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GAMEPRO

#1 VIDEO GAME MAGAZINE

The Stars of '93!

GamePro Editors' Choice Awards

FREE! SNES ProStrategy Guide - 16 pages BIG!

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42 ProReviews!

Super Street Fighter II
Terminator 2: The Arcade Game
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Fatal Fury Special and **MORE!**

PreViews!

Mortal Kombat II
Sonic the Hedgehog 3
Ground Zero, Texas
Star Trek: The Next Generation
Dragon's Lair and **MORE!**

The Fighter's Edge!

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Fighting Games!
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ETERNAL CHAMPIONS

ProStrategy Guide!
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Hot Arcade Games for 1994!

See Page 38



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It all began

when I pushed

the start button

on my new asciiPad

SG-6. There was this

gigantic flash, and suddenly, I

was floating in space. Just then,

hundreds of vicious alligators solar-

surfing past me, heading towards Earth. If

you've never seen an alligator with an attitude,

trust me, they're scary. Lots of teeth, and they're not

vegetarians. "We're sick of our swamp planet," they

snarled. "We're taking Nebraska!" I live in

California, so I'm thinking, "So what?"—but then I

remembered my buddy Travis, from Omaha.

Besides, sooner or later, I knew they'd add

Los Angeles to the menu. So, the fate of

the World was in my hands. Actually,

a Fighter Stick was in my hands—so I

flicked on the slow motion control to

buy some time. Just then, a spy

satellite flew past, with —get

this—a laser cannon. I plugged

the cord in, switched on turbo

fire and blasted those lizards at

over 30 shots

per second.



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Soon, I had 'em all rounded up, and boy, were they faced.

I showed them the secret weapon. "This is a Fighter Stick!" I shouted. "Everyone on Earth has one," I said, fibbing a little, "so give up your attack, or else!" Before you could say, "later, gator" they were half-way home. This time, we were lucky. But until everyone on Earth has an Asciiware enhanced controller, we'll never truly be safe.



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The world has taken notice of video games. Just watch the news, read a newspaper, listen to your concerned parents, or hear the politicians. New technology breeds creative new ideas and new cautions, but ultimately the decisions are made by you, the players. You decide what games fly and what games die.

To keep up with all the rapid changes in the industry, video game magazines like GamePro have to keep on their

We also realize certain types of gamers have certain types of needs. Check out our first column about fighting games - Fighter's Edge! We tracked down some of the best arcade street fighters and mortal combatants in the country and got them to share their tips, tactics, and combos for all the new fighting games. With the Sports Pages and Role-Players' Realm, we're trying to cover all the bases you've asked us to.



*...ultimately the decisions are made by you, the players.
You decide what games fly and what games die.*

toes, too. Here's what's new besides games in this issue.

The GamePro staff honors the best of the best for 1993 in the first Editor's Choice Awards. So you don't think we included all the top games? Well here's something else that's new: You'll get your chance to drop an official vote for your favorite video games in a couple of months!

We tweaked our magazine design... and will continue to do so. Now we're a little more visual because, as you've pointed out, one picture is worth...yadda, yadda. We plan to provide more screens, more art, and more maps than ever. Check out our snappy new corner elements, and the color pix of all the reviewers. And keep that color envelope art coming in!

Look for more arcade coverage, as well. Sure tokens cost money, but we've all gotta get to those coin-ops while they're hot.

Whenever we can, GamePro will cover games for new systems as they appear, such as the 3DO Multiplayer, the Atari Jaguar, the Amiga CD 32, and the Philips CD-I. Which will be the first new system to break into the bar at the top of GamePro's front cover?

Some things change, many things remain the same. Of course, we'll continue to bring you the best reviews, previews, strategies, and news you can use. What else do you want? Tell us. Keep those cards and letters comin' in, because some of the best ideas come directly from you!

By the GamePro

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GAME BOY



(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and a string of acrobatics that will thrill an audience. Some of the acts include Aero the Acro•Bat's high-flying death-defying stunts who combines superhuman agility with excitement and danger. This reporter has never seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement. "Aero the Acro•Bat is a totally awesome dude," said Rita Zimmerer, one of the lucky girls who sat in the front row of the circus. "For a little bat, he can do a lot of things."

As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he performs his now-famous power dives. Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even the ride operators from the fair gathered under the tent to watch what might be the final performance. "I've never seen anything like this before. It's really fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gonna bite it, all right," added Annette Hyssong, circus vendor.

Leaping from a towering, teetering platform, Aero the Acro•Bat realized that this was more death-defying than anything he had ever done. One of the platforms was rigged with explosives... which threatened not only the super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

Suddenly, the stage went dark as the lights mysteriously malfunctioned. Aero leaped to safety and landed with a flourish!

But it was only the beginning. Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

This reporter noted that Ektor had a plan to sabotage the circus and anyone who got in his way. And he's not about to stop until Aero—and the circus—are destroyed. Ektor has employed a team of dirty, nasty, filthy, scheming nogoodniks to help him carry out his

plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psycho madman named Marko, who constantly shoots himself out of cannons like a crazed kamikaze. He doesn't even mention the tightrope walker who loves to squish bats. Not a handful!

But these battles can't compare to Aero's early struggle toward fame. Auditions



landed him bit parts in low-budget films, but nothing he could sink his teeth into. He answered a casting call for a made-for-TV baseball movie. Yet his hopes were quickly dashed. "They said they needed bats," says an embarrassed Aero. "How was I to know they meant wooden ones?" But that setback didn't keep him from the big time under the big top, where the wicked Edgar Ektor was waiting.

The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor



was banished from the circus years ago after endangering the lives of his fellow circus troupe



members. Allegedly, his innocent pranks and practical jokes took a decidedly twisted turn, and he enjoyed inflicting pain and suffering on circus performers and audience members alike. "Ektor was a really, really sick little boy," said Alison Quirion, the renowned performing poodle trainer who worked with Ektor during the early circus days. "He started out with all sorts of little squirts and stings, exploding confetti, glue on your undergarments, sort of things. Next thing you know, there's grease and dynamite in the air." Ektor hadn't been around for years. Until he appeared in the ring, he was a demise in miniature. Tad "Smiley" Shishkebab, with his brainwashed circus members, promised Ektor and his own demerol that they bagged the lion.

But Aero the Acrobat was a licking and kept on going. Using strength and cunning, he found a way to outwit the fiercest of bodies and grotesque dwarves to the dish of his barbed bat. "It was really sharp, man," said David Siller, who himself sur-

viewed an attack by Waldo, the wicked, whipping lion tamer when Aero swooped from the air and deftly punched the muscular Waldo into a pulp. "It started out as the coolest circus act," he said, "but then the bodies flying everywhere and the fleas from the flea market were into demolition."

Aero continued to perform for the now-terrified audience even while the sicko saboteurs tried to slice him with their swords. The Saboteurs, however, were not as clever as they thought they were, for sure," said Ektor and we didn't even get on candy," he added.

Ektor had placed on the floor and roof. He spun, drilled and flipped his way past an oncoming convoy of Ektor's henchmen. And he finished them off with a dash! The audience loved their money's worth at the circus. Because he continued right on to the next act, Aero kept right on going, disarming hundreds of booby traps on the fairground rides and saving thousands of lives in the process. In the meantime, many circus goers found themselves locked in cages, their fate yet to be determined by Ektor. "We had a gone down to get some cotton candy when this horrible, ugly slimeball grabbed me from behind!" recalled Tad "Smiley" Shishkebab. "He threw me in," Ektor thought we were just there for the big top," said Ektor. "I was there for the big top," said Ektor. "I was there for the big top," said Ektor. "I was there for the big top," said Ektor.

... on their feet! ... where the amazing acrobat found himself negotiating a endless series of trampolines, landing far into the air with a powerful force... all the while avoiding becoming a shishkebab on hidden spikes.

... both sides... appalling. The winner of this colossal clash turned out to be (continued)



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THE MAIL

GamePro Readers Speak Out!

Video Violence – The Debate Continues

I wish that pro-censorship groups would realize that video games are only a reflection of society. If those groups want to cut the violence in the games, they should first cut the violence in society, not the other way around.

Eric Corse, Crystal, MN



Can the violence from games? Or from society? Here's a scene from the ultra-violent *Time Killers*.

I encourage Nintendo to continue making games with no gory, blood-splashing scenes. We must recognize that human life is sacred. If everyone is taught extreme violence when they're young, they'll think that violence is the standard way of living. I know Nintendo has received a lot of criticism for taking the gore out of *Mortal Kombat*, but I think it's alright, and we should be focusing on the graphics, game play, and quality of the game.

Benedict Swift, Houston, TX

Everybody thinks that kids are going to grow up with ruined lives because they played violent video games, but nobody knows because no gamer has grown up yet! Games are evolving – did anybody think gamers were going to want to play *Mario* forever? There is far more to

worry about than *Mortal Kombat*. Parents, please leave us alone.

Matt Kostley, Boulder, CO

I heard that *Lethal Enforcers* for the Sega CD will be rated MA-17. What makes it deserve that rating?

Stephen Swart, Oceanville, NY

(You can shoot very real-looking digitized enemies in very real-looking guns. When you get shot there's blood splattered on the screen. You can also shoot innocent bystanders and police officers by accident. The non-stop violence and realism earned the game the MA-17 rating.)

– Willy Y. Poutj



Lethal violence.

More Mortal

I've noticed that in *Mortal Kombat* for the SNES, Kano has something gray in his hand when he does his Finishing Move. What is he holding?

Chris Mendez, San Juan, Puerto Rico

(You might be reading more into the image than what's there. At the end of Kano's arm is his closed fist. Nothing else – so body part of his victim has been identified.)

– Scary Larryj



What's Kano holding in his clenched fist? Nothing.

After playing a lot of MK, I've found that the violence and gore don't really matter. The blood isn't what makes the game, and the Fatalities have become boring, believe it or not. Once you see them over and over, they lose their effect, and the only reason to do them is to get extra points and impress That Little Kid Who Won't Shut Up. ("Wow! Is that his spine?") I'm sure 99 percent of the MK fans will hate me for saying this, but the graphic and sound advantages of the SNES version are enough, and you don't need all the gore.

Robert Fielder, Abilene, TX

Will there ever be a *Mortal Kombat* game for the NES? Tom Mills, Shelton, CT

(We've had lots of similar questions lately from readers wondering if MK will come to the NES, the Sega CD, the Lynx, the Duo, and so on. The only additional versions we've heard of are the Sega CD and the Tiger Electronics hand-held version, both due later this year. Accolun seems to be devoting its resources to other projects.)

Fightin' Words

In your November issue you gave a code to fight character vs. same character for SF II Special Champion Edition. Your code was Down, Z, Up, X, A, Y, B, and C on Controller Z, but there aren't any X, Y, or Z buttons for the Genesis. How do you put in the code? Matt Schmidt, Beaver, PA

(Check out one of the new six-button controllers to find these buttons. – Slesher Quax)



Six-button control, \$20-25.

Let's Get Technical

What are Mode 7 graphics?

Scott Powell, Belleville, IL

(Mode 7 is a special mode that allows programmers to scale and rotate graphics in SNES video games. Using Mode 7, programmers can achieve the kind of dynamic effects seen in *Pilotwings* and *Super Empire Strikes Back*, both for the SNES.)

– Bro's Buzz



Mode 7 Snowspeeders on Watt.

Can I use a Game Genie with the Super Famicom?

Troy Edison Yaw, Manila, Philippines

(GameGenie says that you're taking a chance if you do. The Genie is only designed to work with the American game systems.)

Is there a joystick available where the buttons are on the left and the stick is on the right? I have better control of the joystick with my right hand. James Hale, Palm Bay, FL

(There's no such joystick, unfortunately. Some gamers in your situation turn their joysticks upside down & their games allow them to reconfigure the buttons. — The Lab Rat)



Will there ever be a Game Centric for the TG-16?

Nick Bild, Grand Rapids, MI

(No way. The TG-16 is on the verge of extinction, so other companies aren't about to make new products for it. — The Tummytort)



I lost my SNES RF cord, so I plugged in my Sega RF cord, and it worked. Am I damaging my SNES?

Kerth Modleski, Millard Park, NJ

(Nope. Those cords are interchangeable. — Andromeda)



Game Requests

Are there any games for Hudson's Super Multitap other than Super Bomberman for the SNES?

Jon Whitaker, Winter Park, FL

(Some of the most popular games that use the Multitap are made by EA Sports, including Madden NFL '94 and NHL '94, both for the SNES. Supposedly all of EA Sports' future SNES carts will be five-player games. — Toxic Tommy)



Five-player hockey with NHL '94.

In June's Super Star Wars Special Strategy Guide you mentioned the Krayt Dragon. What does it look like? Where does it appear in the movie and the game?

Paul Krawczonek, Westmount, Canada

(According to the lore of the galaxy, the Krayt Dragons live on the desert planet of Tatooine. These monsters prey on Jawas when they roam from their Sandcrawler. The Dragons aren't shown in the movies or the games. In the first film, Obi Wan imitates a Krayt Dragon to make the Jawas scatter when they're surrounding Luke. — Captain Squidoo)



Don't look for the legendary Krayt Dragons.

Is there any chance that Capcom could be a third-party licensee for the Jaguar? Super SF II would be awesome on the Jag.

Phil Jackson, Jr., Apopka, FL

(Atari is seeking Capcom, among other companies, as a third-party licensee, but right now it looks doubtful. — Lance Boyle)



Why are newer SNES cartridges different from older models? The new ones can be pulled out during play, while the older ones couldn't.

Matt Kelley, Jacksonville, AR

(Consumers complained that the older carts were too hard to insert into the SNES, so Nintendo streamlined the carts to make them easier to handle. — Earth Angel)



I've heard of record dubs, but do you know of any video game dubs?

Aaron Edgel, Belts, OH

(The closest you can get are the mail-order clubs that advertise in our back pages. — Mussy LaMancha)



Adios, NES?

What's all this talk about saving the NES? Who cares? It's only causing Nintendo to waste money on an old system, when it could be spending that money on new 16-bit games or a whole new system! You said in your June issue that the NES may become extinct like the dinosaur. Though some dinosaurs became extinct, others evolved into birds. Nintendo has evolved to the SNES, so they shouldn't cling to something more primitive. It's common sense.

Greg Rice, Cincinnati, OH



(Not Nintendo followed Greg's advice, there'd have been no Kirby in '85.)

Address Central

I just bought the new 3DO system. How do I write to the company to ask for more information?

Kent Edmonds, Shelbyville, IN

(Write to 200 at 1820 Gateway Drive, San Mateo, CA 94404. — The Unknown Gamer)



I want to give feedback to Atari about the games I'm hoping they'll have for the Jaguar. What's their address? Don Johanson, Des Moines, IA

(Here ya go: Atari Customer Service, 1196 Boonsgate Avenue, Sunnyvale, CA 94089. — Eggs the Bug)



I have many questions about the Victor Maxx Virtual Reality Stuntmaster for the Genesis that has been advertised in your magazine. How can I reach Victor Maxx to get these questions answered?

David Heffl, Cowansville, PA

(We had lots of calls about those ads, David. Here's the Victor Maxx phone number: 708/291-7666. — Lab Rat)



I bought a Game Centric but I lost their address, so I can't get their codes. How do I reach Galoob?

Joe Aguilar, Dallas, TX

(Call Galoob's Customer Service Department at 415/873-0680. — The Desk Jockey)



Ssssh! Don't Tell!

While fooling around with my Game Centric and Super Mario Land, a message popped up on the screen while I was entering a random code: "Congratulations! You have discovered the secret! I had no idea what I had done to discover 'the secret,' and I still don't know what it gave me the power to do. Any ideas?"

Chris St. Clair, Round Rock, TX

(The fate of the world is in your hands, Chris. Now that you have The Secret, we're all counting on you. Don't let us down. — Lawrence of Arcadia)



Reader Report

Of the thousands of letters we got last month, nearly two-thirds asked how to find something special in Mortal Kombat. Here's what readers wanted to find:

- Fatalities on the SNES - 30%
- Reptile or Ermac - 23%
- Invincibility codes - 12%
- Codes to play as Goro and Shang Tsung - 10%
- GamePro Strategy Guides - 9%
- MK for the NES - 8%
- MK for the Sega CD, Jaguar, or 3DO - 5%
- MK for the Duo or Lynx - 2%
- A way to play MK and SF II simultaneously - .09%
- Sony's phone number - .01%



Sony probably screens her calls anyway.

Envelope Art Award!



Attention, artists! Each month the creator of our Envelope of the Month will receive Acclaim's Dual Turbo Wireless Remote System for either the SNES or the Genesis. Two controllers per system enable you to play from across the room with two-speed Turbo and Slow Motion. Now when you're done drawing that great envelope art, you'll be able to use these remote controllers to go head-to-head with a friend from 25 feet away!

Envelope of the Month

Joe Song
Westborough, MA 01581



Joe Song, Westborough, MA



Eric Marswerich, Mountain View, CA

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

GAMEPRO Magazine

Dear Editor
P.O. Box 5828
San Mateo, CA 94402
Thanks for your help!



Jason McDaniel, Pleasant Hill, MO

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RANK: SERGEANT

SERIAL NUMBER: 550628741

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SUPER NINTENDO

GAME GEAR

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ZOOM O



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R DOOM!

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Snowboard

through the IceCap Zone— and check for chilled-out passageways and arctic power-ups!



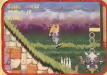
Warp Your Way

through the Special Stage to collect the Chaos Emeralds!



Take-off with Tails

in the Marble Garden Zone— and vanquish spike-wielding zombies with a pallet to prevail!



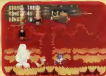
Battle Badniks

at every turn—and employ for some electrifying close encounters!



Outsmart

the deranged Dr. Robotnik—and his non-stop stream of nasty new inventions!



Be Sonic! Be Tails!

Be Knuckles! Be blown away by the all-new 3-Player, Head-2-Head, Split Screen, Simultaneous Action Mode!



SONIC THE HEDGEHOG

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THE CUTTING EDGE

Taking You into the Technology of Tomorrow



By the Whizz

Full-motion video. Outrageous game graphics. Movies on compact discs. If this is what you've been waiting for from multimedia players, maybe you've been waiting too long.

Philips CD-I has been around since 1991, when it and Commodore's CDTV (recently replaced by the Amiga CD 32, see The Cutting Edge, January '94) fired the first shots in the multimedia wars. To refresh your memory, CD-I is a CD-ROM multimedia system based on a Motorola M68070 chip, with one megabyte of main memory and a gang of graphics processors.

Play or Pay

In its first go-round with CD-I, Philips decided not to emphasize games. However, according to Dave McElhatton, President of the Philips Games Division, "Eight out of the top ten CD-I titles sold were games. A lot of hard-core gamers liked the CD-I platform, but frankly it lacked key elements to produce good game play and good games." With the big splash being made by 3DO, Philips has seen the light. Now there are four new divisions within Philips, all oriented toward electronic entertainment, and one division charged solely with creating killer video games.



PHILIPS CD-I AGAIN

To help the CD-I unit bring the games to life, Philips has created a couple of hot-sounding new peripherals. The standard CD-I controller is a cool-looking one-handed remote device that looks like a Star Trek hand phaser, and it's just as lethal to precision game play. Fortunately, Philips now has a control pad with a typical video game button design. The new pad was created by Advanced Gravis, makers of personal computer joystick.

