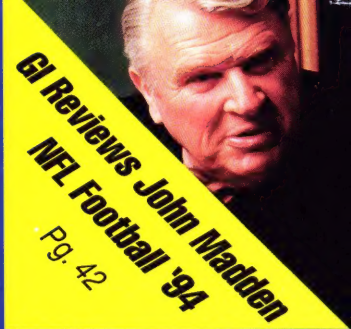


Game Informer

NINTENDO • SEGA • TIPS • STRATEGIES

MAGAZINE™

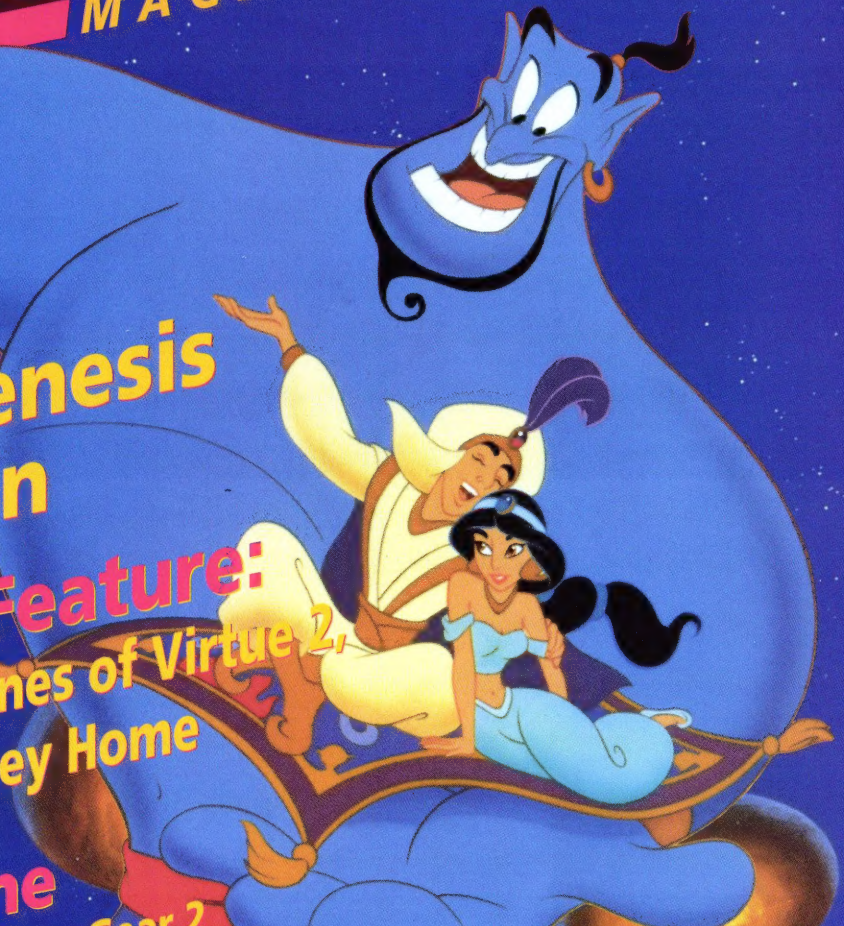


November/December 1993
Vol. II Issue 6

Disney Magic
Comes to the Genesis
in Sega's Aladdin

Special Role-Play Feature:
Actraiser 2, Landstalker, Runes of Virtue 2,
The 7th Saga and The Journey Home

Race to the Finish Line
With F-1 World Championship and Top Gear 2



**Hot New
Mortal Kombat
Code Inside!**

\$3.95 Canada \$4.95 UK £2.50
November/December 1993

11



0 74470 82824 2

Plus:
Gunstar Heroes and Super Street Fighter II Preview

A SNEAK PEEK OF WHAT'S TO COME!

T2

THE HEAVY METAL EYE OPENER ARRIVES IN DECEMBER

GENESIS *SUPER NINTENDO* **GAME GEAR**
ENTERTAINMENT SYSTEM

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Letter From The Editor

By Elizabeth A. Olson

The Holiday season is just around the corner; a time of year that both gamers and game manufacturers anxiously await. More pieces of video game hardware and software are released on the market, bought and sold than at any other time of the year. To celebrate this festive time of year, this issue includes several of the hottest titles that will be on store shelves this season.

Each time we sit down to plan the next issue, two questions always arise. What is the purpose and the philosophy of our publication? And what is our responsibility to our readers and to the industry, itself? While this occasionally becomes a heated issue, we all seem to agree that our purpose and responsibility is to cover as many products or news items in a timely, yet ethical and honest manner. This is often a difficult task when

we are faced with trying to scoop our competitors, relying on the very companies who's products we review for games and information, and ultimately maintaining an honest viewpoint.

Putting aside the advertising revenue that supports a magazine such as ours, we feel strongly that the industry cannot dictate our editorial or our opinions. The support of our subscribers carries far more weight. The First Amendment gives us the right to say what we feel. But anyone who has a public forum such as a publication or broadcast must treat that right with respect and use it responsibly. We often walk a very fine line when we put pen to paper. Consider that a single game and the press reaction to it can make or break a smaller company, or that a big company can leverage power by withholding products.

More importantly, we are acutely aware that the dollars you spend on video games are selective and it is our responsibility to paint a reliable and accurate picture.

While it occasionally costs us an exclusive or ad pages, we will continue to strive to be the magazine you want us to be. Please let us know how we're doing. We'd love to hear from you. Until next time, happy holidays and we'll see you in 1994!



Meet The Reviewers



ANDY, THE GAME HOMBRE

Andy found this issue interesting, due to the games ranging from hard-core RPG to "happy 'toons". He felt *Actraiser 2* and *Aladdin* were the best; but *F1*, *Top Gear 2*, and *Landstalker*, are quite respectable. Otherwise, He's playing *NHL '94* and *SF2 Turbo* like mad, claiming he's hooked.



PAUL, THE PRO PLAYER

NHL '94 tops Paul's Christmas list, with *Aladdin* coming in a close second. He's still trying to get the combos down for all the characters in *SF2 Turbo*. Other favorites this issue include *Actraiser 2*, *Gunstar Heroes*, *Madden '94-SG* and any other EA Sports cart.



ROSS, THE REBEL GAMER

Ross has been a busy guy lately, with Fall softball, his first wedding anniversary and the work he's begun on a comic book. When he did get a chance to take in a little gaming, his favorites included *Spider-Man vs. the KingPin*, *Championship Pool*, *Aladdin* and Sega's *Landstalker*.



RICK, THE VIDEO RANGER

As an avid adventure-gamer, Rick was thrilled with the great new RPG's in this issue. For him, one of the best is *Landstalker*. *Mortal Kombat* has been replaced as his favorite game ever by *Aladdin*. Another favorite of Rick's is *Top Gear 2*.

Subscription Notice

Want to stay on top on what's new in the video game world? Keep the **Game Informer** coming to your home.

Subscribe now for only \$9.88 and receive six action-packed issues; one every other month. Save \$13.80 off the cover price.

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

Corrections

Oops! In all the excitement over *SF2 Turbo* (Sept./Oct. '93, Pgs. 8-11), we missed a typo or two. Under cart size we listed the game as 120 Megs, when it is actual 20 Megs (Wow! Can you imagine?!). Also, Dhalsim's teleport is triggered by either all three kick buttons or all three punch buttons. No wonder you couldn't get it to work!

Please Note:

Game Informer is happy to announce that we can now more thoroughly review the latest in high-end video game sound with the aid of the phenomenal multi-media speakers created by Audiophile.

HOW THE GAMES ARE RATED:

GI reviewers rate games in six categories:

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

We use a scale from 1 to 10.

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

Attention!

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

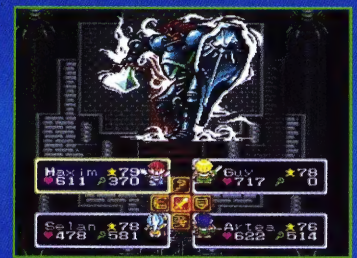
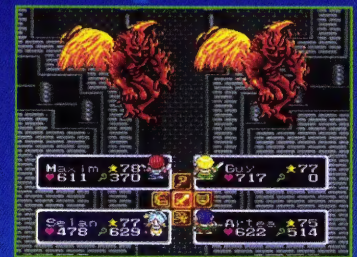
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& The fortress of Doom

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IN STUNNING GRAPHICS!**



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- A vast world of RPG!
- Includes Battery-backup system!



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A vast world to explore in this ultimate RPG adventure!
Help love triumph over the might of the Sinistrals!

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November/December Issue 1993

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Richard A. Cihak
Publisher

Elizabeth A. Olson
Executive Editor

Kimberley Thompson-Benik
Editorial Consultant

Andrew McNamara
Technical Editor

Paul Anderson
Rick Petzoldt

Andy McNamara
Ross Van Der Schaegen
Video Game Consultants

Thomas Blustin
Art Director

Timothy J. Laurie
Graphic Designer

Tina Thacker
Design Intern

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

Bob Rosen
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. Bublitz & 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...

Some simple advice...

Your May/June issue was great! It covered a majority of the games coming out. When I was looking over your mag one day, I noticed all of your reviewers are Genesis lovers. I find that unfair to all SNES owners everywhere, including myself. How do you become a reviewer for GI? How much do the reviewers get paid and what age do I have to be? I'd love to review games and would like to write articles for GI, even though I'm only 14. I see the majority of the people who write in ask about *Street Fighter II*. To increase your subscriptions, do strategies and combos for *SF2* and *Mortal Kombat*. As you can see it increases sales of other mags. Giving such attention to *SF2 Turbo* and *Mortal Kombat* would give hard core fighting fanatics, of which there are millions, what they want. So increase strategy or combination guides on these titles and wait for plenty of results. Your magazine is great. Just squeeze in *SF2: Turbo* and you'll be fine in no time at all.

Matt Samonte
Oxon Hill, MD

Matt, let's see if we can clear up some of your questions. Our reviewers are all experienced gamers that were just lucky enough to be at the right place at the right time. Yes, all the reviewers like the Genesis. But they came to this conclusion by asking themselves one simple question, "If you could only have one system and all of its titles, which one would you choose?" It's a tough question, but with much thought and debate we all came to the same decision. Not to say the SNES is not quite up to par, but given the option, we would take the Genesis. However, all the reviewers own both Genesis and Super NES, and play both equally.

-Ed.

To Game Boy or to Game Gear?

When we were reading the May/June issue, somebody asked that the next issue have more information. That was sure right. We enjoyed What's Hot! and Hand-Helds At A Glance, and are very impressed by the cover. My friend and I are fighting and fussing about hand-held systems. Pretend that Game Gear and Game Boy have the same screen size and both have color screens. Which one has more games, and which one has better graphics?

Lien Hguyen & Andre Pettie
Arlington, TX

It's a nice thought, but the Game Gear is color and the Game Boy is black and white. Instead of trying to compare the systems on a head-to-head basis, try thinking of them as separate options. The Game Boy gives you a large library, about 350 titles, and is a fairly inexpensive way to game on the go. The Game Gear option gives full brilliant color with a smaller accumulation of titles, about 120, to choose from. It appeals to the cutting edge gamer who

wants the best and is willing to pay for it. Essentially, if you set the two systems next to each other, it comes down to what software you want to play.

-Ed.

Can anyone say America?

Almost all of the software and game systems in the world today are made in Japan, I was wondering where will the new 64-bit Atari Jaguar be made? Please say America, Please!!!

Jeremy Jay King
Medina, TX

It's your lucky day, IBM will be manufacturing the Jaguar here in the States for Atari. This much-awaited system will make its debut on the East coast this holiday season.

-Ed.

Thank-you... No, Thank YOU!

I'm writing to congratulate the whole staff for the remarkable job on the latest issue of *Game Informer*. I'm speechless...reviews, tips, codes and future things to come, all wrapped up in a great new cover design.

Isiah Gwina
Pittsburgh, PA

I love your magazine. It is better than *Gamepro* or *Nintendo Power*. *Nintendo Power* just has Nintendo and SNES games. *Gamepro* has a couple of codes and too many ads. That's probably why it has so many pages. *Game Informer* has everything; the newest games that are going to come out and the best codes. I love Tech Talk, that's the first thing I turn to. Your magazines have the best reviewers. Can I have your autographs?

Joey Rauen
Downers Grove, IL

I really enjoy your magazine. Unfortunately I'm missing the March/April '93 issue. I would greatly appreciate it if you sent it to me. I hate to miss even one issue. The tips and reviews are awesome, especially Andy's. Keep up the good work and don't stop keeping all the video game masters, such as myself, informed so we know what to conquer next.

Dale Victor
Oklahoma City, OK

Thanks, thanks...a thousand times, thanks! We keep trying to improve and give you the type of magazine you want. Please continue to let us know how we're doing by sending in your comments and suggestions. Careful, Joey. We wouldn't want our reviewers to get swelled egos, but your request is in the mail. Back issues can be ordered by sending \$3.95 per issue requested, plus shipping and handling, to 10120 West 76th Street, Eden Prairie, Minnesota, 55344.

-Ed.

SUPER NINTENDO
ENTERTAINMENT SYSTEM

YOSHI'S COOKIE

Cookie Chaos for Mario and Yoshi!

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

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

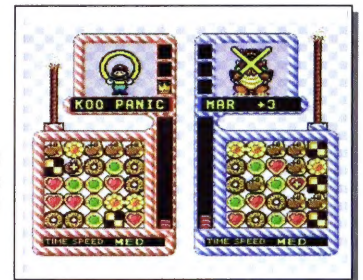


It's a heapin'
helpin' of cookie
crunchin' fun!



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

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



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

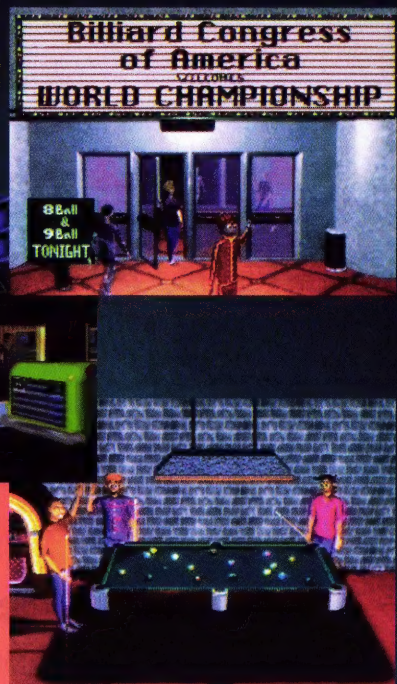
It's a snack attack!

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



Separate the Saps from the Sharks with

CHAMPIONSHIP POOL



The light streams into the haze of chalk and smoke; the sound of balls clacking together breaks through the low murmur of voices. Welcome to Software Toolworks' *Championship Pool*.

This cart plays more like a tutorial, instructing players of any level through eleven styles of game play. The manual includes complete game descriptions and rules, as well as a glossary of terms and a history of the game. The most helpful feature for beginners is the shot-option, which demonstrates the direction their ball will travel once hit. This feature is perfect for illustrating the effects of spin or English, and helps you practice bank shots. The shot-option may be turned off for advanced players or competition, for added challenge.

Championship Pool is also much more than an introduction to an age-old game. Veterans of the sport will relish the enormous variety of options and styles of play. Try your hand at Three Ball, Eight Ball, Fifteen Ball, Straight Pool or Pocket Billiards. Got a house full of friends? Set the game in the Party mode. Or, if your feeling a little cocky, give Speed Pool or the Challenge mode a whirl.

- Style: 1 to 8-Player billiard simulation
- Special Features: Freestyle, Party, Tournament & Challenge modes
- Instant replay and view options
- Levels: 11 separate game styles
- Created by: Software Toolworks
- Available: Now

▶ THE BOTTOM LINE 8



FRANCESCO
Your Worthy Opponent

ANDY, THE GAME HOMBRE

Overall Rating:

8

"Pool is a tough game to convert to video because it relies heavily on seeing the line you're going to take. And while video games have come a long way, it's still difficult. The three-quarter view is really cool, but you can't use it to select your shots. The overhead view is boring, but necessary. The music is also boring...play a disk. The aiming gives you a line, but you'll still have to hit some tough shots if you want to win. Overall, *Championship Pool* is a very good cart with a number of options."

RICK, THE VIDEO RANGER

Overall Rating:

7.5

"This game takes a player from beginner to champion. It teaches you how to play with all the options and proper rules. The graphics are good, but the designers took things a little too seriously. I miss seeing the player and crowd shots. What I like are the options and settings; *Championship Pool* shines in this area. For beginners, there's a targeting feature that shows where your shots will end up. Use this feature to practice the angles and banks, then turn it off for competition. I'd call this one Pool 101: Introduction to Graduate Level."

ROSS, THE REBEL GAMER

Overall Rating:

8.25

"This is the best-looking interactive pool game I've ever seen; with more options than an actual billiard hall. You can zoom in to see the balls in perfect detail. There's not much to the sound, but what's there isn't bad. The aiming technique makes it too easy to run the table or make shots you'd normally never try to drop. That aside, nearly every game invented for the pool table is here, as well as some you've never heard of. Where else can you shoot pool for hours and never have to give up the table?"

It's Lights, Camera, Antics with Pink Panther when

Pink Goes To Hollywood



There's one cat in town with enough attitude and antics to give the color pink a whole new meaning. The class-act panther, created by famed cartoonist Friz Freleng in 1964, has graced more than 226 cartoons. He's spawned a series of movies, reigns as the official mascot of The Starlight Foundation, and appears in his new cartoon series this Fall. Just what does a cat like this do to celebrate his thirtieth birthday? Try his hand at Hollywood, of course, courtesy of this new game by TecMagik.

