests of your rocket pack skills in order to complete levels. That plus the variation of side-scrolling shooter to action game makes for a nice mix."

**ROSS, THE REBEL GAMER**

**Overall Rating: 7.5**

Talk about an off-the-wall idea! An opossum in a rocket suit? The character animation and colors are bright and well done, but the backgrounds make it difficult to see. For me, the test sequences are the worst aspect of the game. However, Rocket Knight is a great game for introducing younger players to action/adventure, with enough thumb-cranking action to keep experienced player from walking right through it."

**PAUL, THE PRO PLAYER**

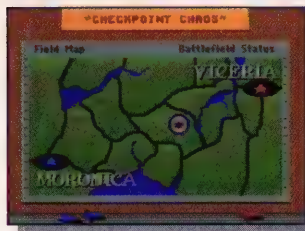
**Overall Rating: 8**

"This cart is a mix of a shooter and straight run and jump action. The backgrounds and character animation are well drawn, not to mention the cool sound effects for the jetpack. The control is straight forward, but I had trouble with the rocket maneuvers and ended up bouncing in the wrong directions. It's great how the game incorporates different styles of play. Konami always comes through and, while Rocket Knight isn't their best, an opossum sure fits in with the hedgehog, bobcat, bat..."

# Genesis At a GLANCE™

This issue's offering include both familiar faces from the past or carried over from another format. Check out these exciting new Genesis titles headed your way.

## GENERAL CHAOS

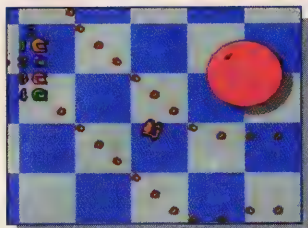
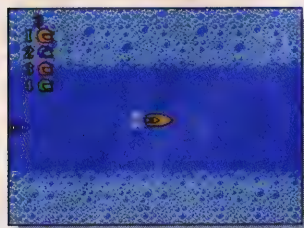


### General Chaos – Electronic Art

**Available: Now 1 to 4-Player Simulation/Strategy**

Ever play a strategy game and wish it was two player? Try up to four players with EA's new adapter. *General Chaos* is a real time battle simulator with a sense of humor. Pick your infantry from the Assault Team, Brute Force, Demolition Squad, or send in your two Commandos, out-numbered and loving every minute of it.

## MICRO MACHINES



### Micro Machines – Code Masters

**Available: September '93 1 or 2-Player Driving**

The crazy characters from the NES hit are back, this time in 16-bit. Race micro-cars, tanks, boats, and choppers through a assortment of everyday obstacles. Nearly the same game, it's sure to please fans of the NES version and pick up many new Genesis fans.

## SUPER BASEBALL 2020

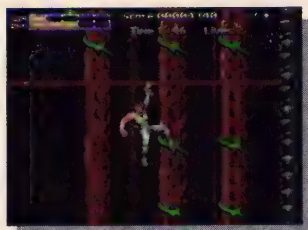


### Super Baseball 2020 – Electronic Arts

**Available: September 1 or 2-Player Sports**

EA managed to get their hands on this intense Neo•Geo cart and work their magic. This farce-into-the-future-of-sports is a great addition to your sports library. Play in either the Exciting League or Fighting League, where almost anything can happen.

## STRIDER RETURNS



### Strider Returns – US. Gold

**Available: Now 1-Player Action**

After taking a brief vacation, *Strider* is back. The storyline and game play are basically the same as the original, with minor enhancements. Relying on a proven formula, it will surely please all his loyal fans.

## DAVIS CUP TENNIS

### Davis Cup Tennis – Tengen

**Available: Now 1 or 2-Player Sports**

Tengen has put together quite a showing of new software this Fall, of which *Davis Cup* is on the forefront. With smooth control, 64 players to choose from and a 2-Player Split-Screen option, it's a winner. Invite someone over, put this game on Professional, and get ready for some high-speed tennis.



(continued from page 4)

## More Street Fighter II?

I have a question about *Street Fighter II*, the arcade game. I'm wondering how to do all the guys moves and special moves, including the bosses. Please put the answers in the next Gl.

Brent Strom  
St. Paul Park, MN

## Street Fighter II

My letter concerns *Street Fighter II: Champion Edition* for Genesis. This game was scheduled for release in June, but Capcom has moved the release to September. Not only that, but I learned at the June CES that they are NOT including the Turbo option on the Genesis format, even though SNES and the Duo will have them. The SNES and Genesis versions are being released at roughly the same time. Why is Capcom doing this? The only logical reason is that they are keeping their long-term buddies over at Nintendo happy. Nintendo wants an advantage. This is not good business on Capcom's part, nor does it leave a good first impression on Capcom's new consumers that they picked up when they got the Sega license. I ask that you pass this on to Capcom and your readers. Please inform your readers that they can write to Capcom. Their letters will be read. I'm including their address: Capcom USA, 3303 Scott Boulevard, Santa Clara, CA 95054.

Tom Bitsky  
Lemont, IL

Both of you are in luck. Our review of *SF2: Turbo* can be found on Pg. 8 of this issue and it does show the moves of the characters, including the bosses. The moves are the same as in the arcade version, but there are additional moves like Chun Li's fireball in the Turbo version. As for Brent's concerns, Capcom was in our offices when we received his letter and we asked them to set things straight. Regarding the delay in *SF2:CE's* release, Capcom was not happy with the early development and held the

game to insure that it would be up to par with their other *SF2* products. Programming delays are commonplace in this industry, but sometimes it's for the best. The Genesis version has now been expanded to 24 Megs, compared to the SNES *SF2: Turbo's* 20 Megs. While it's not part of the title, Capcom assures us that the Turbo speed option will be included in the Genesis version. What you saw at SCES was extremely rough. In addition, there will be a special tournament feature that Capcom is keeping mum about not found in the SNES *SF2: Turbo*, hence the new name *Street Fighter 2: Special Champion Edition*. Capcom feels that these improvements will make a better impression on their new Genesis audience, but they do welcome and read any letters you send.

-Ed.

## My Mistake(s)

In your May/June 1993 issue, you state on page 54 (*X-Men's* 30th Anniversary) that Bishop and Ghost Rider are bad guys. This is not true. Bishop is a part of the *Uncanny X-Men*, and Ghost Rider is a slight Vigilante who tries to set the bad guys straight. Ghost Rider has even teamed up with Arch Angel, who you called Death Angel, to fight against bad guys. I hope you research your articles better next time. Concerned Marvel Reader,

Patrick Jones  
Palm Coast, FL

Youch! I'm taking a few lumps on this one. Patrick, yours was one of several letters regarding mistakes in the *X-Men* article (one that was clean enough to print). My humble apologies. I acquired my information from several comic book shops and, in my rush to make deadline, made a mess of my jumbled notes. In my defense, I sent a copy of the article to Marvel for corrections and none were made. Lets clarify: The Angel is now Arch Angel, not Death Angel, period. Bishop, now a member of the *X-Men Gold* series, was killing people when he first appeared, leading the *X-Men* to

believe he was evil and stop him. In short, he is now a good guy. Ghost Rider is not an *X-Men*, but has appeared in three cross-over comics, the first of which he was possessed by the brood and was evil against his will. Finally, in issue #101, Jean Grey appeared to have died and reincarnated into Phoenix. Jean Grey was in fact suspended in animation and Phoenix was an unknown entity in need of a life-form vessel, who became evil with power. More recently, an all-positive Phoenix appeared in the form of Jean Grey's daughter from another time plane, but that's another story. My thanks to Mike at Shinders bookstore for setting me straight. Mea Culpa, Marvel fans. I'll try harder in the future.

-Ed.

## More Game Informer

I like playing video games a lot, but sometimes I get stuck. When I do, I turn to your magazine. I only have one complaint about *Game Informer*; you need to make the magazine longer. The magazine is so short, you don't have enough pages to go into depth about the games. Instead you just give a brief overview. If the magazine was longer, more tips could be printed and more games could be reviewed. I think that if you make your magazine longer, more people will want to buy it. I would appreciate it if you would take my suggestions under consideration.

Karen Simpson  
San Bernardino, CA

Karen, your suggestion is great and one we've considered for some time. The only thing holding us back is that green stuff that's always in short supply...money. As we've said before, the costs involved in producing a quality publication are astronomical. However, if subscription sales keep streaming in at the rate they have been, it's just a matter of time. Again, thanks to all of you who have supported us by subscribing.

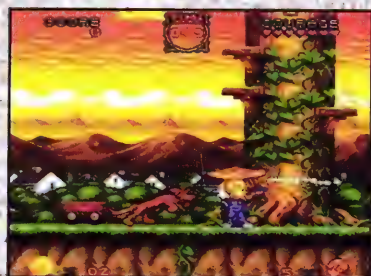
-Ed.

# WANNANA PLAY?

**Grab your pea-shooter—  
Mr. Wilson needs our help!**

It all started at Mr. Wilson's party when my pet turtle, George, dove into the punch bowl. Everyone went nuts: Mrs. Bloopie jumped on Mr. Campbell's back... Mr. Campbell dropped his plate on Mrs. Melarky's toe... Mrs. Melarky spilled her chicken wings on Mr. Botsworth's lap... Mr. Botsworth poured his soup on Mrs. Gaylord's canary...

Then, when no one was looking, Switchblade Sam made off with Mr. Wilson's prize coin collection. Now I gotta track down Sam and those coins...or ol' Mr. Wilson's gonna make turtle soup out of poor George!!!



With Ruff by your side, and your trusty squirt-gun in hand, Switchblade Sam doesn't stand a chance!