The killer peripheral is the Digital Video Cartridge, which slips into the back of the player. The cartridge contains a multi-RISC processor with 1.5 megabytes of additional memory for games or other applications. The cart enables the CD-I to pump graphics at 30 frames per second in better-than-VHS-quality video. DV Cartridge supports MPEG 1 video compression, meaning you can get 75 minutes of video on one disc. Now you can even get CD-I

movies on discs. Try Top Gun, Star Trek VI, and Patriot Games for a start.

CD-I Comin'

Philips CD-I seems set to get into some serious fun. Here's a sampling of CD-I games. Keep your eyes open for ProReviews in future issues of GamePro.

Philips CD-I, Available now.
Philips: 310/444-6600

Caesar's World of Boxing

This fighting disc showcases the "sweet" science at Caesar's Palace. Thirty live action portray fighters, managers, trainers, and even hangers on. The entire show was shot on location at Caesar's in Las Vegas. You'll train your own fighters and take on 65 opponents. This side-view punch-out is punishing. (DV Cartridge game)



Mad Dog McCree

Sure this cowboy gunslinger game has ridden into just about every one-horse game system there is (see the 3DO review in this issue), but this may be the best-looking version yet. You still need a hand-held gun device to do this game justice, and Philips has one in the works. (DV Cartridge game)





Kether

Here's an out-of-this-world space combat shoot-'em-up. You fly your Spacefighter via a behind-the-ship view past murderous obstacles in order to save the Princess from the Master of Darkness. You tackle five planets where the challenge is equal parts fighting and flying.



Inca

Ancient history meets science fiction in this far-out action/adventure game. You are the present-day Chosen One, and you're out to retrieve the great powers of the Incas. The powers were sent into time and space before the Spanish Conquistadors conquered the ancient Incan nation. It's got behind-the-spaceship shooting action, hand-to-hand fighting, and wow, what a story line!



Zelda: The Wand of Gamelon

Nintendo's two prime adventures, Link and Zelda, make it to CD! In this action/adventure game, Zelda's on a mission to save Link, King Harkinian, and the nation of Camelot. Awesome animated story sequences talk to you during mini-cartoon movies that carry the story line. Zelda still swings in side-view swordplay, but you also converse with 90 characters on your journey.



Link: The Faces of Evil



Konda has fallen to Ganorf! If you're an action/adventure game fan, you know that means it's Link to the rescue. This is a side-view hack-'n-slash game that leads you on a lengthy journey. You meet 90 weird characters who talk to you in animated video sequences. **B**



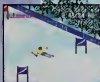
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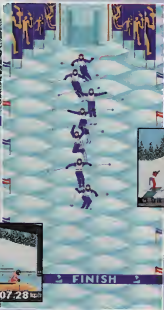
Speed is king on this course, one mistake and it's all over.

BOBSLEIGH

Take them first but hit them right - this race is won or lost in the turns.



0:00:00 007.28 mph



FREESTYLE-MOGULS

Let it all hang out, bang the moguls, do some aerials and don't break your neck.



BIATHLON

It takes the stamina of a crosscountry athlete and the eye of a marksman to win this event.



EDITORS CHOICE AWARDS

It's that time of the year, when *GamePro's* editors get to stick themselves out on a limb and name their picks for the best games of '93. After some, well...shall we say heated discussions, here are the winners. We focused on choosing a top game in each category - one that we felt had an innovative or original style and contributed something new to the gaming world.

Super Nintendo Game of the Year

Super Empire Strikes Back by JVC/LucasArts



JVC/LucasArts pushed the SNES farther than ever by producing a video game experience that spectacularly recreates one of the greatest epic sci-fi films ever. Gorgeous detailed graphics, including exciting Mode 7 flying sequences and innovative rotation and scaling, lend a cinematic mood to the game. The many game play modes include a snow speeder segment, the asteroid field, and the awesome Darth Vader battle. John Williams' original scores are recreated beautifully, and cool effects were added, including digitized voice-overs by Yoda and Vader. The Force will be with you in this game. Literally!



"Super Empire Strikes Back delivers all the intense action and state-of-the-art graphics you'd expect from LucasArts, the people who brought the highly acclaimed Super Star Wars to a SNES galaxy near you." (*GamePro*, Nov., '93)

Super Nintendo Runners-Up

Mortal Kombat by Acclaim



Despite some big changes from the arcade version, MK shined through with great colors, superb sounds, clean digitized characters, a fair number of combos, and solid fighting.

"The SNES version of Mortal Kombat whips up more challenge than any of the other versions." (*GamePro*, Sept., '93)

Street Fighter II Turbo by Capcom



This Hyper Fighter is an awesome, value-packed upgrade of last year's blockbuster hit. It has boss action, insane speed settings, devastating new combos, better graphics and sound, and lasting game play.

"SF II Turbo brings home a near-perfect version of the coin-gobber, Turbo Street Fighter II Champion Edition Hyper Fighting." (*GamePro*, Aug., '93)

Genesis Game of the Year

Disney's Aladdin by Sega



Some of the biggest names in entertainment – Disney, Sega, and Virgin – joined forces to use a revolutionary new process, the Digital technique, to bring actual Disney animation to the video game scene. Aladdin looks and plays more like an animated cartoon than any game before it. Accompanying the beautifully smooth animations are great bits

of humor, scenes from the movie, and race renditions of the theme songs.



"Street rats and ruff raff gather round. One of your own is about to make video game history thanks to the magic of Disney, Virgin Games, and Sega. Disney's Aladdin is one of the most beautiful video games to date." (GamePro, Nov., '93)

Genesis Runners-Up

Mortal Kombat by Arena



Gore galore! MK Genesis has it all, plus smooth-feeling game play (with the six-button controller). ABACABB and DULLARD make it even hotter!

"Great graphics, sound, and control, in combination with the special Mode A setting, make the Genesis Mortal Kombat a beat-em-up force." (GamePro, Sept., '93)

Street Fighter II Special Champion Edition by Capcom



The voices and sound were a loss, but otherwise SCE was a superb version of the Champion with all the Hyper Features, including star speeds, all 12 characters, and superbly smooth play and combos.

"Street Fighter II Special Champion Edition is a razor-sharp translation of the arcade Turbo Hyper fighting." (GamePro, Nov., '93)

Hand-Held Game of the Year

Mortal Kombat by Arena (Game Gear)



No one really believed that Arena could stuff arcade-quality head-to-head fighting action into a Game Gear cart – but they did. Crisp, clear graphics faithfully capture the look of the arcade game. Two-button controls aren't made to handle complex fighting moves, but Arena did an admirable job of overcoming the

limitations of the hand-held system. There's even a blood code, so for the first time here's a truly complete portable fighting game.



"Here's a solid reason to run out and buy a Game Gear. Arena's Mortal Kombat for the Game Gear is everything its 16-bit big brother is, plus it's portable!" (GamePro, Sept., '93)

Hand-Held Runners-Up

The Legend of Zelda: A Link to the Past by Nintendo of America (Game Boy)



Unreal! Zelda crammed a game that's as in-depth as its SNES cousin into a four-meg masterpiece. More moves, more levels, and more items make this game all right!

"You only need to glance at the box to know that finally, after four years, a true work of brilliance in the action/RPG genre has arrived for the Game Boy." (GamePro, Nov., '93)

Star Wars by U.S. Gold (Game Gear)



This Forceful action/adventure cart truly does the Star Wars license justice, boasting excellent game play, superior graphics, and marvelous sound. It's a superb new adventure.

"You won't have to Force yourself to enjoy this hand-held version of Star Wars." (GamePro, Oct., '93)

EDITORS' CHOICE AWARDS

NES Game of the Year

Kirby's Adventure
by Nintendo



Overgrown puffball Kirby has rocketed into the limelight in one of the best, and biggest, NES carts ever. Six whopping megas and battery-backup, plus colorful, entertaining game play with delightfully funny twists add up to something special. This should be at the top of your NES wish list.

"Kirby took us a ton of Nintendo's Kirby, and you will be once you start playing this addicting work of GamePro (Sept. '93)"

NES Runners-Up

Mega Man 6 by Capcom



New secret passages and items combine with the stellar game play that has made Mega Man a legend in his own time.

"...of the best of Nintendo's Mega Man series." (GamePro, Sept. '93)

Rescue Rangers by Capcom



Capcom's still cranking out the 8-bit greats, and RR 2 features a neat plot based on the cartoon. Its solid platform action and bright graphics make this game a winner.

"...and it's a great game to play. It's a great game to play. It's a great game to play." (GamePro, Sept. '93)

CD Game of the Year

Sonic the Hedgehog CD
by Sega of America (Sega CD)



Sonic made his CD debut in an adventure very worthy of His Hedgehogness. The game has Sonic's trademark style of play, enhanced with new moves, new gadgets, and all-new levels to explore. Each of the massive

acts is filled with hidden surprises and has multiple-play pathways.



"This one's everything you've come to expect from Sonic — super speed, super game play, super original, super fun, and now a super CD!" (GamePro, Jan. '94)

CD Runners-Up

Lords of Thunder by TTI (Duo)



The Lords fulfill the need for CD shooting speed with rockin' sound tracks and the baddest bosses you've ever seen on a silver disc.

"Lords of Thunder from Turbo Technologies has enough shoot-em-up action to satisfy even the pickiest space jockeys." (GamePro, March '93)

Silpheed by Sega (Sega CD)



This massive shooter featured some new tricks for the Sega CD, including polygon graphics and other unusual visual effects, such as rotation and scaling.

"Climb aboard the Silpheed and launch into shoot-em-up action that'll make even veteran space jockeys break into a sweat." (GamePro, Dec. '93)

Fighting Game of the Year

Samurai Shodown by SNK
(Neo-Geo Coin-Op)



SNK outdid itself by releasing the undisputed all-time best Geo fighter, introducing and redefining weapons fighting style. The game has tons of depth, incorporating beatable weapons, counters, and fine technique. It has some of the smoothest, richest Japanese Anime-style animation ever. The mega-detailed backgrounds

didn't hurt, either. This game didn't have the combos of Hyper Fighting or the gushing glory of NK, but the fun and strategy made it an underdog winner! (Note: This award recognizes the coin-op version — the home version has been censored and is not as good.)



"*Samurai Shodown is one of the two best fighting games of all-time, period!*" (GamePro, Oct., '93)

Fighting Game Runners-Up

Mortal Kombat by Acclaim
(SNES/Genesis)



Okay, Kombaters, you got what you wanted — almost. The SNES had the graphics and sound, the Genesis had the original moves. Put the two together and you'd have a perfect version.

"*Mortal Kombat — a game that could put other Fighters out on the street!*" (GamePro, Sept., '93)

Street Fighter II Turbo/Special CE
by Capcom (SNES/Genesis)



While neither edition is flawless, both are 99% perfect game play-wise, and they're the deepest, most playable home fighters ever.

"*July marks the first anniversary of the award-winning Street Fighter II release. For its publisher, Capcom, there's only one way to celebrate. SHOW 'EM WHO'S BOSS!*" (GamePro, Aug., '93)

Action/Adventure Game of the Year

Flashback by U.S. Gold
(Genesis)



Flashback went where no game had gone before to create a new style of action/adventure gaming. Its animation, which was created with the rotoscoping technique, produced a surprisingly lifelike hero who had very realistic movements. The unique game play

combined shoot-'em-up with adventure elements and even puzzle/strategy ideas.



"*This awesome action/adventure cart moves solid, complex game play with outstanding action and wraps it all in magnificent, never-before-seen graphics!*" (GamePro, Feb., '93)

Action/Adventure Runners-Up

Mega Man X by Capcom (SNES)



The star of ten NES and GB adventures made his 16-bit debut in style. X has new moves — like the Dash Attack and the Triangle Jump — to help him conquer more detailed worlds, defeat better-looking enemies, and uncover a host of hidden surprises.

"*Capcom has finally brought its man of titanium from the 8-bit wastelands into the bright, bold, brilliant 16-bit glory! Mega Man X is one of the best SNES side-scrollers ever!*" (GamePro, Jan., '94)

Super Empire Strikes Back
by JVC/LucasArts (SNES)



This all-around excellent action/adventure game would please even Jabba the Hutt. New features, such as the Force icons, make it play better than its Super Star Wars predecessor, and give you more satisfaction when you win.

"*The Force will be with everyone in this exciting, gorgeous, and imaginative game!*" (GamePro, Nov., '93)

EDITORS' CHOICE AWARDS

Sports Game of the Year

NHL Hockey '94 by EA Sports
(Genesis and SNES)



This year's version of NHL was far better than previous editions, due primarily to its four- and five-way play on the Genesis and SNES, respectively. The real-life players and teams make the game great, but it's the new

crowd animations and the other little touches that make it a favorite here.



"Hard-core fans will definitely want to grab NHL '94. It's the hottest thing on ice." (GamePro, Oct., '93)

Sports Runners-Up

NFL Football '94 starring Joe Montana by Sega (Genesis)



Joe Montana delivers the NFL teams, players, and numbers, as well as the trademark Sega Sports-Talk play announcing, incredible graphics, and more than 100 possible play combinations.

"NFL Football '94 Starring Joe Montana has it all." (GamePro, Jan., '94)

Madden NFL '94 by EA Sports (Genesis)



More Madden means more good football action. The 4 Way Play support alone is worth the price of the cart, but you also get 80 teams, a tough CPU opponent, and quick, realistic game play.

"John Madden is still the video league MVP." (GamePro, Nov., '93)

Shoot-'Em-Up Game of the Year

Star Fox by Nintendo (SNES)



In this first (and so far only) Super FX chip game, innovative graphics and crisp, thumb-busting game play brought a much-needed change of pace to cartridge shoot-'em-ups. Multiple play levels and secrets were the touches that made this cart a shoot-'em-up stand out.



"Star Fox is the first SNES cart to be equipped with Nintendo's Super FX (SFX) graphics chip. If this is any indication of things to come...wow!" (GamePro, Apr., '93)

Shoot-'Em-Up Runners-Up

Viewpoint by SNK (Neo-Geo)



Eye-popping Zaxxon-style graphics, huge bosses, and mind-blowing power-ups made this cart hot, while the rap soundtrack made it cool.

"Viewpoint is hitting the Neo-Geo like an asteroid storm, and you're the cockpit commando." (GamePro, Feb., '93)

Lords of Thunder by TTI (Duo)



This shooter was a feast for the eyes and a much-needed boost for the Duo. It rained an amazing number of objects onto the screen with no slowdown.

"Lords of Thunder has some of the most awesome graphics ever assembled in one game." (GamePro, Feb., '93)

Role-Playing Game of the Year

Secret of Mana by Square Soft (SNES)



Two years after producing the greatest RPG of all time, Final Fantasy II, Square Soft returns to the market with a truly innovative action/RPG adventure. Mana offers a massive action environment to explore, very nice Japanese-style graphics and music, a three-player party that flies over the world in Mode 7, and much more.

"Without question, Secret of Mana is one of the finest action RPGs you'll ever play on the SNES." (GamePro, Dec., '93)

Role-Playing Runners-Up

Lufia by Taiyo (SNES)



This is the story of boy meets girl, girl meets four elemental warlords, boy gets upset. That time-tested plot is borne out exceptionally well in an RPG that brings back fond memories of Final Fantasy II.

"Out of the many RPGs that will crowd the stores this holiday season, Lufia stands apart from the pack." (GamePro, Dec., '93)

Shadowrun by Data East (SNES)



Shadowrun takes RPGs into the 21st century with a cyberpunk background and a gritty, no-hope-for-the-future story line. Shadowrun deserves mention also because it incorporates lots of object interaction in an isometric perspective. The environment aptly recreates the pen-and-paper RPG.

"If you're tired of all-the-dragon RPGs, this game should be right up your darkened alley." (GamePro, April, '93)

Educational Game of the Year

SimAnt by Maxis



SimAnt is a delightful combination of simulation, strategy, and adventure. You become an ant and learn all about...well, ants. This cart is fun, and if educational carts aren't fun, no one's gonna play them.

"Ants may be the ultimate in insect pests, but SimAnt, an absorbing sim-style game, won't bug you at all." (GamePro, Oct., '93)

Strategy/Puzzle Game of the Year

Super Bomberman by Hudson Soft (SNES)



Party time, uh huh! Super B Blasts multi-player fun wide open. Despite the unfortunate loss of the fifth player, this cart is polished, playable, and packed, featuring all-new power-ups and weapons, more stages, more interaction with the backgrounds, and far more strategies than in any previous version.

"This high-action blow-em-up is the best thing that's ever happened to group SNES game playing." (GamePro, Sept., '93)

Strategy/Puzzle Runners-Up

Bomberman '93 by TTI (Duo)



Although the SNES version has more bells and whistles, the TTI Duo version is a five-player bomb fest. Its exciting list of enhancements makes the game positively addictive.

"The box of Bomberman '93 should be labelled with a warning for folks prone to game dependency." (GamePro, March, '93)

Dr. Robotnik's Mean Bean Machine by Sega (Genesis)



The Genesis was sorely in need of a solid new puzzle game in the tradition of Columbus and Tebris. Dr. R makes his solo debut in a mind-numbing, addicting puzzle challenge that's been quite a hit at GamePro.

"Fans of this game should find Mean Bean Machine a match made in heaven." (GamePro, Jan. '94)

Educational Game Runners-Up

Where in Time is Carmen Sandiego? by Hi Tech Expressions (SNES)



Carmen and her gang are still stealing priceless objects from throughout time, and everyone's still having fun rounding her up.

"Carmen Sandiego is a timeless game that big and little kids alike are gonna enjoy."

Where in the World is Carmen Sandiego? by Hi Tech Expressions (SNES)



This Carmen runs a close third behind Where in Time, but it's still packed with entertaining sleuthing and enough geography to keep your parents happy.

"Roam the world with Carmen Sandiego...psst, you'll learn a lot in the process."

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HOW AT THE ARCADES Preview

By *Slasher Quan*

With the deafening sound of "Finish him" in your ears, Baraka decapitates yet another victim, and Midway's *Mortal Kombat II* is up and fighting. Even more violent than the original *Mortal Kombat* (which sparked a public outcry), this game features great enhancements in graphics, sound, and game play. However, *Mortal* still lacks the depth to keep it in the number-one spot indefinitely.

The New Kombat

Essentially, *MK II* was recreated from scratch — this isn't merely an *MK* Champion Edition. Although the basic game play is virtually the same, all of the art and music from *MK I* were thrown out. The great results are obvious — just compare the old and new machines!

While Sonya, Goro, and Kano have disappeared, favorites Sub-Zero, Scorpion, Raiden, Liu Kang, and Johnny Cage are the returning veterans. Two familiar faces are now playable — Reptile, a former secret character, and Shang Tsung, the final boss of *MK I*. The new characters are Jax, a buff martial artist, Baraka, a blades-for-hands demon; Kitana and Mileena, two bruce-bustin' brunette twins; and Kung Lao, the Shaolin monk who controlled the tournament before Shang Tsung entered the picture.

Overall, Midway should be complemented on the new characters. Instead of merely making Reptile a Sub-Zero/Scorp clone, he has his own unique set of moves. Shang Tsung's character-transformation abilities are well-balanced, since he must beware

MORTAL KOMBAT

of being hit out of the transformation and returning to his own meager body at an inopportune moment.

The new tournament is also well presented. There's a cool story line, new and old bosses, and a very imposing "king of the mountain" battle plan for you to tackle.