In his quest to make it big in the movies, Pink Panther inadvertently finds himself being chased by Inspector Clouseau through the sound stages of different movie sets, making a mess of them as he goes. There are twelve farcical stages in all, bearing names like "Honey, I Shrunk the Pink", "Pinkinhood" and "Cat on a Hot Pink Roof". There are also three hidden rooms full of goodie-ridden

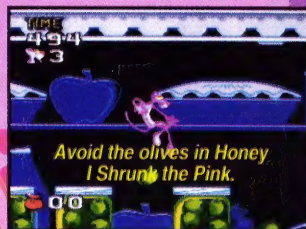
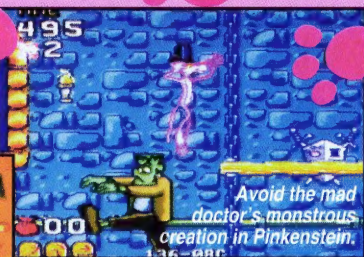
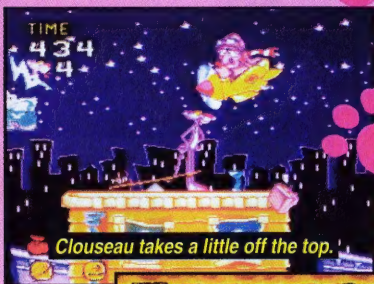
safes where Pink can collect tokens, tricks and extra lives. Our rising star will need tokens to get to hard-to-reach places, while the tricks come in handy for dashing the career-ending attempts of would-be critics.

It only takes one bar of that infamous theme song and you'll find yourself humming along. *Pink Goes to Hollywood* is a whimsical adventure in the spirit of our favorite pink feline. Catch him if you can.



- **Cart Size:** 8 Megs
- **Style:** One-Player action/adventure
- **Special Features:** The famous Henry Mancini theme
- **Levels:** 12 stages of antics, plus bonus rooms
- **Created by:** TecMagik
- **Available:** November '93 on Super Nintendo; coming soon for Genesis

► THE BOTTOM LINE 7



RICK, THE VIDEO RANGER

Overall Rating: 6.5

"Undertaking a classic cartoon project is a difficult task; one that's met with reasonable success here. The look is faithful to cartoon and the animation of Pink Panther was smooth. But modern animation is so improved that this game appears dated. This game moves pretty slow, however the cartoons traditionally moved slowly, too. When making a Pink Panther game, the music had better be great and it is! For people like myself who remember and love the Pink Panther, there are a lot of aspects to like, but it might be lost on a younger generation of gamers."

PAUL, THE PRO PLAYER

Overall Rating: 6.75

"I could never figure out why Pink Panther never appeared in any of those movies bearing his name. I guess they made up for it in this Hollywood spoof. The cat finds his way through some good-looking levels. The animation of the panther is great, but the enemies could use some work. The only argument I have with the game play is the weak bug-spray weapon. The soundtrack, featuring that familiar melody, would make Mancini proud; excellent music!"

ROSS, THE REBEL GAMER

Overall Rating: 8

"Pink Panther has a new way of looking at some all-time greatest movies, giving them his unique touch. In the trend of reviving animation classics, the feel of the cartoon has been incorporated into this cart. Pink flows like he always has, smooth and slow. However, an interactive game must have momentum; this area could use some improvement. I expected the Mancini theme and sounds from the cartoons, but they exceeded my expectations. I know a ton of Pink Panther fans out there that will crawl out of the woodwork when they hear about this cart."

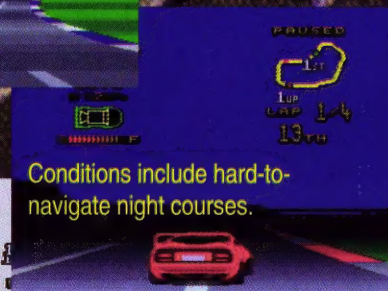
TOPGEAR 2

Top Gear 2, the fast and furious follow-up to 1992's *Top Gear*, is more than just a sequel. With improved sound, control and graphics, it takes racing to its simplistic roots of pure, unadulterated fun. The sleek, new look takes drivers through sixteen different countries, each boasting four challenging tracks. The vistas range from the white cliffs of Greece to the desert sands of Egypt. A password feature lets you return to your favorite tracks as often as you like. There's also a change in the weather and the time of day with each race that can only be appreciated when you're trying to navigate your way through the fog.

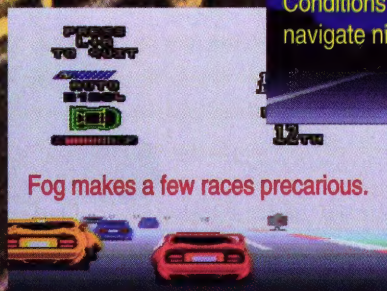
Top Gear 2 is loaded with options without getting too complex. Your dream machine may sport a manual or an automatic transmission, and can be customized with any one of eight show-room colors. There are a variety of upgrades to buy with your winnings, which include engines, transmissions, armor, nitro and tires that vary with the weather. Test your skill against computer opponents or grab a friend for some split-screen action. Either way, there's something here for any speed demon.



No time to enjoy the view!



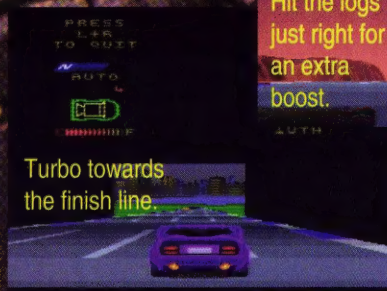
Conditions include hard-to-navigate night courses.



Fog makes a few races precarious.



Hit the logs just right for an extra boost.



Turbo towards the finish line.



Drivers with an attitude.

► THE BOTTOM LINE 7.75

- **Style:** 1 or 2-Player Driving
- **Special Features:** Password feature, power-ups & 36 car upgrades
- **Levels:** 16 countries and 64 tracks
- **Created by:** Kemco
- **Available:** October '93

ANDY, THE GAME HOMBRE

Overall Rating:

8

"Top Gear 2 is your basic driving cart; a mix between *Rad Racer* and *Outrun*, only better. The graphics are improved from the previous version, with rolling hills and killer weather. However, I would have added digitized cliff faces and obstacles.

The playability is solid. The control is somewhat limited, but at least you don't over-steer all the time. It features high-speed turns and hills that are fun to drive. *Top Gear 2* is a lot of fun; I found myself returning to it again and again. While not too glamorous, it's one of the better driving carts."

RICK, THE VIDEO RANGER

Overall Rating:

8.25

"Kemco had a good idea for a racing game; keep it simple. *Top Gear 2* is fast and fun. The cars and scenery are clean and superbly detailed. The music is fast-paced and your car handles like a dream. Just let off the gas a bit in the sharpest corners. I like the numerous nitro boosts and the strategy in using them. There are upgrades for your car, but nothing too complicated. *Top Gear 2* is a blast to play, from the starting line to the checkered flag."

ROSS, THE REBEL GAMER

Overall Rating:

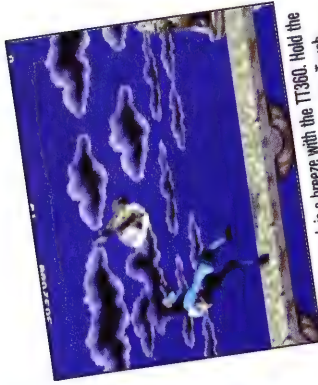
7.25

"*Top Gear 2* takes advantage of the SNES capabilities. The scaling of the hills and turns are well done, and oncoming cars seem like they're headed for you. Kemco did a good job of dropping in the right driving music, but the engine doesn't seem to change when you are shifting. This made it hard to figure out why cars kept blowing by. The steering is extremely tight, which makes it enjoyable to play. You also have the option of upgrading your vehicle. *Top Gear 2* is one of the best racing games since *Rock 'N Roll Racing*."

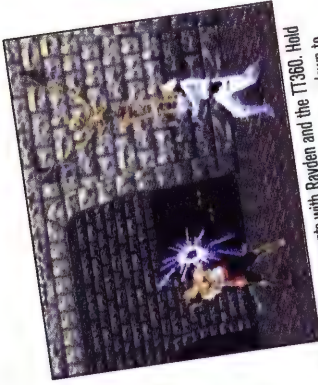
- Spare Parts
- Engine
- Wet Tires
- Dry Tires
- Gear Box
- Nitro
- Side Armor
- Rear Armor
- Front Armor
- Paint Shop



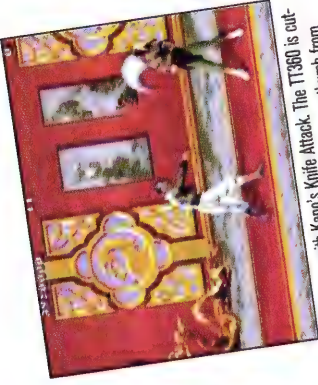
Throw Liu Kang's finishing move with the deadly accuracy of true circular control on the TT360. Hold the Start Button and, starting with your thumb at the bottom of the Touch Sensor, make a full circle towards your opponent.



Kano's Spin Attack is a breeze with the TT360. Hold the Start Button and run your thumb around the Touch Sensor toward your opponent. Release the Start Button to unleash the attack!



Fry your opponents with Rayden and the TT360. Hold down Button A and slide your thumb from down to toward your enemy.



Tear 'em up with Kano's Knife Attack. The TT360 is cutting-edge fast! Hold Start and slide your thumb from away to toward on the Touch Sensor. As fast as you can slide, you can throw.



Press Rayden's Superman move catches 'em by surprise. The Turbo Touch 360's Touch Sensor. The win with split-second speed...without the numb thumb!



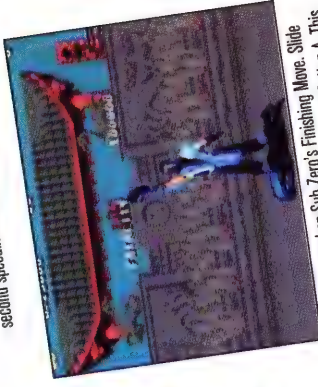
Real diagonal action on the TT360 gives you the edge! Chill 'em with the Sub-Zero Freeze. Hold down Button A and slide your thumb on the Touch Sensor from down to toward.



Here's a sneaky move the TT360 makes easy. Jump over your enemy, turn and press Button C. You'll make a throw they can't beat!



"Get over here!" The TT360 brings 'em close with Scorpion's Spear. Rapidly press the Touch Sensor away twice and press Button A.



Shred some head on Sub-Zero's Finishing Move. Slide your thumb toward-down-toward and hit Button A. This move is much easier than on a old-fashioned control pad.

BATTLE TESTED IN KOMBAT

When you go into Kombat, you need a controller that's fast, that gives you all the action you want - easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360™ The Ultimate Fighting Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate - you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate fighting machine and trashing your opponent... you know the guy using the old-fashioned control pad.

So, go into Kombat to win - go battle tested with the Turbo Touch 360.

Turbo Touch 360.
The Ultimate Fighting Machine.

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Turbo Touch 360™ & Mortal Kombat™.
The Winning Combination.

For Genesis, SEGA, & Nintendo



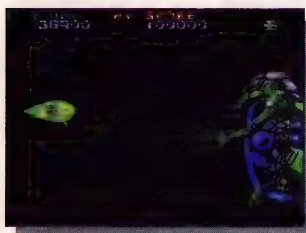
For the name of your nearest Turbo Touch 360 retailer or to place an order, call **1-800-858-7429**.

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Game played on a Genesis® system. © Acclaim Entertainment, Inc. 1993.

SNES At a GLANCE™

There's a barrage of hot games coming out just in time for the holidays. Here's just a few to look for on your store shelves.

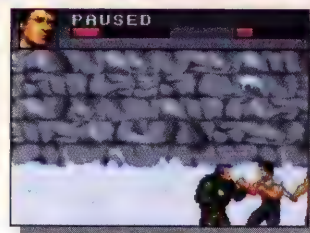
SUPER NOVA



Super Nova – Taito
Available: December
1-Player Space Shooter

Since early man, the use of weapons has been essential to survival. It's been a long time since the epic battle with "Belser", and the names of those heroic warriors are long forgotten. But the time has come once again: *Super Nova*, the next installment of the *Darius* series, has 15 levels and multiple weapon configurations to choose from. The war rages on.

CLIFFHANGER



Cliffhanger – Sony Imagesoft
Available: December 1-Player Action

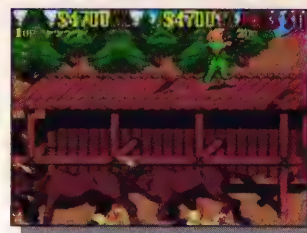
Coming straight from the hit movie, Gabe Walker must traverse a number of high altitude perils. His only hope for survival is his wits, his honed climbing skills and fists. Not advised for those with acrophobia (fear of heights).

SUNSET RIDERS

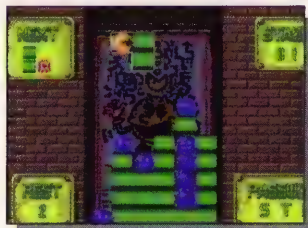


Sunset Riders – Konami
Available: Now 1 or 2-Player Western-style Action/Shooter

Those crazy cowboys are back, but this time on the SNES. This version features all four cowpokes, voice-overs, 2-player simultaneous play and levels straight from the arcade. All you shooter fans hankerin' for a showdown, Konami's got your cart.



PAC ATTACK



PacAttack – Namco Hometek
Available: Now 1 or 2-Player Puzzle/Strategy

Pac Attack, Namco's answer to *Tetris*, uses the infamous Pac Man to create a new mind game. With three gameplay techniques; 1-Player, Versus, and a 100 board Puzzle mode, *Pac-Attack* will keep any puzzle lover lost for hours. The basic premise involves falling blocks, some including ghosts. Try to create solid lines to clear the screen and gobble the ghosts before they get you. The 2-Player mode really brings out the competitive side.

REDLINE F-1 RACER



Redline F-1 Racer – Absolute
Available: Now 1 or 2-Player Racing

F-1 Racer puts the player in the driver's seat to compete on 16 high-speed tracks around the world. Play 1 or 2-player split screen, with various weather conditions and a choice of automatic or manual transmissions. And if that's not enough, take your Formula racer on test runs to customize and tweak your vehicle.

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True Role-Playing!
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Hot animations!



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WANNNA PLAY?

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

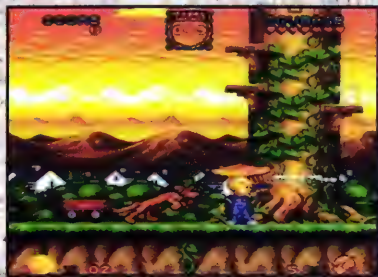
It all started at Mr. Wilson's party when my pet turtle, George, dove into the punch bowl. Everyone went nuts: Mrs. Bloopie jumped on Mr. Campbell's back... Mr. Campbell dropped his plate on Mrs. Melarky's toe... Mrs. Melarky spilled her chicken wings on Mr. Botsworth's lap... Mr. Botsworth poured his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



**Based on the
1993 Summer
Blockbuster by
John Hughes!**



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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 See packages for details



Load up on the ammo—and don't forget your sling-shot... Your crazy gym teacher likes to play rough!

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WHAT'S HOT!

News & Rumors From the Video Game Industry

All-Aboard!

GI reviewer Andy McNamara was lucky enough to climb on-board the **Zelda Whistle-Stop Tour**; a cross-country train ride where participants competed on Nintendo's newest Game Boy game, *Zelda 2: Link's Awakening*. Passengers included writers from most of the major video game magazines, as well as two adult game enthusiasts and Nintendo World Champ, Jeff Hansen.

According to Andy, the trek from New York to Seattle was quite an adventure (if you've ever ridden a train cross-country, you'll know what he means). The competition consisted of two classes, Pro and Amateur. While no one from either class finished, pace setter Hansen finished all eight levels of the game in 48 hours. That included taking time for sleep and meals. What a machine! Luckily for both classes, there was a scoring system; Lives and instruments (levels) were used as a counter. Russ Ceccola from *Electronic Games* finished six levels with three lives to



take the Pro Class.

Chip Carter, syndicated columnist for the *Washington Post*, won the Amateur class. For each winner, Nintendo donated \$1,000 dollars to their favorite charities.

All in all, the trip was a success. Everyone involved seemed to have a good time. "The game was fun, the people were great, and the scenery was fantastic," commented McNamara.

Big Changes for Virgin

Virgin Games gets a new name, a new partner and a new multi-media facility. Recently renamed **Virgin Interactive Entertainment**, they have formed an alliance with **Hasbro, Inc.**, the world's largest toy manufacturer. In return for their investment, Hasbro will acquire approximately 15% of VIE and enter a joint venture that will help fund the newly opened Virgin Interactive Studios.

Sonic Celebrates Celebrity-hood

Sonic the Hedgehog is basking in the same popularity as celebrities like Arnold Schwarzenegger and Michael Jordan, at least with boys between ages 6 and 11. This Spring's **Cartoon "Q" Study**, which ranks the recognition of movies, real people, toys and video games, ranks Sonic in the number one spot. His side-kick Tails picked up the fourth place while Mario was ranked eleventh. Sonicmania will reach full-swing this Fall with his ABC Saturday morning show, "**Sonic the Hedgehog**", and his weekday syndicated program, "**The Adventures of Sonic the Hedgehog**".

Double Dragon: The Movie

Since the arcade games introduction in 1987 *Double Dragon* has enjoyed enormous popularity, selling more than 5.5 million units world-wide. So, in the recent trend of Silicon Valley meets Hollywood, a *Double Dragon* motion picture is in full production. The story of Jimmy and Billy Lee, played by Mark Dacascos and Scott Wolf, takes place in LA in the year 2007. Their nemesis is a gang lord names Koga Shuko, played by Robert Patrick. The film by Imperial Entertainment also stars Julia Nickson and Alyssa Milano, and should reach the silver screen late this year.

Interplay Obtains a Sega License

Interplay Productions, Inc. has announced plans to develop and distributor products for the Sega Genesis and Sega CD platforms. Their first Genesis product will be *The Lost Vikings*, which will ship in time for Christmas, followed by *Rock N' Roll Racing* and *Clay Fighter* in early 1994. "We're very happy about adding Interplay to our list of third-party developers," said Chris Garske, Director of Third-Party Licensing and Acquisitions. "They have some exciting projects in the works and we're glad we'll be able to bring them to Sega consumers."