## Dennis the MENACE



The search for Sam is on! Try the park, the school, Mr. Wilson's house and, of course, the deep, dark forest.



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# ATTIC

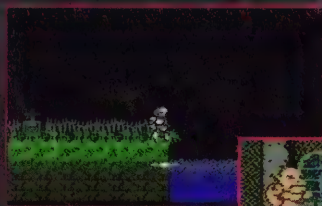
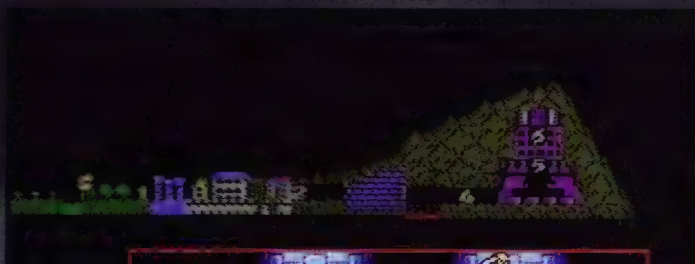
Welcome again to Classics Attic. With the creation of original 8-bit fare slowing to a halt, there's no better place to look for quality games than to the past. This issue, Classics Attic takes a look back at an early offering to the horror genre, Capcom's *Ghosts 'N Goblins* for the Nintendo System.

## Brave the Horrors of Hades in *Ghosts 'N Goblins*

It begins like so many other stories behind video games. The beautiful Princess has been kidnapped and carried off to Hades. Her love, a brave but nameless Knight, must endure great and gruesome challenges to rescue her. In his quest to save the Princess, the Knight is faced with seven gates. Behind each gate looms an evil demon. If the Knight is victorious in his fight against the demon, a key falls from the sky enabling him to open the next gate. At the final gate, the Knight must do battle with the Devil himself.

Throughout each stage, there are five jars which contain weapons to help the Knight. He begins the game with only his suit of armor and a javelin, but can collect torches, crosses, an axe or a sword. In addition, there are several hidden bonus characters on each level that can either help or hurt the Knight.

The Princess is in danger and the Knight needs your help. Polish up your armor and come face-to-face with the likes of Zombies, Ravens, the Forest Ghost, Skeletons and the Tower Monster. Capcom's modern day story of Persephone is a traditional Action/Adventure with enough challenge to appeal to most any gamer.



- **System:** Nintendo Entertainment System
- **Style:** 1-player Action/Adventure
- **Special Features:** Selection of five weapons and hidden bonus characters
- **Levels:** Seven levels of demons and monsters

▶ **THE BOTTOM LINE** **7.5**

### ANDY, THE GAME HOMBRE

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

"This game is fun and easy to play, but tough to beat; a perfect mix. There's a little flicker from here to there, but nice solid graphics. As the closest version to the arcade, this is a one great NES cart. If you're looking for a good classic to haunt you this holiday season, *Ghosts 'N Goblins* should be towards the top of your list."

### PAUL, THE PRO PLAYER

Concept: 9 Playability: 7  
 Graphics/Animation: 9.75 Entertainment Value: 7.5  
 Sound: 9.5 Overall Rating: 7.5

"This is the first NES cart I ever purchased and, at the time, it was a killer translation of one of my favorite stand-ups. The graphics and animation are excellent, maintaining most of the coin-op's looks. *Ghosts 'N Goblins* has endless action throughout the long, challenging levels. It takes a bit of work to master each stage, not to mention the tough bosses. The weapon power-ups are great, in that you don't lose them when you die, so get the best firepower and hold on."

### RICK, THE VIDEO RANGER

Concept: 7.5 Playability: 7.5  
 Graphics/Animation: 4.5 Entertainment Value: 7  
 Sound: 6 Overall Rating: 6.5

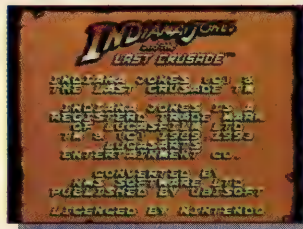
"*Ghosts 'N Goblins* is creepy fun. The 8-bit graphics aren't bad but they are a bit fuzzy and, by today's standards, below average. The sound effects are decent, but could be creepier. *Ghosts 'N Goblins* is a challenging game, with smooth control that keeps you coming back for more. It deserves to be considered a classic. It's also available for the Genesis (*Ghouls 'N Ghosts*) and SNES with, of course, better graphics."



# NES At a GLANCE™

With an estimated installed base of 35 million units just in the U.S., there is still some life left in the Nintendo 8-bit system. Several companies have scaled back favorites from the 16-bit to fit on the NES:

## INDIANA JONES AND THE LAST CRUSADE



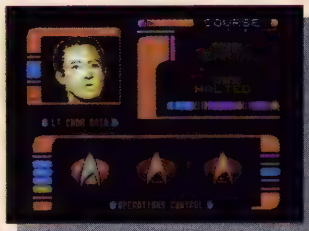
**Indiana Jones and the Last Crusade**

– Ubi Soft

Available: Fall '93  
1-Player Action

Indy's last adventure has finally made it to the NES. Just as in the blockbuster movie, Indy must fight through six levels of action-packed adventure in a quest to save his father and find the Holy Grail. What an epic!

## STAR TREK THE NEXT GENERATION

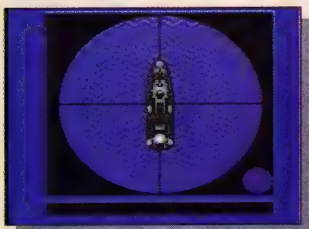


**Star Trek: The Next Generation – Absolute**

Available: October '93 1-Player Action/Simulation

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. Now is your chance to command the Starship Enterprise, Data, Worf, and the rest of the crew. Live long and prosper.

## BATTLESHIP



**Battleship – Mindscape**

Available: September '93 1 or 2-Player Simulation

Mindscape brings the board game to your NES. However, this version has a new angle, new ships, new attack methods and no pegs. The new improvements make for a different game, but it is still the *Battleship* you know and love.



## JOHN MADDEN FOOTBALL '93

**John Madden Football '93 – Ubi Soft**

Available: November '93 1 or 2-Player Sports

Ubi Soft acquired the rights to *John Madden Football '93* from EA, with plans to bring it to the NES and Game Boy. Due to the 8-bit capabilities, the gameplay will be translated in an overhead style. Other aspects of the game have yet to be decided, but here's a peek.



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Best of all, it's Mario's greatest adventure yet. Around every shadowy corner, in every exotic city -- there's always something new!



*Keep track of your clues, facts and cities with your fold-up map*

## MARIO NEEDS YOU NOW!

Mario has been your true-blue friend for years. Now, he needs your help. The evil Bowser has your favorite plumber in his grasp and it's up to you and Luigi to rescue Mario and save the planet from destruction. *And it's time for you to be a Mario hero!*

**MARIO IS MISSING!™**



# Real Life in a Box



**M**ultimedia could clearly be called the catch-phrase of the nineties. We see it in our television commercials, which ask adults if they've ever tucked in their child from a pay phone. We see it in our television viewing, which links up cable networks that allow us to select our own programming. And we see it in the trend toward interactive educational and entertainment software. But in no place



is it more prevalent than in the development of new formats and technology such as 3DO.

In a recent keynote address at the Summer Consumer Electronics Show, Trip Hawkins, president and CEO of The 3DO Company,

described multimedia as "real life in a box". The viewer is not just an observer of the experience, but an actual participant, getting inside the television and becoming involved. Can 3DO really deliver such an experience? Hawkins and 3DO's astounding number of backers and licensees seem to think so.

What exactly is 3DO? That's a question with several different answers. It is a new interactive, CD-based multimedia platform. It is an open-ended technology that promises to deliver fifty times the performance of typical personal computers and video game systems. If all goes as planned, it will become the new standard for multimedia similar to VHS as it relates to video tape entertainment. And it

is also a company that has the consumer electronics industry watching in awe.

The 3DO company was started by Trip Hawkins, founder and former president of Electronic Arts, as a way to standardize multimedia technology and avoid the cost and confusion of several varying platforms. The company is backed by a coalition of partners

that reads like a Who's Who of the electronics and entertainment industries. Those partners and investors include Matsushita Electronics Industrial Company, the parent of electronic giants like Panasonic, Quasar and Technics; AT&T, a leading communications and computer company; Time Warner, the publishing, motion picture and music industry giant responsible for magazines like



BY ELIZABETH A. OLSON

Time and Sports Illustrated, and the box-office hit Batman; MCA Inc., parent company of film, television, music and theme parks including Universal Studios; Electronic Arts, a leading publisher of interactive entertainment software; and Kleiner Perkins Caufield & Byers, one of Silicon Valley's leading venture capital firms.

Unlike most companies, 3DO will not be producing or selling its own hardware or software. Instead, it will license its technology and name to other companies.



**Road Rash 3D**

the Panasonic Division of Matsushita, which will launch its FZ-1 REAL 3DO Interactive Multiplayer this October, and Sanyo. And AT&T has announced their plans to develop a 3DO player that will access and utilize telephone networks.

3DO has also established a licensee royalty structure to attract third-party

software developers. The royalty costs have been set much lower than fees of other licensed formats and there is no limit on the number of titles a

company may release in a year. Additionally, licensees may take advantage of 3DO's Content Library, a huge database of license-free multimedia content that includes music, sound effects, film footage, still photography and more. Their strategy seems to be working, as the list of more than 290 third-party developers grows daily and includes top development and film houses. But let's cut to the chase. What makes 3DO different than other multimedia platforms? It employs state-of-the-art technology to deliver cutting edge graphics and sound. More specifically, the engine consists of two custom-designed graphics animation engines, as well as specialized circuits for video processing, digital sound and data flow management.