Once you've logged some hours with *MK II*, however, you'll notice some weaknesses. You often feel like there are only so many patterns, and you're seeing the same stuff over and over again. However, the game keeps your interest for some time, as it's quite a task to find all the Fatalities and combos that

Midway added, not to mention discovering the secret characters or beating the bosses.

The Finishing Move

If you loved *Mortal Kombat*, get out there and pump some quarters into *Mortal Kombat II*. We'll have a further blow-by-blow in an upcoming issue.

Note: This preview was based on a test machine that was close to complete. However, Midway was working on the final version and reported that several problems were being fixed and upgrades were being made (including revising the program so that the computer no longer plays cheaply). We will report back with a final review in our next issue.

MK II — A Major Revision

While the comparisons between *MK II* and *Super Street Fighter II* will rage on endlessly in the arcades, this game surpasses *Super Street Fighter II* as a revision, since it features more improvements over its predecessor than *Super* does. Check out what's new and improved.



- Seven new characters.



- Twice the Fatalities. The old ones are redone and improved, and the new ones are more gross than ever.
- Faster game play. *MK II* is about twice as fast as *MK I*.
- Tons of secrets. In addition to the Fatalities, there are rumors of up to five hidden characters!



- Air moves. Certain techniques can now be done in the air!
- More bosses, including a relative of Goro.
- Much cleaner character graphics. Now you can actually see facial details instead of pixelated blurs.



- New multi-scrolling backgrounds.
- Spooky music and clearer voices will send chills up your spine — if you don't lose it first!
- Extended combo protection, which stops the juggling in the corner and other ridiculous combos, but still allows for some cheese! There are also cross-ups.



- Awesome intro sequence.
- A kick-butt cabinet that features cool art and logos.



Flawless? Not!

This preliminary version of Mortal Kombat II certainly had its bright spots, but let's hope they fix these flaws in later revs.



- Nearly identical character moves. Aside from their specials, the characters all have virtually the same moves.



- Three palette-swap characters (that is, characters who

are graphically identical except for the colors of their clothing).

- Few reversals, counters, and bit-trades. The whole game often boils down to who stuck out their lock first.
- Sluggish controls and movement, especially in close. (MK I had the same problem.)



- Overly cheap CPU opponents who can throw you with literally no way to reverse.

- Weird counter moves. Like being able to block someone as they jump in, and uppercut before they land.
- A one-dimensional combo system. It isn't cheap anymore, but it primarily involves doing moves suddenly into other moves (a.k.a. "gitch-in-ones").



- Limited background activity. While the graphics are crisp, more movement à la Samurai Shodown would help.

All-New Fatalities!

Check out a preview of some new Fatalities in MK II. We won't run all the fun—there are plenty more to find. Look for a Fatality and combo guide in an upcoming issue! Note: All Fatalities are done when close to the enemy unless otherwise indicated.

Baraka's Decapitation



PRO TIP: Baraka's toes have a hard time keeping their heads attached to their bodies. Get in close and jump up, then tap Away three times while in the air. When you land, push High Punch.

Reptile's Skull Snack



Reptile wraps his long tongue around the enemy's head and swallows it whole from more than half a screen away.

Kitana's Kiss of Death



If you thought a kiss from Kitana would be heaven, well, that's where you're going, buddy. Pop goes the Kombatant!

Gage's Torso Split



PRO TIP: To make Johnny Gage's opponent half the person they used to be, tap Down, Down, Toward, Toward, and then Low Punch.

Jax's Fist of Doom



Jax likes to play a game of bloody knuckles and imploding skulls.

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HOT AT THE ARCADES



By Slasher Quan

More than two years after starting a revolution, Capcom has fired the final shot in one of the most popular, highest-earning video game series of all time. Super Street Fighter II isn't entirely super, but it's well worth the tokens you'll drop—and it should whet your appetite for the SNES home version, which is due in July.

Somewhat Super

Super SF II is packed with many new features and exciting additions. New characters, moves, art, music, and combos add greatly to the depth of the game and to the player's enjoyment. Overall, this is without a doubt one of the best fighting games of all time.

Despite this, Super SF II could have been a lot better. The game is simply a revision of its predecessors, and you wonder if it should really be called "Special" instead of "Super." The graphics were retouched—but not completely redone. The game in some ways is a step backward, as it's slower and it's missing moves.

Still Super

Super's still number one, but if Capcom doesn't make significant improvements in the series, another fighter will come along and dethrone it with more techniques and more depth—and it might happen sooner than you might think. Already

Samurai Shodown and Fatal Fury Special are challenging for number one.

For now, though SSF II reigns supreme despite its many flaws.



• **Four new characters.** The new characters are totally cool and can hang with the original 12 for the most part. Some, though (especially Cammy), could have benefited from more tweaking.



• **New art** for the cinematic win and lose screens and new animation frames.

STREET FIGHTER II

The New Challengers

BY CHRIS ANGLADEL, BYRON HENNING

What's Right with Super SF II?



• **New dizzies** that go into effect instantly, so you have more time to plan combos.



• **New moves** for the original characters, such as Zangief's Siberian Bear Crush and Bison's Flying Psycho Fist.

• **New music** and sounds. Although the Q-Sound effects could have been better, the remade stage tunes jam!



• **New two-in-one hits.** Although you'll want even more, new two-in-ones, such as Sagat's Roundhouse/Upper-cut and Blanka's Head Butt/Rolling Attack, give combos that extra spark.



• **Combo counting** so you know if it was for real or not.

What's Wrong with Super SF II?

• **Slow action,** nearly back to Champion Edition. Don't you just love waiting for combos to come out? Argh!

• **A floaty control** feel due to the slower speed.

• **Missing moves.** Some of the awesome Turbo moves, such as Ryu and Ken's combo-ready Air Hurricane, are gone.



• **Unbalanced play.** Some characters are too powerful. Because some moves have been removed, the game has become unbalanced. Now that Guile's Flash Kick doesn't double-hit, he's not vulnerable to the Uppercut Brothers, Ryu and Ken, if he does it from too

far away. Also, some of the hits and counters needed more tweaking.

• **No damage protection.** Turbo should have taught us that killing in two combos is unfair—in Super this factor is actually worse!



• **Goofy voices.** What's up with the announcer? And why does Guile have such a strange voice—is he trying to sing soprano?

• **Cheesy cabinet art.** We prefer the great, accurate anime art from Japan, which was used in Turbo. The airbrushed American art used for Super looks like anything but the characters on the screen.



The characters on the cabinet don't look like the anime characters in the game.



Capcom could have used the real anime art from Japan.

Super Street Fighter II

(by Capcom)



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CD-i

HOT AT THE ARCADES



By Manny LaMancha

Twice a year, the coin-op industry showcases new games at the AMOA (Amusement and Music Operators Association) show. This year the show floor was packed with karaoke machines, jukeboxes, ticket-dispensing games, basket-shooting and football-throwing challenges — and a whole slew of video games, such as *Mortal Kombat II* (pre-viewed in the last issue of *GamePro*), and pinball tables.

Here are the hot coin-ops due to arrive at your local arcades this year. Check out future installments of *Hot at the Arcades* for extensive reviews of these games.

Biff Boarding **(Surf Systems)**

One of the strangest exhibits at AMOA was a game from Surf Systems called *Biff Boarding*. The company explains that with a little work, an arcade operator can take a standard upright game cabinet and modify it to include a small platform in the front. With new software and the addition of a surfboard, this altered machine becomes a surfing or snowboarding simulator. In the spirit of Nintendo's Power Pad for the NES and Sega's Activator for the Genesis, *Biff Boarding* is a very physical game to play.



Biff Boarding

Bonk's Adventure **(Kaneko)**

Bonk has returned, this time in a Kaneko coin-op called *Bonk's Adventure, The Arcade Game*. It has the standard complement of head-bashing and meat-eating that made *Bonk* so popular on the TurboGrafx-16 game console.



Bonk's Adventure

Cybersled **(Namco)**

Namco showed *Cybersled*, a two-player sit-down that's like *Battlezone* with jet sleds. You have to maneuver through a deadly, obstacle-filled course, while zapping enemy threats and snatching bonus items.

Crime Patrol 2: Drug Wars ***Shoot Out at Old Tucson*** **(American Laser Games)**

American Laser Games, creators of the very popular *Mad Dog McCree*, showed a couple of new laser-disc titles. *Drug Wars* is similar to *Mad Dog* in that you have to fire your gun at vicious criminals—don't hit the innocents!—before you take any damage yourself.

Another game, *Shoot Out at Old Tucson*, has a Western theme, but the highlight is that it uses a 3DD as the "engine." The software wasn't complete at the show, so we'll have to wait to see how it turns out.



Crime Patrol 2: Drug Wars

HOT AT THE ARCADES

A.M.O.A.

Amusement Machine Operators Association

SHOW REPORT



Shoot Out at Old Tucson



Punky Doodle

(Sunsoft)

Sunsoft has reentered the arcade market with Punky Doodle, a game aimed at younger arcade players. Designed in-house by David Siller, who also created the Aero the Acro-Bat games for 16-bit home systems, Punky Doodle requires you to maneuver 3D-rendered pumpkins around the screen.

Punky Doodle



Power Instinct

(Atlus)

Atlus is entering the fighting-game market with Power Instinct, a jawbreaker that also aims for your funny bone. The moves include your ability to transform your beautiful female fighter into a granny who damages her adversaries by throwing her dentures at them from across the screen.

Judge Dredd

Star Trek: The Next Generation

(Bally/Midway/Williams)

Bally/Midway/Williams had a typical full plate of products, with Mortal Kombat II being the obvious magnet (for more on MKII, see our PreView in the January issue). Also new from this innovative company are a couple of challenging pin-ball tables, Judge Dredd and Star Trek: The Next Generation. Both offer ramps, multi-ball action, skill shots, and compounding jackpots, as well as digitized sound and an animated LCD score display.



Ridge Racer



Ridge Racer

(Namco)

Namco, the maker of Air Combat, has followed up with a driving game called Ridge Racer, which consists of realistic texture-mapped backgrounds and ray-traced 3D vehicles. This was one of the top new games at AMDA.



Judge Dredd



Star Trek: The Next Generation



Raiden II
(**Fabtek**)

Raiden has made a return in a shoot-'em-up sequel called, not surprisingly, *Raiden II*. There have been few changes in the concept of the game, in which one or two players fly fighter planes over various battlefields. New weapons have been added, however, and the graphic appearance has been spruced up.

Last Action Hero
Tales from the Crypt
(**Data East**)

Data East had two hot licenses on the pinball side, *Last Action Hero* and *Tales from the Crypt*. *Last Action Hero* features a big portrait of Arnold Schwarzenegger on the backglass, and mowegors will recognize the crane from the funeral scene as a way to take the ball from one place to another for bonus points.

Both *Last Action Hero* and *Tales from the Crypt* (from the HBO thriller series starring the Cryptkeeper) are packed with numerous mechanicals and skill shots for adventurous pin players.

RAIDEN II



Tales from the Crypt

Last Action Hero

Run and Gun
(**Konami**)

Konami may be ready to tear up the arcade courts with *Run and Gun*. This action-packed basketball game uses a "camera" located behind the backboard rather than at courtside, and it uses drawn characters instead of going the digitized route like *NBA Jam*. The game play appears to be topnotch.

Spinmaster
(**Data East**)

One of the stories of the show was Data East's appearance as a Neo-Geo licensee. *Spinmaster* is a scrolling game that looks like a kiddie funfest—you use yo-yos as your primary weapons against a ton of cartoony enemies—but it certainly doesn't play like one. The riotous action offers a high level of challenge. Unfortunately, *Spinmaster* isn't targeted for release to home-based Neo-Geo owners.



Spinmaster



Survival Arts

(American Sammy)

American Sammy is preparing Survival Arts, a fighting game that offers digitized characters, à la Mortal Kombat. But in this game the character sprites are much bigger. It also places a higher ceiling on the play field, so you can leap high and come down hard on your opponent.



Survival Arts

2-Minute Drill

(Taito)

Taito, the creator of such arcade classics as Arkanoid and Bubble Bobble, is heavy into redemption games—that is, games that reward players with tickets toward prizes. One innovative redemption unit is a football tosser called 2-Minute Drill. It mixes real video of football action along with the physical task of trying to throw a football as hard and as accurately as possible. The key is to take your team down the gridiron in four downs to score a touchdown.



2-Minute Drill



Virtua Fighters

Virtua Fighters

(Sega)

Hot on the heels of the successful Virtua Racing comes a strange combination of fighting games and rendered 3D graphics. Sega's Virtua Fighters offers loopy, marionette-like movement for a selectable stable of martial arts combatants. One player can face off against the computer, or two players can battle head-to-head using various kicks, punches, and throws.

Driver's Edge

(Strata)

Time Killers helped put Strata on the map, but the company's two latest games head off in totally different directions. Driver's Edge attempts to pull some of the market from Sega's Virtua Racing with 3D graphics and fast-paced automotive thrills.

A trio of L.A. Raderette cheerleaders drew a big crowd to see Hard Yardage, an NFL-licensed football game. Not only are all the NFL teams represented in this game, but footage from NFL Films appears at key moments. Look at this as an attempt to make a football version of NBA Jam.



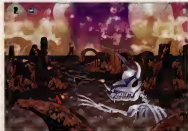
Driver's Edge



Hard Yardage



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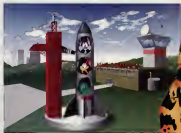
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What we're really saying is Jaguar's 64 bits eats the competition alive. Sink your teeth into it and you'll see what we mean. **Get Bit by Jaguar.™**



Genesis



By The Unknown Gamer

Sonic's been makin' the Sega scene in a big way in the last couple of months. Welcome to the next generation: Sonic 3 for the Genesis is the eagerly awaited next installment in Sega's saga of the feisty hedgehog and his arch-nemesis, Dr. Robotnik.

He's A Bad Egg

Robotnik never gives up. In Sonic 2 you thought you destroyed the Doctor's evil Death Egg Machine. You were wrong! In this 16-meg, two-player game, the sinister Doctor's latest scrambled plan is to rebuild the Death Egg Machine and crack up Sonic once and for all!



There are speed boosts everywhere. This one's on Angel Island.



In Hydro City Sonic learns to ride these bubbles—a new trick!

Sonic's teamed up once again with his trusty sidekick, Tails. They're fighting the Doctor's latest collection of mechanical menaces on an island paradise gone Robotnik. There are six all-new Zones on the island: Angel Island, Hydro City, Marble Garden, Carnival

Night, the Ice Cap Zone, and the Launch Base. Each has two huge Acts, with the multiple pathways and the secret areas you've come to expect in a Sonic game. There's also a brand new incarnation of Robotnik to battle at the end of each Act. The all-new graphics are the icing on the cake. They give Sonic a much more three-dimensional look and include many animations for each character.

A Well-Rounded Game

The game play in this cart is true-blue Sonic. He runs, jumps, ricochets off enemies, and activates his mighty Spin Dash to leap tall ledges and drifts in a single bound. When you play alone, you can even use Controller Two to get some help from Tails, who can fly above Sonic and lift him up to hard-to-reach areas



Tails looks mighty cute dog-paddlin' his way through the water.



When Sonic picks up speed, he can whisker! across the surface of the water.

Sonic's back with a new look.



If you were getting tired of Sonic's profile, you're in luck. Now you get to see him from all angles.



Sly 'n' slide down this strange twisting ramp in Hydro City.



Use those balloons in the Carnival Night Zone to jump to new heights.



New and improved memory capabilities enable you to store six games in progress!



Sonic gets caught in this underwater current, hangs on for dear life, and then gets washed away with some spectacular graphics.

The New Shields

Tails gives Sonic a lift in Hydro City.

Who turned off the lights? Knuckles, of course!

Got a hand in Hydro City to pick up some super speed.

The Bubble Shield gives Sonic a new straight-down jumping attack and keeps him from losing air when he's underwater. Sonic can also kick out of his spinning attack, with or without a Shield. This gives the attack more range than it's had in the past.

In Marble Garden, Sonic can make this top fly by running on top of it and making it spin.

The Electric Shield makes Sonic stand out electrically when he jumps to zap his foes. It also attracts Rings to it—some that Sonic couldn't reach any other way.

When he's got the Flame Shield, Sonic can attack with a burst of flames.

SONIC 3

In addition to the standard power-up Monitors, there are three new power-ups. The original Shield is gone, but now Sonic can grab either a Water Shield, an Electric Shield, or a Fire Shield. Each Shield empowers Sonic with a new special move and protects him against that type of elemental danger. For example, with the Water Shield, Sonic doesn't need to remain underwater.



If Sonic and Tails hit the end-of-the-Act sign around, they can influence which way it lands and earn extra power-ups.

As usual, there's an awesome new Special Stage, but there's also a cool new Bonus

Round. During the Special Stage, you race across the surface of a huge globe, trying to grab blue orbs and dodge red ones. If you grab all the blues, you've got a shot at the Chaos Emerald (and, yes, of course you have to grab all the Chaos Emeralds to see the real ending). You enter the Bonus Rounds by finding secret rooms with giant Rings in them. Here Sonic scooches off a huge gumball machine and grabs all kinds of power-ups.

Other new surprises include a new character named Knuckles, an Echidna (look it up, jack), who's a real practical joker. There are also some fun variations in two-player mode, including larger split-screen graphics. In two-player contests you can race as Sonic, Tails, or Knuckles, and you can compete in Grand Prix, Match Race, or Time Attack. In Grand Prix, you race through five Zones (Azure Lake, Balloon Park, Chrome Gadget, Desert Palace, and Endless Mine). In Match play, you go head-to-head against a bud in the Zone of your choice. Time Attack pits you against the CPU.

The Word

When it comes to Sonic, Sega always delivers something new and different. "Nuff said! Enjoy the pix and welcome to the next level—Sonic-style. ☐

Sonic 3
By Sega
Available February



The Special Stages and the Bonus Rounds



You've got to find these big Rings to reach the Bonus Rounds.



During the Special Stages, Sonic races across the surface of this globe and tries not to see red!



These giant machines dispense all kinds of power-ups for Sonic.



If Sonic snags all the blue orbs in the Special Stages, he gets a Chaos Emerald.

Two-Player Mode



Join the Time Attack with Knuckles.



Choose between five two-player Zones - all unique to the two-player mode.



Head to Azure Lake or Rainbow Park to go nose-to-nose in Match play.



There are three two-player modes: Grand Prix, Match Race, and Time Attack.



Sonic rotates 360 degrees around this wild tower in the Carnival Night Zone.



In the Carnival Night Zone, Sonic becomes a hedgehog cannonball.



Get some anti-gravity going with these special blues in Carnival Night.



Robotnik Lives!



It's hard to tell if Knuckles is on Sonic's side or Robotnik's. One thing's for sure, though, he plays plenty of practical jokes on Sonic and Tails.



Robotnik makes the scene in Hydre City.



Robotnik needs an intellectual contribution to make Sonic's life miserable. This giant rains down bombs on Sonic's head.



Here's new Robotnik looking on Angel Island.

This couldn't wait 'til the 21st century.



The "X" generation of Mega Man adventures is here.
For the first time on the Super NES.

As his last great creation, Dr. Light developed "X"—the first thinking, decision-making robot. Years later, Dr. Cain modifies his design to make thousands of supposedly "harmless" Reploids. That is until Sigma, the most intelligent Reploid of all, decides to lead the others in eliminating all humans from the planet. Now "X" must hunt down Sigma using his all-new arsenal, including the X-Buster and the awesome Emergency Acceleration System. It's the Mega battle of the next century, found only on the Super NES.