It's a Mario Marathon

Non-stop gaming is what **Nintendo** does best, and this August they put that talent to good use. The launch of their new *Super Mario All-Stars* included a 24-hour "**All-Star Mariothon**" to raise money for the Red Cross Flood Relief fund. To date, figures estimate that more than 55,071 homes have been affected by the flood waters, and the estimated cost of providing Red Cross assistance is expected to exceed \$20 million. Thousands of participants gathered in Boston, Miami, Philadelphia and the Mall of America in Minneapolis to raise \$2,123.11. Nintendo of America contributed \$10,000 for a total donation of \$12,123.11.



Mario with Nintendo's Jean Crothers and Jesse Bethke of the American Red Cross.

Consumers could stop by and try their hand at the new game and, to keep the machines running, local charities like Boys and Girls Clubs played throughout the night. Participants were eligible for hourly drawings for hats, T-shirts and game paks, as well as the grand prize; an ultimate Mario Mania package consisting of a color TV, a Super NES, a *Super Mario All-Stars* game pak, a baseball cap, T-shirt and a year's subscription to Nintendo power. In addition, Nintendo donated \$2000 to the participating charity in each city.

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HOT NEW CODES FOR SUPER NES™ MORTAL KOMBAT® GAME

- 1 D861-14DD Start on match with Shang Tsung™
- 2 6DB8-3D67 Always get Flawless Victory™ bonus
- 3 462C-3914 Sub-Zero™'s Deep Freeze™ does damage

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HOT NEW CODES FOR GAME BOY® THE LEGEND OF ZELDA® LINK'S AWAKENING™ GAME

- 1 FAO-999-4C1 Infinite energy
- 2 FF4-EE9-E6E Get 255 rupees for each single rupee
- 3 FAF-BDA-4C1 Infinite rupees (rupees aren't deducted for purchases you can afford)
+ FAF-B2A-4C1

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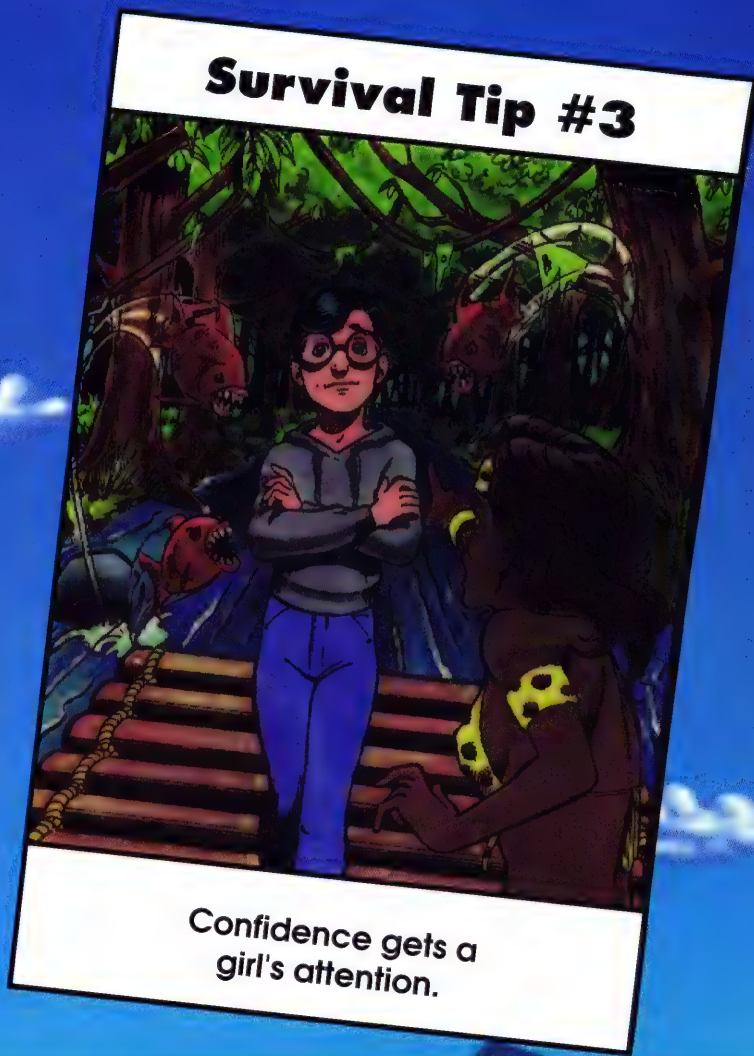
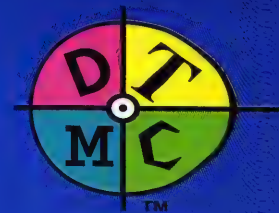
Ancient Tales Spin Legends...

❖ Role Playing Game Reviews ❖

Tales of magic and bravery; tales of kingdoms and crowns won and lost; tales of demons and heroes, and the battle of good versus evil. 🍷 It is these such tales of mystery and intrigue that pull players into a Role-play game. Role-play games, or RPG's, are games that require hours of intricate work as you develop your characters, gain experience and unlock the puzzles surrounding ancient powers or hidden treasures. 🍷 This issue we introduce a host of new Role-play titles available this Fall. Each complex story offers hours of adventure for those who brave it's electronic pages and pitfalls. 🍷



WELCOME TO THE JUNGLE



Lester's not a bad kid, he just seems to end up in a lot of awkward situations. This time he's been stranded on a jungle island being taken over by pirates. With your help he should be able to make it back home.

The only problem is Lester's personality. His survival instincts are a little weak. Plus, he always panics the first time he meets a new challenge.

Just don't panic along with him...



Guide Lester wisely and he might just come through in the clutch.



Who wouldn't panic at the sight of a mutant seagull?

FEATURES
8 MEG GAME PACK
20+ LEVELS
ROTOSCOPE ANIMATION
FALL 1993



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The



Saga

- **Style:** One-Player Role-play
- **Special Features:** Battery saves up to four games
- **Created By:** Enix
- **Available:** Now

▶ **THE BOTTOM LINE** **8**

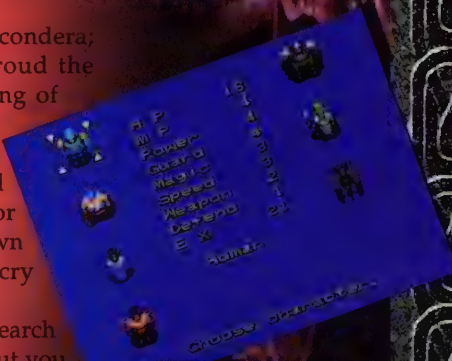
Before you lies the Mountains of Ticondera; ancient peaks and ridges that shroud the secrets of the ages. Most foreboding of these hidden truths is a cryptic book,

uncovered in these mountains more than three thousand years ago. Nearly indecipherable, the journal reads like a warning; the fears of an unknown author frustrated by a power struggle between beings known as Saro and Gorsia. The last entry translates into a cry for help.

It is into these mountains that you must venture, in search of the Seven Runes of Ticondera. King Lemele has put you to the test against six other apprentices to restore the Seven Runes; for their beholder shall gain the power to rule all of Ticondera. Some of your fellow apprentices will offer their help and support. Others will seek to destroy you and take possession of the sacred runes for their own objectives.

Select from seven characters, ranging from a human warrior to a demon, dwarf, elf, monk, alien or a mechanical Tetujin. Each character possesses a variety of strengths and abilities, as well as their own hidden agenda. You may also team up with another character in your party, but choose your traveling companions carefully.

Your quest will take you through several towns, a field and twisting dungeons. Aided only by a radar-like crystal to guide your way, you'll encounter fierce competition and many mysteries along the route. Collect the magic and objects you will need as you seek out the power of the Seven Runes and the secrets they behold.



Choose from seven different characters, each with their own method of attack.

Easy to use on-screen menus make for fast-paced battles.

First-person battles bring you right into the action.



RICK, THE VIDEO RANGER

Overall Rating: **8**

"7th Saga is a bold, aggressive RPG that steers clear of the cute graphics so prevalent in games today. With in-your-face, tough characters, I like the hard edge to the graphics! The computer-generated fights are the best I've seen. A unique characteristic is the crystal ball continuously on screen to help you. 7th Saga is a little easier than I would have liked, yet I really enjoyed it."

PAUL, THE PRO PLAYER

Overall Rating: **8.25**

"This RPG may best be described as close to Drakken in appearance. However, 7th Saga is a cool-looking game with a collection of Sci-Fi type characters. The battle scenes and killer monsters look fantastic; like nothing you've seen before on a SNES RPG. The story lacks a bit of depth, but the fighting makes up for it. The layout of the cities and the world are great, and the level castles are maze-like at times. If you're tired of the cartoon-y RPG's, you'd better give this one a look."

ANDY, THE GAME HOMBRÉ

Overall Rating: **7.5**

The 7th Saga follows the line of most RPG's, except the gameplay is geared toward fighting; not live action, but heavy-duty RPG fighting with nice effects. The light scenes are awesome, with cool enemies and attacks, but the overhead view through town is pretty boring. The control is easy to follow with straight forward commands, however, the text is small and difficult to see. The 7th Saga is an excellent RPG with fight scenes that are cool to watch, but it lacks an interesting storyline."

Enix puts you to the test in The 7th Saga

The Official

FORMULA ONE

There are no words to describe how fast it really is.

At least, no clean words.

DIEHARD GAME FAN magazine tried. They called FORMULA ONE "the fastest racing game on the planet." Not bad. But they would have nailed it if they had screamed "the !@#\$% fastest racing game on the planet!"

Believe it when you see it — at your favorite game store today.



Available on GENESIS™ & GAME GEAR™!

Hurtle down the race track at a blistering 220 mph! And it's speed you can hear and feel! Race against the real pros of Formula One World Championship on 12 real tracks — from Monte Carlo to Australia. Or go head-to-head against a friend in split-screen action. You can even customize your machine right down to the tire design and air foil!



Sold and distributed in America exclusively by **TENGEN**

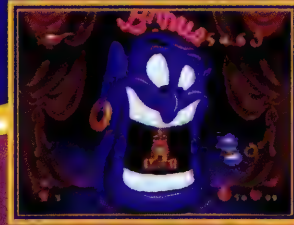
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THE MAGIC OF DISNEY.



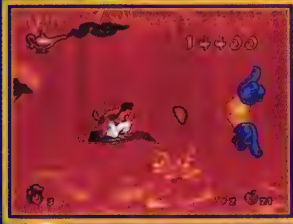
JUMP INSIDE
THE GENIE'S LAMP
FOR A PINBALLING,
PING-PONGING TRIP!



COLLECT THE TOKENS
FOR A CRACK AT THE
BONUS ROUNDS!



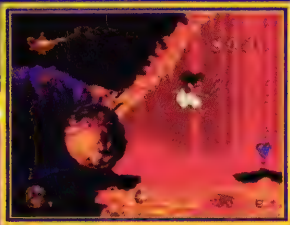
MOONING GUARDS!
DIRT-WAD-SPITTING CAMELS!
NICE NEIGHBORHOOD!



ANIMATION SO
SMOOTH - YOU'LL
SWEAR YOU WERE
IN THE MOVIE.



THE POWER OF SEGA.™



SURVIVE THE CAVE,
RESCUE THE BABE.
GENTLEMEN, START
YOUR CARPETS!



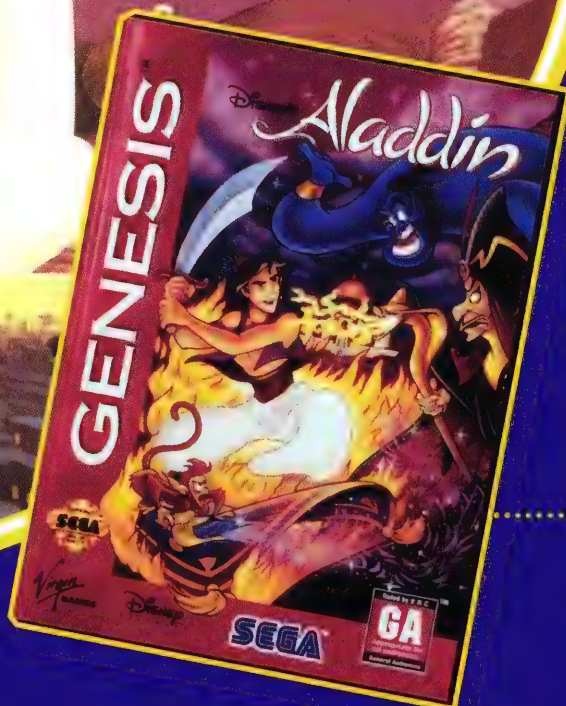
MORE VILLAINS! MORE SWORDS!
SHISH-KABOB, ANYONE?

Disney's Aladdin

HANG ON FOR THE RIDE OF YOUR LIFE!

You've never seen anything like it!
The one and only videogame with
genuine animation created by the
artists of DISNEY - combined with
the action of SEGA™ GENESIS™.

Fly with ALADDIN in the most
awesome sword-slashing, side-splitting
adventure ever! It's totally loaded
with new villains, non-stop laughs
and the fastest action this side of the
Sahara! So hit the "start" button -
and hang on!



SEGA™ **Disney** **Virgin**
FOREVER GAMES

WELCOME TO THE NEXT LEVEL.

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Landstalker

❖ Embark on an Adventure
Destined for Greatness ❖

The land was once ruled by a wicked-hearted man who stole the money and possessions of his subject to build his own wealth. On the verge of being dethroned, the evil King Nole gathered his ill-gotten treasure and hid it from its rightful owners. Then he vanished forever.

Enter Nigel, a treasure-hunter for hire who gets pulled into this epic simply by being in the wrong place at the right time. While delivering the Jypta statue to his employer, he meets up with a fairy-like creature named Friday, who is being pursued by the fortune-hungry Kayla. After rescuing Friday from her would-be captors, she enlists his help in seeking out the missing riches of King Nole.

Landstalker incorporates elements of both action and Role-play in this complex adventure. The

interactive action and fight sequences are complimented by intricate puzzles, riddles and mazes. This "Raiders of the Lost Ark"-style game is reminiscent of Nintendo's popular *Zelda* series. The storyline is engrossing, riddled with tiny details and humorous situations.

Landstalker pulls players into its spectacular world as it weaves an adventure and makes you care about the characters. If our reaction to this new saga is any indication, Landstalker has the potential to live on with the classics. ❖



Encounter a nasty troll in your quest for the Old Man.



Fight an onslaught of blobs in the deep caverns.



Search the invaluable

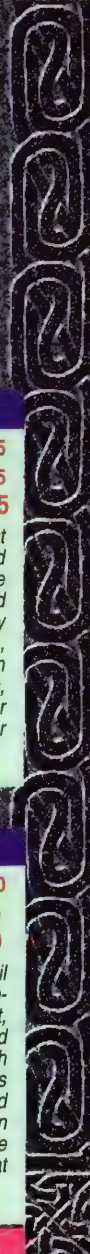


Nigel spends his last gold on passage to the desolate island.

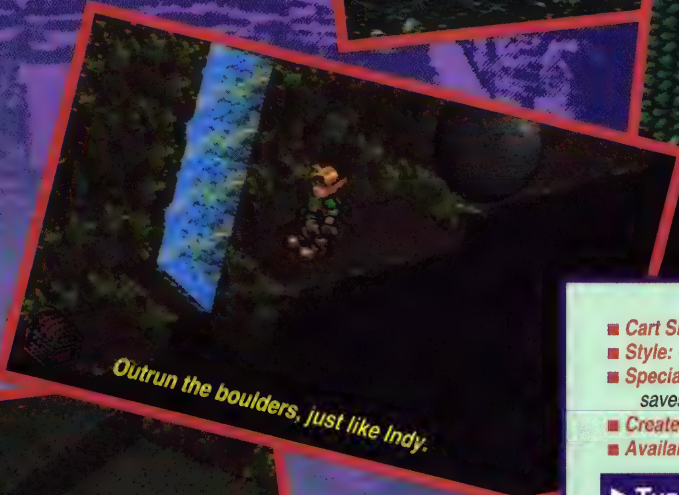


Nigel enjoys the scenery along the way.





A run-away raft way-lays your treasure hunt...



Outrun the boulders, just like Indy.

treasure chests for life stock.



...and wake up in the village of Eke Eke.

- **Cart Size:** 16 Megs
- **Style:** One-Player Action/Adventure/RPG
- **Special Features:** Battery back-up saves up to 4 games
- **Created by:** Sega
- **Available:** Now on Sega Genesis

▶ **THE BOTTOM LINE** **8.75**

RICK, THE VIDEO RANGER

Concept: 8.5 **Playability:** 6.5
Graphics/Animation: 9.5 **Entertainment Value:** 9.5
Sound: 8 **Overall Rating:** 8.5

"Landstalker is an adventure in the Zelda mold; the first of its kind for Genesis. It features a fun story line and complex game play, as well as the best graphics I've seen in a Genesis RPG. Your character is large and detailed, with silky-smooth animation. The scenery is gorgeous; trees, streams and mountains in rich, vibrant colors you'd swear came from a SNES. For an RPG, the menu is easy to use. For an Action/Adventure, the diagonal control format is difficult. Landstalker is a break-through game for RPG'ers looking for a little action."

ANDY, THE GAME HOMBRE

Concept: 9.5 **Playability:** 8.25
Graphics/Animation: 9 **Entertainment Value:** 9
Sound: 8 **Overall Rating:** 8.75

"Someone finally realized the need for a Zelda-style game on the Sega. Landstalker takes the idea to new heights by adding a third dimension, a jumping aspect, to the classic overhead quest. The graphics are showcased in a beautifully detailed three-quarter view. Large characters play against spectacular backgrounds. The play control is a little awkward, but can be overcome with practice. A long, involved quest requiring quick reflexes and a sharp mind, Landstalker is one of the best Action/Adventure/RPG games to come along...awesome game."