**“ The viewer is not just an observer ... but an actual participant ”**

Any company may produce a 3DO player, as long as it meets the minimum 3DO technological standards. Two companies that are already doing so are

software developers. The royalty costs have been set much lower than fees of other licensed formats and there is no limit on the number of titles a



**Worldbuilders**



**Total Eclipse**



**Total Eclipse CC**



**Star Trek: The Next Generation**



make an object transparent or emulate special lighting effects and texture-mapping.

Alone, the 3DO unit can display short-term full-color, full-motion video. But recently, 3DO announced that they will adopt C-Cube Micro-systems' MPEG 1 Video Decoder. The decoder will be included on an expansion module for the Interactive Multiplayer and will enable up to 74 minutes of high-quality, full-motion video playback at a speed of thirty frames per second. This will allow the 3DO to play digital

motion-picture CDs, as well as standard music and photo CDs. The 3DO player is expandable through two ports; one which allows for up to eight daisy-chained peripherals, and a second for more sophisticated add-ons.

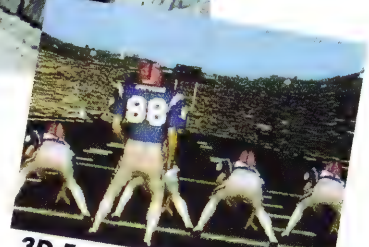
The first 3DO player, Panasonic's FZ-1 REAL 3DO Interactive Multiplayer, is due on store



Mad Dog McCree

shelves this October for approximately \$700. An estimated ten software titles will be released in conjunction or slightly after the player's launch, including Crystal Dynamics' *Crash 'N Burn* and American Laser Games' *Mad Dog McCree*. Currently, there are more than ninety titles in development, including some of those seen on these pages.

3DO's promises, and potential and amazing support have made the entire consumer electronics industry sit up and take notice but, as with any new technology, it may be years to see it fully realized. They have our attention, but only time will tell if they can hold it. ■



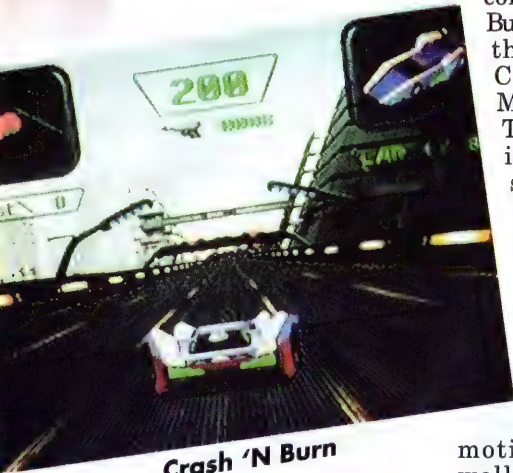
3D Football



Demolition Man



Dragon's Lair



Crash 'N Burn

It uses twenty-four Direct Memory Access channels and a next-generation 32-bit CPU RISC processor for faster, multitask operation and access. Most CD ROMs transfer data at a standard speed of 150 kilobytes per second. 3DO's 650 megabyte CD ROM disk drive has been designed to spin at 300 kilobytes per second, twice the standard rate, and it has a faster access time.

In addition to the increased capacity and speed, 3DO's custom graphics processor allows for some impressive visuals. It can display or maneuver up to 64 million pixels per second, compared to the average one million pixels per second of current 16-bit technology or the three million per second of 32-bit machines. 3DO can display more than 16 million colors and, instead of using sprites, organizes graphics into "animation cels", or high-resolution, full-color images that can then be maneuvered. These animation cels can be altered with the special Cinematic Software Tools™, or special effects like warping (stretching and twisting) the image. Pre-defined effects allow you to



PGA Tour Golf



# INSTANT PARTY

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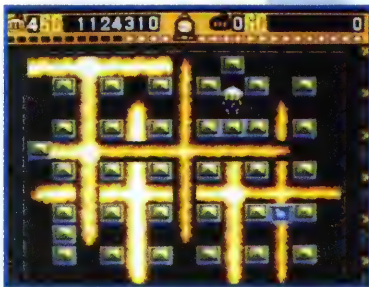
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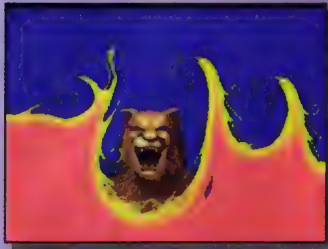
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# GAME GENIE

# SWAP SHOP

## Win a Game Genie of your choice!

Welcome 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.



### Altered Beast - Genesis

**PWXAAACT:** 4 Men, plus invincibility  
**FT1TAA5L:** Infinite Lives  
*The Tip Library*

### Ninja Gaiden I - NES

**ETSSI + AOTSSI + EOTSSI:** Powerful Attack  
*The Tip Library*



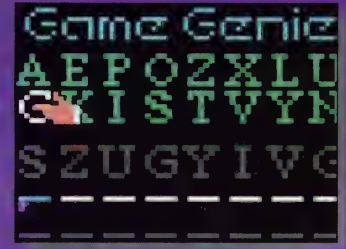
### Double Dragon III - NES

**NOOPKGA:** Start with 51 weapons  
**NVEPXGGI:** Start with 231 power  
 Stephen & Michael Dye  
 Galliano, LA



### Blaster Master - NES

**ZLVGIXPP:** Start with double energy  
**GNUNAENK:** One hit kills all enemies  
 Jane Honeyston  
 Morganza, LA



### Blaster Master - NES

**SXKELNVK:** Infinite Continues  
**SZUGYIVG:** Infinite Lives  
 Kevin McConnel  
 Arnold, MO

### Dick Tracy - Genesis

**NW7ALA7C:** Invincibility  
 Brian Johnson  
 Eden Prairie, MN

## Exclusive Codes

### Straight from Galoob

#### Spindizzy Worlds - Super NES

**D46F 6FDD:** Faster G.E.R.A.L.D.  
**D0BD 64DF:** Slower Timer.  
**4AEC DDA4:** Don't lose any fuel.

#### Shadow of the Beast 2 - Genesis

**BA7T PY36:** Jump much higher.  
**AKYA NA4G:** Protection from most hazards.  
**AKPT NA3E:** Never lose hacket once you get it.

#### WWF Super Wrestlemania - Genesis

**REBT A6TN:** Master Code  
**GCCA CAAR:** Punch does more damage.  
**CCCA CA3A:** Stomp does a lot more damage.

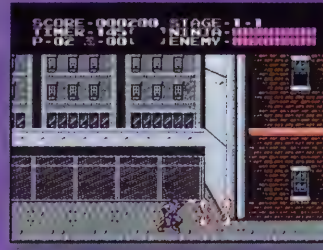
Send your Game Genie codes and requests to:  
 (Don't forget to list your Game Genie of choice)

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



### Crystalis - NES

**VEOQUOSE:** Start with \$60,000  
 Tony Coleman  
 Martinsville, IL



### Ninja Gaiden 3 - NES

**AEKXTEYA:** Enemies only take one hit  
*The Tip Library*

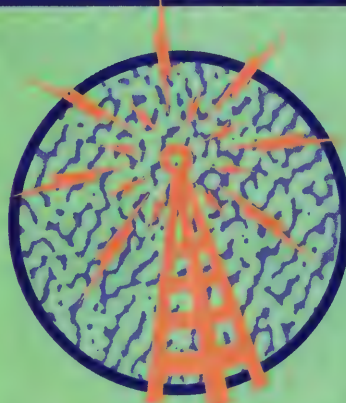
### Super Mario II - NES

**YEXILGZE:** Start with 9 lives  
**GZXZONSE:** No damage from bullets or missiles  
**GZSZKXSE:** No damage from objects & enemies  
*The Tip Library*

### My Name is Chameleon - NES

**SUXYZGYI:** Freeze Timer  
**IEEZALPA:** 5x Bone income.  
**ZEUYITL:** Start with ten lives  
*The Tip Library*

## ... All Points Bulletin ...



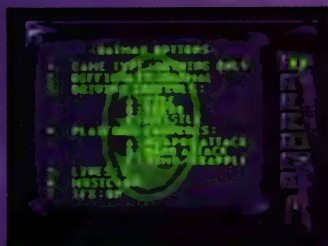
We need your help!

These are the games your fellow readers need codes for:

- Tazmania - SNES
- Robocop 2 - NES
- Basewars - NES
- Wonderboy - Genesis
- Fatal Fury - Genesis
- Super Battletoads - SNES
- Arcana - SNES
- Dragon Warrior IV - NES
- Super Spy Hunter - NES
- Captain America and the Avengers - Genesis
- Hyper Lode Runner - Game Boy
- Final Fantasy 1 & 2 - Game Boy
- Final Fantasy II - SNES
- The Castlevania Adventure - Game Boy
- Metroid II - Game Boy

...All Points Bulletin...All Points Bulletin...All Points Bulletin...All Points





### Batman Returns - Sega CD

This is a level select code. Go to the Options screen and set the Game Type to Driving. Next, hold the Control pad Left and press the B Button. Then move to the Difficulty Select and hold Left and press the B Button. Continue this process all the way down to Number Seven. Now, starting with Six, work your way back up to Number One. If entered correctly, you should hear a chime. Now you can set the game to your desire and begin. Anytime during play you can pause the game and press the C Button to clear that level.