X saves his X-Buster to save Zero, the leader of the Maverick Hunters from the evil Vile.



When the robotic amorphous ghost "X" to the ground, either he shoots or he's stuck.



X destroys an energy submarine fuel tank and blows get extremely explosive.

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CAPCOM



By The Unknown Gamer

Goofy's finally got a game he can sink his teeth into. This cart takes Disney's lovable bumbler and gives him an appropriately offbeat adventure that's tough, but loads of fun.

Hey, Gooftball

Goofy's got big problems. He's a janitor in a museum, and he's got to make sure everything's shipshape in four new exhibits for the grand opening. The museum's curator, Professor Ludwig Von Drake, has promised to make Goofy the head janitor if he does a good job. However, Goofy's long-time arch-rival Pete is intent on snagging the head janitor job for himself, and to get it he's sabotaging Goofy (who's pretty good at sabotaging himself, anyway). Pete hides important items from each exhibit, so Goofy's got to find them or risk Von Drake's legendary wrath.

As Goofy enters each of the four huge exhibits, he starts daydreaming and imagines he's really back in four historical eras: Prehistoric, Medieval,

Colonial America, and the Wild West. This means you get to guide Goofy as he battles Pete's nasty ancestors and a slew of other odd and imaginative creatures. Each exhibit contains several levels with clever obstacles and enemies that match the theme. For example, in Colonial America, Goofy scales the rooftops of a colonial city and battles Weasles with muskets. In the Prehistoric exhibit, Goofy rides a unicycle across the backs of giant dinosaurs and fights an egg-tossing, neanderthal progenitor of Pete.



PRO TIP: To reach difficult objects, you can jump and use the Extend-O-Hand at the same time.

Gawrsh!

Goofy navigates through each exhibit in hop-n-bop-style game play. Innovative twists make the game more complicated and far more challeng-



ing than average action/adventure fare. Namely, he has some new inventions — the Extend-O-Hand and his Gooftraptions. Goofy uses his Extend-O-Hand to climb, to swing, and to reach things that are too high for him to grab normally. As he shuffles through each exhibit, he'll find attachments for his Extend-O-Hand that give him other useful abilities, as well. For example, the Boxing Glove gives him a one-two punch that'll take out Pete's ancestors in seconds. Other attachments include a special Boot, a Propeller, and the Gooftball Glove.

Also scattered through each exhibit are Gooftraptions. These include the Gooftball Funnel, a special Bird-house, a Factory Whistle, a wacky Cuckoo Clock, Fire-

works, and the Gooftball Popper. Each of these can help Goofy in some way. For example, when Goofy slaps the Factory Whistle with his Extend-O-Hand, it blows and all the enemies take a coffee break.



PRO TIP: To defeat Prehistoric Pete, wheel from side to side on your unicycle, dodge the eggs he tosses, and then jump on his head. This is safer than trying to move in and punch him.

Goofy also stumbles across a gaggle of other gatherables. He picks up Balloons to earn extra lives, Goobers and Goo-

The Handy Extend-O-Hand



Goofy's Hysterical History Tour

(By Abner)

Goofy's got big problems — but his cart doesn't. You can give him a hand and have a lot of fun doing it with this wacky game.

Developer	Genre	Colors	Features	Controls
ADJ	ADJ	ADJ	ADJ	ADJ

Set 15
8 maps
Infinite lives
Action/Adventure

1 player
4 words
8th view
Multi-screen

Ups to restore his life, and Goofballs to enable him to fire at his enemies.

Goofy Graphics and Sounds

Disney always carefully controls how their characters are depicted in games, and Goofy's looking good here. The Goofster, as well as Pete and the rest of the gang, were drawn nicely as large sprites. Goofy's got a number of humorous animations, and he lumbers along the same way he does in his cartoons. Each exhibit is rendered beautifully, with interesting background detail and unusual scenery. The music's somewhat repetitive, but the digitized voice of Goofy saying the old standards like "Gawsh" and "Un, Unh" are great.



PRO TIP: Goofy can grab things diagonally. This comes in handy when you have to grab tricky blocks, like this one in the Prehistoric Exhibit.



PRO TIP: If you destroy your enemies by punching them, they'll turn into Balloons, which give you extra lives. If you jump on them, they won't.

Hysterical Controls

Goofy's three-button controls are somewhat tricky. Walking and jumping are no problem, but trying to get the Extend-O-Hand to operate reliably makes you feel as klutzy as

Goofy – and very frustrated. It frequently doesn't grab and hold on when you need it to, usually sending Goofy plummeting to his doom. The third button makes for easy swapping between Extend-O-Hand attachments.



PRO TIP: You can't destroy the frogs in the Prehistoric Exhibit. All you can do is stun them, and then move on quickly.



PRO TIP: Beware of this lovelock bird in the Colonial America Exhibit. Try to take her out before she comes after Goofy, or she'll cause major damage.



PRO TIP: Watch out for paths of smoke coming out of chimneys in the Colonial America Exhibit.

Hysterical History Tour is geared for intermediate to advanced players, so it will make beginners feel pretty goofy. The game's precise hop-n-bop requirements, combined with tricky Extend-O-Hand swinging and jumping maneuvers and the unreliable Extend-O-Hand controls, make this cart tough – even on the Simple setting.



PRO TIP: When you reach the second cliff in the Wild West Exhibit, take the upper route via

the birds in the air. The route along the face of the cliff is nearly impossible to navigate.



PRO TIP: If you run from the bees in the Wild West, they'll continue to follow you. Instead, turn and face away from them so that they'll fly in close, then quickly turn back and clobber them with the Extend-O-Hand.

Not a Museum Piece

Despite the high frustration factor, this game's a fitting saga for the Goofster. An appropriately quirky story line, tons of wacky contraptions, and of course, the "dawg" himself, make this more than just average action/adventure fare. It's...well...Goofy! ☐

Goofy Gatherables



Grab Goofballs to give Goofy extra life.



When Goofy slips on the Banana peel, he's invisible.



Grab 50 Balloons to earn a 1-up. The Blue Balloons are worth five Balloons.



The "Goof" refills Goofy's life.

The Gooftraptions



Goofy's get a Baked to



Blow the Missile to stop Goofy's enemies in



Slash Goofballs inside the Parasol for extra points.



Goofy's bird friends will carry No enemies



The Fireworks will destroy Goofy's enemies.



By Nancy LaMarche

The Lost Vikings are in trouble again, this time on the Sega Genesis. They've got to escape "intergalactic zookeeper" Tomator's ship, and it's up to you to get the hapless threesome back home in this very entertaining puzzle/adventure game.

Vikings Stick Together

Teamwork is the key to the challenge and fun in this game. The Vikings each have particular attributes, but individually they can't accomplish much. You must team them up to solve various puzzles and work their way through the 43 levels.



PRO TIP: Unless otherwise necessary, it's a good idea to keep your three party members close to each other. They work better as a team.



PRO TIP: If you want Balog to quickly shoot an arrow, hold down the button to prepare him to fire. When you let go of the button, he'll sling his arrow immediately.

On top of the often-irritate puzzles, the fun is doubled by the personalities of the cart's stars—the three Norsemen are constantly voice-cracking during the game. For instance, they razz you if you mess up too many times during a particular level.



PRO TIP: Before you rush in, look ahead for which obstacles need to be cleared. Then, carefully think through how you can best solve the problem.



PRO TIP: It's a good idea to send Olaf the Stout into action first. His shield will block most any threat, giving you time to bring one of the other characters in to do their specialty.

Control of the characters is simple, and you'll be switching from character to character and using the items you pick up in no time. Many of the latter levels will make you scratch your head, so it's nice that the controls don't get in your way. Be advised, though: some moves require complicated button-press combinations, so owners of a six-button controller will have an easier time.



PRO TIP: When you take a Down elevator, be sure to bring the entire party along. A steep drop means certain doom for straggling Vikings.

Good Enough for the Genesis

It's natural to compare this version with the original SNES game. What you'll find are slightly poorer graphics and sound, and not as much programming pizzazz. Even so, the graphics are nothing to sneeze at (bless you). All of the characters are well animated, and they tickle your funny bone with their expressions and comic appearance. The sound effects really spice up the game play. Overall, interplay has compensated for the cart's shortfalls by adding six new levels and humorous mid-game intermissions.

You'll Laugh 'Til You're Norse

This cart offers fresh puzzle-solving fun that strains your brain and takes a long time to complete, but makes you laugh out loud along the way. There's no crowd when you get lost with the Vikings. ☐

Balog the Fierce



Age: 25
Height: 6'0"
Weight: 220 lbs
Hobbies: Body-building, knife throwing, bowling

Eric the Swift



Age: 19
Height: 5'0"
Weight: 160 lbs
Hobbies: Springing, rock climbing

Olaf the Stout



Age: 23
Height: 6'7"
Weight: 320 lbs
Hobbies: Para-sailing, bungee jumping

Genesis Game Profile

The Lost Vikings

(No intermissions)

Lost Vikings lost a little of its sights and sounds during its jump to the Genesis, but it gained more levels and intermissions. The fun is the key, though, and that's not lost in the translation.



250+ levels
8 maps
Available Jeremy
Puzzle strategy
3 players

43 levels
5th class
Multi-scrolling
Passwords

THE LOST VIKINGS



JAM IT HOME MARCH 4TH!



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Genesis



By Bro' Buzz

If you're itching for classic side-view shooting action, Gunstar Heroes wants you. But be advised: This Genesis action/adventure cart is an assault on your senses as well as your trigger finger.

Better Dead Than Red

The planet Gunstar has the Red blues. Colonel Red, a vicious dictator, has stolen four Mystical Gems, which can revive a long-dead, planet-killing robot. The Gunstar twins are out to retrieve the Gems and cream the Colonel.



Colonel Red is a vicious dictator (and a very bad dresser).

Gunstar Heroes is chaos in a cart. Colonel Red's droid hordes comes charging at you on land and in the air from both sides of the screen. The Gunstars fight through a spaceship/shooter stage. The bad boss bots run the gamut



from weird, Erector-set jets to teeny, tiny, mechanical terrors. You select four difficulty levels, where even Easy is nasty hard.

You need superior firepower to survive, and the cart obliges nicely. Periodically an Electronic Duck flies in to drop four energy weapon power-ups. You can use two separately or combine them into one awesome blaster. There are ten combo weapons possible.



PRO TIP: In Stage Four, you can make a stronger throw with the dice if you catch and throw it before it stops bouncing.

PRO TIP: You can snatch bad guys, robots, and bombs out of the air and lose 'em. Time a jump and all it.

PRO TIP: Force with Lightning and Double Force are strong weapon combos, especially at the end of the game.

Minor Controls

The real stars of this thumb-buster are the outstanding controls and the character moves. In addition to the energy weapons, each Gunstar has an easily accessible hand-fighting repertoire: a flying kick, a sliding kick, a throw, and a body slam. They can block attacks, fire weapons 360 degrees, and climb hand-over hand. During the mining cart sequence you can even fight upside down.



The Colonel and his evil crew await you on the murderous final stage.

PRO TIP: You can rebound off the sides of the screen to jump a little bit higher.

PRO TIP: Run with the Duck! Sometimes you can score an extra Vitality.

Eye Strain, ear Gain

The cart's graphics wage their own battle against good and evil...but good ultimately prevails. The character sprites aren't very sharp, and during the riotous two-player contests, you're hard-pressed to distinguish your Gunstar from your friend's. Although slow-down is infinitesimal, blocks of pixels sometimes disappear from your sprite during heavy fighting. On the other hand, there are some truly creative stage designs. For example, one imaginative stage is a board game, where you roll dice, move to a square, and warp to a boss challenge.

The sound effects pack a power punch. Crystal clear gun blasts and explosions will rock your house.



Gunstar is a fierce space shooter, too!

'Star Quality

This cart doesn't blast open new territory, but it soups up a standard shoot-out game with murderous action, excellent controls, and imaginative game design. Gunstar Heroes is a certified Genesis gun star.

GENESIS Genre Profile
Gunstar Heroes
 (By Buzz)

If you want to be a look-alike-in-a-dress, Gunstar Heroes is a serious side-view, run-a-gun game guaranteed to put you to the test.

Shooting	Score	Score	Features	Controls

ADJ.

\$49.99	2 players
4 stages	7 stages
Action/Adventure	Side-view
Adventure/Action	Multi-scrolling

What the Duck Drops!



Duck!



Force!



Lightning!



Claws!



Fire!

Combine these power-ups into ten super weapons!

SEGA™ PLAYERS... WELCOME TO THE FAMILY!

The Addams Family



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COULD BE YOUR LAST!



LETHAL OBSTACLES AWAY
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AVOID THE DEADLY WEBS
OF TROUBLE.



EXPLORE THE WEIRD
WORLD OUTSIDE THE
ADDAMS MANSION.



IT'S THE FEZ-COPTER
FLYING GÓMEZ TO
THE RESCUE!



Great Scott, mán! Morticia's been kidnapped! It's up to the golf-ball-hurling, Fezi-copter-flying Gómez to rescue her or she'll face a fate worse than *Mid!* Spooky dangers haunt every spine-chilling bend, but with Wednesday, Pugsley and Thing around, help is always at hand!

So, for the kookiest, ookiest, creepiest Sega™ action... welcome to the family!



FLYING
EDGE

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Genesis



By Lawrence
of Arabia

Cosmic Spacehead tries to combine role play, text adventure, and a comic story line. With such galactic goals there's some cosmic fallout, but also a lot of outer space fun.

Cosmic Calamity

Cosmic Spacehead is a point-and-click text-based adventure, similar to Monkey's Island for the Sega CD and King's Quest for the NES. As Cosmic Spacehead, you travel around and collect items to progress to the different stages in the game. You can combine the items or use them on other characters to gather more items.



PRO TIP: Flying back and forth as the Teleporters empowers you with some strange side effects. When you transport to Old Line Town, you'll glow like a flashlight. This might be useful in a dark underground place.



PRO TIP: Ask to play in the Space Bumper Car. You'll be rejected, but you'll receive a balloon that will help you against a very stubborn alien monster.

In this cartoon adventure, the land you explore is the Planet Unoleum, with such cities as Formica, Unograd, and Cape Carnival. You're trying to get to the car show in Detrobica, although you start the game with nothing but the space suit on your back.

Cartoon Cosmonaut

The graphics in this game are colorful and very cartoony. As a matter of fact, Cosmic Spacehead would probably fit right in on most Saturday morning lineups. The backgrounds are bright and vivid, and the towns have a very Hanna-Barbera look to them.



PRO TIP: Sugar icing does a great job of freezing some watery areas.

The sounds and music in C.S. lack originality, but then again, what Saturday morning cartoon boasts great music? The sound effects are common plinks and ploinks, and the music is static and mildly annoying.



PRO TIP: The first two items to pick up are the Old Line Town Teleport Key and the Coin. Take the Coin to the left and find the Luk-i-Day slot machine.

It's Like...Cosmic, Man...

The real fun in Cosmic Spacehead is the addictive hunt-and-search clue-finding that pervades the game. The story is linear, so you won't be able to get past an area without finding or doing something to complete your mission.



PRO TIP: You'll need to enter Dodgey City from the front and the back to receive the Driver's License and the Rubber Plug for the Bathub.

Most intermediate gamers will spend a lot of time with this one, although the graphics are geared toward young players. Younger players will need a little help to figure out the text and some of the clues. Don't let a little reading deter you, though. Cosmic Spacehead will grow on you like an alien space fungus. 



PRO TIP: Leave some passport icons lying around and return to them after you've completed difficult side-scrolling sections.

COSMIC SPACEHEAD

Smash Some Profits Cosmic Spacehead

(By Entertainers)

It's easy to let some games slip through the cracks, but don't make that mistake with Cosmic Spacehead. It's an entertaining graphic adventure (sort of a scaled-down Monkey's Island), and it's great for younger players.

System	Cost	Genre	Interface	Controls
324 50	1 player			
4 maps	12 levels			
Available now	3.5in. disc			
Graphics/controls	Full scrolling			

Along the way, you pick up objects like Teleport Keys and Coins, and use them to obtain Passports, Bus Tickets, and other items to get to Detrobica. A menu of interactive commands like Look, Pick Up, Talk To, Give, and Use is at your disposal. Before each city you must get through a cutesy side-scrolling game where you pick up icons to get an extra life. On one level there's even an overhead-view car-racing game.



PRO TIP: The Clerk won't give you the Targeting Device until you get all the parts for the Mib-slin. You need the Gumpswader, a Mutch, and the Fosewire.

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Taito's new *International Tennis Tour* presents the game in stunning detail, making it seem as though you are actually on the court. You'll face the same challenges the pros do, from tough training sessions to the pressure of court competition. Play the professional circuit and battle the world's 64 best players for the championship title!

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Genesis



By Bro' Buzz

Automobile-impact testing tools, safe-driving TV commercial stars, toy figurines, and cultural icons...not a bad track record for a bunch of Dummies. In fact, *The Incredible Crash Dummies* is not bad for a Genesis video game.

This zany, side-view action/adventure game makes you the Crash Dummy, Sick. You're on a mission to save the synthetic hide of Dr. Zub, who's been Dummy-napped by the villainous Junkman and his Junkbot gang. You must find Zub before Junkman can squeeze the plans for the TORSO-9000 Super Dummy body out of him!



PRO TIP: The forward roll gets you past tight squeezes. Press Left or Right to rise, then hit Down.

PRO TIP: The sounds are a dead giveaway to nearby foes.

Genre: Genre Profile

The Incredible Crash Dummies

(By Flying Steps)

The Incredible Crash Dummies crash into the Genesis with fun but familiar results.



Score	Time	Game	TopFour	Options
0/2	00	0.1	0.1	INT.
Five hit accidents	4 coins			
8 steps	Side view			
Accelerate one	Roll, scrolling			
Adjusters/drawers	8 buttons			
2 jumps				

You Ain't Got No Body

The frenetic fighting action here is straight hop-n-bop, and the hopping plays off the key characteristic of the Crash Dummy toys—detachable limbs. You got it! It literally costs you an arm and a leg every time you get hit by a bad guy! If you aren't careful, you'll wind up as a tumbling torso. Don't worry, you can still haul a mean Wrench at the Junkbots, and Screwdriver power-ups restore your appendages.

Crash Dummies' challenge won't make your ego crash and burn, but intermediate action buffs will get a good workout. The cart's four Zones consist of four to five Dummy-dangerous stages, each of which has a hard-to-find exit and a time limit.



PRO TIP: You can destroy bad guys and most traps by hopping on them.

THE INCREDIBLE CRASH DUMMIES



PRO TIP: If you have the time, you can outrun most moving Dummy destroyers, such as tires. Reverse direction and run away until they disappear off-screen.

In general, the controls do a good job of enabling you to handle the action. However, precision play is necessary, since the Dummies slip and slide whenever they leap.

Looks Like a Dummy

The smart-looking graphics do the Dummies justice, but the sprites definitely lack personality. Turning down the game's volume is no loss. Its sound effects are cute, but not cutting edge.

Do It for the Dummies!

The Incredible Crash Dummies is a creditable cart. Dummy fans will want this game for their collections, but kids will face a fairly tough fight. If these merry mannikins turn you on, don't be a dummy, be a Dummy. ☐



PROREVIEW

Genesis

By Erik Suzuki

The excitement of a coin-operated pinball game is in the flashing lights, the harsh sounds, and the massive scores you can accumulate. But pinball video games always seem to lose something in the translation. With *Dragon's Revenge*, Tengen lost and found something new.