ROSS, THE REBEL GAMER

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

"Nobody loves a great RPG more than me. The detail work of this game is truly fantastic. The player movements and backgrounds are nothing to shake a stick at, either. The only thing I would change would be the sound effects. They aren't bad, but there just isn't enough to keep the sound turned up. The other characters actually give you the right amount of information needed to know where to go next, a rare commodity in RPGs. The interactive control is another positive. I've been playing RPGs long enough to recognize a great adventure...I love it."

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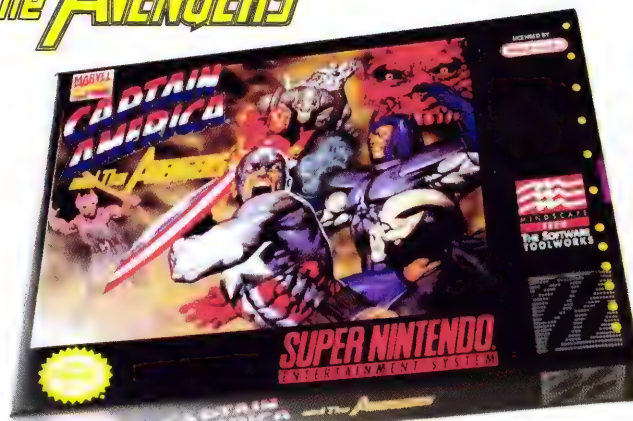
CAPTAIN AMERICA

and The AVENGERS

Get The Hot New Game For Home From The Software Toolworks

Captain America and the Avengers, the hit arcade game and best-selling Marvel Comic, is now available for your Super NES®. Just like the arcade game, you can choose from any of the four Avengers, each with his own special powers. Your goal is to defeat the diabolical genius Red Skull and his super-evil mind control device. Game features include:

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Think of it - a real, full-sized Captain America arcade game (just like the one to the left) in your very own bedroom or basement. *Radical!* Or you can win an embroidered jacket, Captain America T-shirt or really cool cap. Just fill out the coupon below and send it in. It's as easy as that! And make sure to check out the cool new Captain America and the Avengers game for Super NES at your favorite video outlet!



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Mail to: Captain America Sweepstakes, c/o The Software Toolworks, P.O. Box 6139, Novato CA, 94949. Deadline 3/1/94. Drawing 3/31/94

Official Rules 1) No Purchase Required. One entry per person. 2) To enter, fill in the coupon or print your name, address, city, state, zip code, phone number, age and the words "Captain America Sweepstakes" on a 3" x 5" piece of paper. Mail your entry to The Software Toolworks, Captain America Sweepstakes, P.O. Box 6139, Novato, CA 94949. All entries must be postmarked no later than March 1, 1994. All entries become the exclusive property of The Software Toolworks. Not responsible for late, lost, mutilated, or misdirected mail. 3) The sweepstakes is sponsored by Mindscape, Inc. A Software Toolworks Company, and is open to U.S. residents excluding employees (and their immediate families) of Mindscape, The Software Toolworks, their subsidiaries, affiliates, and agencies. Not sponsored by Nintendo or Marvel Entertainment Group. 4) Prizes and their approximate retail values are (1) Grand Prize Captain America and the Avengers Arcade Game (\$3,000); (10) First Prizes: Captain America Embroidered Jean Jacket (\$150 ea.); (25) Second Prizes: Captain America T-Shirt (\$25 ea.); (100) Third Prizes: Captain America Cap (\$15 ea.). Total retail value of all prizes \$6,625. Chances of winning are determined by total number of valid entries received. 5) Winners will be randomly drawn on or about March 31, 1994 and will notified by mail. All prizes will be awarded. Judges decisions are final. No substitutions or cash equivalents. Taxes, if any, are the responsibility of the winners. Grand Prize winner (or parent or legal guardian) must sign an affidavit of eligibility and publicity/liability release which must be returned and received within 21 days of the date mailed to potential winner or alternate winners will be selected. For a list of winners, send a self-addressed, stamped envelope to The Software Toolworks, Captain America Sweepstakes Winners, 60 Leveroni Court, Novato, CA 94949. Requests must be received before April 30, 1994. 6) Void where prohibited. All federal, state and local laws and regulations apply. Acceptance of prize constitutes permission to use winners names and likeness for publicity purposes without additional compensation or permission.

Renovation's Battle of Good and Evil The Journey Home: Quest for the Throne

Legends tell of a evil and treacherous pirate named J.F. Hudson who sailed the high seas. With the exception of his loyal followers, most men feared and hated him. One foggy night Hudson and his ship, Night Crawler, vanished taking his men with him. None of them were ever seen again. Some speculated that Hudson's fate resulted from his greed. Others whispered of curse placed on Hudson by the Ancients of Nogal, powered by a mysterious golden bracelet.

A young prince is about to discover the truth behind this and many other mysteries. Banished by his father, Duke, he sails the seas studying and practicing his swordsmanship. When word has reached him that his father's kingdom is under siege by an evil warlord, he begins his journey home to Nogal. While navigating the hazardous route, Duke's ship is attacked, pulling him into a long and dangerous quest to save Nogal.

This battle between good and evil incorporates AIOS, a unique level changing feature that automatically adjusts the difficulty of the game to each player's experience level. Work through a huge ship, dark caverns, foreboding castles and twisting mazes, all viewed from an overhead perspective. A battery back-up lets you battle pirates and demons, then pick up where you left off at a later date. Brave the waters of Necron and the evil that lurks beyond them in this action-filled RPG from Renovation. It's a journey worth pursuing.

- **Cart Size:** 8 Megs
- **Style:** One-Player Role-Playing/Adventure
- **Special Features:** Automatically adjusting difficulty, battery back-up
- **Levels:** 6 detailed levels
- **Created by:** Renovation
- **Available:** Now on Super Nintendo

▶ **THE BOTTOM LINE** **8**

ANDY, THE GAME HOMBRE

Overall Rating:

8.25

"Okay, it's not really anything new, but I like it. Journey Home features whimsical characters and graphics, and a 3/4 overhead view. The music is really cool in some parts and just plain boring in others. The action is quick and the levels large. It's very Zelda-ish, except that it lacks puzzles, but the action is increased for a nice change of pace. Journey Home offers challenging levels and a great storyline."

RICK, THE VIDEO RANGER

Overall Rating:

7.5

"I enjoy the storyline of Journey Home. Things are almost never what they appear to be in this tougher, faster-paced version of Zelda. Never-ending screens await players, with crystal clear appearance and detail in even the smallest items. Players who can't handle frustration need not apply. Being sent back to when the finish is within your grasp makes the defeat more painful, but victory more sweet. The Journey Home is an up-tempo adventure with an intriguing plot."

ROSS, THE REBEL GAMER

Overall Rating:

8.5

"I liked this 'Homer' style of quest. It adds a new twist to the RPG world. With outstanding new looks, the character animation and graphics is something else. RPG music should be more in tune with the action than this, but I like it better than the sound effects. This game goes above and beyond what I expect from an RPG. The player control is a good as any, and the clues offered to you are great. It's rare that I find a game I'm addicted to from the get-go."

ALMOST NUCLEAR

WARNING: NAKI battery paks cause extended play which has been known to result in mind melt!



Snap in all the power you need with the hottest new rechargeable battery paks from NAKI. Battery paks for *GAME BOY® and *Game Gear® so powerful they'll create a **gaming explosion!**

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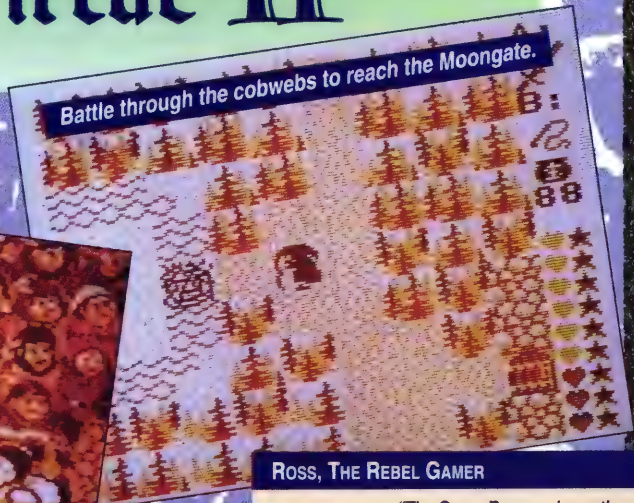
Solar Pak™ for GAME BOY

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The Quest Continues
on Game Boy in

Ultima Runes of Virtue II



- ▀ **Style:** 1 or 2-Player (w/Game Link) Role-Play Adventure Installment of the popular Ultima series
- ▀ **Created by:** FCI

- ▀ **Special Features:** Adjustable difficulty, battery back-up, selection of four characters
- ▀ **Available:** November '93 on Game Boy

▶ **THE BOTTOM LINE** **7.5**

If virtues like the Honor of Trinsic and the Valor of Jhelom make your pulse quicken, then you may prove to be a knight worthy of such an adventure. A tale of kings and trolls and mystical mages who dwell in a world known as Britannia. Role-Play fans will be happy to hear the saga of Lord British lives on in FCI's latest installment of the famed *Ultima* series, *Runes of Virtue II*.

The evil Black Knight has returned and this time he's kidnapped Lord Tholden, mayor of Britain, in order to lure Lord British and his men. Guarded by a menacing troll, Lord Tholden is being held captive in the Cavern of Hatred, which lies just north of the kingdom. Lord British summons Avatar to rescue Lord Tholden, and so our quest begins.

Runes of Virtue II is the fifth *Ultima* for the video game realm, the second adventure for Nintendo's Game Boy. In it, RPG'ers will find the same easy interface and wealth of options that they've grown to admire from previous versions. There are four characters to choose from: Shamino, a ranger from Trinsic; Iolo, a bard from Britain; Mariah, the beautiful mage of Moonglow; and Dupre, a soldier from Jhelom, the city of Valor. Aided by a magical Ankh and a host of other weapons or charmed objects that you acquire, you must explore dungeons and vanquish goblins to complete your mission. So if you're on the road and you're feeling heroic, pick up this latest *Ultima* adventure. ♦

ROSS, THE REBEL GAMER

Overall
Rating:

7.25

"The Game Boy needs another RPG, especially another all-time great like *Ultima*. Given the LCD capacities, this one surprisingly adds a little more such as zoom-ins on the characters. Other areas are a different story; the tunes and sound effects are mediocre at best. I'm amazed at the simplicity of *Runes*, which is a good thing for any RPG. However, this may not be the ticket for someone trying them out for the first time."

ANDY, THE GAME HOMBRE

Overall
Rating:

7

"*Runes of Virtue II* does a great job of mixing Role-Play with Action and Adventure. While the graphics are mediocre, the animated sequences are a nice touch. I hate Game Boy sound...period. While the control is nice in the RPG scenes, your sword control in the action scenes is less than satisfactory. *Runes* is an excellent RPG which will eat up your time and batteries, but be prepared for the lack of control."

RICK, THE VIDEO RANGER

Overall
Rating:

8.5

"*Runes of Virtue II* demonstrates brilliant use of the Game Boy in a fantasy Role-Play. The character detail is good, the animation is acceptable, and I enjoyed the variety of objects and characters. I like the way the music changes and the sound effects warn you of impending danger. Through the use of the Start and Select buttons, there's an incredible number of choices you can make. Everything about *Runes II* is, at the very least, good. The options and playability are great. For hand-held RPG'ers who don't mind fighting their own battles, this is a must-have."

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"Racing miniature boats, cars and choppers over sand pits, snooker tables and breakfast mats! It may sound weird but it's hellish addictive! Dodge orange juice stains, jump over playing cards into snooker pockets - simply brilliant!"
N-FORCE

"Arguably the best race game ever written"

Neil West, 92%
Mega magazine



U.K. NUMBER ONE BEST SELLER!

"Will keep even the most hardcore gamers hooked"
VideoGames magazine

"Edge of your seat, blistering micro car action!"
GamePlayers magazine

93 PERCENT
"Probably the most playable game I've ever seen on the [Genesis]"

Games Master magazine



IF YOU DON'T GET IT, WHAT ARE YOU PLAYING AT?



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The Evil Lord Tanzra Rises Again in...

ActRaiser 2

Long ago an evil being named Tanzra rose up and, with the help of his six Guardians, challenged The Master to the ultimate battle of goodness versus depravity. The Master succeeded in reclaiming and rebuilding the six lands of his world, and The Evil One lay dying at his feet. Suddenly thirteen dark, hooded figures known as The Chosen 13 rose up from the mist to transport their leader back to the underworld. An era of peace followed but, resurrected by his thirteen demons, Tanzra has returned to claim his revenge on The Master and his people.

This time Tanzra's targets are the seven lands of The Master's world. From the hard-working people of Dillinger to the moderate inhabitants of Tempus and the once-friendly neighbors of Estania and Favorian. Set forth to destroy these lands are the Chosen 13; Fatigue, Laziness, Envy, Jealousy, Greed, Gluttony, Anger, Fury, Confusion, Deception, Despair, Doom, and Destruction.

ActRaiser 2 continues the saga of The Master's battle against evil. The reconstruction simulation mode of the original *ActRaiser* has been replaced by fast-paced and varied action. In addition to several attack, defend and jump maneuvers, The Master may use seven types of magic. Or, switch into the Sky Palace mode to travel and gather information about each land and its inhabitants. This Enix sequel promises to please both RPG story fans and those craving straight-forward action.

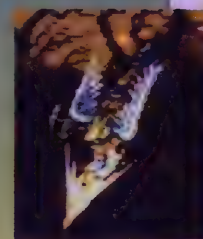
Attacks



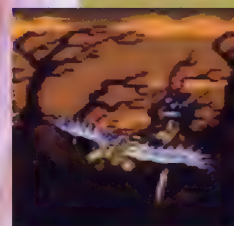
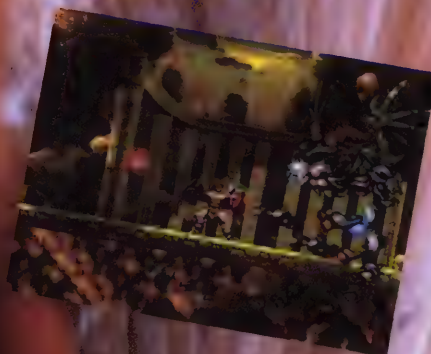
Standard
Attack: Y



Hover Jump:
B twice then
hold Up ↑



Jump Attack:
B Twice then
Down ↓
and Y.



Long Jump:
B Twice



PAUL, THE PRO PLAYER

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

"The improvements over the first version are amazing. The character animation is outstanding when flying; okay otherwise. The backgrounds will blow you away. The soundtrack is equally impressive, with sound effects similar to Castlevania IV. The sequel has the challenge that the first one didn't. The control is great, but the jump maneuvers are kinda' tricky at first. I'm really impressed by this cart. It has long levels, cool special attacks, and a fantasy/ RPG feeling."

ANDY, THE GAME HOMBRE

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

"ActRaiser 2 leaves the original ActRaiser in the dust. It's very complex and definitely one to master. The backgrounds are really detailed and multi-dimensional. The animation is very smooth and even. And wow! What a soundtrack; quite classical, but great. At first, the player seems to move a little slow but, when you get used to the controls, he's quite a character. With multiple magic spells and numerous attacks the Master is truly a hero. Very intense game; although it moves at a snail's pace, it's still quite addicting."

ROSS, THE REBEL GAMER

Concept: 7 Playability: 4
Graphics/Animation: 9 Entertainment Value: 8
Sound: 9 Overall Rating: 7.5

"The scaling and rotation alone make this game stand out. And once I saw the new animation and backgrounds, I was impressed. ActRaiser has always had great music and sound but, hard to believe, they improved them. Think you can sit down and play this without reading the manual? Don't even try. This has to be one of the most difficult games I've seen. If you anything like me, you'll be trying to figure out why you can't make it through the first level. Be patient. You'll eventually figure it out."

- **Style:** One-Player Action/RPG
- **Special Features:** Adjustable difficulty & password feature
- **Levels:** Seven 2-Act stages
- **Created by:** Enix
- **Available:** November '93

▶ THE BOTTOM LINE **8.5**

Industen



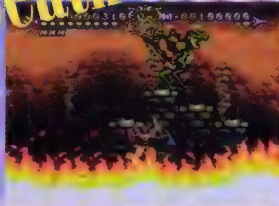
Modero



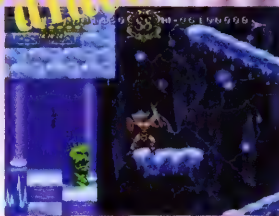
Gratig



Death Vield



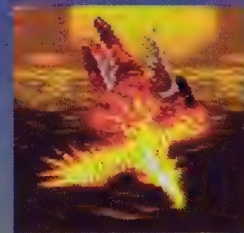
Palace



Magic In the Air!



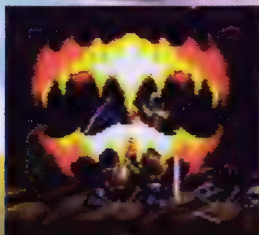
Aura Shoot: Charge Y



Phoenix:
Charge Y then
Hold Down ↓



Spark Element:
Charge Y then
Hold Up ↑



Earth Force:
Charge Y and
press Down ↓



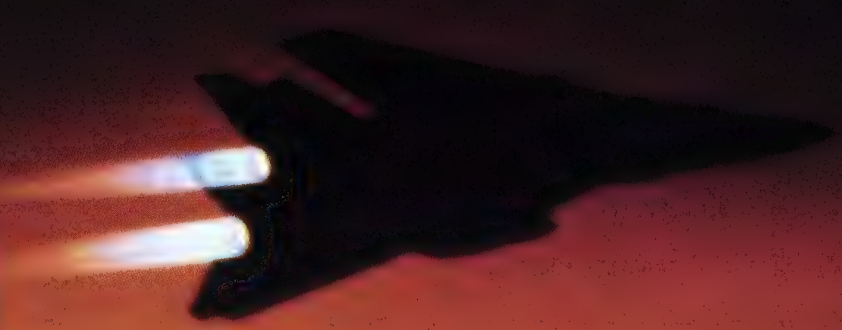
Fire Breath: Charge Y



Raging Bomb:
Charge Y and
press Up ↑

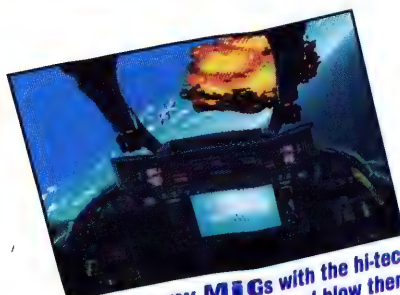
Magic On the Ground!