Dennis Bonomini  
Woodridge, IL

### X-Men - Genesis

Here's a way to buy extra time for getting power-ups in the Danger Room. When you get inside it, go to the top-right part of the screen. In that corner you'll see a piece of machinery. Get onto the platform just below and to the left of it. Then jump, kick or punch and it will explode if you make contact. Hurry, because you've got an extra minute to recharge yourself.

Ranjeet Rao  
Matteson, IL

### Tazmania - Game Gear

There is a way to get an extra life in the First World. Before making your huge leap across the giant pit at the end of the First World, stop and wait for the boulder. Jump out and let the boulder fall below, then pull back and land on the left edge. Be careful not to hit the ceiling. Now, go to the left and get the heart icon for an extra life.

Grant Hileman  
Wright, WY



### Sherlock Holmes - Sega CD

Here are the answers to the Judge's questions:

Case of the Mystified Murderess

Killer: Loretta Nolan

1) C

2) B

Burglar: Guy Clarendon

1) B

Case of the Tin Soldier

Killer: Phillip Arneau

1) B

2) D

3) C

Case of Mummy's Curse

Killer: Phillip Travis

1) C

2) D

3) B

Zachary Davis  
Windsor, SC

### Cool Spot - Genesis

To complete any level at any time, simply pause the game and enter in this code: A, B, C, B, A, C, A, B, C, B, A, and C. If you entered the code correctly, you will hear a chime and the screen will read "Level Completed."

Ryan Benike  
Minneapolis, MN

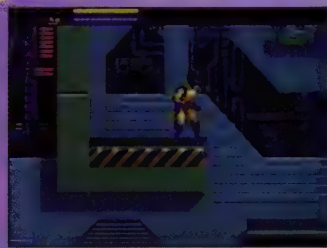
### Buster Busts Loose - SNES

Level 2: Little Beeper, Montana Max, Elmyra

Level 3: Gogo Dodo, Shirley the Loon, Sweet Bird

Level 4: Bookworm, Babs Bunny, Sweet Bird

Yoni Meron  
Hudson, WI



### X-Men - Genesis

Due to a lot of questions about the Stage Select, here is a new breakdown: Turn on the machine when only Controller 1 is plugged in. Then, at the Title screen with the X-Men and their logo press and hold Down, A, and C, then press Start. Unplug Controller 1 when you see Magneto's face and plug in Controller 2. Press Start on Controller 2, unplug Controller 2 and plug in Controller 1. Press Start (which will choose your difficulty) and "Presto" the code is complete. Now go to the Panels just to the left of the character select screen; crouch and punch the panel to choose your level (the far left is level one and the far right is Magneto's Stage). If the code does not work on the first try, turn the machine off and try again. This one tends to be a little tricky.

The Tip Library

### Alien 3 - SNES

The Aliens got you pinned down, well here are the level passwords to help you out.

Level 2: Question

Level 3: Mastered

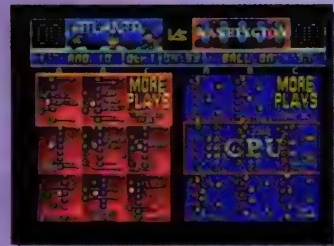
Level 4: Motorway

Level 5: Cabinets

Level 6: Squirrel

Level 7: Overgame

Jerrold Carpenter  
Helena, MT



### Super Night Hawk - Genesis

This code really doesn't have any effect on the game, but if you like Time-outs, you can use them to absurdity. Once you've used up all your Time-outs, press Start to pause the game. Now when you press A, you will get another Time-out. You can do this repeatedly, it works almost every time.

Justin Pittenger  
Grand Prairie, TX



### Bulls vs. Blazers - Genesis

Take the Bulls, Knicks, or the Suns to the Finals with these passwords:

Bulls: FXJBBBBF

Knicks: 1JBBBBBB

Suns: 8ZJBBBB3

Wiley Martin  
Bronx, NY

### Out of this World - Genesis

If you are stuck in laser fire, punch in one of these codes:

Level 1: MTDC

Level 2: HTDC

Level 3: CLLD

Level 4: LBKG

Level 5: XDDJ

Level 6: FXLC

Level 7: KFLB

Level 8: DDRX

Level 9: BRTD

Level 10: TFBB

Level 11: TXHF

Level 12: CKJL

Level 13: LFCK

Web  
Maple Grove, MN

### Night Trap – Sega CD

- :12 = Hall 1
- :23 = Living Room
- :35 = Bedroom
- :42 = Bathroom
- :50 = Bathroom
- 1:07 = Living Room
- 1:24 = Kitchen
- 1:39 = Entryway
- 2:58 = Entryway
- 3:14 = Hall 1
- 3:26 = Bedroom
- 3:33 = Living Room
- 3:42 = Hall 1
- 3:48 = Driveway
- 4:13 = Hall 2
- 4:20 = Bathroom
- 4:40 = Bedroom
- 4:55 = Living Room
- 5:06 = Living Room
- 5:33 = Bedroom
- 5:37 = Driveway
- 5:40 = Entryway



#### Access Code Change

- 14:40 = Hall 2
- 15:05 = Entryway
- 16:26 = Driveway
- 16:36 = Hall 2
- 16:46 = Living Room
- 16:55 = Hall 1
- 17:16 = Bedroom
- 17:25 = Living Room
- 17:39 = Hall 2
- 17:48 = Living Room
- 17:55 = Bathroom
- 18:00 = Hall 2
- 18:14 = Driveway
- 18:17 = Driveway
- 18:28 = Entryway
- 18:33 = Living Room
- 19:05 = Hall 1 – Hit trap button on second red light.
- 19:23 = Living Room
- 19:50 = Entryway
- 20:11 = Living Room
- 21:15 = Bedroom
- 21:25 = Driveway
- 21:44 = Kitchen
- 21:52 = Hall 2
- 22:06 = Bedroom
- 22:20 = Hall 1
- 23:05 = Hall 2
- 23:15 = Hall 1
- 23:50 = Driveway
- 24:04 = Living Room
- 24:29 = Hall 1
- 24:31 = Bedroom – Mrs. Martin
- 24:50 = Bathroom – Victor Martin
- 25:15 = Hall 2 – Sara Martin
- The End

Jeff Nelson  
Brohead, WI

### Bubsy in Claws Encounters of the Furred Kind – SNES

- Chapter 1: JSSCTS
- Chapter 2: CKBGMM
- Chapter 3: SCTWMM
- Chapter 4: MKBRLN
- Chapter 5: LBLNRD
- Chapter 6: JMDKRK
- Chapter 7: STGRTN
- Chapter 8: SBBSHC
- Chapter 9: DBKRRB
- Chapter 10: MSFCTS
- Chapter 11: KMGRBS
- Chapter 12: SLJMBG
- Chapter 13: TGRTVN
- Chapter 14: CCLDSL
- Chapter 15: BTCLMBZ

Russell Wallenberg  
Lemont, IL



### Gate of Thunder – Duo

To get a Stage Select, wait until the Title screen appears and enter this sequence: 1, 2, 2, 1, Select, 1, 2, 1, 2, Select, Select, and press Run. The Configuration screen will appear. Select the extra highlighted item labeled Red. Just press Left or Right to choose your stage.

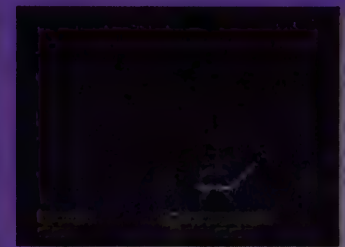
Justin Penka  
Garden City, KS



### TMNT: Hyperstone Heist – Genesis

To get a Stage Select, enter this code at the Konami Logo: C, B, B, A, A, A, B, C. Then at the Title screen enter A, B, B, C, C, C, B, and A. Now when you start, you'll be greeted with a Stage Select.

Jon Silveus



### Chakan: The Forever Man – Genesis

Once you collect the correct potions to make a portal, begin at the map and travel to the right until you come to a small island platform. Use the portal potion here and be transported straight to the Elemental stages.

Tramamaine Debóse  
Las Vegas, NV

#### Access Code Change

- 5:54 = Living Room
- 6:10 = Hall 1
- 6:20 = Hall 2
- 6:50 = Hall 2
- 7:05 = Kitchen
- 7:27 = Bedroom
- 7:42 = Driveway
- 7:50 = Hall 1
- 8:03 = Bedroom
- 8:14 = Hall 2
- 8:28 = Hall 1
- 8:40 = Bedroom
- 9:01 = Living Room

#### Access Code Change

- 9:12 = Living Room
- 9:22 = Entryway
- 10:48 = Hall 2
- 10:54 = Driveway
- 10:59 = Driveway
- 11:31 = Hall 1
- 12:04 = Living Room
- 12:37 = Bathroom
- 13:16 = Hall 1
- 13:37 = Entryway

#### Access Code Change

- 13:58 = Living Room

### Mortal Kombat – Game Gear

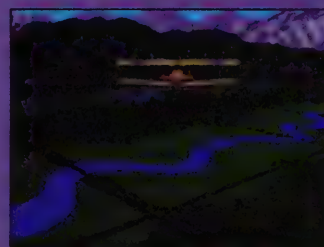
To access the Tournament Mode in the Game Gear version of MK, just enter in this code at the "Codes of Honor" screen: 2,1,2, Down and Up.

The Tip Library

### Sonic 2 – Game Gear

For a Stage Select press and hold Buttons 1 & 2 and Down on the control pad at the Sega Title screen. Continue to hold the combination until Sonic and Tails appear. Then press start when Tails blinks for the third time. Timing is crucial.