PRO TIP: If you can make it here, you'll rack up thousands of extra points.

Fury's Revenge

Almost two years ago, Tengen released *Dragon's Fury* for the Genesis. This cart opened up an entirely new dimension in pinball video games by incorporating sub-levels, monsters, great graphics, and awesome sound effects. *Dragon's Revenge* definitely borrows a lot from *Dragon's Fury*, but it improves just slightly upon the original game.

PRO TIP: Don't mess around with the Gold Ball. It lasts for only 60 seconds.

Genesis Game Profile

Dragon's Revenge

(By Tengen)

Dragon's Revenge is a nice followup to *Dragon's Fury*. It's a good, though not great pinball game.



554 Bk 7-pkct
8 days 2 plays
Available now 5 level



Here's just one of the eight alternative sub-levels.



You get eight sub-levels this time. Naturally, you run into an entirely new set of nasty-looking boss characters and monsters, such as the Mindslayer and Baalzhog the Spiked Nightmare. You also get much more detail in the background graphics.



PRO TIP: If you nail the Dragon's head enough times, he'll let you inside his mouth.



Beat this Boss screen to earn the Gold Ball.

PRO TIP: Hit A and C to shake balls into hard-to-reach corners and to hit targets.

schemes wash out the wild fantasy-land art. In particular, the cart's limp color palette causes some otherwise nicely drawn pix, such as Darzel's face and the Dragon's head, to look pale. Still, the graphics are definitely unique, and they keep you entertained.

Simple Sounds

Dragon's Revenge makes good use of the Genesis's audio port by presenting a ton of digitized explosions and voices. When you lose at a sub level, a girl sarcastically taunts "Try again," and amazingly enough you can understand it. Although the music fits the game, it's merely average and has an annoying twang.



PRO TIP: You must destroy Darzel's face after you complete the 11 sub-levels.

Is Vengeance Yours?

Dragon's Revenge is a solid game for pinball fans and gamers who like fast action. It offers new variations and hides plenty of secrets. If you liked *Dragon's Fury*, then definitely go for *Revenge*. □

PRO TIP: Try to balance the ball on a flipper, a bumper, or some other object. If you keep it there long enough it explodes, but you get 500,000 points.

The flipper-pumping game play makes you sweat, and it keeps you guessing, too. *Dragon's Fury* required sharp flipper skills and good timing to successfully complete the game. With *Dragon's Revenge*, skill is still essential, but luck plays an almost equal role in your success. The multiplier balls, especially the Gold Ball and the Red Balls, really come in handy.

Color Blind

Graphically, *Dragon's Revenge* looks good for a pinball video game, but the muted color



You must destroy this fiery foe.

Genesis



By **Minny LaMacha**

Ah, poor Cap'n Havoc's gotten himself into a fix. Bernard, the seafaring pirate came, is holding a map that could lead him to wealth - and the Emerald gem filled with magic. It's up to you to guide Havoc's search for the treasure in this fun adventure.

Who Said the Pen Is Mightier Than the Sword?

High Seas Havoc is a fast-paced hopin'-bob action/adventure jaunt that will test your reflexes. As you hunt for hidden riches, you must survive all kinds of peril, from ice caves and fire pits, to danger on the open water and struggles at the top of the world. Each level has more than one path to the exit. You can take detours that will bring you more treasures or more enemy conflicts. This makes you to make your seafaring a different each time.

Putting Havoc, a cartoony character, through his paces is very easy, thanks to a simple control system. The directional pad moves him from spot to spot, and makes him squat or

look up. Each of the buttons does the same thing: A single button push makes Havoc jump if he's standing, or he can roll out of danger if he's in a squat position. Havoc can bop enemies by jumping on their heads, or double-push on a button to swing his sword at evil passersby.

Not all is dangerous in Havoc's trek. Treasure-chests are strewn about, and can provide swifter foreware, food that offers healing to Havoc's damage bar, as well as extra lives and bonus points.



PRO TIP: It's possible to jump and swing your sword. Through a double-push on the button will make you swing your sword, timing is of the essence. Your second press of the button has to take place before you hit the ground. Practice the timing of this early in the game.



PRO TIP: It's usually better to avoid confrontations. If you can help over your enemies, your points will suffer, but you'll live to fight another battle.

Wrecking Havoc

High Seas Havoc sports a hopin' soundtrack. The sound effects, however, can be pretty disappointing. While most are decent, many of them are raspy.



PRO TIP: You've got to beat the clock, but if going for additional points or bonus power-ups doesn't put you in danger, strike a quick run for them.

The graphics are very crisp and clean. The animation is smooth for all characters, and levels such as the Burning Hamlet feature swirling backgrounds (and you thought that was only possible with Mode 7).

The tide is rougher in the fun category. While High Seas Havoc owes a lot to such platform icons as Sonic and Mario, there are a few sections that will simply irritate rather than terrify. For the most part, though, the game is an enjoyable and well-designed romp.



PRO TIP: When you reach the first boss at the end of the Pirate Ship level, you can safely bounce on his head, then jump off and strike as he bops. If you hit him and bounce away, you'll be out of reach when he starts swinging wildly with his sword.



PRO TIP: Some bonus items are out of normal jumping range, but you can springboard off an enemy's back to reach them.

Bon Voyage!

High Seas Havoc's faults are minor, but can combine to really distract you from your mission. If your preference leans more to gradually discovering how to reach the goal rather than being battered until you complete a level, High Seas Havoc might not be your gaming lifeboat. Otherwise, prepare to set sail. **B**

HIGH SEAS HAVOC



PRO TIP: Be sure to hit the orb checkpoints. Even if you back-track for bonus items and get killed, you'll be able to restart from the point furthest forward.

Genesis Game Profile

High Seas Havoc

(By Mike Dink)

Any, anyone! Better button down the hatches and scrub the decks - then take to the open blue for some wild adventure courtesy of Data East.



\$4.50 1 game
4 weeks 12 levels
Available January Side view
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Genesis



By Scary Larry

Happy Happy, Joy Joy! Ren and Stimpy are on the Genesis in a very funny (and very playable) game that gives you all the best elements of the TV show. Although the party ends just as it starts to warm up, Stimpy's Invention is the formula for fun!



PRO TIP: In the icebox, you'll need to use Ren as the shovel or Stimpy as the jackhammer to break through the blocks of ice guarded by the Walruses.

Stimpy's a Joy!

In Stimpy's Invention, you play either Ren or Stimpy as you wind your way through five twisted levels in search of pieces of Stimpy's new Invention, the Mutate-O-Matic. You'll go through such levels as the Zoo, the City Streets, the Dog Pound, and Stimpy's Lab. You'll meet banana-tossing Chimps, ice-box bound Walruses, and bullish Bulldogs

along the way. The levels are so imaginative and fun, you'll wish they were longer.



PRO TIP: Long Jump (Button A) from a Hippo's butt when there's no landing place in sight. Also, don't rest too long on one hippo. They submerge after awhile.

ball or two from Stimpy. They also roll each other like bowling balls, toss each other like boomerangs, and hang onto each other for short aerial maneuvers. Unfortunately, despite such apparent variety, the game is still too simple.



PRO TIP: Hop a rising bubble in the Lab, and stay on it until another bubble surfaces nearby. Continuously use Ren or Stimpy's Flying move to get to the lip of the Test Tube.

Small, Dark, and Handsome

The graphics in Stimpy's Invention will keep you glued to the set. All the outrageous characters appear, including the Horse and the Tooth Beavers. The backgrounds look like they came straight from the R & S episodes, and they're as colorful, cartoony, and comedic as the two stars.



PRO TIP: Knock off the Fireman in the City Streets, then jump on the hydrants for a lift to new areas.

Stimpy's Invention



PRO TIP: In the Zoo, the easiest way to get past the killer Giraffes is to fly by them.



PRO TIP: In the Anary, watch out for thorny traps. To make it out safely, aim Ren or Stimpy's head in one direction, then press on the pad in that direction.

You'll also wish the game were more challenging. Intermediate players will have no problem clearing the levels. You perform standard run-and-jump maneuvers against enemies who attack from above, from the side, or from anywhere. Ren and Stimpy also have some special moves. Stimpy can squeeze Ren to belch enemies away, and Ren can squeeze a hair-

The music, although sparse, comes across well, as do the sound effects. You'll dearly hear every belch, every utterance of "Joy" from Stimpy's mouth, and even Ren's patented, "You stupid idiot!" A brief rendition of "The Log Song" opens the game, and "Happy, Happy, Joy, Joy" closes the game.

Ren Again

Stimpy's Invention plays better than the SNES game (called *Veedions*, reviewed in December '93), and it captures the humor better than the Game Gear version (*Quest for the Shaven Yak*, reviewed in November '93), if you're looking for something fast and funny, then Stimpy's Invention is right on the money. **C**



PRO TIP: In the City Streets, pedal the bike and jump over the cars in front of you.

Genesis Game Profile

Stimpy's Invention

(By Joop)

Ren and Stimpy are having a blast. Stimpy's Invention is not only a treat for fans of the show, but also for side-scrolling video game enthusiasts.



2-1-75
Available on: Genesis
Address: Warner
3 players
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Multi-scrolling
Parents

SPEED THRILLS

BATTLE CARS for the Super Nintendo Entertainment System only has two speeds: fast and way fast.

Check it out, if you're up to it!



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Run 'em off the road!



Blow away traffic jam!



Two player split screen Mode 7 head-to-head action!

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- ★ Two player head-to-head mode.
- ★ Tournament mode tracks up to 8 players stats.
- ★ 9 grueling tracks!
- ★ Brutal high-tech weapons!



High speed thrills!





By Scary Larry

The Belmonts are back with a blood lust for the baddest biter around. That's right, look what the cat Drac'd in, folks. It's an interview with a vampire, and with so much at stake, the Count had better take it to heart (ouch).

Fangs for the Memories

Genesis owners have been waiting breathlessly for Konami to bring its classic Castlevania series to the Sega systems. *Castlevania Bloodlines*, an action/adventure side-scroller with graphics and game play similar to the rest of the carts in the Castlevania series, brings new blood to the popular series, as well as a lot of new bite.

The story's hero is John Morris, the great grandson of Dracula-slayer Quincy Morris, and a dedicated vampire hunter himself. You can also play as Eric Lecarde, a young man who wants revenge against the witch who turned his girlfriend into a vampire. During the adventure, you travel through castles, haunted ships, and more as you search for the father of all vampires, the Fang Sinatra of bloodsuckers...Dracula.

John is armed with the potent Belmont whip, while Eric uses a spear. The spear-tossing Eric can also super-jump, and both characters collect weapons, life bar power-ups, and more to fortify themselves during their hunt for Dracula.

Tooth or Dare

Konami's first Castlevania foray for the Genesis looks to



Johnny tries to add a little cool whip to the Count's birthday cake.



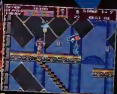
Well, if it isn't the old ball and chain!

CASTLEVANIA BLOODLINES

be filled with ghoulish fun, lots of thrills, and plenty of excitement in the true Castlevania tradition. Tune in next month for a complete ProReview - and don't forget your garlic!



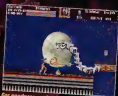
Heavy metal rules!



These guys obviously have a bone to pick with you.

Castlevania Bloodlines
By Konami
Available Now

ANIA NES



For goodness sake, somebody is going to get rattled!



The heating bill must be enormous for a dump like this.



Hi! Nice doggie!



Try not to be part of the castle's movie, like this poor soul.



This pendulum is really the pits.



Eric isn't bothered by what his friends think of him, because he loves spin pressure.



He's definitely got an axe to grind.



Don't like your little furry flying friends? Well, too bad, they seem to like you.



Place your bets, it's Attards City!



He's just trying to stay a-head of the game!

Genesis



**By The Unknown
Gamer**

Man your battle stations, space jockeys! Sega's letting fly with a space shooter that has some very interesting twists.

Don't Let It Get You Down

Fire up Sub-Terrania and climb aboard for nine missions of interstellar combat. In each mission you must complete various tasks, including rescuing stranded space miners, destroying nuclear reactors, and defeating awesome space bosses. You'll notice that the game play is similar in style to Ecco the Dolphin or Jungle Strike - with a cool spaceship thrown in.



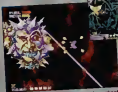
When you sojourn under water, gravity disappears, but you'll have to deal with your ship's buoyancy, which pushes you to the surface.



The Training mode helps you get a handle on maneuvering your ship.



The aliens try to spin a web of debris, but you're up to the task.



It takes some fancy flying and serious shooting to put these extraterrestrial bosses in their place.



Pick up special items like the Spiked Bull, and use them to bog these strange aliens.



Melt down this nuclear plant, but watch out for fallout.

Sub-Terrania



One of your massive objectives is to destroy this space colony.



There's plenty of variety among the mission objectives.



It's gonna take more than a fly swatter to destroy this pest.

You've got an overhead view of the shooting as you pilot your ship through eerie alien landscapes. Your ship rotates 360 degrees, and you maneuver with Forward and Reverse Thrusters. This may sound easy, but gravity's waiting to drag you down. Gravitational forces constantly pull your ship to the bottom of the screen, draining energy and damaging you badly. Fortunately, power-ups include Shields, Missiles, and three different Lasers.

Fly Me

Designed by Scavenger, a new developer for Sega, this game looks like an original and extremely challenging shoot-em-up adventure. Stand by for a closer look in an upcoming issue. □

Sub-Terrania
By Sega of America,
Available First Quarter '94

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CHASE HQ RUNS DOWN CRIME!

Put your Super NES on wheels with Taito's turbo-driven CHASE HQ! In an undercover sports car, you'll race through cities and mountains in pursuit of suspects. Shift your reflexes into overdrive to dodge through traffic and around obstacles as you catch up with the fleeing vehicle. Force the criminals over or smash their car to a standstill - in this game, you choose the method of justice!

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- Five Different Rounds!
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- Three different endings!
- A war of wits and speed!



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PROVIEW

Genesis



By *Ben Buz*

The *Enterprise* is finally about to enter *Genesis* space. *Star Trek: The Next Generation* is due to be released by Sega in March. This long-awaited 21-meg action/adventure game will enable you to command the U.S.S. *Enterprise* 1701-D.

A Strange New Story

The cart warps you into several types of game play challenge which are woven into an intriguing story line. During a routine mission, the *Enterprise* encounters a derelict spaceship. Captain Picard brings the crew out of suspended animation and finds that they seek a legendary omnipotent device. The device was created thousands of years ago, but it was so powerful that its creators, fearful that it would fall into evil hands, sent it into the future, where it reappears every 10,000 years.



Star Trek adventures will guide you on your mission.

A Trek for Trekkers

Trek will combine several interesting game play interfaces. You'll start out on the *Enterprise* bridge with a first-person perspective. Full-screen displays enable you to use such ship's stations as the Sensors, the Computer, and Engineering, as if you're the crewman on duty. Although fighting is always the last resort (as in the television show), you'll engage the starships of Romulan, Ferengi, and other races in face-to-face confrontations, some of which will end up in Phaser shoot-outs.

When it comes time to carry on outside the ship, you pick an Away Team based on the talents of your crew. Commander Riker, Data, Dr. Crusher, Worf, Geordi, and Counselor Troi are among the crew members eligible. Of course, you have a full complement of "expendable" crewmen.

Away Team missions appear in a 3D-overhead perspective and take place on various planets and ships.

You Command the Bridge!



The *Com*

Science

Sensors

Engineering



Tactical



STAR TREK THE NEXT GENERATION



You'll be able to switch control among the Away Team members, so that the Team can accomplish several tasks at once, in real time.



You'll pick the Away Team.



The Transporter sends you on your way.



Away Team members can go their separate ways.

A Genesis Generation

Star Trek: The Next Generation sounds like it's going to satisfy even hard-core *Trek* aficionados...and it had better! Since there are no fans like *Star Trek* fans, let's hope Sega can make it so. ■

Star Trek: The Next Generation by Sega
Available March



All your favorite *Star Trek* heroes are on board.

If you think cafeteria food's gross, try eating this.



But you better get help first. Because, as an ant, that spider is about ten times bigger than you. And you better hurry up or you won't be eating—you'll be eaten. Introducing SimAnt for Super NES—the first, best and only game that lets you experience real life through the compound eyes of an ant.



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M A X I S

**SPECIAL
FEATURE**



ETERNAL CHAMPIONS PRO STRATEGY GUIDE



By Scary Larry

We've covered one of the hottest fighting carts this season, and if you read last month's review you know that Eternal Cham-

pions is setting new standards for fighting games. In this special three-part series, we'll show you some of the best combos for this mega-monstrous masher!

The Killer Kick Clique



Leap in with Button B.



Next, go low and tap Button Z.



Move in close and hit Button B again.



Finish off the combo with a Shuriken (Charge Back, go Forward and press Button Y).



Shadow

Shadow's martial arts style is a combination of Taijutsu and Ninjutsu. Her deadly good looks are offset by her fatal fighting prowess. Better keep the lights on when she's around.

The Shadow Blaster



Leap in and hit Button B.



Then, crouch low and tap Button Y.



Conclude with the Twirling Fan (Charge Back, then go Forward and hit Button A, B, or C).

The Cut and Run



Leap in with Button B.



Stand and hit B again.



Leap into a High Angle Jump Kick (Charge Down, then go Up and press Button B).



End with the Super Slide (Button A and Button C simultaneously).

The Cloak Smoker



To begin, jump and hit Button A.



Then, go low and hit Button X.



Stay low and hit Button Y.



Stand and hit Button Z.



End with the *Attract-and-Smash* (Buttons A, B, and C simultaneously).

The Cane Cracker



Leap in and hit Button C.



Then, move in close and press Button X.



End this miss with the *Dragon Trap* (Charge Back, then go Forward and hit Button Z).



Xavier

Xavier is a real cloak-and-dagger (in-the-back) fighter. His Hapkido Cane Fighting style is great for long-range attacks, and his background in Alchemy lets him do some weird stuff to his opponents. Watch out for this boy in the hood.

The Gold Digger



Leap in and press Button C.



Go low and press Button X.



Stand and deliver with Button Y.



Finish with the *Midas Touch* (Charge Back, then go Forward and press Button Y).

The Slash Kicker



To begin the Slash attack, leap forward and press Button C.



Then, get in close and hit B.



Stand and press Button Z.



Finally, end Slash in with a Running Head Butt (Charge Back, then press Forward and hit Button C).



Slash

Cavemen (excuse me...cavepersons) are not an easy bunch to please. Unless you're somewhat adept at cave painting, it's hard to get a grunt out of them. They like to hang out, and they enjoy the (spiked) club scene immensely. Although somewhat slower than his advanced opponents, Slash's Pain style of fighting can be very effective. Who needs opposable thumbs when you walk heavily and carry the biggest stick?



ETERNAL CHAMPIONS

PRO STRATEGY GUIDE

Slashes to Slashes



Leap Forward with Button Z.



Then, go low and hit Button B.



Stay low and hit Button C.



Conclude with the De-Claw (Charge Back, then press Forward and hit Button Z).

Welcome to My Club



Leap Forward and press Button Z.



Go into the Double-Footed Swing Kick (simultaneously press Buttons A and C).



To end, stand and hit Button Z.