TIME FOR MORTAL



Daring takeoffs and landings on the rolling deck of a seaborne carrier call for nerves of steel!

Flying kicks. Super punches. Fireballs. Death blows. Some people call this type of fighting "combat." But there are others who call it kid stuff. Like anyone who's sat in the cockpit of an M1A2 Abrams battletank, ears ringing with each blast of its 120mm cannon. Or someone who, 30,000 feet above the Mediterranean, banked their F-14 Tomcat at Mach 2 to shake a MiG off their tail. Now we're talking mortal combat!



Sight enemy MiGs with the hi-tech Heads-Up Display and blow them out of the sky!



Dominate the skies in the Navy's most lethal and sophisticated weapon, the F-14 Tomcat!



Challenging night operations test the skill of even the most expert pilots!



One slip can turn you and your multi-million-dollar weapon system into a twisted heap of flaming debris!

SOME REAL COMBAT!



ALL NEW!
16
 MEGS
 OF POWER!

And you can too with our spectacular new 16 MEG military simulators, **SUPER BATTLETANK 2™** and **TURN AND BURN: NO-FLY ZONE™**. They're not real life, of course, but their mind-blowing graphics, senses-shattering 16-bit sound, and lifelike animation make for combat action that sure feels that way.

Forearm jabs? Roundhouses? Come on. Forget the kid stuff. Try fighting like the big boys do.



Murderous day, dusk, and night duels against a well-armed and numerous foe test your tactical ability!



Go topside to take on attackers with the high-speed Phalanx machine gun!



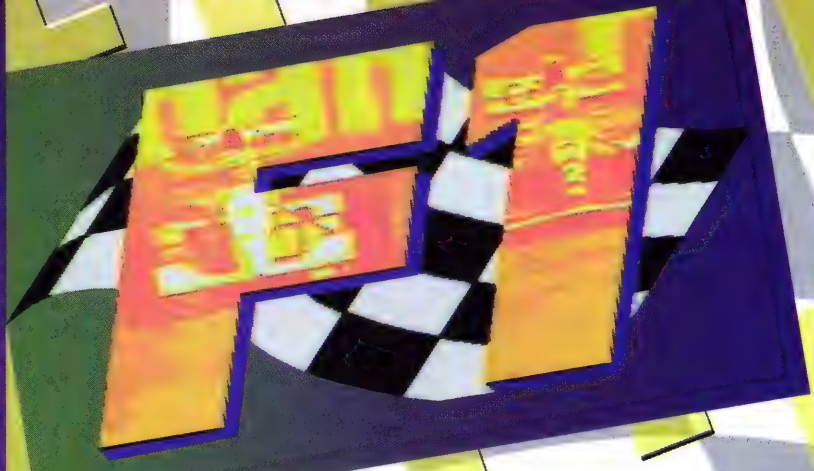
Call in F-15 air support to swoop down and lay waste to enemy resistance!



Kill shot! Re-live your victories with full-motion video replays of enemy acquisition and termination!



Ultra-realistic animation includes PATRIOT missile launches!



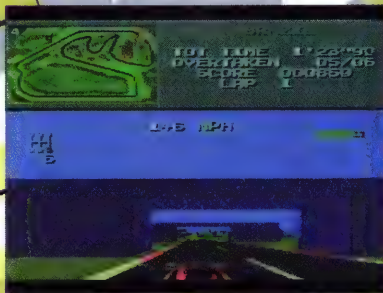
- **Style:** 1 or 2-Player simultaneous racing
- **Special Features:** 12 actual FIA international Grand Prix circuits. Adjustable difficulty & 4 modes of play
- **Created by:** DoMark for Tengen
- **Available:** November '93

POLE POSITION		
DRIVER	TIME	TIME
ZANARDI	1'42"54	1'43"38
PROST	1'44"14	1'44"03
BERGÉ	1'45"66	1'45"44
PROST	1'47"17	1'47"09
BLUNDÉLL	1'48"73	1'49"49
ALESİ	1'50"24	1'50"30
SCHUMACHER	1'51"77	1'51"77
KATAYAMA	1'57"06	1'54"04
HERBERT		

Here's your chance to race against actual FIA drivers.



Race on your choice of 12 international circuits.



Strap yourself in and get ready to race against some of the greatest teams in Grand Prix racing. Formula One World Championship puts you behind the wheel to pilot the DoMark racing team to victory and, thanks to the FIA license, you'll be competing with actual drivers and teams on actual F1 circuits.

While racing games are as common as stop signs at an intersection, this latest offering from DoMark and Tengen runs laps around the crowd. It features a first-person perspective for a more realistic driving experience, and cool polygon graphics reminiscent of the more popular arcade driving machines.

If you just want to jump in and drive, there's a built-in arcade mode available in either One-Player or One-Player Turbo. The object is to overtake as many other cars as possible and, if you make the quota, you advance to the next race. If you take your driving more seriously, the Championship mode pits you against other FIA drivers through a racing season on twelve of the fiercest international FIA tracks in a battle for the title of World Champion. Join fellow team driver James Tripp in the One-Player mode or go head-to-head with a friend in the Two-Player simultaneous, split-screen competition.

If you're new to the sport, there's a special Training mode that lets you select your course and test out various improvements on your car. With tire, transmission and wing options, racers can tailor their cars to their own taste. Four skill levels, ranging from Novice to Expert, allow players of all abilities take this hot cart for a test-drive.



F1 Features first-person perspective



Overtake your opponents in arcade mode.



Race against a friend or computer in 2-player mode.



Pit for repairs.

▶ THE BOTTOM LINE **8.25**

ANDY, THE GAME HOMBRE

Overall Rating: 8.25

"Driving carts come and go, many unnoticed, but Formula One is truly outstanding. It's designed from a first-person perspective like Super Monaco, yet highly refined and very drive-able. The scaling is pretty awesome; things fly over-head at lightning speed. The backgrounds aren't great, but there isn't time to check out the view. I really like the control of this cart; nice and smooth. While it's frustrating because you crash quite a bit, the game is just demanding that you put the time in to master its twists and turns. I would recommend this cart to any racing fan."

PAUL, THE PRO PLAYER

Overall Rating: 7.5

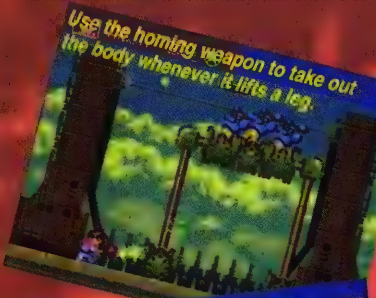
"The in-the-cockpit view is nothing new, but the animation is similar to the Race Drivin' or Virtua Racing arcade machines; it has a great look. The tire screeches and engine roar are pretty much the same as in other carts. It has many of the options you've come to expect from racing games; the control is solid and easy to grasp. I am impressed with Tengen's effort on this cart. I'm a racing cart fan and, although Formula One doesn't look new, the play and graphics are what makes it a cool game."

ROSS, THE REBEL GAMER

Overall Rating: 9

"Racing games are abundant and they just keep coming. But...Wow! The Genesis can do scaling and rotation. The first-person perspective is great and the backgrounds appear real-time 3-D. The crashes and jumping other cars create an intense experience. I didn't know the Sega could make sounds like this; the engine's roar, the transmission's whine, and the sound of metal hitting metal at 130 MPH. It's tough to know what place you're in or exactly where the pit is. Even if you're not a big Grand Prix fan, you'll love the opportunity to travel at these speeds."

GUNSTAR HEROES



Use the homing weapon to take out the body whenever it lifts a leg.



The mining mechs come at you from every side.



Lots of mini-bosses per level!

- **Cart Size:** 8 Megs
- **Style:** 1 or 2-Player futuristic Action/Shooter
- **Special Features:** Adjustable difficulty & stage select
- **Levels:** Five enemy-intense stages
- **Created by:** Sega
- **Available:** Now on Sega Genesis

▶ THE BOTTOM LINE 8



They've captured Yellow and you have to bring him back!

NON-STOP ACTION FOR THE SEGA GENESIS

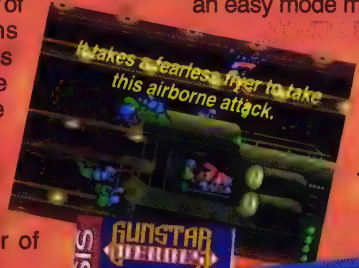
The distant planet of Gunstar 9 is under attack...from the inside! The inhabitants of this once peaceful mining planet are falling to the hands of their own robots. It seems that some unknown alien being has intervened and reprogrammed hoards of worker 'droids into masses of murderous machines.

Now only two brothers remain to fight off the armies of automated assassins. They must recover all four of the hidden power gems before their attacker steals them away, capturing the ability to rule the entire universe. With the help of their friend the scientist, they can select their mode of attack, their weapons and the order of their missions.

Gunstar Heroes takes players through five enemy-ridden missions, ranging from the ancient ruins and an underground mine, to retrieving a gem from Captain Orange and a one-on-one battle with

Black, the Lord of a Strange Fortress that sends you through a series of challenges. And your opponent has even more tricks up his sleeve.

Our heroes, represented in classic Japanese-style animation, can slide, climb, throw and even use each other as weapons. Choose between eight-way directional attacks or free shot control and a selection of weapons such as lightening, fire or chaser guns. Try out different combinations for a variety of attacks. Unlimited continues and an easy mode make *Gunstar Heroes* an entertaining introduction to Action/Shooter games, but the expert difficulty will keep even the sharpest controller jockeys busy.



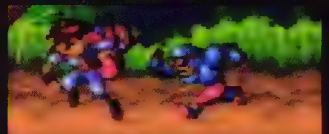
It takes a fearless flyer to take this airborne attack.



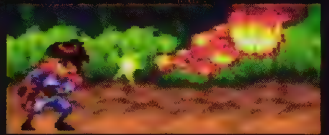
The fate of Gunstar 9 rests with two brothers!

Super Attacks

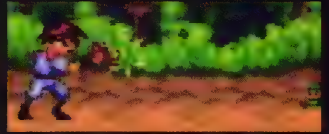
Throw



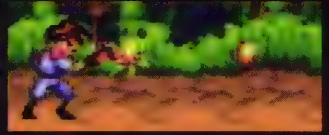
Flame-Thrower



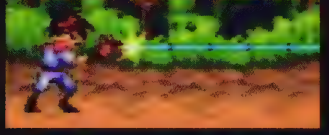
Homing



Standard



Laser



ANDY, THE GAME HOMBRE

Overall Rating:

7.75

"Basically a *Contra* clone, *Gunstar Heroes* features 2-player shooter action. While the graphics look great, the screen tends to flash and sprites drop quite a bit. Something has to suffer when you put that many detailed sprites on-screen. It has cool effects and explosions, backed by standard Sega music. It's easy to control and the numerous attacks add a new twist. *Gunstar Heroes* is a solid title for both shooter and action fans. *Contra* fans should give this one a long, hard look."

RICK, THE VIDEO RANGER

Overall Rating:

8

"2-player simultaneous, hard-core shoot'em-up action. *Gunstar Heroes* is a difficult *Contra III* copycat, but why not? The characters look good; the enemies are intense. But the stars are the weapons, which burst like fireworks shaking the screen. It features great music and the best gun and explosion sounds I've ever heard for Genesis. The best move is holding the fire button and aiming your shot around with the directional pad. *Gunstar Heroes* is an intense action game with very good graphics and some of the best sound effects on this system."

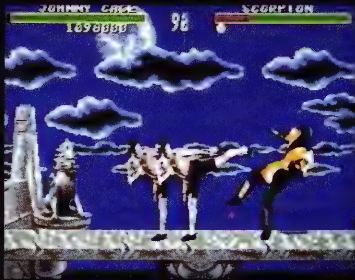
PAUL, THE PRO PLAYER

Overall Rating:

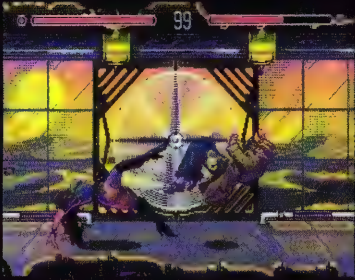
8.25

"*Gunstar Heroes* is a mix of *Contra III* and *Super Turricon*. The screen is covered with excellent colors and great animation, but it does suffer a little slow-down at times. The explosions and gunfire are all basic, but well done. The control is perfect. I love all the power-ups and the huge bosses, and 2-player simultaneous play is a bonus. This is a great cart with cool characters. *Gunstar Heroes* takes the old *Contra* concept and lifts it to new levels."

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Arena's Mortal Kombat®
Prepare yourself for a plunge into the pit as Johnny Cage delivers his patented, rib-shattering Shadow Kick.



Eternal Champions™
Use Shadow's Flying Step to stomp on Larcen.

SOME KIDS WON'T SEE THE ADVANTAGES



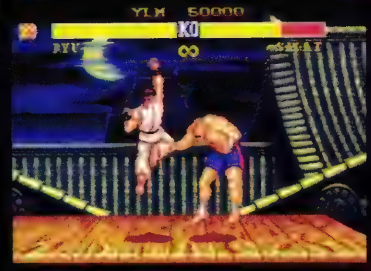
Streets of Rage 2™
Blaze flattens Galsia with her karate chop.



Electro Brain's Best of the Best Championship Karate™
Rearrange his brains when you hit this kick-boxing foe with a Round House.

W E L C O M E T O T

Capcom's Street Fighter II™:
Special Champion Edition
Ryu takes a bite out of
Sagat when you use his
Dragon Punch.



Greatest Heavyweights
This round is over
when you left jab the
big bruiser.



OF ACTIVATOR.™ THEN IT WILL HIT THEM.

You didn't. He's sitting over there moving his thumbs. You're in the middle of an infrared ring, punching and kicking. It'll hit him fast. You've got better moves because you're moving your whole body. He only uses two thumbs. With Eternal Champions, for example, you kick left and right and your character kicks left and right. When you punch back, your character punches back. The guy with the regular controller doesn't have a chance, unless you're completely out of shape. It's not exactly a fair fight, but who cares about being fair?

SEGA

activator™

FOR SEGA GENESIS™

H E N E X T L E V E L™

Sega Grants All Your Wishes With a Treasure Known as

Disney's

Aladdin

This is a story about a far-away land of sultans and sands; about a boy who lived in a place called Agrabah

Wondrous things really do happen when you pop this incredible cart from Sega. The geniuses at Disney and Virgin Games collaborated to recreate last year's enormously popular animated feature, *Aladdin*. This breath-taking game is a testament of just how impressive a 16-bit cartridge can be.

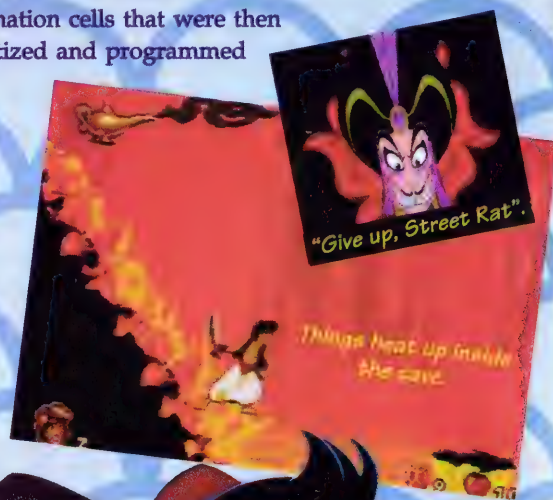
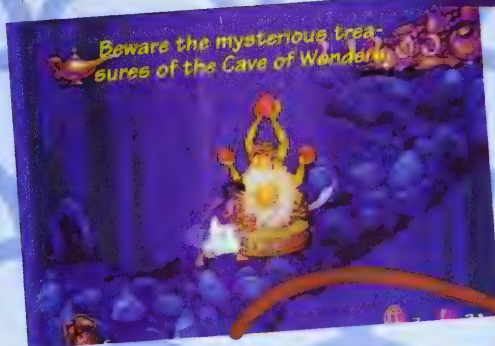
Aladdin takes gamers on an adventure through ten beautifully-detailed levels of play that closely follow the storyline of the movie.

For those of you not familiar with the flick or the tale from *The Arabian Nights*, shame on you! It's the story of a young street beggar named Aladdin who falls in love with the Sultan's run-away daughter and finds himself in possession of a magic lamp, complete with a genie.

A team of Disney artists that originally worked on the movie created 1,500 new animation cells that were then digitized and programmed

- **Cart Size:** 16 Megs
- **Style:** One-Player action/adventure
- **Special Features:** Adjustable difficulty & limited continues. Animation by Disney artists. Featuring 3 songs from the movie
- **Levels:** 10 levels & 4 bonus stages
- **Created by:** Co-created by Virgin & Disney
- **Available:** October '93 on Sega

► THE BOTTOM LINE **9.25**



All Characters, Artwork © The Walt Disney Company.



Check out the animation!



Magical lamps blow away any on-screen enemies.



Aladdin moves smoothly in this hand-to-hand mo-



There's lots of humor, from spitting camels to hidden Disney references.



Crazy Bonus rounds where you control Abu!



Gather gems to buy lives and wishes from the street merchant.



"On a Magic Carpet Ride..."