The Tip Library



### Wings II: Ace's High – SNES

To start the game with a fully powered-up pilot and begin on Stage Four, simply go to the Passwords screen. Then go straight to the "END" and press the B Button.

Ryan Denton  
Plano, TX



### Universal Soldier – Genesis

To get total invincibility, enter this password: PWRZS. Or, to reveal hidden power-up boxes, enter this password: SHBXZ.

Dan Rockwell  
White Bear Lake, MN



### Mechwarrior – SNES

At any time during battle you can become invincible. First, pause the game and enter this button code three times: A, L, L, and Y. If entered correctly, the screen will flash and the word "Invincible" will appear.

Thomas O. Nance  
Pittsburg, TX



### Combatribes – SNES

Here are four passwords that will enable you to use thirteen of the sixteen characters in the One or Two-player Versus mode:

Act One: 0917  
Act Two: 1180  
Act Three: 5093  
Act Four: 4949

Keith Charles  
Jersey City, NJ



### Time Gal – Sega CD

Here are some easy codes for this great CD title. Pause the game and press the B Button to get to a continue screen. Or if you pause and press the C Button, you will instantly clear that stage.

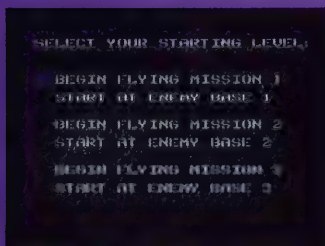
Dan Sokac  
McKess Rock, PA



### Solstice – NES

To get unlimited men, go the sub-screen and enter this code (B is for the B Button and S is for Start): B, S, S, B, B, S, S, B, B, S, S, S, B, S, B, B, S, S, S, B, S, B, S, S, B, S, B, and S.

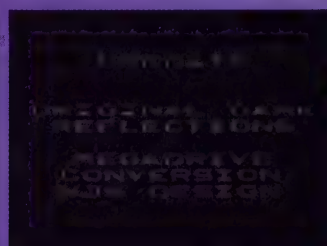
Luke Luken  
Canon City, CO



### Infiltrator – NES

Enter "BOMB" as your password and you may begin on any mission or enemy base.

Matthew Shuter  
Westport, IN



### Shadow of the Beast 2 – Genesis

To see the hidden credits, simply press the A, B, & C Buttons and press Start at the Psychosis logo.

Kimi Smigielski  
Honolulu, HI

### Lemmings – Genesis

Here are all the passwords:

Level 2: QWKYN  
Level 3: SWKYN  
Level 4: SWKYN  
Level 5: FTDVM  
Level 6: KMKBX  
Level 7: HTDVM  
Level 8: MMKBX  
Level 9: VDDTD  
Level 10: ZWKYN  
Level 11: XDDTD  
Level 12: CXKYN  
Level 13: PDTVM  
Level 14: TMKBX  
Level 15: RTDVM  
Level 16: WMKBX  
Level 17: VHDVD  
Level 18: ZZKZN  
Level 19: XHDVD  
Level 20: CBKBP  
Level 21: PDXWM  
Level 22: TQKCX  
Level 23: RXDWM  
Level 24: WQKCX  
Level 25: FJDVD  
Level 26: KBKBP  
Level 27: HJDVD  
Level 28: MBKBP  
Level 29: YXDWM  
Level 30: DRKCX

Glen Brendel  
Beaver Creek, Ohio

### Street Fighter II Turbo – SNES

Enter the code; Down, R Button, Up and L Button on Controller 1 before the Capcom logo fades in order to play with no special moves (i.e. no electricity for Blanka or Torpedo for M. Bison). Note: This code only works in Game mode and not in the Versus mode.

The Tip Library

### World Cup Soccer – Game Boy

Here are the codes to take Germany all the way to the Cup:

22413 vs. Japan  
03313 vs. France  
53013 vs. USSR  
26313 vs. Spain  
17213 vs. England  
42913 vs. Mexico  
56113 vs. USA  
51313 vs. Brazil  
97113 vs. Holland  
08613 vs. Italy  
01613 vs. Argentina

Michael A. Larson  
Olympia, WA

### The Lost Vikings – SNES

Here are all the passwords:

1: STRT  
2: GR8T  
3: TLPT  
4: GRND  
5: LIMO  
6: FLOT  
7: TRSS  
8: PRHS  
9: CVRN  
10: BBLS  
11: VLCN  
12: OCKS  
13: PHR0  
14: C1R0  
15: SPKS  
16: JMNN  
17: TTRS  
18: JLLY  
19: PLNG  
20: BTRY  
21: JNKR  
22: CBLT  
23: HOPP  
24: SMRT  
25: V8TR  
26: NFL8  
27: WKYY  
28: CMB0  
29: SBLL  
30: TRDR  
31: FNTM  
32: WRLR  
33: TRPD  
34: TFFF  
35: FRGT  
36: 4RN4  
37: MSTR

James Stakelin II  
Cynthiana, KY

### Street Fighter II Turbo – SNES

Here's a trick that will make this incredibly fast game even faster. You will need both controllers plugged in to enter the code. Turn on your SNES. Wait until the Capcom logo fades and enter the following code as soon as you see the "Turbo" in big letters scrolling across the screen. Quickly, press Down, R Button, Up and L Button on Controller 2. If you've entered it correctly, you will hear the musical chimes. Now press Start on Controller 1 to get to Mode Select screen. Move the cursor to Turbo and continuously press Right on the directional pad. You can now speed the game up six more levels for Hyper speed.

The Tip Library

# Strider Returns

## And You Can Take Him Along on Your Game Gear

Fans of the original *Strider* will remember Meio, the Grand Master of disaster that brought his alien armies of robots to destroy Planet Earth. A young Strider named Hiryu put this evil megalomaniac in his place in *Strider*. Well, like a bad penny, this guy just keeps turning up. It seems this time he and his re-grouped automatons are laying in wait in a space station, preparing to blow the entire planet into oblivion. And, just to be even nastier, he's captured the beautiful Lexia and is holding her captive in the space station.

Hey, not to worry. A new young gun named Hinjo has been training on the island of Moralos, the secret training base of the Striders, and he's just itching for a shot at the Master. Armed only with a supply of shurikens and his sword, Hinjo will have to keep his wits about him and work fast as he races against the clock.

- **Cart Size:** 4 Megs
- **Style:** 1 -player action, sequel to 1990's *Strider*
- **Special Features:** Five lives; one continue
- **Levels:** 5 levels; adjustable difficulty
- **Created by:** US Gold
- **Available:** Now on Game Gear (also available for Genesis)

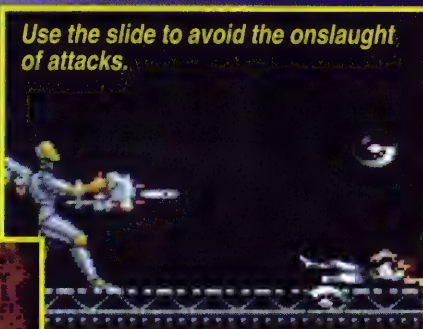
▶ THE BOTTOM LINE **7.75**



All the classic moves are back.



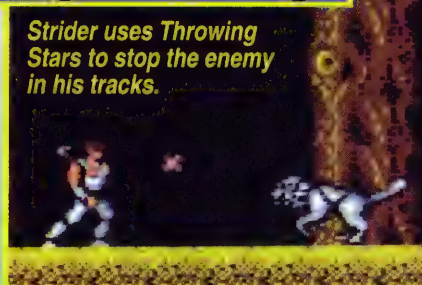
Now you can play Strider on the go!



Use the slide to avoid the onslaught of attacks.



Strider's back with a vengeance.



Strider uses Throwing Stars to stop the enemy in his tracks.

There are five levels that Hinjo will have to fight his way through before facing Meio. The fun begins in the Forbidden Forest outside the enemy stronghold, where you'll encounter hazards like Inferno, the flame-throwing maniac. Next is the Castle Labyrinth and the battle tank that lies within. Time keeps ticking as you work through the alien nursery underground. Survive the rooftop battles of The Hive in Level Four, but if you can get past Waspini, the giant cyborg wasp, you'll move on to the mysterious Master's Lair.

ANDY, THE GAME HOMBRE

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

"Strider needed a come back and this is a nice-looking game. I like having the extra weapons but, unlike the Genesis version which has the extra button, I never get the sword to go where I want it to. Pretty frustrating. If you only have the Game Gear and you want to play some Strider, get it. But if you have a Genesis, opt for the 16-bit version."

RICK, THE VIDEO RANGER

**Overall Rating:**  
**8**

"The designers maintained all the great Strider characteristics in sizing it down to the small screen. It has a clean, detailed appearance and the animation is very smooth as your character runs, jumps, flips, climbs walls and hangs from the rafters. Playability is the area where Strider shines. It operates as smooth as silk, but learn all the moves if you want to survive. Strider Returns is among the best Action/Adventures available for the Game Gear. If it's not a must-have, it's pretty close."

PAUL, THE PRO PLAYER

**Overall Rating:**  
**7.25**

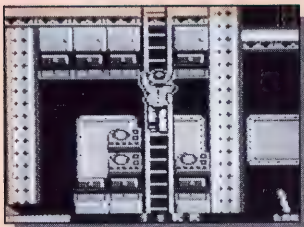
"The early arcade, NES, and Genesis versions were from Capcom, but U.S. Gold has brought him out of retirement. The overall look of the hero and his enemies are almost identical, with good animation. The sword control is difficult because you have to be moving to use it. Jumping and scaling walls is sluggish and it's hard to land exactly where you expect. Fortunately, long stages make up some for what is lost in controls."