Next Month: Trident, Lareen, and Jetta!

THIS GAME CONTAINS GRAPHIC SCENES AND MAY NOT BE SUITABLE FOR YOUNG CHILDREN.

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Moves. The Sega Genesis version hits you with 11 brutal opponents including evil clones from Dimension X, 11 awesome battle-grounds, adjustable fighting speed and power, instant replay, and amazing arsenals of physical punishment featuring one-of-a-kind Ultra Desperation Attack Moves. And the NES game includes 2-Player and Tournament modes, 7 furious fighters and specialized attack techniques.

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real street fighting, wait 'til Tournament Fighters lets you kick the (CENSORED) out of your enemies. So trash the surfboards, heave the 'za and pick a fight!

TEENAGE MUTANT NINJA TURTLES[®] TOURNAMENT FIGHTERS™



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Streak across the stars for an all-new hip-hop-'til-U-drop adventure on the far-flung planet of Funkotron! ToeJam & Earl are caught in a manic panic when a flock of Earthling tourists hitch a ride on their Rapmaster Rocket. Now it's your turn to help the dynamic duo round 'em up with their FunkScan and send this pesky posse packing through 17 levels of funkified fungi jumping, bubble bouncing and rhythm rapping fun!

Feel the funk...with ToeJam & Earl!





SPLASH DOWN!

Dive for presents in underwater caverns and sneak a smooch from a friendly blowfish!



BUBBLE UP!

Bubble-bounce your way to the Funktivate Spots and help restore the fabric of the Funk Dimension!

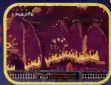


LOCALS ONLY!

Jar the touristy twits - and those pesky poodles too, while you're at it!

THE ACTION HEATS UP!

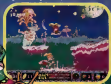
Hotfoot through the fires of the underground caverns!



JAM OUT! Kick it with the Jivesters on Homey Street...and collect valuable clues in the process!



BUST A MOVE! Drop-lob a Jar on shin-kicking Earthlings! Everyone on the bus... pronto!



**ToeJam & Earl
take off on a
Funktastic
New Voyage!**



VOISEGA JAMS!
SEGA

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PROVIEW

Sega CD



By Lance Boyle

Francis Ford Coppola's 1982 movie of Bram Stoker's classic novel didn't become the new standard for Dracula films, and the recent 16-bit games weren't huge hits, either. Now that the CD version has finally arrived with little impact, perhaps we can finally lay this bloodsucker to rest.



PRO TIP: Pay attention to Van Helsing's commentary between levels. He'll point out some of the dangers ahead.

flick), the Sega CD for some reason has the weakest Harker of the bunch (including the fine Game Boy version). Harker no longer picks up daggers, swords, and muskets along the way. He's your standard punchie', kickie' fool in a supernatural world that demands extraordinary powers. With only three continues, this slow, feeble hero drains all the life from the game's veins.



PRO TIP: Walk halfway into the traps buried in the Level One snow, then jump safely across them.



PRO TIP: Kick field goals with these nasty hoastiles as you wade through the Castle.



PRO TIP: Rely on your Jump Kick against this batty warlock of Devo near the end of Level Two.

The Count showed up in several huge forms on the 16-bit systems, but here he seems much less intimidating and much more beatable. You'll want more from the game's graphics than you'll get.



PRO TIP: Don't walk to the edge of this last plank to get across the Level One bridge. Stop back to the center of the plank, then make your jump.



PRO TIP: Get your Micks (and punches) in the Castle's library. Stand in front of the pillars and you won't be struck by the books that fly from the background.

Music of the Night

The chilling sounds help keep you on your quest, however, and are the best part of the game. The suitably creepy music underscores the action in the horrific settings, and atmospheric sound effects create a malevolent mood. Screaming ravens, tolling bells, and whistling winds add life...er, death...well, you get the idea.

Fangs, But No Fangs

Despite the potential for a gruesomely good time, you're really sticking your neck out with this monotonous game. Bram Stoker's timeless novel deserves a great treatment, but, unfortunately, this isn't it. The CD game only makes you hungry for a nice stake. **B**

DRACULA



How do you spot a ruthless villain? This guy goes for the throat!



Less Bite for Your Buck

The film and Sony Imagesoft's SNES and Genesis versions all shared two things: the plot and the lush visuals. On the Sega CD, you again play Jonathan Harker, a young English solicitor who fights his way to a deadly rendezvous with that pain in the neck, Count Dracula. While the story line is familiar (and illustrated here with scenes from the

Sega CD Game Profile Bram Stoker's Dracula (By Sony Imagesoft)

There's not much life left in the Count. Slow, repetitive game play and disappointing graphics make the CD version the worst of '93's Dracula games.



30-40
CD
Available now
Arcade/Adventure

1 Player
Tactics
Site: See
More: See
More: See



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Sega CD



By Captain Squidoo

There's a new shooter in the galaxy, but it's not as blazing hot as everyone was hoping for. *Stellar-Fire* arrives with fiery sounds, some sparkling graphics, and a stellar heritage (it's based on an acclaimed PC game), but there's not enough action to keep this Fire burning brightly.



PRO TIP: Pick up stray *Damage Repair* power-ups just before you approach the *Guardians*.

Stellar Shooter

You're the last remaining pilot as the battle to wipe out the evil Draxons, whose home planet, Arctura, is protected by five moons. Skimming above the colorful lunar surfaces, you shoot, chase, dodge, and gather Crystals until you finally arrive on Arctura for a final confrontation.



PRO TIP: On *Karz Vooz*, five enemies actually fire upon you. *Most* run you. Dodge the ship and shoot it from behind.



PRO TIP: The *Karz Vooz* boss will throw giant rocks at you. Don't let *Nar* get above you. Keep your distance, dodge his projectiles, and blast at *Nar* from all sides.

Your ship, the *Raven*, is barely up to the task, which is one of the game's flaws. The *Raven* doesn't move quickly enough, nor does it go in reverse or spin sharply. The stiff controls cause you to plow into oncoming traffic. What's more, a great shooting game usually has great weapons in great variety, but the *Raven* has only the ineffectual *Laser* and *Cannon*, with an occasional all-powerful *Fat Boy* bomb thrown in. Slow, weak weapons mean you have to shoot some targets repeatedly from point blank range.



You'll see plenty of these as you blast your way through the Arcturan System!

STELLAR-FIRE



PRO TIP: To the *Crystal*, they're the white bar on your center *Crystal Compass* pointed dead ahead.

Explosive Excitement

Stellar-Fire boasts a great opening sequence that will make you want to get your hands on the controller. The game, though, looks nothing like that teaser. You peer out from a wide cockpit onto a colorful lunar surface. As in *Star Fox* for the SNES, polygonal ships zoom toward you, but they are slower and less exciting than in *Star Fox*. Only a few of the Draxon ships are particularly imaginative. Your cockpit *Radar* isn't very helpful, either. The best details are the cracks in the windshield after a collision and the split you get when a flying enemy hits the glass.



Explosive action sequences start the game.

The sounds are consistently strong. You'll hear an array of rockin' tunes that'll get your adrenalin pumpin'. A snippet of speech propels the action, as do the sounds of shots, collisions, and explosions.



Fly one to the moon...the moons of Arctura, that is.

Stellar Fox

If *Stellar-Fire* seems disappointing, it's only because we had such high hopes. It's still a good shooter, just not a space ace. ■

Sega CD Game Profile

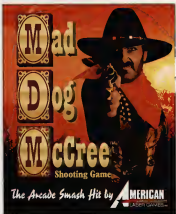
Stellar-Fire (By Panasonic)

This eagerly awaited CD doesn't quite deliver the intense, varied shooting action everyone had hoped for. Strong sounds and graphics help keep *Stellar-Fire* burning, just not as brightly as you'd expect.

Graphics	Sound	Game	Features	Controls

\$49.95
 CD
 Available December
 Shooter
 1 player
 8 levels
 High-score
 perspective
 Multi-scrolling
 Multi-scrolling

LIVE MOTION PICTURE ACTION



Outlaw Mad Dog McCree and his henchmen have taken over a wild west frontier town, locked the sheriff in his own jail, and kidnapped the mayor and his daughter. Sharp shooting is a must in this arcade classic where the player must save the town, rescue the mayor and his daughter, and triumph in a final showdown against Mad Dog himself!



It's the Rolling '30s and someone has killed popular singer Johnny Rock in this action-packed gangster whodunit. The player will need to navigate the back streets, gaming halls, funeral parlors and the dirty sections of this city to get at the clues held by a number of shady characters and solve this murder mystery. Bad guys with machine guns provide a high level of challenge.



SEGA CD

PC CD-ROM

IBM Compatible

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Sega CD



By Nancy LaBarca

Acclaim's the first company to climb into the Sega CD ring with a wrestling disc. *WWF Rage in the Cage* is a lot of fun – if you don't mind waiting for your match to begin.

Beaten to the Punch

The name of the game in *Rage in the Cage* is as simple as pro wrestling itself: beat the stuffing out of your opponent with kicks, punches, elbows, and eye gouges. For variety, you pull special moves (each of the 20 wrestlers has one).

In the simple one-fall match, all you have to do is slam and pin your opponent. In the no-holds, no-holds-barred brawl contests, the match goes on until one wrestler can't fight any longer. In the Steel Cage



PRO TIP: The cheap, against-the-rules moves are great in the brawl match. Be sure you know them going in.

Sega CD Game Profile

WWF Rage in the Cage

(By Arnie)

Get ready to r-o-m-b-i-e! You can wrestle against some of the hottest pros in the WWF in this above-average big-time wrestling disc for the Sega CD.



Price not available
CD Available now
Wrestling

2-player
No control disc
Multi-wrestling



RAGE IN THE CAGE

matches, whoever escapes first by climbing the fence that surrounds the ring, wins. Finally, during the Tournament you pick one wrestler and compete against the 19 other computer-controlled stars for the WWF Championship.

A Smashing Success

Rage in the Cage is a lot of fun – once you get the hang of the controls. Veterans of prior WWF carts will find the game play very familiar, but beginning wrestlers and any using a three-button controller will have to learn myriad techniques. Six-button controllers make things a little easier, but still it takes practice.



And the winner is... Lex Luger! Next challenger, please!



PRO TIP: If your opponent is climbing out of the Steel Cage, quickly run to the corner he's leaving from and hit Button B. You'll slam into the ropes, causing the other wrestler to fly back into the ring.

Once you really start sweating, the game play makes you laugh and cry. The good variety of the matches extends the game's playability, but despite the smooth action, the CD takes annoyingly long to load game information.

The massive information storage comes into play with the sound more than with the graphics. Each wrestler has his own theme music, and cool battle sounds and the thuds of bodies hitting the mat definitely set the mood.



PRO TIP: Study the special move for the wrestler you're using. It's usually the best way to drain your adversary's energy.

The visuals have style, at least. At the character selection screen, each WWF star (such as Macho Man Randy Savage, the Undertaker, and Yokozuna) gets a half-screen "photo" and (the best part) a quick film clip of his special move taken from actual wrestling footage.



PRO TIP: In a Steel Cage Match, get your opponent down on the mat away from your corner. If you slam him well enough, he won't be able to catch you before you get out.



PRO TIP: If you're wrestling between the ropes, a flying kick will lag your opponent before he has a chance to pull a move on you up close.

More Trounce to the Ounce

Rage in the Cage isn't dramatically different from Acclaim's prior WWF carts, but it has some additions worth pounding the mat for: if you don't mind the frequent breaks – in time, that is, not bones – you'll get a look out of *Rage in the Cage*. □

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F169-1707	Start at night with Dark Falls™
D360-1750+ FC09-1707	Start on Great City™ 20

**DISNEY'S
ALADDIN™
Game**

C231-8FA5	Infants lives
C367-AD0A	Always available
3CA0-CA45	Infants eyes
DD85-3467+ DD8A-3FA7	Level 100 in each area - hold down it, use 40, Open to change level, Sub Night to see level
DDA7-4D05	Times spent played after every level

**ACTRAISEN 2™
Game**

C380-CF07	Invincible from most enemies
3CA5-CPA8	Infants eyes (over level 1 to 40)
DD83-C744	All your enemies will 1 hit
DD33-47AF	Infants time
DD67-4468	Infants lives

GAME GEAR™

**SONIC
CHAOS™
Game**

008 3ED 84E	Infants time
042 14C 84E	Each ring worth 10
349 DCA 3A2	Never lose rings
72A 91D 3A3	Start with some rings most of the time
D56 93C 88A+ DD6 96C 03F+ 956 ADC F7D	Start™ starts on electric Egg 1™ with 5 lives

**STREETS
OF RAGE 2™
Game**

318 13C 91D	Infants lives
31A F8C 91D	Infants energy
00A 05B 84E	Infants time
032 C3F 84E+ 030 C3F F7A	Start on stage 4

GENESIS™

**SONIC
SPIRITBALL™
Game**

AX2A-8A07	Infants lives
AF87-5K7C	Start on Level 4. Showdown
AX32-8A3L	Infants both in all levels except

**HERAGE HUNTER
AND INVADES
TORNAMENT
HEAVENS™
Game**

AJX1-AA96	Get any # of continues in 100% score
AJTA-AA3Y	Get any # of medals in 100% score
AJTA-AA30	Get any # of medals in 100% score
ABCT-8A4H	Stage 2 in computer starts with 100% in health

**SPIDER-MAN™
M-TEK™-ARCADE'S
REVENGE™
Game**

8AXA-AA52	Always get option of playing Spider-Man™ Security level
AC87-GA6G	Spider-Man is invincible
AX3T-AAAT	Spider™ and Webster™ are invincible
AJTA-CA36	Combo™ is invincible

GAME BOY™

**STAR TALK: THE
DEAD GENERATION™
Game**

FAA-27D-8C1	Infants health
001-15D-8F7	Energy restored immediately
001-13D-38A	Damage isn't repaired

**DARKWING
DUCK™
Game**

D1A-06F-C4D	Infants lives
FAD-39B-8C1	Infants energy is full-up
091-84F-F7A+ 009-F01-F7A	Start with 10% of energy and 3 lives

NES™

**TETRIS 2™
Game**

AALLUSSO	Level 1000000000 - 1 player game
VNURUSSO	Level 10000000000 - 1 player game
ZK8SSPP+ P8A0AP	Max speed: 2 - 2 player game
AVX0YXZ	Don't take incoming pieces during press - all pieces

**STAR TALK: THE
DEAD GENERATION™
Game**

AAVTEVH	Energy restored immediately
AAU2PAGY	Energy restored™ always work
AAEXTPWY	Phase™ always work



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By Scary Larry

Dirk the Daring is back! If you loved Dragon's Lair in the arcades, you're going to love this faithful Sega CD translation.

Scary Lair-y

Dragon's Lair is being produced by ReadySoft. It looks like the folks there have done a great job of translating the Bluth Animation Laser CD arcade game to the Sega CD.

Any player who fought for Daphne's hand in the arcade a couple of years back knows that the game's move-and-click interface is somewhat archaic when compared to the advanced button movements of newer games. However, the animated graphic adventure still has a great charm that won't be lost on the new breed of gamers.

DRAGON'S LAIR



Dragon's Lair is the tale of hapless Dirk. He's in love with Daphne, who's been kidnapped by the Lizard King. It's the timeless story of knight-meets-girl, girl-meets-dragon, with outrageous humor and lively graphics. You travel through the forest, into the castle, and eventually right into the Dragon's Lair in your search for Daphne, glory, and a little respect.



Mice... must be fly season, 'cuz I heard someone cuffed.



That's the way the catacombs crumble!

Dirk Works It

Since its term at the top of the arcade scene, Dragon's Lair has been imitated but never surpassed. The pictures in this article tell the real tale. For more on this classic adventure, see our ProReview in an upcoming issue. You may find you'll want to spend a lot of time in Dirk's world. ☐

Dragon's Lair by ReadySoft



Dirk



Daphne



The Dragon



Dirk's games have a ball!



How does Dirk get into such thorny situations?



The Lizard King and Dirk square off.



"Rats in the belly" describes both Dirk and the game!



Dirk rides a horse with no mane.



Things have a tendency to come alive unexpectedly in the castle.



Not all knights have Daphne's best intentions in mind.



Enter check that restaurant guide again!



Dirk puts the mouse on an enemy.

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action sequences.*



PREVIEW

Sega CD



By Earth Angel

Sega's ready to unveil its next generation of discs for the CD system. Here's a first look at the games - we'll give them ProReviews in upcoming issues of GamePro.

GROUND ZERO, TEXAS

There's a little problem deep in the heart of Texas. It seems that about 20 years back, the inhabitants of a small town were faced with an influx of immigrants - from light years away! Now the aliens are planning the extermination of the human race. As a government agent, you're assigned to move in and clean out the aliens in this two-disc game, which boasts a movie-quality soundtrack and more than 100 minutes of full-motion video.



Ground Zero's graphics will blow you away.

The game's characters are real actors and actresses, and you see the action from a first-

person point of view. The interactive story line unfolds as you choose what you want to do and where you want to go in the town. Battle Cams enable you to see different areas of the town as you search for the aliens you're out to destroy.

You're armed with standard-issue military weapons, and your main task is to gun down

aliens wherever you find them. During the game, you'll eventually have to snag some of the aliens' own weapons, and then you're in business.



Disguised aliens lurk everywhere, even in the Cantina.

Similar to Night Trap, Ground Zero, Texas' TruVideo game play puts you in control of the plot and the action. Its innovative style and extensive full-motion video are an out-of-this-world change of pace for CD gamers. **B**

Ground Zero, Texas
By Sega
Available First Quarter '94, \$59.99

JURASSIC PARK

The long-awaited Jurassic Park CD is finally about to hatch, and it looks well worth the wait. The story begins after the book and movie end. You're the first visitor to return to Jurassic Park, and you've got to find the dinosaur eggs and return them to the Visitors Center to be preserved. Of course, the island is still populated with dangerous dinosaurs, so you've also got to stay alive long enough to escape after you've completed your mission.



T. rex is looking for lunch, and you're a likely victim.

The game play is similar to other graphic adventure games, except that the graphics are highly involved and detailed - so real you'll feel like you're actually walking through the steamy jungles. You have a

360-degree panoramic view of the action as you journey to more than 50 locations on the island. Lurking everywhere are beautifully detailed and animated dinosaurs, which were created with the help of the same powerful Silicon Graphics computers used to create the movie.

Q-Sound adds to the atmosphere, with actual reptile and jungle noises. In fact, you've got to listen if you want to survive, because dinosaurs and other dangers will come at you from behind, and your only warning is the sound of their footsteps.

In addition to having fun with the Jurassic CD, you'll be able to learn a lot about dinosaurs. Sega recruited Dr. Robert Bakker, a renowned paleontologist and dinosaur expert, to appear in the game. Jurassic Park looks like an exciting addition to the Sega CD library. **B**

Jurassic Park
By Sega
Available First Quarter '94, \$59.99



Dr. Bakker's always got a few handy tips that'll help you solve your dinosaur problems - or save you to death!

Sega's climbing into the ring with this interesting disc, which makes use of innovative technology to involve the player in realistic first-person game control. With the help of Ron Stein, who choreographed the boxing sequences in the movies *Raging Bull* and *Rocky III*, Sega filmed boxing footage in a real ring using actual boxers. It took five weeks of choreographing and training to get the moves right for filming, and the resulting footage (done in black-and-white to set the mood) is very cool.



When you tag your opponent on the chin, the entire screen shakes.