Aladdin in the Sultan's Dungeon



RICK, THE VIDEO RANGER

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

"A whole new world of video game wonder! Aladdin marks the biggest advancement in games of this format since Castle of Illusion. It features the best animation available on any cart-based home system. Nothing else comes close. The character movement is life-like; Aladdin comes to a quick stop and dust flies up from under his feet. The theme music draws you in and the sound effects are like the movie's. Handling Aladdin couldn't be much better. He moves with momentum so, once you adjust, it's very realistic. Aladdin is a must-have for players of all ages."

PAUL, THE PRO PLAYER

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

"After getting a peak at this cart at SCES, I was impressed by what I saw and by the folks who produced it. Now that I've really played it, I can't say enough. From the animation of the camel spitting to the sound of clanking swords, Aladdin is first-rate. The game plays as good as it looks. Yep, it's pretty cartoon-y. Overall, this has to be the best 'action-cartoon-movie' translation yet."

into this game using proprietary technology from Virgin Games. Aladdin moves as quickly and smoothly as he does in the film, thanks to the 60 frames per second animation speed. Our hero runs, jumps, swings his saber, throws objects and hand-over-hands his way through Jafar's evil henchmen and the Sultan's army, all with the look of the cartoon.

The creators have worked in the humor and mood of the movie with the help of several of the original characters. There's Abu, the monkey and Jafar's feathered side-kick, Iago; as well as Princess Jasmine and the Genie. The game also features three songs from the movie soundtrack, "A Whole New World," "A Friend Like Me" and "One Jump Ahead."

Aladdin is sure to be a classic for the whole family. It demonstrates that great things can come out of the merging of Hollywood and the video game giants. Wonder what they'll do for an encore? *



ANDY, THE GAME HOMBRE

Concept: 8.5 Playability: 9
 Graphics/Animation: 9.75 Entertainment Value: 9
 Sound: 8.75 Overall Rating: 9

"Aladdin sticks with the basic action genre, but bumps it up to meet the expectations of 16-bit gamers. The game itself is pretty amazing, with crystal-clear animation and deep backgrounds that create a movie-quality picture. Spectacular! An excellent job by Virgin and Disney. It features music and sound effects straight from the movie. While the control is still basic, it leads you through adventure after adventure. Aladdin is definitely one of the best action games to come along. The only problem I could find is that it's a little too easy."

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CRESCENT GALAXY™



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EVOLUTION: DINO-DUDES™



CYBERMORPH™



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6 4 - B I T

INTERACTIVE MULTIMEDIA SYSTEM

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COMPETITION BIT BY BIT.



TINY TOONS™



Here's something to gnaw on. The new Jaguar interactive



multimedia system has a mind blowing 64 bits of power, compared to a wimpy 16 bits for the competition. 64 bits means 16 million colors in a 3D world. Breakneck speeds. Cat-like control. And special effects like you see in the movies.

How does it sound? Well, if this ad had a volume button your mother would be yelling at you to turn it down. Car crashes, alien screeches, jet engines and other bone rattling stereo CD quality sounds will make you jump out of your seat.

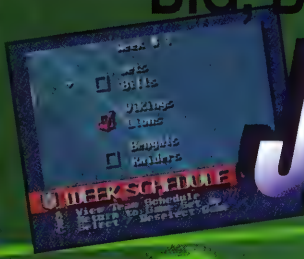
When you do, make sure to run to the nearest store. Everyone else will be there chomping at the bit to buy one.

What we're really saying is Jaguar's 64 bits eats the competition alive. Sink your teeth into it and you'll see what we mean.



BIG, BAD JOHN IS BACK ON THE GENESIS:

JOHN MADDEN '94

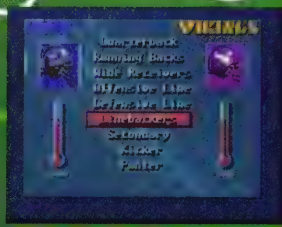


Just like the annual Pigskin Preview, here comes another *Madden* from EA Sports. This newest installment of *John Madden* has numerous improvements, but the overall game is very similar to *Bill Walsh College Football*. Like *Walsh*, *Madden* has four-player capability, the new view and player animation. However, it adds the flash of pro ball and the NFL license. So let's focus on what separates this game from previous *Maddens* and *Bill Walsh*.

Madden '94 has progressed to approach the true play of professional football. While some of the things you can do aren't exactly legal, just like the professional sport, they just don't call 'em. Pass Interference isn't called and the running backs can plow through people like you wouldn't believe, leaving bodies in their wake. Perhaps one of the most



welcome changes is the expanded playbook, as well as a new play-calling method. The play list includes many new plays, along with all the old standards. Furthermore, the new play-calling method incorporates the bluff call (like *Walsh*) where you can hide the play from your opponent. Choose your formation, then choose your play from a scrolling play-card with a moving cursor, creating a perfect mix of the old *Madden* and *Walsh*.



The Match-ups!



More plays and a new flip feature.

This cart takes another step towards the ultimate sports cart. Many enhancements were added to make this game a definite improvement over its predecessors. The addition of a season and a ton of teams, including All-Time, assures that any fan will be able to find his favorite team. So sit back and watch football on Sunday, but experience football on *Madden NFL Football '94* any day of the week.



Play with the All-Time Greats.

GAME STATS		VIKINGS	
Score	14	17	
Time Of Poss.	1:45	6:15	
First Downs	7	11	
Passing Yards	84	119	
Avg. Yards/Pass	14	11	
Longest Pass	37	37	
Completions	5/6 (83%)	7/10 (70%)	
Running Yards	26	37	
Avg. Yards/Rush	7	7	
Longest Rush	7	23	
Total Yards	110	146	
3rd Down Con.	0/2 (0%)	1/2 (50%)	
4th Down Con.	0/0 (0%)	0/0 (0%)	
Field Goals	1/1 (100%)	1/1 (100%)	
Turnovers	0	1/1 (100%)	
Interceptions	0	1/1 (100%)	
Passes Thrown	6	10	
QB Sacks Allowed	0	0	
Punts	0	0	
Avg. Punt	0	0	
Longest Punt	0	0	
Punt Returns	2	0	
Avg. Return	22	0	
Longest Return	0	0	
Kick Returns	0	0	
Longest Return	0	0	
Yards Penalties	14	10	

- **Cart Size:** 16 Megs, plus battery back-up
- **Style:** 4-Way Play compatible gridiron action
- **Special Features:** 16 game schedule, 80 teams including 12 All-Time Franchise, 38 Super Bowl and 2 "All-Madden" teams
- **Created by:** EA Sports
- **Available:** November '93 on Sega Genesis

▶ THE BOTTOM LINE **8.5**



New touchdown animations.

ANDY, THE GAME HOMBRE

8.5

"It's nothing new, but I don't know what I'd do without a new *Madden* every Fall. Especially this year's because they finally added a season. The new driver is nice; it tends to get a little more flash at the line of scrimmage, but the players look cool. *Madden's* voice-overs are hilarious. The play is best head-to-head (4-player option's not as cool as in *NHL*), but you do get some good challenge from the computer. Either way, *Madden '94* is solid cart that will make football fans ecstatic for another season."

RICK, THE VIDEO RANGER

7.5

"Though not new, the *Madden* concept is still good; make the game as real as possible. The teams are easily distinguishable, though the screens are a bit grainy. And the sound is better than ever with good *Madden* voices. Compared to past *Madden* games, '94 takes one step forward and one step back. A good as the old play call screens were, I like these better. Unfortunately, the ball goes over your head on all punts and kickoffs. For those who have brought previous versions, there's not much reason to buy *Madden '94*, except the 4-player option."

PAUL, THE PRO PLAYER

9.25

"Wow, another *Madden*! The new EA football driver debuted on *Bill Walsh* and I think it looks great here. Cool animation features really bring the game home, and the new voice-overs by the *Madden* man are just like his goofy comments on the tube. *Madden '94* has the same type of controls as previous versions but, with the addition of a load of old-time teams, the match-ups are endless. With four-player capabilities and a great new look, EA Sports has given me another awesome football cart for Genesis."

MUNCHIES!

It's Pac-Man's dream come true: more ghosts to gobble! Video game super star Pac-Man is on the Super Nintendo


Entertainment System in a hot new game:



The object of the game is to line up

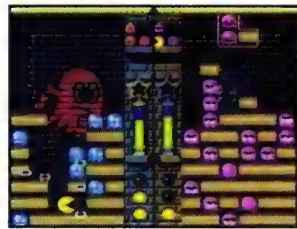
blocks in a row. Sounds simple, but those meddling ghosts are at it again getting in your

way. Never fear, Pac will save the day!

-  Three modes of play:
 One player!
 Two player head-to-head munch fest!
 100 level puzzle game!

 Smoking sound track!

 Cool graphics



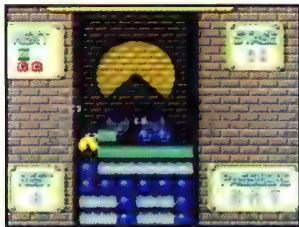
Go Head-to-Head with friend in 2-player mode!



Line 'em up!
Chow 'em down!



Munch Fest!



Wrack your brain with the puzzle mode!

Warning:
Pac-Attack is highly addictive.



SUPER NINTENDO
ENTERTAINMENT SYSTEM

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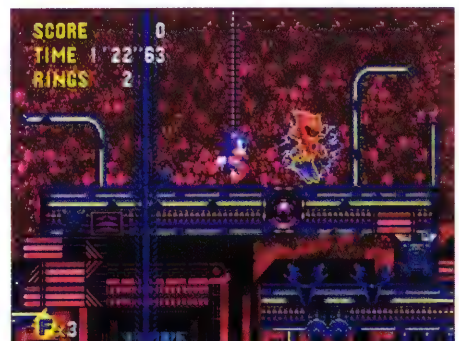
CD GOES SONIC



Over 60 levels Seven zones, three levels each, each level in past, present and future time warps (that's 63, but who's counting?). Heck, we invented Sonic, but it's even hard for us to keep up with him.



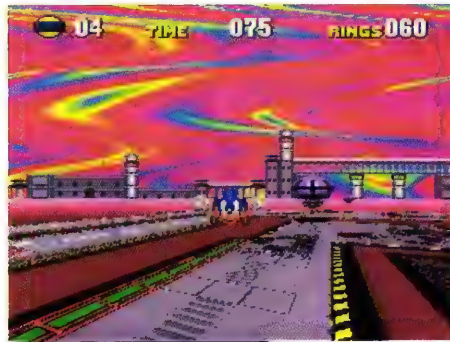
New moves, razor sharp graphics See Sonic in a vertical spin. See Sonic rev his red high tops. See Sonic grab a pole and fling his way forward. There sure is plenty to see here.



New nasty, Metal Sonic The little cretin? No, it's not Sonic on a bad hair day, it's the evil Metal Sonic. See Sonic race Metal Sonic to rescue Princess Sally.

So what happens when a Hedgehog goes CD? You get totally new adventures. Totally sharper graphics. Totally new moves. Totally Sonic CD Sound Track with QSound™. Totally incredible levels — 63 of them. Plus a totally special Special Stage. So is this all the reason you need to get into the Sega CD game system? Totally, yes.

GOES CD



Sonic spins into the screen There's awesome scaling and rotation in the bonus zones, so you can play from Sonic's point of view. You don't get dizzy easily, do you?



Cool Stereo QSound The good news is that Sonic CD has the coolest Sonic sound track ever, composed and produced by Spencer Nilsen. In QSound™ surround stereo.



WELCOMETOTHENEXTLEVEL™

SEGA CD



Don't miss the madness - Sonic Mania Day, November 23

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Enter the World of True Flight-Simulation With JVC's AH-3

THUNDERSTRIKE

As pilot of the military's top secret helicopter, it's your duty to jump when duty calls. And with terrorism, oppression and global unrest, things really have you hoppin'. JVC places you right in the cockpit of their Sega CD military-style flight simulation, *AH-3 Thunderstrike*.

Even a rookie pilot should be able to get the hang of the easy control interface. But far be it to say that this game is simplistic. *AH-3 Thunderstrike* features an easy access weapon interface, which include guns, missiles and rockets. It just takes a flick of a button to reset your sights on ground or air targets. Veterans will enjoy the 360° rotational game play and the fully functional, detailed instrument panel. The most difficult part is tracking the proper course, as you must rely on the voice of your navigator to steer you through.

The call has come in and, after a short briefing, you will proceed on your choice of any of the ten missions. These range from arms running in South

- **Style:** One-Player Military flight simulation
- **Special Features:** Adjustable difficulty & game controls. Game save feature
- **Levels:** 10 missions; 4 objectives each
- **Created by:** JVC Musical Industries
- **Available:** Available November '93 on Sega CD

► **THE BOTTOM LINE** **7.75**



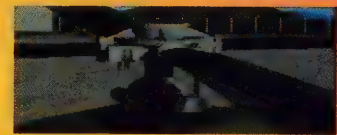
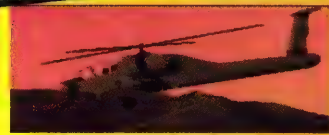
Take out in-coming fighter planes.



Ready... Aim... Fire!



Use your missiles for Primary Targets and other Aircraft.



Cool animated sequences!



America to Piracy on the seas of South China. Settle an oil dispute in the Middle East or find yourself reclaiming Bio-research facilities in Alaska. Each campaign consists of four separate objectives or missions. You may save your game after each completed mission or become eligible for a medal after a successful campaign. You know what they say...no guts, no glory. So hop to it, fly boy!

ROSS, THE REBEL GAMER

Overall Rating:

8

"True flight simulators are rare on home systems, and ones like this are near impossible to find. These graphics pop off the screen and, with CD sound quality, you get true-life sounds. Even the voices don't sound computer-generated. The flight path is never clearly defined and I had trouble telling which targets I was supposed to take out until I was right on top of them. Negatives aside, AH-3 is one of the best simulator games I've seen for some time."

RICK, THE VIDEO RANGER

Overall Rating:

7.75

"AH-3 Thunderstrike is another flight simulator in the much improved Sega CD line-up. It features very realistic images of planes, choppers and tanks. It has smooth animation and rotation of the battlefield and battle sounds worthy of the CD. Operating your chopper and keeping it on course is challenging, but you are helped out by voice instructions. This is the most realistic chopper simulation you can get, outside of those for computer."

PAUL, THE PRO PLAYER

Overall Rating:

7.5

"This is a mix of *Cobra Command* and *Desert Strike*. It's the first game to make good use of the scaling capabilities of this machine. It looks good, but the whole screen lacks a little depth. The voice samples are used well and guide you along your missions. The control is great and, there's plenty of challenge. Unfortunately, the play is a bit generic. I wish there were more options, as far as weapons and missions. AH-3 Thunderstrike is more action than simulation, so some may not like the repetitive style of the missions."

FASTER THAN A SPEEDING BULLET... NOT!

PUGGSY™



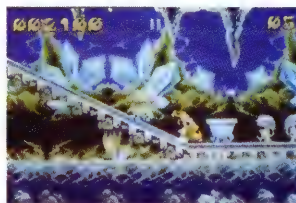
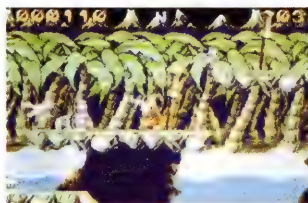
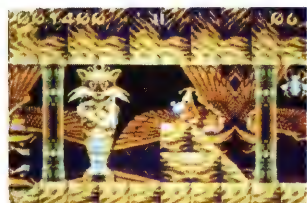
You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude all his own. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus

levels of play, filled with secret rooms, hidden levels and "Easter eggs". With *Total Object Interaction™ (TOIT™)* Puggsy

actually uses his arms (no rodent's ever done that) to control forty different objects, solving puzzles and zapping over one hundred different alien creatures, as he waddles his way through seventeen bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.

If you can't find this game at your favorite retailer call:
(800) 438-7794 (GET PSYG)
to order your copy today.



Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139
(617) 497-7794

STREET FIGHTER II

NEW CHALLENGERS

Every "Street Fighter" in the World wonders what will be in the next Street Fighter II. New characters?... New moves?... Weapons?...the rumors have been flying for months. Enter **Super Street Fighter II: New Challengers**. Four new characters and stages; new special moves; new detailed character pictures; new animation and backgrounds; eight color choices for each character. If that's not enough to whet your fighting appetite, take a look at these pictures. While the game wasn't complete when we went to print, we just couldn't wait to show you.

FEI LONG - HONG KONG

Born: 1969
Height: 172cm (5'8")
Weight: 60kg (132 lbs.)
Blood Type: O
Bio:

Fei Long is always full of energy, hot blooded, reckless and very emotional. He is easily moved to tears and simple minded. He has been training in Kung Fu since an early age, he finally became famous in the movie industry as a martial artist action star. When he learns about the "International Fighting Championship" Fei Long decides to enter the championship to test his skill as a martial artist.



THUNDER HAWK - MEXICO

Born: 1959
Height: 230cm (7'6")
Weight: 102kg (224 lbs.)
Blood Type: O
Bio:

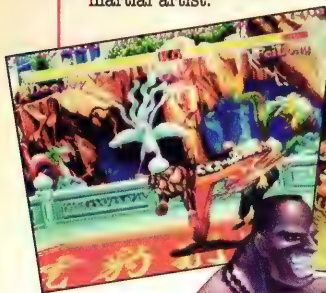
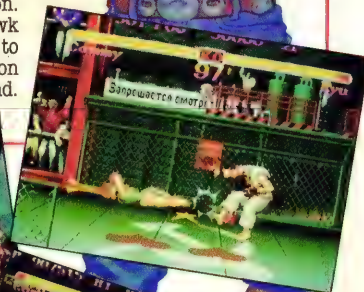
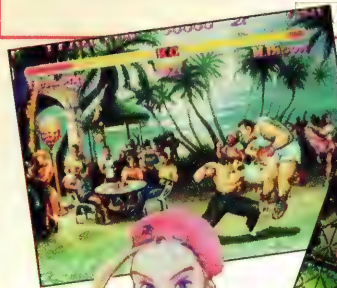
T' Hawk comes across as an unsociable guy but he is warmhearted and has a great respect for animals. He does not like to quarrel, but once he is upset nothing can stop him. At his father's death he discovers how his family had to escape from their homeland and how many lives were lost to the "Shadolu" organization. With his father's last words, T' Hawk decides to return to his homeland to challenge the "Shadolu" organization and take back his people's homeland.