# Hand Helds

## At a GLANCE™

The industry is offering up several popular titles on the hand-held machines, so you can take your favorites anywhere.

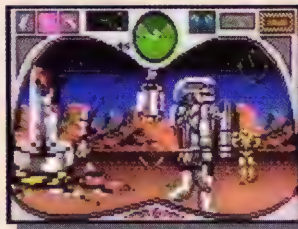
### GAME BOY



#### **Indiana Jones Last Crusade – Ubi Soft** Available: Fall '93 1-Player Action/Adventure

Relive the movie as you put on the famous fedora. Your search for the Holy Grail takes you through six action-packed levels in a race against time, evil and ancient mysteries. A password feature lets you work through this adventure that takes place in caves, catacombs and a run-away zeppelin.

### LYNX



#### **Cyber Virus – Beyond Games** Available: Now 1 to 6 Player Action

Cyber Virus is a futuristic 1st person perspective action game. You beam down into the playfield where you must complete certain tasks (i.e. take out the tower, kill the cyborg). An excellent game, but even better when linked to five of your friends.

#### **Mortal Kombat® – Acclaim**

Available: September 13, '93  
1 or 2-Player (via Link)  
Tournament Fighter



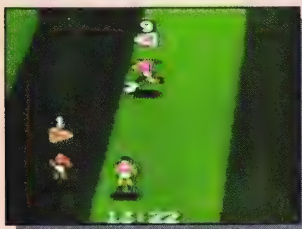
Let the Tournament Begin! *Mortal Kombat®* makes its way to the Game Boy with all the characters except Johnny Cage. Control is translated through different combinations of the A & B Buttons. The game plays at a much slower pace and it offers all the moves, but most of the finishing moves have been redone. Check it out for yourself before putting down the cold, hard cash.

### GAME GEAR



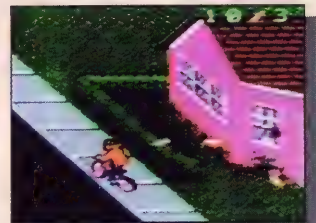
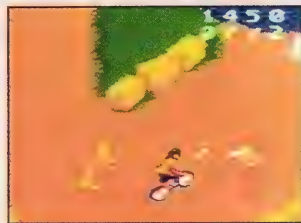
#### **World Cup Soccer – Tengen** Available: September '93 1 or 2-Player (via Link) Sports

Play in Tengen's World Cup and Exhibition, or link up for some one-on-one. Any way you play, it's soccer. Good game play and speed are the high points of this cart. On the way to the field or flying on a plane, *World Cup Soccer* can travel with you. ▼



#### ◀ **Mortal Kombat® – Acclaim** Available: September 13, '93 1 or 2-Player (via Link) Tournament Fighter

This has to be the best-looking Game Gear game yet. All the characters and moves are here except Kano. While the fatalities have been removed, you can access them via a code for all the blood a gamer could want. The 2-button control is a little difficult but, with practice, it's pretty good.



#### **Paperboy 2 – Tengen ▲** Available: Now 1 or 2-Player (via Link) Skill

The second installment of the *Paperboy* series has made it to your Gear. The story's the same; deliver papers to the subscribers while causing as much damage as possible to non-subscribers. The best improvements are the larger jumps and delivering papers to both sides of the street.

# It's a Race Through the Ages in Renovation's Time Gal

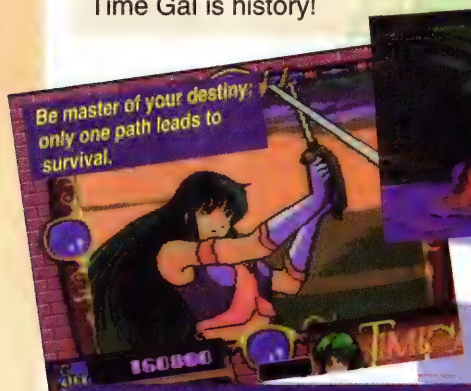
This is the story of a race through time in search of a villain before history is irrevocably altered. No, it isn't another installment of *Carmen Sandiego*. Renovation has brought a fast-paced obstacle course through time to the Sega CD in the form of *Time Gal*.

The game opens sometime in the future where time travel is near perfection. Joseph Harper has created the "Pathforger", a time-travel machine, and is about to unveil it on national television by sending his head assistant to explore the past. Just as Time Gal enters the Pathforger, she is shoved out of the way by an evil man named Luda, who screams that he will rule forever as he disappears somewhere in history. Fortunately, Harper has foreseen such an event and has created a second time machine. Now Time Gal must seek out Luda and stop his wicked plan before history is altered forever.

The view of play is seen from the perspective of the Pathforger's video camera. *Time Gal* travels through sixteen time periods, ranging from the Prehistoric era of 65,000,000 BC to 44 BC Ancient Rome, to a futuristic 2001 AD. Our heroine must avoid the traps and hazards Luda has set for her if she is to survive. Her only aid are the flashing direction jewels on the Pathforger and a tone that sounds when you make the correct choice. Make the wrong move and Time Gal is history!

- **Cart Size:** 8 Meg
- **Style:** 1-player Action
- **Levels:** 16 time periods or stages
- **Special Features:** 3 difficulty levels; Passwords in Normal and Hard
- **Created by:** Renovation
- **Available:** Now on Sega CD

▶ **THE BOTTOM LINE** 7.75



PAUL, THE PRO PLAYER

RICK, THE VIDEO RANGER

ROSS, THE REBEL GAMER

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

"Time Gal is sort of an Action-Adventure, reminiscent of *Dragon's Lair* in the arcades (which I love). The animation is really impressive, but the cast is a bit too "cartoon-y." It has excellent voice samples, sound effects and music, but there's always room for improvement. The play is similar to *Road Avenger*, in that you have limited control of the object you interact with, but it's cool that the levels aren't always in the same sequence and the play becomes very addictive."

**Overall Rating:**  
**8**

"With full-screen, full-motion animation. Time Gal is a thrill to watch as she overcomes everything from dinosaurs to gladiators. Once you get used to the display, the control response is pretty good. Although sometimes I'd swear I made the right moves I'd still get killed. Like the saying, "The star that shines most brightly burns out the fastest", Time Gal's memory-consuming graphics make for an intense but short gaming experience."

**Overall Rating:**  
**7.25**

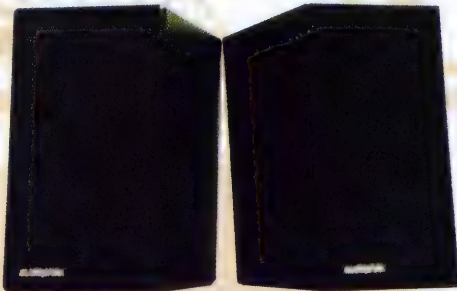
"Renovation has taken advantage of the latest technology available to home entertainment systems, and made good use of it. In my opinion, the Sega CD is still number one in the sound department. Time Gal makes excellent use of its sound capabilities, as well as the graphics. However, the actual game play takes lightning-fast hand-eye coordination, and the lack of player control hurt. They should have made her more interactive with the player."

# TECH TALK™

## The Latest in Video Game Hardware & Software

### Music to Our Ears

**Audiophile** is a company dedicated to high quality sound reproduction for the multimedia environment. That's why they've developed a line of speakers made especially for the PC and video game platforms. First, they offer a line of Satellite Speakers, which range in size from a 3" woofer to a 4", to a 5 1/4" woofer and a 1" soft dome tweeter. Each pair of speakers comes with an Amplifier component. In addition, they offer an optional Sub Woofer Speaker add-on, designed to work with any of the three satellite speakers systems. These speakers can be connected to any game platform that features an audio output. They are available in Almond or Black. Prices start at \$299.95. For more information, write to: David Hersk, Audiophile, 7416 Washington Avenue, Eden Prairie, MN., 55344. ■



### IBM Will Make Atari's Pet Project

**Atari Corporation** and **IBM Corporation** have announced an agreement to build Atari's new 64-bit system, the **Atari Jaguar**, at IBM's facility in Charlotte, North Carolina. The contract is estimated to be worth \$500 million. The Atari Jaguar is an interactive system that features more than 16 million colors and real time 3-D graphics, as well as a 32-bit expansion port. The Jaguar will be available in time for Christmas in test markets such as New York, and will be available nationwide early next year for an expected retail of \$200. ■

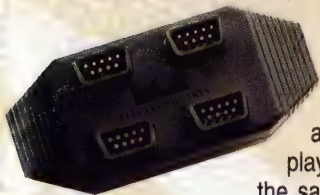
### Capcom's New Six Button Controller

**Capcom** wouldn't dream of bringing out **SF II: Special Champion Edition** without releasing a new **Power Fighter Stick** for the Genesis. This hot controller sports all the features of the SNES version: Turbo, Slow-motion, and four or eight-way directional control. Plus, there's the new six-button configuration and a hot new color. All the innards were kept basically the same, so both the joystick and the buttons have the same feel as its SNES counterpart. You gotta love those eight micro-switches hard at work converting your motions to on-screen mayhem. ■