Even before the bell rings, you've got a first-person view of the game as your trainers prep you for the fight and your opponent taunts you with his prowess. When the bout begins, you throw lefts,

PRIZE FIGHTER

rights, uppercuts, and other standard punches. You'll see your fists tag your opponent right on the chin, and the controls are so fast that there's virtually no delay between your button presses and your fighter's reactions.



The fighters' faces at the bottom of the screen illustrate how much damage each boxer's taken.

Other details in this two-disc boxing extravaganza include detailed stats after each fight, different fight action each time, a training mode, and, for boxing aficionados, the one, the only Jean LaBelle as the referee. **B**

Prize Fighter
By Sega
Available Now, \$39.99



Don't let him intimidate you.



He's down for the count.

Once they had the footage on tape, Sega went into their own studio to put together a very unusual fighting interface. As "The Kid," you're trying to battle your way to the championship. You fight four other increasingly challenging boxers, including Mega Joe, Honey Boy, and T. Rex.

DOUBLE SWITCH

Sega hired Mary Lambert, who directed *Pet Semetary*, *Pet Semetary 2*, and several Madonna videos, to help create this off-beat murder-mystery adventure. Lambert directed the filming of all of the game's footage, and helped craft the Egyptian interiors in the old apartment building where the story takes place.



This apartment building has...well...shall we say, some unusual tenants.

During the game's cinematic intro, you meet Eddie, a kooky guy who's set up a series of traps to provide security for a crazy old mansion and its tenants. The tenants range from techno-punk band members "Jeff and the Scream," to archaeology and architecture graduate students. Unfortunately, Eddie's gotten himself locked in the basement, and

now he wants your help to get out...or so he says. With that, the mystery begins.

As in *Night Trap*, you move from room to room in the mansion in real time, trying to solve puzzles and problems and figure out what the heck is going on. There's always something happening in any room at any given time - it's up to you to be in the right place at the right time.



He's something because...no we can't tell you - that would ruin your fun.

The game also features a very cool musical soundtrack by none other than Thomas Dolby. Various celebs, including Deborah Harry and Corey Haim, also make guest appearances. **B**

Double Switch
By Sega
Available Now, \$59.99



Wierd things are going down in this creepy old apartment building.

critic
capacit
sion afte
between
sumptu
highly
scores
best, let
a mom
unusual
begun t
a most
interacti
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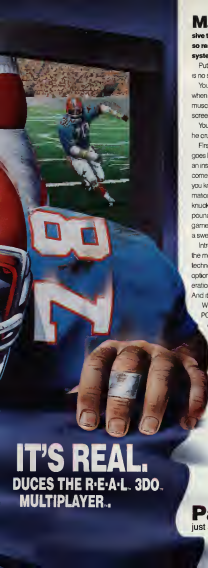
While at this writing, no comprehensive data, a number of sources have expressed a strong interest and propensity to discuss international politics, and a bizarre compulsion to sit up straight in their chairs, speak in clear,



OUCH!

PANASONIC INTRO
INTERACTIVE

Jersey. Although the player's actual hair was said to have been cut, connections between papaya consumption and the



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First and goal, the crowd goes ballistic, and you watch an instant replay that actually comes up instantly. Before you know it, you're in formation again. Breath short, knuckles white, heart pounding—this is a video game that makes you break a sweat. This is R-E-A-L.



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vital base on Tatooine to the final confronta-
tion with Vader!

Super

STAR

THE EMPIRE STRIKES BACK

WARS

You fought through Star Wars on the Game Boy, you zapped the AT-ATs in Empire Strikes Back for the NES, and you blasted Darth Vader out of the Death Star Trench in Super Star Wars for the SNES. But you're not a full-fledged Jedi Knight until you can whip every level in one of the best, and toughest, games in the galaxy - Super Empire Strikes Back for the SNES! As you make your way from Hoth to Dagobah to Bespin, this ProStrategy Guide will help you be in the right place at the right time with the right weapon. Jedi, start your Snowspeeders!



If you're gonna try to fight while riding your Tauntaun, use your Blaster, not your Lightsaber. The Hoth beasts won't be able to get as close to you.



Avoid the Ice Crystals that form underneath you. They inflict the most damage.



Use your Tauntaun to jump safely over the Ice Crystals on Hoth.



To get the best footing on the ice, dismount from your Tauntaun and jump from column to column on foot.



Just inside the first Ice Cave is an air flow where you'll find some big Hearts and a weapon power-up.



Constantly jump in the Ice Cave to find hidden air drafts that will take you to weapon power-ups and Health Swords.

HOTH



Don't use your Lightsaber against these Wampas. Shoot them from a distance with your Blaster.



Use the L and R buttons to look up and down in the Ice Cave. You'll avoid many crippling stalagmites this way.



If you die half way through the Ice Cave, you'll end up on this ledge, with a Hoth monster breathing down your neck. Just above you is an air flow that will take you to some powerups.



To knock off the Hoth Wampa Boss, just stay to the right or left of his mouth and shoot up and toward his head. After he breathes his icy death breath, immediately jump to the other side of the screen and shoot from there. Repeat this procedure until he goes down.



Jump up when you get to this dead end. You'll be rewarded with two lives. The platforms that you land on are invisible.



After you beat the Wampa Boss, you'll fight through a stage that ends with this Probe Droid. Take him down with a few hits of your Lightsaber. Proceed right and you'll encounter the mother of all Probe Droids. Leap from floe to floe, stay airborne, and keep twirling your Lightsaber.



The big Probe Droid just before the Rebel Base can be a problem. If your Blaster isn't powered up, use your Lightsaber to whack at the Droid. Try to hit it from underneath. Don't worry about the sinking ice floes. When you jump off of them, they rebound to the surface.

Luke Skywalker on Hoth



HOT

Luke in the Rebel Base



Shoot boxes in the Rebel Base stages to uncover power-ups, Hearts, and Health Swords.



Use your Slide to get past these fiery floor sensors without taking any damage.



When you're on the Speeder Bike, stay in the upper left-hand corner and blast any Stormtroopers that get in your way.

Super

E
ST

Mode 7, AT-ATs 5



Keep your Snowspeeder's nose up or you'll bump into small slopes as you skim across Hoth's surface.



If you're running low on Health in the Snowspeeder Stage, circle the snowy field and you'll come across Snowtroopers on bikes. Shoot 'em for Hearts.



Here's how to beat the AT-ST (two-legged) vehicles. Shoot them from far away, then fly past them and circle around. The first AT-ST you see will be the last one you were shooting. They can't get a lock on you if you shoot and run.



If you've got the patience, skill, and dexterity, you can shoot

the AT-ATs from your Snowspeeder, rather than using the faster harpoon strategy.



To take down an AT-AT with your harpoon, get in close, fire your harpoon with L or R, then swing to your right. Circle the AT-AT three complete times (you'll hear a noise after each pass). When the harpoon automatically releases, the Walker will tumble.

H

The Rebels dig in against the approaching AT-ATs on Hoth.



STAR THE EMPIRE RIKES BACK WARS



**No Business
Like Snow
Business**



After you destroy the last AT-AT, you enter this side-view Snowspeeder Stage. If you hold down the Fire Button, you'll achieve rapid fire. Don't let Stormtroopers get behind you.



Before you get to the AT-AT Boss, knock off the flying Stormtroopers until one of them gives up a Thermal Detonator.



When inside the AT-AT, it's always best to use your Lightsaber instead of your Blaster, jump over enemies and attack 'em from behind.



To destroy this AT-AT Boss at the end of the Ice Field, knock off the flying Stormtroopers. Then, when you reach the AT-AT's head, explode a Thermal Detonator. If you don't have a Detonator, go after the guns one by one, beginning with the gun on the left.

Super **STAR** THE **EMPIRE** STRIKES BACK **WARS**

HOT



Don't let Han stand too close to boxes when he shoots them, or he'll be hit by flying shrapnel.



The best way to get Han under these swinging spikes on the Rebel Base is to use his Roll move.



Using your powered-up Blaster, stay low and shoot at this hovering Stormtrooper. You'll get a big Heart.



While inside the Rebel Base, don't waste Han's Grenades by throwing them at Snowtroopers with Shields. Get up close to them and their bombs will arc over you.



When you reach dead ends, shoot into the air to find power-ups, Hearts, and Health Swords.



Base Bosses



To get rid of this pesky boss outside the Rebel Base, shoot the gun turrets in the front and back, then go for its swinging spiked legs. Roll whenever the legs come near you.



To take care of this AT-ST at the end of the Rebel Base, roll under him and blast him from behind. There's a Shield at the far right of the screen to help you in this battle.



Grenades are more effective than your Blaster against this AT-ST Boss at the end of the Rebel Base.

Asteroid Field



When you see a red dot on the Millennium Falcon's Radar Screen, there's a Tie Fighter behind you. Pull hard left or right on the directional pad, then swerve back to your original spot. The red dot will turn green, and the Tie will be in front of you.



The rascally Rebel, Han Solo



Super

STAR

THE EMPIRE STRIKES BACK

WARS™

DAGO



When exploring Dagobah's swamps, look out for these blue Gandarcs. Don't waste your time fighting 'em, because they take too many hits and don't yield enough Hearts for your trouble.



Use the Lightsaber against all small land animals, such as these creatures on Dagobah. Your Saber is more effective and has greater range than some of the other weapons in your arsenal.



Find a Blaster power-up and a large Heart in the lower left-hand corner of the second Dagobah Stage.



If you get to the Swamp Creature's body on Dagobah without picking up the Force Powers, bounce up on any ledges you see. Keep bouncing and battling all the way to the top, and you'll find more Force Powers. You may lose a life in the process, but you'll need the Force Powers to finish the game.



Once you have Elevation, let yourself die. You'll keep your Force Powers, even if you have to Continue. Go back to the beginning of the stage and use Elevation to float up to the rest of the Force Powers. Slash with your Lightsaber or shoot with your Blaster to uncover the other Force Powers.



There's a 2-Up loop in Dagobah that you can use to maximize your lives. Just after the first set of rocks (where many Force Powers are waiting to be found), you'll see a second set of rocks. Climb to the top rock and use your Lightsaber to thrash the air. You'll find a weapon power-up and two 1-ups. Now die and repeat the trick to get another life.

DOBABH



Habogad on Dagobah



To get rid of Habogad at the end of the stage, you must first shoot out his eyes and nose. After that, every shot you make will decrease his life bar. To regain some Health when you're low, use the Heal Force Power.

For Luke and R2, next stop...Dagobah.



R2 goes for an impromptu swim on Dagobah.



Luke finds his wet friend.



Yoda, the lean green teaching machine.



Super **STAR** THE **EMPIRE** STRIKES BACK **WARS**

BES



Don't roll Han along the outdoor ramps of Bespin. He'll tumble into lowered platforms that have high voltage.



If Han lingers while bouncing past the ramps, he'll be attacked by these Cloud Cars.



Use Superjump to bounce past the platforms.



Crouch down in front of the Laser Cannons and shoot forward. Then, press diagonally up on the directional pad to nail the Cannon. Immediately step away as it explodes, or Han will be hit by flying shrapnel.



Duck in front of Bossk, the disk-throwing Bounty Hunter, and shoot him from a crouched position.



This bug-eyed Bounty Hunter on Bespin is invincible when he goes airborne. Use Han's Roll move to get out of the way and over to...



...this gap to the right. Ride the platform to the bottom and go right to find I-ups, a Blaster power-up, and Health Swords.



It's a waste of time to shoot at these invincible ceiling cannons.

Beatin' the Bespin Boss



You'll have to blast this Hover Transport in seven places before it disintegrates. Lando Calrissian will enter as the boss exits.

Bounty Hunters — They're eager to collect the price on your head.



Pin

The Millennium Falcon puts into Espin.



Lando Calrissian double-crosses his pals.



**Chewie
Goes To
Work**



Keep Chewie moving at the start of the Ugnught Factory, or he'll be overwhelmed by these small workers.



In the Ugnught Factory, have Chewie shoot whenever he comes to a pillar. Workers love to hide behind pillars.



Don't waste energy shooting at these purple droids while you're still in the lava. Keep moving until you're on solid ground, then shoot the droids.



Chewie can briefly stand in this hot Ugnught Factory goo, which he couldn't do with the lava in Super Star Wars.

**A Trashy
Boss**



The Ugnught Factory Boss will spew garbage at you from openings in his ship's hull. Shoot at those openings, then fire on his craft.

BES



At the beginning of the Carbon Freezing Chamber, go left and let the "pinchers" deplete your Health to three-quarters, then continue left. You'll find Hearts, I-ups, and Blaster power-ups in the gap on the left.

It's the big chill for Han in the Carbon Freezing Chamber.



You can use Han's Roll maneuver to get past the Carbon Freezing Chamber's pincer-like cranes.



If Han's Health Sword gets low in the Carbon Freezing Chamber, shoot out the pinchers to find a load of Hearts.



If you fall into this bottomless pit in the Carbon Freezing Chamber, glide to the left or right and you'll land safely on the walls.



Don't stand on Carbon Freezing Chamber vents. Even though the carbon blasts can't touch Han, he'll still get frozen.



Check dead ends for Hearts in the Carbon Freezing Chamber.



Hearts, I-ups, and Blaster power-ups are above this platform in the middle of the Carbon Freezing Chamber.

Han Meets His Boss



To defeat the boss at the end of the Carbon Freezing Chamber, jump to the highest platform and shoot at it from above. If your Health Sword is full, you'll beat the boss.

Pin

Super

STAR

THE EMPIRE STRIKES BACK

WARS

X-Wing X-collence



When Luke's flying his X-Wing to Bespin, avoid collisions at all costs. They cause far more damage than the enemy shots do.

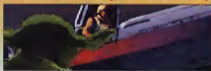


In addition to rapid-fire wing guns, your X-Wing has slow, but powerful, cannon shots that are effective at close range. Blast away with your L and R buttons.



Do your X-Wing above the clouds. When you're below the cloud layer, you can't see the on-screen status indicators or the approaching Cloud City.

Luke abandons his Jedi training to save his friends on Bespin.



Luke parks his X-Wing in the Cloud City and immediately inserts The Club into the steering column.



Super

STAR

THE EMPIRE STRIKES BACK

WARS

BES

Chewie to the Rescue!

Beat Boba Fett



In Bespin, Chewie can safely shoot up at Laser Cannons mounted on the ledges.



For a quick kill with no damage to Chewie's health, use his Flame Spin on the Cannons.

To defeat Boba Fett, shoot him, trap him in a corner, and use Chewie's Flame Spin.



To gun down Boba Fett's ship, shoot out the turrets first, then use the Flame Spin on the ship.

Luke in the Reactor Core

Darth Appears



If things get too hairy on the lower walkway in the Reactor Core, use your Elevation Force Power to float to a higher one.



Use Luke's Slide move to get past these Reactor Core wall cannons.



Don't use your Blaster on Darth. He'll block your shots and send 'em right back at you.



If you come to this bridge in the middle of the Reactor Core and you've used up all your Force power-ups, wait and blast approaching enemies. Many of them, especially the flying Stormtroopers, will yield Force power-ups.

Pin



When you finally meet Darth Vader at the very end of the game, jump...



Use your Slide to evade Vader...



Beware as you get close to eliminating Darth; he rains debris on you, even when he's off the screen.



...and slash at the debris he throws at you. Hit his projectiles to get power-ups.



...and use the Saber Control Force Power, which is your most effective weapon.



Luke, Leia, and the droids rejoin the Rebel Fleet.



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Konami just took your



It's time for a change of scenery as Konami takes the TV style adventures of The Turtles, the Tiny Toon Adventures characters and Batman to Game Boy With no commercials!

Teenage Mutant Ninja Turtles III —Radical

Rescue puts the sewer crew against Cyber Shredder, a heinous, hulking cyborg. But first Mike must use a Fortress Map of Shredder's hideout to find the rest of the captured fab four. Luckily, each Turtle has a new special skill for surviving the action. Locate ID cards, keys and power ups in 5 rescue adventures crammed with creeps like Dirtbag, Scratch and Scale Tail.

Batman — *The Animated Series* is 5 original game episodes of sizzling crime fighting action, each capturing the gritty, urban heroes of the hit TV series. Strategically use *Batman's* grappling hook and *Robin's* ceiling grip to survive the onslaught and escape certain doom. In episodes like "The Green Message" and "The Chill of a Lifetime" you'll suffer the sting of *Gothsman's* claw, the icy burn of *Mr. Freeze's* frost gun, and *The Joker's* sick sense of humor. Smasher hounds like *The Penguin*, *The Riddler* and other Gotham City goons are also out to make this the *Dark Knight's* darkest day.

Tiny Toon Adventures 2 — *Montana's Movie Madness* premieres 4 breezy films directed by that Bad Boy of the Box Office, Montana Max. And he's cast Buster Bunny as the villain! Buster must use new attack moves like the Fast Dash and Freeze Kick to defend his character. Buster's screen test includes action packed scenes in a classic western, a samurai saga, a sci-fi thriller, a creature feature and cool subgames. Ultimately, Buster takes on Max himself and tries to drop the curtain on his movie career.

KONAMI





By Scary Larry

There have been many incarnations of the various Terminator films – except for 3DO, there isn't a game system around that hasn't seen at least one Terminator game. One of the most popular spinoffs was the action-packed arcade shooter called T2: The Arcade Game. Now it's here for the SNES, and the graphics and sound keep pace with the blockbuster arcade title.



PRO TIP: Keep the Police chopper away from the SWAT van by aiming your gun sight just above the back door. The Police chopper will try to come in from above as well as from behind.

PRO TIP: Shoot at the engine and the cab of the big rig that's trying to squish the SWAT van, and you should make it to the Steel Mill.

Super NES Game Profile

T2: The Arcade Game

(By Andrew)

The most popular cyborg in video games returns in the much-anticipated T2: The Arcade Game. Was it worth the wait? It was if you like hard-hitting shooting action and non-stop fun.



32K SRAM
Available January
3 players
17 levels

Side-scrolling
First person perspective



PRO TIP: If you pop off an Endoskeleton's head, it quickly self-destructs. Try keeping the gun at the Endoskeleton's neck level and sweep from left to right.

Gunning on Empty

In 1997, three billion people perished in the nuclear devastation known as Judgment Day. Now, three decades later, those who survived the fire are subjected to Skynet's ultimate irony. Machines have taken over the planet, and a small human resistance is fighting to keep them at bay.

In T2: The Arcade Game, your mission objective is to shoot first, and forget about the questions later. Using either the Super Scope, the SNES Mouse, or a joystick, you blast through seven cyborg-slammung levels as you try to protect the leader of the resistance, John Connor.



PRO TIP: When you're in the Cyberdyne labs, destroy everything. Shoot desks, telephones, file cabinets, and anything else that can be destroyed. If you don't destroy everything, research will continue at Cyberdyne, and you'll get a different ending.



PRO TIP: To get past the Level Three Track Stage in one piece, shoot at flying HKs before they appear (this takes some guesswork and a lot of patience). Shoot the HKs in the middle with a Rocket, and they'll explode immediately.

In this one- or two-player game, you start off in the ashes of Judgment Day, fighting leagues of Endoskeletons and flying HKs while trying not to shoot human resistance fighters in the back. You move on to Skynet, where you find the time-travel equipment, then you zoom back to the past, where you must destroy Cyberdyne Labs and retrieve the CPU from the first Terminator. From there it's off to the Steel Mill for the final confrontation with your arch-nemesis, the poly-alloy T1000.