CAMMY - ENGLAND

Born: 1974
Height: 164cm (5'4")
Weight: 46kg (101 lbs.)
Blood Type: B
Bio:

Cammy is very fickle and known to change characters with her mood change. She is rather ignorant to the world around her. At age 19 she works as a British special agent. Her memory only goes back three years when she was found unconscious in front of a special agency academy. Rescued by the agents, Cammy began her training and with her quick perception and reflexes, she became a top agent. One day she receives an order to terminate the "Shadolus" bosses. As she travels around the world to accomplish her mission, a surprising truth starts to unfold.



DEE JAY - JAMAICA

Born: 1965
Height: 184cm (6'1")
Weight: 92kg (202 lbs.)
Blood Type: A
Bio:

Dee Jay is loud and yet cheerful guy. He always has a smile on his face (even when he's asleep) and is very conscientious about the way he dresses. With his natural rhythm and excellent reflexes, he fights as a kick boxer part time. He was on the road to stardom as a professional musician. Until, one day during a fight, he experienced a special sensation in his kick boxing rhythm. This enticed Dee Jay to travel the world in pursuit of a new kind of music.



Catch'em if you can.



If you can't find this game at your favorite retailer call: (800) 438-7794 (GET PSYG) to order your copy today.

Wiz n' Liz have done it now. They've lost their rabbits, man and how. They may be good magicians, amazing young and old. But that last spell they cast must have had a little mold. Their hutch full of bunnies is now empty, it seems. The rabbits are everywhere it's like a bad dream. Now for Wiz and Liz, it's a frantic affair. Racing to and fro to catch the last here.

Join Wiz N' Liz in their frantic race to regain their wayward wabbits. Dash across the screen collecting rabbits and gaining bonus points by scooping up ingredients for spells. This one or two-player game is a fast, smooth

playing, multidimensional, non-violent adventure that keeps you going at a furious pace. Chock full of hidden levels, puzzles and bonus games Wiz N' Liz will never cease to keep your attention. Multiple sound tracks, 360 pixel/second scrolling for super smooth animation and 56 levels of colorful graphics make this search for bunnies an exciting, whimsical journey through imaginary lands.



Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139
(617) 497-7794

SHEESH! INDIVIDUAL ROCKET PACKS?! WHERE'D KRAUS STEAL THOSE FROM?

SKYWALKER RANCH?

the AMAZING SPIDER-MAN

The Web Slinger Defends His name in Spider-Man vs. The KingPin



IT WON'T BE HARD TO AVOID THEIR CANNON BLASTS WITH MY AGILITY AND SPEED, THOUGH! JUST WISH IT WAS THAT EASY TO DODGE MY PROBLEMS WITH--

Peter Parker: newspaper photographer by day; web-slinging wall-walker by night. Since his introduction in Marvel's *Amazing Fantasy* in 1962, Spider-Man has remained a favorite among comic book fans. This latest episode in the life of our super-hero finds him once again defending his good name. Under the guise of business mogul Wilson Fisk, the power-hungry KingPin has turned the city against Spidey by planting a bomb and pointing the finger in the Web Slinger's direction.

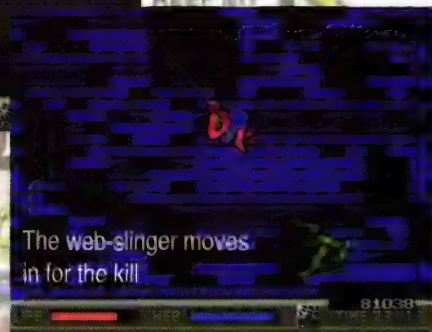
Spider-Man has twenty-four hours to locate and disarm the bomb before it destroys the city, but he'll have to avoid capture by the local police as he searches. There are fourteen stages of action, but the "Spideytech 9000" lets you explore other areas of the city. Throughout these stages our hero encounters a host of classic King Pin henchmen that he must battle in order to gather the keys necessary to disarm the bomb. Spidey meets up with the likes of the Sandman, Venom, Doc Oc, the Hobgoblin, Electro, Vulture and Mysterio.

Spider-Man vs. The KingPin features a hard-rockin' vocal soundtrack and great voice-overs that sound just like the old cartoons. You'll be awarded passwords after successfully completing a level and there are three levels of difficulty to suit players of varied skill. So tune up your Spidey-sense and get going.

Crawl through the city sewer system in search of clues.



Battle bad dudes throughout the subway!



The web-slinger moves in for the kill

ANDY, THE GAME NERD

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

"The basic idea is essentially the same as the Genesis cart before it. Spidey looks great and the animation sequences are awesome. The soundtrack sounds great, but it quickly gets annoying. It's some rock song about Spider-Man: it's a little weird. Controlling Spider-Man is a lot easier on the new version, however, there's nothing really new. The game is basically the same with new areas to explore, but all the same bosses. Everything is improved and there's a new pinball stage which is really cool, but otherwise it's just better graphics and animated sequences."

PAUL, THE PRO PLAYER

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

"Spider-Man: Spider-Man... does whatever a spider can." Spidey can really move. The animation of the Web Slinger is awesome, and the cinematic sequences are excellent. The voice-overs and CD soundtrack make the sound package fantastic. The play and control are similar to the first Spider-Man on Genesis. The difficulty settings make it challenging for all ages. Spidey really gained some polish on the CD. I loved the first and am equally impressed with this version."

ROSS, THE REBEL GAMER

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

"Although we've seen the Web-head on other systems, it's nice that they hit all Spidey fans, regardless of the system they own. The backgrounds and enemy hide-outs are probably the best comic graphics translated. They look fairly three-dimensional and are very clean. I also love the animation of that lovable Web Slinger. CD sound is a great enhancement for any game, but it only applies to the background music here. The game play is much the same as the original, but the boards are a lot larger. I'm a huge fan of Spidey and would love to see more of him in future."



Our hero, Peter Parker

Mary Jane falls victim to the KingPin

Electro get his plug pulled.

KingPin & Doc Oc

Test your skill at a little web-headed pinball

Spider-Man

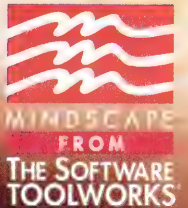
Can you find all six keys?

- **Style:** One-Player Action
- **Special Features:** Adjustable difficulty, passwords and unlimited continues
- **Levels:** 14 stages of classic Marvel villains
- **Created by:** Sega
- **Available:** Now

▶ **THE BOTTOM LINE** 8

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Chalk Up, Dude!



Professional Video Pool Player.
Do not try this at home.

For the store nearest you or to buy, call
1-800-234-3088

It's The Best Rack In Town!

Finally, there's a video pool game that actually "feels" like real billiards. Billiard Congress of America Championship Pool uses multiple viewing angles and astounding zoom-in screens to recreate pool on your video screen.

Pit yourself against the computer or play up to eight players in 9 ball, 8 ball, straight pool and more - a total of 14 different pool games. In the Championship Mode, you can even qualify for the World Championship Tournament.

Shoot with the best - Championship Pool from Mindscape. Real pool "feel" for your video game system. It's the break you've been waiting for!



THE BILLIARD CONGRESS OF AMERICA PRESENTS

CHAMPIONSHIP POOL

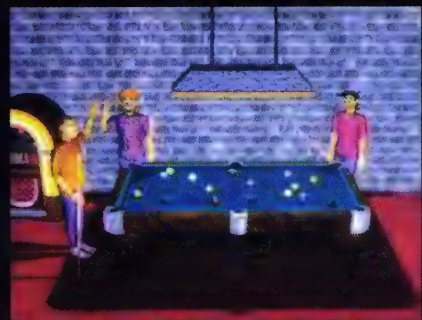
CALLED BALL POCKET
EIGHT BALL PLAYER
SOLYS



Multiple Viewing Angles



Astounding zoom-in screens



Party Pool allows up to 8 players



Can you qualify for the big one?



Endorsed by the Billiard Congress of America



TECH TALK™

The Latest in Video Game Hardware & Software

"Project Reality": the Dream of Nintendo and Silicon Graphics

Nintendo and Silicon Graphics have joined forces to develop a new 64-bit, 3-D Nintendo home entertainment machine. Named "Project Reality", this new platform employs Reality Immersion Technology which allows players to step into real-time, three-dimensional worlds.

The new machine will feature realistic graphics, high-fidelity sound and rapid speed, thanks to a 4-bit MIPS RISC microprocessor, a graphics co-processor chip and Application Specific Integrated Circuits (ASICs). Project Reality, which is being developed specifically for Nintendo, will be unveiled in arcades in 1994 and expected to be available for home use by late 1995 for less than \$250.00. Could this be more vapor-ware from Nintendo? Only time will tell. ■

The World of Virtual Reality

Virtual World Entertainment, the power behind Chicago's BattleTech Center, has recently opened *Virtual World*, the world's first digital theme park. An in-depth fictional plot explains the existence of Virtual World and the VWE adventures. A 100-page book explains that *Virtual World* is the off-spring of the *Virtual Geographic League*, founded by Alexander Graham Bell and Nikola Tesla in 1895, for the purpose of discovering and exploring other dimensions. The Virtual World centers have been created and opened to the public in order to raise funds for further research efforts.

Located in the San Francisco Bay area, Virtual World offers a variety of new adventures in addition to *BattleTech*. One such adventure is *Red Planet*, which places pilots on Mars 100 years into the future. Players navigate through a maze of industrialized Martian landscapes in souped-up mining hovercrafts. Each adventure takes approximately thirty minutes and costs range between \$7 and \$9. Future Virtual World centers are planned for San Diego, Los Angeles, New York, Hong Kong, Toronto and Tel Aviv in 1994.

Sega USA has partnered up with Circus Circus to open the first *VirtualLand*, a high-tech entertainment center, at the recently-opened *Luxor Las Vegas*. Sega *VirtualLand* is a 20,000 square-foot entertainment center that features Sega's most advanced commercial products and will showcase their virtual reality and three-dimensional polygon technology. Featured machines will include the AS1, the eight-person interactive "Motion Theater" simulator; the popular *Virtual Racing* machines; *Virtual*

Formula, an interactive racing game that pits eight racers against one another in competition; and the *R360*, a 360 degree gyro-like dog fight simulator. ■

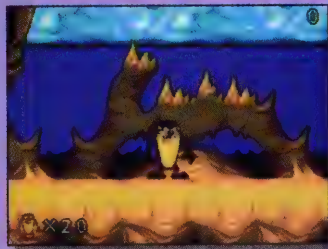


GAME GENIE

SWAP SHOP

Win a Game Genie of your choice!

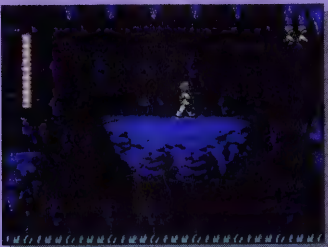
Welcome to the Swap Shop, the newest and hottest part of Secret Access. Now you can send and receive new and undiscovered Game Genie codes. When you need a code, send in a request and we'll put out an All Points Bulletin for an answer. Or, if you have Game Genie codes (and we know you do), send 'em in.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



Taz-Mania - Genesis

EAJT-JABY + EAKT-JAB2
Start with 20 lives
BB4T - ERAN 60 seconds of invincibility after eating a star

Jeff Bauer
Delavan, WI



Star Wars - NES

ASL - IAT Removes all enemies from the screen
PYX - SPE Life meter is not affected if you fall
Brian & Greg Singleton
Richmond, VA

Fatal Fury - Genesis

C4TA - AAG8 Sustain no damage after first blow
Michael Deblock
Windom, OH

TMNT - NES

AEIOUZ Any hit turns enemy into the same turtle character you are using
Jason Shaw
Kirkville, NY

Ren & Stimpy - Game Boy

424 - CAC - 42D
Invincibility
Steven Mooney
Ramona, CA

... All Points Bulletin ...

Hey, there! Once again, your fellow gamers need your help and we're counting on you. The games we need codes for are:

Castlevania III: Dracula's Curse - NES	Might & Magic:
Alisia Dragoon - Genesis	Gates to Another World - GENESIS
Cadash - GENESIS	Batman - NES (Infinite Energy)
Bio Hazard Battle - GENESIS	Double Dragon - NES (Infinite Energy)
Lemmings - GENESIS	Final Fantasy - NES
Super Mario Kart - SNES	Battletoads - SNES
Street Fighter II - SNES	Aliens vs. Predators - SNES
Street Fighter II Turbo - SNES	Brawl Brothers - SNES
	Sonic Blastman - SNES
	Mortal Kombat - All systems

We need your help!

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

Space Megaforce - SNES

DD6D - 07AC Infinite Ships
CB6A - 0D0D Begin in Area 12
DD65 - AFAB Infinite Bombs
John Enada
Los Angeles, CA

Blaster Master - NES

Pepsit Anything you touch dies, but it hurts you as well
Jason Horris
Knox, PA

Battletoads - Game Boy

FF7 - ED8 Lives practically fill up the screen
Matthew Ramsey
Sylva, NC

Zelda III - SNES

AEAB - D4FA + AE8D - OD9A
Allows you to walk through anything vertically
Graham Skee
Ephrata, PA

Straight from Galoob

Super Ninja Boy - SNES

822E 07B0: Protection from most hazards, makes some side-view enemies invincible
6981 A4D9: Start with \$40,960
1DAF D4D6: Doesn't subtract money (must have enough to buy)

Bizyland - SNES

4ACB DDD9: Infinite Lives - Player One
4ACC D709: Infinite Lives - Player Two
6260 D4D0+
D160 DDA0: Start on Stage 7-1

Street Fighter II Turbo - SNES

DF04-5DAF: Winner of 2nd round wins the battle
DF31-CDDD: M. Bison's medium Rolling Attack goes slower
DF3B-1F6D Blanka's medium Rolling Attack goes slower

Prophecy Viking Child - Game Boy

FAE 04C 4C1: Infinite Lives
FAD F5C 4C1: Infinite Energy
00D 9BD 19B: Every coin gives lots of money.

Chakan The Forever Man - Game Gear

007 4AE A28: Infinite Health
002 6FE 19E: Stay Invincible almost forever after getting hit
ACO 1D4 5DC: Start with lightening sword.

Powerblade - NES

GZSILAVG: Infinite Lives
OVSLZLSV: Infinite Energy, except when you hit spikes or fall off the screen
ATKKXZSZ: Stop Timer

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



Batman Returns - SNES

C9A7 - C404 Protection against some hazards
DB68 - 4F00 Start with 9 lives
DDZE - 3D6B Maximum energy from hearts
DB6F - 4464 + DBCO - 4DD7 Start with 9 Test Tubes

Tuan Nguyen
Union City, CA



Contra Force - NES

AANVIAAPA Infinite Lives
David E. Brown
Raymond D. Miller
"Video Stalkers"
Glencoe, KY

Alien 3 - Genesis

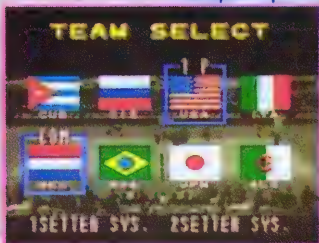
5DXA - D93N Ripley jumps higher
AACT - CA6J Game Clock Frozen
AJMA - AM7C Infinite fuel for Flame-thrower
RG2T - C6W4 First Aid Kit restores Health to capacity

Bobby Nolan
Dahlonega, GA





Raging Fighter - Game Boy

813 - 33B - 754 Invincibility
Eric Schultz
Dawson, NE

SIZZLE IN THE SAND!



Or get scorched on the court! It's your choice! Play on a six-man international team that plays on the hardwood courts around the world, or play two-man Beach Volleyball mode for thrills and spills in the sand. Either way, the hottest sports simulation for the Super NES will keep you coming back for more!

-  Digitized graphics and super fast action highlight the play!
-  One or two players compete against each other or both vs. the computer!
-  Built in Training Mode teaches all the Bumps, Spikes, Serves and Saves to make you the Champion!
-  Take your team all the way to the finals in your quest for the Gold Medal!



SUPER NINTENDO ENTERTAINMENT SYSTEM



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HUDSON SOFT®

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SimEarth – SNES

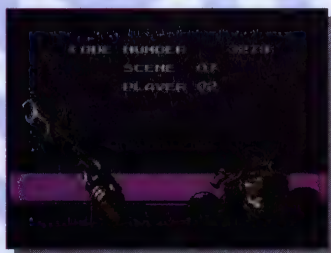
If you would like to select scenarios to any planet, enter in this code: At the Title screen, press Start to get the main menu. Select the first scenario command, but don't press the A Button. Hold L, R and the Y Buttons, and then press the A Button.

Mike Henderson
Flushing, MI

Battletoads and Double Dragon – NES

Here is a very easy way to start out with five lives instead of three. First, select the character you wish to play. Then press and hold Up and the A and B buttons at the same time, and then press Start. You can also do this code when you continue.

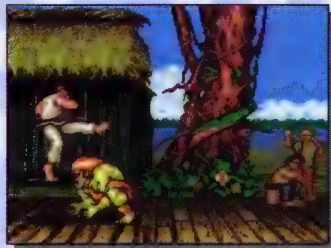
Chester Lota
Chesapeake, VA



Isolated Warrior – SNES

- Scene #2: 5963
- Scene #3: 8920
- Scene #4: 0948
- Scene #5: 5826
- Scene #6: 2301
- Scene #7: 3279

The Tip Library



Street Fighter II – SNES

If you continually go to the Option screen 27 times, then go to any fighting mode, you will play an unusual version of Street Fighter II. The entire status bar, including your life gauge, are missing from the top. All this and you don't even need a Game Genie.

Edwin Carrasquillo
Chicago, IL



Super Ninja Boy – SNES

To have super-charged equipment, enter in first six letters of any password (i.e.: "RZHG-W"). Then keep pressing Start until your game begins. Now check your status screen and I think you'll be delighted.