### Too Many Friends, Too Few Controllers

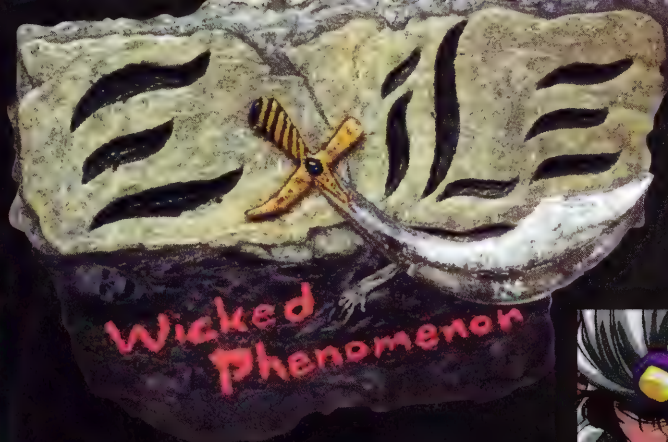
EA Sports, a division of Electronic Arts, has exciting news for fans of EA Sports titles. This month they will be introducing their new **4-Way Play™** adapter for the Sega Genesis. This compact adapter allows up to four players to compete at the same time. The first cartridge released for use with the 4-Way Play is *Bill Walsh College Football*, followed by *General Chaos*. Future titles that are expected to feature the four-player feature include *Madden '94* and *NHL Hockey '94*. And there's good news for Super NES owners. It's rumored that the SNES versions of EA's popular sports sequels will be compatible with Hudson Soft's **Super Multi-Tap™** four-player adapter. The 4-Way Play is expected to hit store shelves in September for \$29.95. ■



### Making Heroes out of Everything From Soup to Nuts

Canadian-based **Irwin Toys** is thrilled by US response to **The Barcode Battler**. This hand-held electronic game is currently one of the hottest selling toys in Japan; and results in the test markets of Dallas, St. Louis, Pittsburgh and Atlanta indicate it will be a big seller when it hits shelves nationwide in time for Christmas. The Barcode Battler is unique in that instead of requiring cartridges, it creates new Role-Play characters from the series of bars we commonly see on our groceries. The barcode is actually a sequence of twelve numbers known as the UPC or Universal Product Code, that simplifies product identification. The Barcode Battler takes those numbers and deciphers them into the characteristics of a warrior, wizard or item. The game machine uses barcode cards included with the unit or allows players to create their own from the barcodes found on products around the house. Pit these characters against one another in battle, either in the one or two-player mode, until one character's energy runs out. What players really see is a listing of numbers indicating strength, energy, etc., but the survivor will gain experience and live to face another foe. The Barcode Battler sells for around \$59.95. ■





**S**adler has restored peace to the land and return to Assassi, wishing nothing more than to live out his life quietly. But alas, it will not be so. The Age of Chaos has come to the Chalter World and Sadler is the Chaltarians only hope for survival. Sadler is again aided by Fakhyle, a powerful magician; Rumi, a lady assassin who managed to survive the tower collapse in the original; and Kindi, a deadly warrior. Our party is joined by Lawrence, a warrior who befriends Sadler, but can this newcomer be trusted?

This sequel has a unique game play feature not found in the original *Exile*. It is an interesting mixture of traditional RPG and arcade-style action. Whenever the player is in an action sequence, they may choose to be any one of the five characters. Each character has their own special moves and skills and it is important to discover which character or combination must be used in a given situation in order to survive. It is also imperative to listen to the townspeople to learn valuable information when in the RPG mode. You may only change characters in the Action mode and may only save the game in the RPG mode.

The selection of weapons, spells and tonics are basic Role-play fare, as are the status and command menus. But *Exile II* is anything but a standard RPG. It has twice as much stunning animation as the original and improved game play that is more interactive. Fans of the first will have to check out this latest offering from Working Designs.

- **Style:** 1-player Role-Play with Action mode  
Sequel to the popular *Exile*
- **Special Features:** Game save feature in RPG mode
- **Levels:** 5 characters, each w/special moves & skills
- **Created by:** Working Designs for TTI
- **Available:** Now Duo or TurboCD w/System Card

► **THE BOTTOM LINE 7**



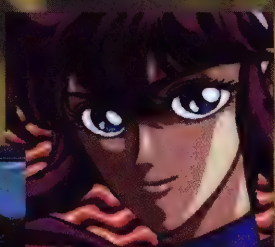
Sadler



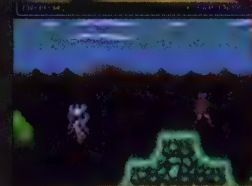
Fakhyle



Kindi



Rumi



Use Rumi in the Zangross mountains.



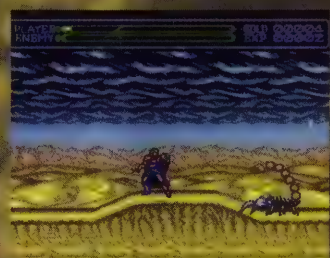
...and meet your first challenge.



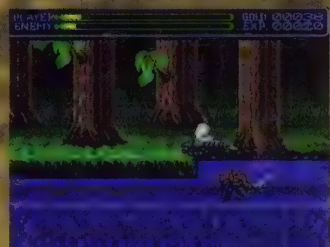
Assassi



Stay clear of Power ball attacks.



Battle your way across the desert.



Cross the Altair river...

**ANDY, THE GAME HOMBRE**

**Overall Rating:** **8**

RPGs are sort of the specialty of the Duo. In *Exile*, the animated scenes aren't that animated, but they look great; the over-head view is undetailed and not animated much at all, and the Action sequences are detailed but lack depth. However, it has one of the best soundtracks I've heard on the Duo in a while, reminiscent of Y's. It's a long quest with a decent difficulty level. If you love the Duo for RPGs, you decide."

**PAUL, THE PRO PLAYER**

**Overall Rating:** **6**

"*Exile* has real voice conversations, which is a feature I'd like to hear a CD RPG use exclusively. The action sequences are played out on a line left to right, which was disappointing. Battles are difficult for the wrong reasons and the control is awkward. *Exile* is an adequate RPG with some definite strong points, such as great looking characters. If they would add three-dimensional action sequences, it would be much better."

**ROSS, THE REBEL GAMER**

**Overall Rating:** **7.5**

"If there were only two kinds of games that I could play, RPG's would be one of them. *Exile*'s very well put-together in the areas of graphics and animation. I loved the opening Japanese Animation sequece. For a Super CD game, the music got annoying. Maybe it would be better with more voice-overs. *Exile* possesses all of the basics of an RPG, but the exciting feature is the speed-walk button."



## Fact:

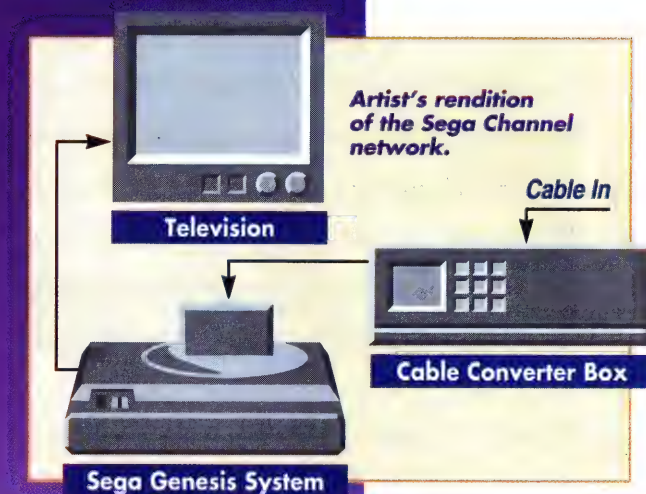
One out of every three households in America have a video game system

## Fact:

Sega's 16-bit Genesis system currently accounts for 7.4 million of those systems, with an estimated installed base of twelve to fourteen million by the end of 1993.

## Fact:

70% of Genesis households are cable subscribers.



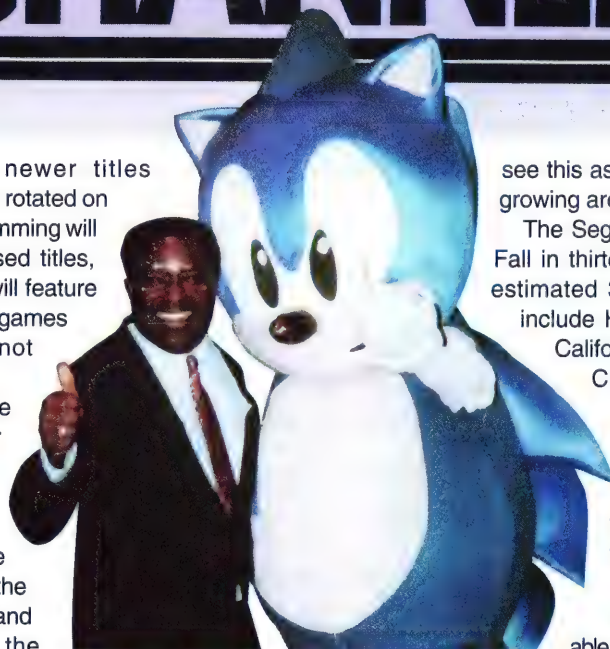
## Coming Soon to a Cable System Near You...

# SEGA CHANNEL

Several months ago (What's Hot! – May/June '93), we first broke the news that Sega of America had joined in three-way partnership with Time Warner and TCI to develop and market The Sega Channel. Since then, we've learned a little more about this cable channel dedicated to bringing you your favorite Sega Games on demand.

The channel, which runs 24 hours a day, will feature approximately fifty games selections a month. These will range from newer titles to classic Genesis favorites, and will be rotated on a monthly basis. In addition, the programming will include previews of soon-to-be-released titles, gameplay tips, news and contests. It will feature the first few levels of newly released games and possibly a few titles that are not available in stores.