Peter Logan
Kansas City, MO

Super Strike Eagle – SNES

To access a hidden mission (which is very difficult, we might add), enter in this code: G6CH4228

The Tip Library



Cool Spot – Genesis

Here's a way to skip levels in this awesome Genesis game. At the beginning of a level, pause the game by hitting the Start Button and enter this code: A, B, C, B, A, C, A, B, C, B, A and C. If you entered it correctly, you'll hear a tone and it will show you rescuing your Spot buddy. Repeat this process as many times as you want to get to the higher levels or even see the ending of the game. Cool!

Benjamin Burstein
Petersburg, NY



Wayne's World – SNES

Here is a code for my all-time favorite Super NES game. Wait until Wayne and Garth start singing, then press and hold the X, L and R Buttons; then release. Next press and hold Up, Y and B to activate the Stage Select.

Gerald Keil
Vacaville, CA



Battletoads – SNES

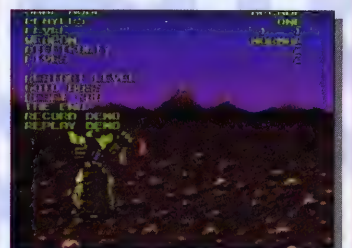
I've discovered a code to start with five men and five continues, unlike the three you normally begin with. At the Title Screen, hold Down on the Control pad and press Buttons A and B while pressing the Start Button. The flag screen should appear and, if the code worked, a brief red flash will appear. When you continue you will also have five men.

Trent Schulzetenberg
Glendale, AZ

Raging Fighter – Game Boy

To play Character vs. Character enter this code at the title screen: Up, Up, Down, Down, Left, Right, Left, Right, A and B. If you entered the code correctly you should hear a chime.

The Tip Library



Cyborg Justice – Genesis

To get a super Options screen, simply pause the game and enter this code: C, B, B, C, C, A, C and B. An Option screen should appear, allowing you to increase lives, change stages and skip to the ending.

Melinda Sheklow
El Granada, CA

Aerobiz – SNES

To enter the Sound Test, hold down the Select Button and then press Start.

The Tip Library



Warpspeed – Genesis

Mosquitoes: QCN H34 BG3
Assault: 4WH QV9 LW4
Skirmish: 4Y? WB6 4BN
*Robert D. Little Jr.
Neosho, MO*

Night Trap – Sega CD

There is hidden footage within the game that can only be accessed by finishing the game. Then, during the credits the words "In memory of Stephan D. Hassenfield" will appear. Press Up, A, A, A, A and A. Once the code is entered, the hidden footage will begin.

The Tip Library



Jungle Strike – Genesis

Level 2: RLSPDY39SPH
Level 3: 9V6CBRV76GG
Level 4: XTMJBTL6CD9
Level 5: VNPY94MPYRG
Level 6: W6HFBRVTMCJ
Level 7: THC9XV7NLM4
Level 8: 7GRXWTL4SPH
Level 9: N4SZB7S6MCD

*Jon Sheklov
El Granada, CA*



Super Mario All Stars – SNES

There's a way to get fireworks and/or a free guy at the end of each level. To get the fireworks, the last two digits of your timer must match your number of coins. Then you will get four fireworks explosions. If you finish with no coins and the last two numbers on your timer are zero, you will get the four fireworks and a free guy.

*Nathan Hoemke
St. Paul, MN*

Battle of Olympus – NES

Here is the password to the final level.

zJzFDZ THaJtdO
MKHKSj a1kSX!o

The Tip Library



Roundball – NES

I found a tip that will prevent the computer player from scoring. It doesn't work all the time, but it still robs them of points. When the computer goes up for a shot, press Start to pause the game. Resume the game and the computer player will either fall or be called for traveling.

*Craig Vincent
Stockbridge, GA*



Brawl Brothers – SNES

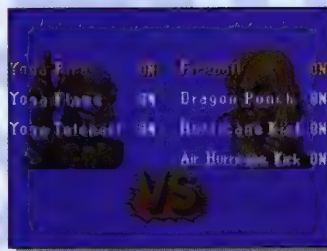
When the Jaleco logo appears, press the B, A, X and Y Buttons, in that order, repeatedly. You should hear a noise and then it will cut to a scrambled screen. Press Down three times, then Start immediately. An option screen should appear, as well as the Japanese Logo.

*Jr. Buenviaje
Vallejo, CA*

Earnest Evans – Genesis

If you wish to choose your level, enter in this code at any time: Pause the game, then press Up, A, Down, B, Left, A, Right, B and then un-pause. You will immediately advance to the next stage.

The Tip Library



Street Fighter II Turbo – SNES

In case you didn't know it, you can turn each character's special moves off in the vs. Battle mode. On the screen with the Stage Select, enter in the SFII code, Down, R Button, Up, L Button, Y, and B on Controller 2. After you entered the code in once, you can access it just by pressing the Start Button until you shut the game off.

The Tip Library



Contra – NES

Here is the code to get 30 men. Just enter this code at the Title screen: Up, Up, Down, Down, Left, Right, Left, Right, B, A, B and A.

The Tip Library

Aliens 3 – SNES

At any time during the game you can access these handy cheats. On controller 2 press A, B, Y and X. Then by pressing the A Button on controller one you get invincibility, B Button; Damage, and the X Button for unlimited weapons.

The Tip Library



Immortal – SNES

Level #2: svyyx10006y90
Level #3: xs1v421000x10
Level #4: xs9v131001x60
Level #5: 44XV943000x60
Level #6: 6590y63000sy0
Level #7: s270v730038y0

*Kirk Shulman
Sharon, MA 02067*

Crystal Mines II – Lynx

- | | |
|----------|-----------|
| 1) TSLA | 52) NEBX |
| 2) UEPT | 53) JVNL |
| 3) MTFQ | 54) CAQS |
| 4) IRTR | 55) KEHL |
| 5) ZCXP | 56) EMSE |
| 6) DPRX | 57) ZLAE |
| 7) OIGT | 58) MSXV |
| 8) YHYR | 59) JXTD |
| 9) VYHK | 60) SOVS |
| 10) ITCU | 61) GHGV |
| 11) QCFK | 62) QVOZ |
| 12) BXNG | 63) ZCEL |
| 13) MOXA | 64) COYH |
| 14) IDWJ | 65) HJHT |
| 15) RFVC | 66) DONQ |
| 16) GHSI | 67) VBHF |
| 17) SKHU | 68) JSMJ |
| 18) TRFN | 69) HTRA |
| 19) LQRE | 70) WBHD |
| 20) AURV | 71) MVJX |
| 21) FUIX | 72) ANZI |
| 23) QFXU | 73) EDLA |
| 24) XVXU | 74) PCMN |
| 25) KYPO | 75) YJKJ |
| 26) HBTR | 76) RAIQ |
| 27) SFEB | 77) ZRWH |
| 28) HXRE | 78) ECMO |
| 29) TRVJ | 79) AOTP |
| 30) FQCS | 80) SVVK |
| 31) ZOIH | 81) VRBD |
| 32) LHJV | 82) SVYA |
| 33) GVYU | 83) KRFH |
| 34) EMTV | 84) CNQR |
| 35) OHXY | 85) YNXR |
| 36) GSTB | 86) CWQU |
| 37) UXRC | 87) YXFJ |
| 38) PWYH | 88) SRDW |
| 39) XQCE | 89) PDSQ |
| 40) PNGU | 90) QKOA |
| 41) DZDI | 91) CKLQ |
| 42) PIPH | 92) KHBA |
| 43) PKAV | 93) MZKM |
| 44) TBUM | 94) DYDO |
| 45) CXRI | 95) IDIC |
| 46) QIPZ | 96) WVOM |
| 47) HBJP | 97) NJCA |
| 48) NXKU | 98) WUQR |
| 49) IGPY | 99) BSZB |
| 50) INUK | 100) RERF |
| 51) LHPD | |

The Tip Library

Pocky & Rocky – SNES

To get a stage select go to the Player Select screen then hold the X and Y Buttons then enter this code: A, A, A, A, B, B, B, B, A, B, A, B, A, B, A and B.

The Tip Library



Flashback – Genesis

Here are the passwords for all three difficulty levels:

- | | |
|--------------|----------------|
| Easy: | Normal: |
| 1) PIXEL | 1) FALCON |
| 2) BESTY | 2) DATA |
| 3) PANCHO | 3) MILORD |
| 4) STUDIO | 4) QUICKLY |
| 5) TOHO | 5) BIJOU |
| 6) AKANE | 6) BUBBLE |
| 7) INCBIN | 7) CLIP |
| | 8) CYGNUS |

Expert:

- | | |
|-----------|--------------|
| 1) CLIO | |
| 2) ACRTC | |
| 3) BLOB | |
| 4) STUN | |
| 5) MIMOLO | Mike Berent |
| 6) HECTOR | Westmont, IL |
| 7) KALIMA | |



Jungle Strike – Genesis

Here are some helpful hints to help you out on Campaign #5 – Puloso City:

From the landing zone where the U.N. Forces are fighting, fly straight ahead from the back of the building until you come to the second house. Blow up the building and you will find an extra life. Then, on the Mission closest to the landing zone, there will be two houses. The second house contains the quick winch. Good Luck!

Kevin Bergeson
Mendota Heights, MN



Jurassic Park – Genesis

Here are the Level codes for both Grant and the Raptor storylines:

Grant:

- Power Station:
ZCDJ3011
River:
41FSG011
Pumping Station: 60RQ001S
Canyon: 8LVVH29N
Volcano: AVVV769T
Visitor's Center: CPVVQ89E

Raptor:

- Power Station:
IZ1G0016
Pumping Station: KZ1G0018
Canyon: MZ1G001A
Visitor's Center: 0Z1G001A
Also, if someone is stumped on the last level, here's the solution. Jump on the skeleton's back. Then jump between the two skeletons and use your red concussion grenades.

Brad Andrews
Phoenix, AZ

Final Fight 2 – SNES

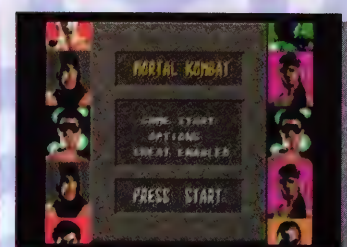
To play 2 player with the same character enter this code at the title screen when you get to choose one or two player action: Down, Down, Up, Up, Right, Left, Right, Left and the L and R Buttons simultaneously.

Davey Pomije
New Hope, MN

Super Tennis – SNES

To power up your player, key in this code at the Player Select screen. Use Controller 2 after you have selected your player and enter: L, L, L, L, X, R, R, R, R, R, R and X.

The Tip Library



Mortal Kombat – Genesis

Here's a new code for everybody's favorite blood bath. First go to the Game Start – Option screen. Now press Down, Up, Left, Left, A Button, Right, and Down. If you did it right "Cheat Enabled" should appear as a third option. Here you can choose your starting stage and even turn on the blood. Plus, by turning on different flags you can get different effects. Below is a list of what each Flag does. Mix and match to recreate the arcade. Or go straight to the Pit level and use the one-hit flawless twice in three rounds (lose one round) then fight Reptile.

- Flag 0:** Player One wins Flawless with one hit.
- Flag 1:** Player Two wins Flawless with one hit.
- Flag 2:** Enables various animations for the Pit stage.
- Flag 3:** Puts the Programmers face on the screen.
- Flag 4:** Reptile message in between every stage.
- Flag 5:** Unlimited Continues
- Flag 6:** Computer players do Fatalities.
- Flag 7:** Computer makes better opponent similar to Arcade.

Warlord & Wizard

HE'S BACK!

Splatterhouse 3 for the Sega Genesis is the kind of game rating systems were invented for. Check out the screen shots and see for yourself.



So fun you could lose your head over it!



Get your kicks!



Pow! Right in the kisser!



You've gotta have guts!



Don't get all choked up!



Wear a mask and pack a powerful punch.



Walk on the wild side!

- 16 megs of gruesome graphics!
- Deadly New Weapons!
- 6 levels of monster bashing mayhem!
- Killer special moves!
- Non-linear game play!
- Multiple endings!
- Password support!

Warning: This game contains scenes of graphic violence that may not be suitable for younger players.



LYNX



Jimmy Connors' Tennis™



Lemmings™



Checkered Flag™



NFL Football™

Warbirds



ATARI

LYNX KICKS

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Lynx has a 3.5" screen.

BUT

Game Gear has a 3.2" screen.

Lynx has over 4000 colors.

BUT

Game Boy has two.

Lynx has awesome 16 bit graphics.

BUT

Game Gear has 8 bit graphics.

Lynx allows up to eight players.

BUT

Game Boy allows two players.

Lynx has 4-channel stereo sound.

BUT

Game Boy has mono sound.

Lynx has right or left hand play.

BUT

Game Boy and Game Gear don't.



THEIR BUTS.

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Video Game Contest. Play any 16-bit game you want with this line-up: Neo Geo Gold, Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer and Panasonic 3DO (not shown). Get all four or trade the ones you don't want for CASH! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor,

130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. This rig will blow you away (literally!!!) You'll not only see but feel it too!

We're talkin' GAMING HEAVEN!

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

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

				S		
			E			
E	N	T	R	Y	W	
	T					
				M		

M
Y
S
T
E
R
Y
W
O
R
D

WORD LIST and LETTER CODE chart

ENTRYW CHASE.....G WINGSP STORM.....E
 MAJORH MICRO.....M DREAM.....R NINJA.....B
 METERF QUEST.....O TURBO.....T RULER.....S
 RANGEA TOWERJ FLINT.....U HEAVY.....Z

MYSTERY WORD CLUE: WORLD RULERS HAVE IT, IT COMES OUT OF AN OUTLET AND IN THIS CONTEST YOU HAVE IT!

Yes!

ENTER ME TODAY, HERE'S MY ENTREE FEE:

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- (\$3.00) Media Rig Contest
- (\$5.00) SPECIAL! Enter Both (SAVE \$1.00)

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CLIP AND MAIL

GAME INFORMER CLASSICS • ATTIC •

Welcome to Classics Attic, the column dedicated to bringing you the best games of yesteryear. This issue we take a look at *Contra*, Konami's popular arcade title that brought the non-stop Action/Shooter to the Nintendo.

- **System:** Nintendo Entertainment
- **Style:** 1 or 2-Player Action/Shooter
- **Special Features:** 2 playing perspectives & 3 lives, 3 continues
- **Levels:** 8 stages of play
- **Created by:** Konami, from the popular arcade

▶ **THE BOTTOM LINE** 7.5

CONTRA

War in the Jungle

The cosmic object that hurtled to Earth and crashed near the ancient Mayan ruins nearly thirty years earlier had long since been forgotten; until rumors of some evil creature terrorizing several Amazon villages with his alien army reached the ears of the Pentagon. Fearing a political incident, an all-out assault has been overruled. Instead, two members of the Special Forces elite commando squad have been chosen to seek and destroy this mysterious being and his alien legion. Enter Scorpion, and Mad Dog.

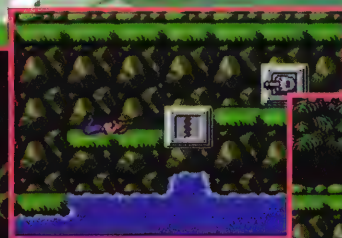
Players can choose to be one of the soldiers or work side-by-side as a team through this intense jungle mission. It will take all of your gung-ho warfare instincts and weapon power-ups to make it through the dangers of eight defense zones. You must take out the defense sensors that alert Red Falcon of your progress in order to advance to the next

level. Reach the evil alien's lair and prepare yourself for the ultimate showdown.

The levels range from the side-scrolling stages through the jungle and snow field, to the first-person boss stages, to the vertical stages of the waterfall, and the Energy or Hanger Zones. This variety, along with a selection of seven weapon power-ups, is the primary feature that shot this title to the top of the charts and keeps it in the ranks of the all-time best-sellers.



Awesome 3-D Perspective!



Killer Tanks!

ANDY, THE GAME HOMER

Concept: 8 **Playability:** 8
Graphics/Animation: 7 **Entertainment Value:** 9
Sound: 7 **Overall Rating:** 7.25

"Contra is a cornerstone in video game history. With its innovative use of first-person perspective and side-scrolling action, it's the basis of action games today. It also has excellent graphics for its time. While the slow down and flicker are annoying, it is kind of nostalgic. The control is precise and it offers a wide assortment of weapons, but the best part is racing to the top of Stage 3, seeing who kills whom in a 2-player game. If you haven't played Contra, you're missing out."

PAUL, THE PRO PLAYER

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

"Although Contra lost some things in its translation from arcade to the NES, the cart became so popular that many people didn't realize there was a stand-up. The combination of side and vertical scrolling, along with the sorta' 3-D stages, was truly innovative for an Action/Shooter; not to mention the 2-player simultaneous play with excellent power-ups. Contra occupied much of my time in the late 80's and continues to be one of my favorite carts for the NES."

ROSS, THE REBEL GAMER

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

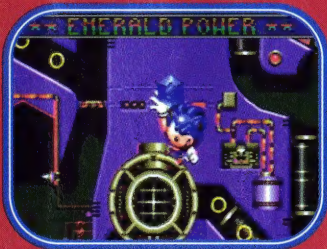
"When Contra first came out, it was the best Action/Shooter combination to hit the scene. Looking at it again, it still conjures the same reaction. I remember sitting in front of this game for hours with a friend until we beat it. It features two kinds of screens, face-up and a left-to-right view. Although the characters are not the best, the responsiveness and simple controls make up for it. The one thing that hurt this game is the awful music."

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Waste the evil Doc, save the prisoners and make Mobius free at last. Hey, piece of cake!



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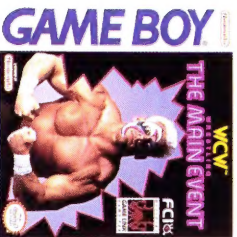


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IT'S TIME STING GOT PUT IN HIS PLACE.



And on March 4th,
You'll be the one to do it.



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