The Sega Channel will be available through existing cable operators for about the same monthly fee as other premium stations such as HBO. These fees will be set by individual operators, not by Sega. The channel can be accessed by a decoder that plugs into the cartridge slot of the Sega Genesis unit and connects to the TV cable. Initially, the



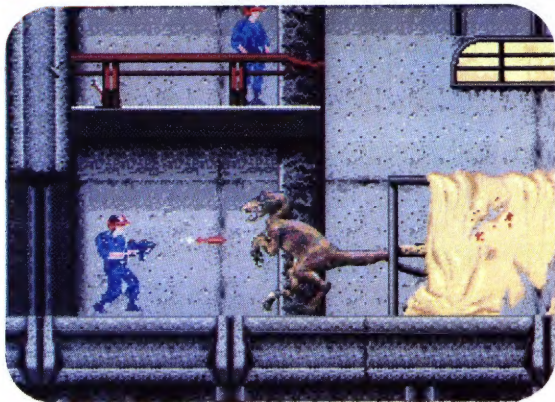
Sega Channel President, Stanley Thomas and Sonic.

channel will employ existing standard cable technology and the programming will be delivered by a headend PC via CD-ROM or disk. However, new technology is in the works that may lead to the signal being transmitted via satellite.

"We are eager to begin the testing of the Sega Channel," said Stanley Thomas, president and CEO of Sega Channel. "In the U.S., video games are a \$6 billion industry that is currently untapped by the cable industry. We

see this as an opportunity to merge two rapidly growing areas of home entertainment."

The Sega Channel will begin its test run this Fall in thirteen cities throughout the US, to an estimated 350,000 cable subscribers. These include Hoover, Alabama; Canyon Country, California; Sunnyvale, California; Litchfield, Connecticut; Dekalb, Illinois; East Lansing, Michigan; Salem, New Jersey; Buffalo, New York; Portland, Oregon; Kingsport, Tennessee; Reston, Virginia; Charleston, West Virginia; and Cheyenne, Wyoming. If you are not located in one of these thirteen viewing areas, never fear. The service is expected to be available to all US cable operators by early 1994. ■



**YOU CAN BE THE VELOCIRAPTOR.**

Only on *Jurassic Park*™ from Sega™ can you play the dinosaur as you attempt to escape the armed guards of *Jurassic Park*.



Dinosaur teeth varied in size and shape depending on what the dinosaur ate. *Herbivores* had round, dull teeth for chewing plants. *Carnivores* had sharp, pointed teeth for chewing *Herbivores*. Be careful. To them, you're just a snack.



At the end of their powerful legs and muscular arms, many dinosaurs were equipped with razor-sharp claws. Ours are no different. And no less dangerous.



The movie brings them to life. The game invites you to join in.



Try not to end up here. The powerful jaws of the meat-eater *Tyrannosaurus rex*. They had pointed, six-inch-long teeth and really bad breath. Keep out.

**IT TOOK 65,000 TO MAKE T**

A typical walk in the park 130 million years ago would have looked like this. Ferns, cycads, and other plants were everywhere. Just like the jungle of our game.



The reptiles that could fly, the *Pterosaurs*. They ruled the sky while the dinosaurs ruled the Earth. Be careful as you move through *Jurassic Park*. You never know when one might drop in.



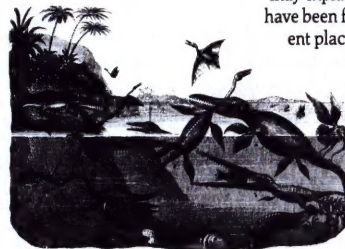
At one time, all the continents were grouped together forming one supercontinent called *Pangaea*. This may explain why dinosaur fossils have been found in so many different places around the world.

**FACE TO FACE ON SEVEN DIFFERENT LEVELS.**

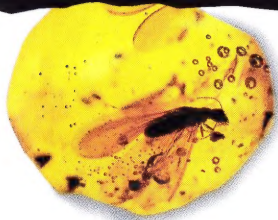
Work your way through the *Visitors Center*, *Pump Station*, *River*, *Volcano*, *Canyon*, *Power Station*, and *Jungles of Jurassic Park*.



It's still unknown why the dinosaurs disappeared. One theory suggests that a huge asteroid struck the Earth sending dust into the sky and blocking out the Sun. Or maybe they died of boredom; there were no video games back then. What do you think?

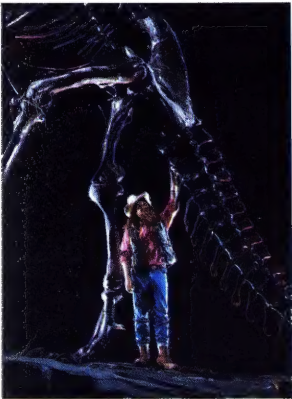


the next level™

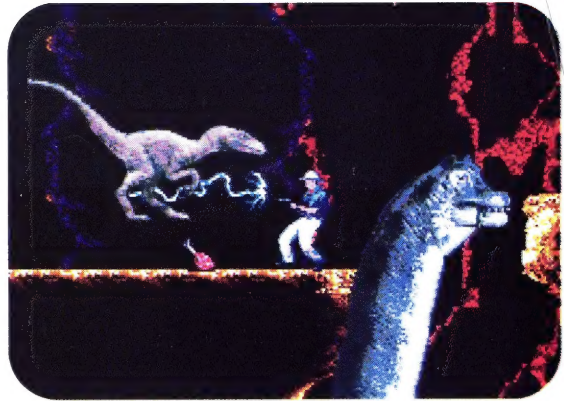


This is Amber. The fossilized resin (sap) of an ancient tree. Have you got something you want to preserve for 65 million years? This is the way to do it.

Dr. Robert T. Bakker is a real paleontologist. He helped us design *Jurassic Park* for Sega.



Imagine: You're walking through the jungle 130 million years ago. Be sure you don't step in *this*. It's a fossilized dinosaur *dropping*. Today, they can help scientists reveal clues to a dinosaur's diet and nutrition. (You'll be glad to know, we've left these little land mines out of our *Jurassic Park*.)



**YOU CAN BE DR. GRANT.** You can choose to play Dr. Grant as he tries to escape the dinosaurs and treacherous jungles of *Jurassic Park*.

Bones that have turned to stone and ancient impressions in rocks: Fossils are our best window



to the past. Fortunately, more and more of them are being discovered each year.



Unlike real paleontologists, Dr. Grant uses tranquilizer darts, a stun-gun, flash grenades, gas grenades, super darts and dinosaur bait.



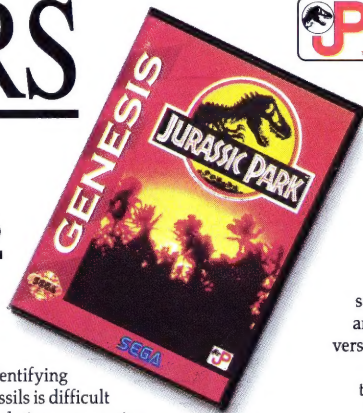
This is the team that designed and created *Jurassic Park* from Sega. Their task was to produce the best looking, most exciting dinosaur game possible. Nice job.

# 10,000 YEARS THIS GAME.



Over the years, humans have developed large, intelligent brains. We can think like no other species ever has. For years, it was thought that dinosaurs were *dumb*, pea-brained creatures. That may be wrong. We've learned recently that they actually migrated to different areas and even cared for their young. Are they smart enough to beat you in *Jurassic Park* from Sega?

Identifying fossils is difficult and time consuming. Finding a game in the store is too. For your reference, this is the game box to look for: *Jurassic Park* from Sega.

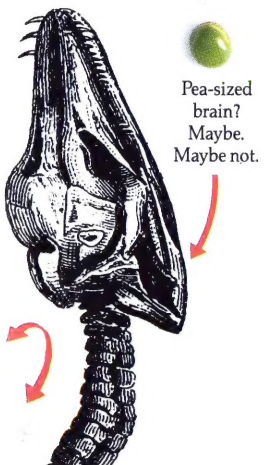


Just like in the movie. A dinosaur is a cunning and ferocious adversary. Remember, if you can't beat them, join them. In *Jurassic Park* from Sega, you can play the dinosaur.

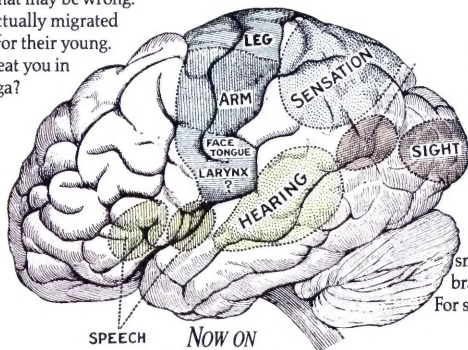


## THEY GET SMARTER AS YOU GET BETTER.

*Jurassic Park* from Sega was designed to include D.P.A.™ (Dynamic Play Adjustment.) So as your game skills get sharper, the dinosaurs become harder to outsmart.



Pea-sized brain? Maybe. Maybe not.



Big, smart brain? For sure.

NOW ON  
**SEGA**  
GENESIS™

COMING SOON TO GAME GEAR™ AND SEGA CD™



# PREPARE YOURSELF



# MORTAL KOMBAT



**JOHNNY CAGE'S  
SHADOW KICK!**



**FINISH HIM!**



**GORO LIVES!**



**ALL THE KOMBAT  
WARRIORS!**

**SUPER NES GENESIS GAME GEAR GAME BOY**

**Acclaim**  
entertainment, inc.

**MIDWAY**

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