Helping you out in the fight to save Connor is your trusty machine gun, which you can power up with enhancements like Rapid Fire, Coolant, Plasma Pulse Energizers, and Shields. You also have a missile-launching attachment that fires Rockets, Grenades, Shotgun Shells, and MIRV warheads. Shoot boxes along the way and you'll find screen-clearing Smart Bombs, Extra Lives, and other helpful surprises.



PRO TIP: To knock off the Ground HK at the end of the first level, go for the gun barrels first, then the head, torso, and base, in that order. Use your Rockets generously.

favorite shows off TV.



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PRO TIP: Use the Rockets as soon as you see the Missile Launchers. You'll hear a lock-on tone when you pass the sights over the machines.

Shoot to Thrill

The graphics in this game closely match the arcade version. All the details of the enemies stand out, as do the backgrounds. The crisp, almost digitized action lends a sense of realism to the game that greatly enhances game play. You'll see small touches, like light reflecting off the Endoskeletons' metal frame, and the detailed markings of the Police chopper.

You don't hear digitized voices often enough in this game, but when you do you'll recognize them immediately. Arnold's "You're terminated," and the T1000's "Are you John Connor?" lines seem to jump straight out of the screen. Too bad there aren't more. Other sound effects include screaming resistance fighters and explosions, explosions, EXPLOSIONS! There are more booms here than there are in an L.A. lowrider.



PRO TIP: To keep the T1000 chilled, blast him with the shotgun as soon as he lands, then spray the Nitrogen truck with machine gun fire as he lays on the ground. Shoot him again when he tries to get up.

As for control, you may find that the Mouse is more responsive than the Scope, which is, in turn, more responsive than the joystick. No matter which device you choose, you'll need lightning-quick reflexes and precise targeting skills to keep the resistance up and the cyborgs down.

When the Shoot Hits the Fans

If turning machines into cyborg sausage is your bucket of bolts, then you can't go wrong with T2: The Arcade Game. There's plenty of action, more than enough thrills, and a considerable challenge in this game. Be forewarned: The scene where you must protect the pickup truck carrying John Connor is just as abysmally hard in this version as it was on the Genesis (and in the arcade). But if you make it past that scene, it's smooth shooting all the way.



PRO TIP: What's behind door number one in Level Four? Trouble. Shoot continually at the doors to blast them apart and prevent more enemies from coming through.



PRO TIP: To knock out Skywet, you must blast every inch of its multi-frame computer. Shoot at every corner and every bank of lights and buttons, then go for the missile-shooting panels near the middle.



PRO TIP: Leave Smart Bombs on the ground until you've gathered a number of enemies. Points are given for the number of enemies destroyed.

How fun is T2? It's probably the only good excuse you have for getting a Super Scope. If you love shoot-em-ups, put T2: The Arcade Game on the list of games that you gotta have. Lethal Enforcers, move over. The SNES has a date with a cyborg. □



PRO TIP: When you reach the end of the Level Two Midway, shoot the wall to the right and you'll get a Continue credit.

You'll need this firepower overkill as you battle Endoskeletons, the T300 (Cyberdyne's first foray into the Terminator series), Cyberdyne security personnel, lethal Orbs, and more. Plus, at the end of each level you'll face a boss who would like to separate you from your synthetic hide. The bosses can range from futuristic metallic monsters to scores of LAPD's finest.

Weapon Systems On-Line

Rapid Fire Coolant



MIRV Warhead



Shield



Plasma Pulse Energizer



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Super NES



By Boss Music

If you had a small, slimy, grey ball of clay in your hands, what would you do? Squash it? That's just what the evil witch doctor Jobo plans to do. The only trouble is that the impressionable lad Clayton is the squashee! After being zapped into a ball of clay, Clayton must save his dad from Jobo and find a jar of serum to get his boyish figure back.



PRO TIP: If you already have an extra clay ball for shooting, don't touch like-colored clay balls—they'll do you no good. Save them for later.

Claymation Temptation

Claymates is a visually grabbing side-scroller from Interplay that you can't help but like. Like its fightin' friend Clay Fighter, Claymates features actual claymation. The characters were modeled in clay,

photographed, and digitized into the game to create a unique look and a new twist on an otherwise overused game concept.



PRO TIP: In World One, Level Four, you have to hit the levers to turn off the steam jets and clear the way for safe passage.

The appeal of this 'mate is definitely in the unique cast of hero characters. You start out as a ball of clay with only limited jumping ability and a powerful fist. As you find color-coded balls of clay, you turn into one of five clay animals: a cat, a mouse, a fish, a gopher, and a bird. Despite their dopey names, each of these animals has unique talents, weapons, and weaknesses. This power-up system is similar to Super Mario's—take a hit and you return to the small, weakened state of the clay ball. Take another hit and you're road pizza.

The Proof Is in the Claying

Other than the transformation ability and the innovative animation routines, Claymates is a typical, but enjoyable platform hop-n-bopper. You traverse five big worlds en route to rescuing your dad, with four levels per world. Enemies come in all sizes and shapes, from little clay globs to evil Claymate clones to giant flying dogs. The claymation really stands out when you fight the big bosses!



PRO TIP: Use rapid jumps to clear spikes in the water. If you're not fast enough, you'll sink and be poked.



PRO TIP: Muckster can make high and long jumps if you build up enough speed.

PRO TIP: Muckster can grab walls in midair if you hold up.

The game imitates Mario more than any other cart. You explore each world to find the exit, searching for midway continue markers, power-up day balls, extra points, and secret areas. You'll find some nice diversions in the game, such as a Mode 7 "superball

bonus stage and overworld map puzzles, where you guide robots as they smash barricades to clear the way to the next level.



PRO TIP: To beat the big Dog Boss of World One, stay a few steps away and watch for him to try to land on you. Run under him and hit him with acorns.



PRO TIP: Patch to increase the speed of the robots on the Overworld Map.

Fortunately, the controls aren't made out of clay. You move with reasonable agility, but there are also times when it's hard to turn around or jump precisely.

Super NES Game Preview

Claymates

(By Interplay)

Have you already powered past Super Mario? Did you beat Baloo? If you're looking for your next platform cart, Claymates is a good playmate.



Price not available
 Age Rating: Juvenile
 Action
 1 player

5 worlds
 Side view
 Multi-scrolling
 Detailed backgrounds



Jump on the first flower you find four times. This will warp you to World Two.

Graphics are Clay's strongest suit. The weak point is the background art, which is reused from level to level. The pop-off-the-screen animation earns the cart a high mark, anyway.



Bouncing a clay ball gets a whole new attitude in Mode 7!



PRO TIP: You need to be a fish out of water to finish World Two, Level One.

PRO TIP: Run back and forth to build up speed for Doh-Do's flight.

Claymates has fun finger-snapping songs and sharp sound effects. (Listen for Muckster's squeal when he takes a hit.) Be warned, though: If you hate bouncy kiddie music and repetitive theme songs, Claymates may drive you bonkers.

Good Things Come to Those Who Clay

Claymates certainly won't open any eyes with its game play. However, the cool look of the game's characters and the length of the cart give you enough reason to fire up Claymates. This one was out from the right mold. **D**



When you clear a World, you're shot out of a cannon to reach the next Continent.



PRO TIP: One warp zone is hidden in each of the first four worlds. In World One, Level One,

THE CLAYMATES

MUCKSTER

Claw Swipe



Climb Trees



OZOY



Super Speed



Bark



GOOPY

Swim Underwater



Bubble Breath



GLOBMEISTER



Acorn Toss



Burrow



DOH-DOH

Lame Duck Flying



Beak Peck



Super NES



by Gideon

Following up on the tracks of last year's hit SNES cart, this sequel has even more missions and challenges, along with heavy doses of arcade shoot-em-up action that give it a wider range of appeal. Ten-hut

Desert Demolition

You command an M1A2 Battle-tank, the most technologically advanced ground-based fighting vehicle ever created. Civilians needn't shy away from this dirt, though, because it's not a stiff, heavy-handed war game. As in the original Super Battletank, the programmers are extremely faithful to every detail of the real tank, but the game interface is very user-friendly.



PRO TIP: Use the flash of your opponent's fire and the radar map to target enemies through a smoke screen.

Super NES Game Profile Super Battletank 2 (By Gideon)

This tank-battle simulation is even more realistic and challenging than the original. Fast-paced, arcade-style shoot-em-up action ensures this cart won't appeal just to war buffs.



8-bit	16-bit
11 megs	Full-motion graphics
Available low	Forward scrolling
Tank simulation	Passwords
1 player	



PRO TIP: Immediately hit a full reverse if you come to a minefield. Don't try navigating through it, because you don't stand a chance. The only safe route out is directly back the way you came.

All the action is viewed from a first-person perspective in the tank cockpit. The clearly illustrated control panel shows all the important features of the tank, including weaponry, radar, speedometer, and fuel. You move within a 3D environment, which you view through the main and side windows. Your secondary view is via the Radar Map.



PRO TIP: The M1A2 is not intended for close combat. You need some range between yourself and your enemy in order to hit your target. The optimal range is situated just above the horizon line.

It gives you a bird's-eye view of the entire mission terrain, tracking not only your movement, but that of all enemy elements.

Sixteen hard-core missions pit you against a wide array of enemies, such as Soviet T-72 tanks, SCUD missile launchers, armored jeeps, and armored assault choppers. To help you tackle such tough adversaries, your tank's arsenal has high-powered weaponry and defense systems that include smoke screens, Air Support, and Patriot Air Defense Missiles. Allied Supply Depots also appear on certain missions.

Super Battletank 2 is extremely challenging and may prove frustrating at times. As in true warfare, you don't have a difficulty select or customizable options. If you crash and burn, that's it. Fortunately, the programmers were kind enough to grant a password feature.



PRO TIP: Attack enemy bases last, after you've removed all other possible mobile enemies.

SUPER BATTLETANK 2



PRO TIP: Plot the most fuel-efficient route through the battlefield in order to engage all the enemies and objectives with as little unnecessary movement as possible.



PRO TIP: You can still be attacked by enemies while you view the computer radar display. Always return to the cockpit view when you come close to engaging an enemy.

On-Target

Although the graphic range is limited in the tank cockpit, it realistically recreates the atmosphere of tension and claustrophobia of actual tank battle. The sound effects are limited, but they're well executed. This cart does get a chance to strut its Super NES-powered audio-visual muscle, though, with an impressive full-motion startup sequence.

Tanks for the Fun

Super Battletank 2 is a welcome change of pace from the fight games hogging the market. Although it's fashioned with an easy shoot-em-up interface, this tank is really a very engaging and challenging puzzle. You've got to accomplish a task and stay alive against immense odds. This cart takes no prisoners in its campaign for 16-bit fun! **C**

Super NES



By Game Over Man

Zool is an extraterrestrial ninja with a big responsibility: He's Protector of Creative Thought and Defender of Positive Action... for the entire universe! If you have a positive attitude toward SNES fighting/platform games, Zool's very cool.

Good-bye, Krool Worlds

Zool, is battling the negative forces of the cosmos, which are led by the evil Krool. Zool must pull every martial arts trick in his arsenal to blow Krool's cool and plow through seven wild Worlds.



PRO TIP: You can put some *zill* on your jumps by leaping onto flying beasts, such as the bees.

PRO TIP: If you fail to sub a fallen foe's flying Heart at ground level, it might come floating by you when you reach the upper regions of a level.

Super NES Game Profile

Zool: Ninja of the Nth Dimension

(By Gamecube)

This good-looking action platform game will keep you lost in space...but you'll enjoy every minute of it.



ESR: G
ESR: G
ESR: G
ESR: G
ESR: G

1 1/2 hrs
22 levels
Side view
Multi-worlding

You run through major pulse-pounding platform action. Zool is one of the fastest-moving SNES ninjas around, but he must sprint and jump through 28 stages to beat the clock, fight Krool's weird minions, and find stage exits.

Each World looks like a theme park gone mad. For example, among the beings that overrun the Sweet World are pesky Humble Bees, gruesome Dodgy Jellies, and sharpshootin' Life Saver clones called Sweet Beastes. The Music World is populated by cunning Cymbals, devious Drums, and violent Voilins.



Zool's a Ninja on the move!

Colorful Combat

Zool's great-looking graphics make the game seem like an outrageous Disney hallucination. Krool's hordes feature handsome character sprites that launch a fun-loving visual assault on your eyes with sharp animation and slick details.

The sounds swing hot and lukewarm. There's a ton of crystal clear effects, but most aren't too imaginative. The music tries hard with sometimes-catchy syncopated rhythms.

Zool's Tools

Zool possesses a nifty repertoire of moves. He fights by tossing energy blasts and stomping on his enemies. His speed enables him to take big-time flying leaps.

Moreover, Zool climbs hand-over-hand, scales walls, and slide-locks, too. One slick power-up creates a Zool shadow double. The top-notch controls make executing any move a breeze... and you need all the help you can get!



PRO TIP: The safest way to leap through the air is to whirl with your blade. Press Left or Right, **Alt Y**, and hold down **L**.

PRO TIP: Blast the walls every now and then. You might excavate a short cut.

PRO TIP: Bombs explode as soon as you touch them, so wait for a crowd.

Study Zool-ology

Zool is a tough game with great-looking graphics. If you think you're a pugnacious platform player, Zool will take you to school. **Z**



Slide



Climbing



Ninja Tool



Star Toss

Zool's Moves



Buckle Up
FOR SAFETY

TALK ABOUT
FENDER-BENDERS!!

THAT SURKMAN
PACKS A WAAAA!!

BOMBS AWAY!!

YOU DON'T HAVE
A LEG TO STAMP ON!!

HEADS UP! THE CRASH DUMMIES ARE NOW ON GENESIS!!!

ALSO ON
SUPER NES
GAME BOY
GAME GEAR
AND NES



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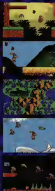
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Super NES



By Johnny Combat

After a massive Anti-Matter chain-reaction accident, the shattered Earth is in chaos. The only order is a cruel empire ruled by a former Federation general. This dictator's only opponents are you and your Metal Marine warrior robots.

You must take the Earth back. Your orders are to defeat the Federal forces and destroy enemy HQs around the world. Prepare to move out!



PRO TIP: Listen to any advice given to you, especially in the early campaigns. It will prove to be invaluable.

Military Mindset

Metal Marines is a tough strategy game that calls for hard-core tactical thinking. You assemble a force of awesome offensive and defensive high-tech, sci-fi weapons, then you go head-to-head with your nemesis. Once you move individual weapons systems into position, you begin turn-based combat on 3/4-overhead-view battlefields. The computer fights the fights with a nearby enemy and displays the carnage with action-packed animation. Hopefully, you chose the superior firepower.



PRO TIP: Once you locate an enemy base, soften up its defenses with a heavy missile attack, then clean up the mess with your Metal Marines.

You scroll around the terrain to select enemy targets for your missiles as well as landing zones for your Marines to do the voodoo that they do so well. Your opponent has the same weapons of destruction, so developing a defensive stance is equally important. You must also build and support your forces, so you construct weapon facilities and energy plants, too.



Your enemy - seek and destroy.

Marines in Control

The controls in Metal Marines look tough, but after the first couple of campaigns, they're easy. You choose your weapons from an easy-to-read menu, then you scroll around the battlefield and place them. Setting up battles is a simple point-and-click affair.



PRO TIP: During the early stages of your campaigns, check the enemy's defenses by bombarding their coastline with missiles. You may even get lucky and blast a site or two.

The one notable control drawback is a lack of control over your Metal Marines once they've landed. This is especially frustrating when you realize you've landed next to a gun pod rather than an AA missile battery, and you watch your 'bot turn into Swiss cheese.



PRO TIP: Since gun barrel pods in the ground can blast your Marines, try to take 'em out with missiles before you land. If you must land in an area that has several pods, choose a location that's out of range and take out the guns one at a time.

Usually, strategy games lack hot graphics or sound, but not Metal Marines. From the launching rockets to the growing military installations, the graphics are sharp and the animation zizzes.

The sound and music, too, are above reproach. Explosions and high-tech gunfire rock your world. Likewise, the pizzy, symphonic music jams.



PRO TIP: Make sure your bases are deployed in areas that are heavily defended against both air and ground attacks. Remember, your overall defense is only as strong as its weakest link.

Gold Medal Metal

Metal Marines scores a victory. It's a must for all strategy buffs, and anyone else who wants to get their mind into hard-hitting warfare. Do you have the "metal" to be one of these marines? **[E]**

Super NES Game Profile

Metal Marines

(By Nintendo)

Metal Marines has the firepower, the mettle, and the metal to be a great robo-warrior strategy game.



ADV.
 \$19.95 1 player
 8 Megs 3/4-overhead view
 Available February Multi-scrolling
 Strategy Password

Super NES



By Lawrence of Arcadia

Pool games rarely make it past the 8-bit market these days, but Data East is taking a chance on a 16-bit version of this NES classic. The gamble will pay off in the end, because Side Pocket is challenging, entertaining, and fun!

Right on Cue

This overhead-view pool game transforms a felt table into a nine-ball chess board. In the Straight game, you accumulate points by sinking a certain number of balls in a row or by dropping the balls in numerical sequence. In the traditional Nine Ball game, you sink balls by banking them off the number nine ball.



PRO TIP: Pay close attention to the angle markers. Sometimes your heart says you can make a shot, but the angle marker says no. Trust the angle marker.



PRO TIP: When you see a flashing "SUPER" ball, hit it and your cue ball becomes a high-powered projectile, careening all over the board and sinking balls left and right. In that situation, it's best to drop the balls consecutively and forget about hitting them in numerical order.



PRO TIP: If you slam a ball at maximum strength, the cue ball remains near the point of initial contact. Use the Draw to place the cue ball in a location that's beneficial to you.

You compete against either a friend or the computer. There's even a Trick Game, where you try to sink anywhere from one to six balls in one stroke.

You play for the championship by competing in five cities. There are a set number of points that you must make to pass through each locale. You have to use every millimeter of the ball to hit shots. The computer allows you to hit the ball from any angle, and it even lets you add Draw (which drags the ball backwards after it's hit) or Follow (which makes the cue ball trail the ball it hits). You can also make Masse shots, which make the cue ball jump over another ball.

Cool Pool

The lush, realistic graphics in Side Pocket have nice details, with highlights on the balls and gorgeous cut scenes. All that's missing is a cloud of cigar smoke.



PRO TIP: When playing against a friend, remember not only to knock in your balls, but also to leave your opponent with the worst possible shot.



PRO TIP: If you've got balls lined up at the top and bottom pockets, put a Draw on the cue ball.



PRO TIP: If you use the Masse, only the Masse 3 jumps balls. The other two levels of Masse just put extraordinary spins on the ball.

The sound effects are awesome, and the music is cool, clear, and crisp. You can hear the satisfying smack when balls collide and even the excited murmur of the crowd as you make a spectacular shot.

Rack 'Em Up

Side Pocket is a great game for pool enthusiasts and casual video game pool players alike. There are plenty of great options and genuine pool strategies to keep serious players interested, and yet it's simple enough to play without the manual. Whether you're sick with a stick or a fool at pool, you'll enjoy Side Pocket. **E**

Super NES Game Profile

Side Pocket

(By Eric Lash)

Side Pocket is video pool-player's heaven. If you like to bank the ball, sink the nine, call the shots, or play the trick, then you gotta get it.



ESR: 2 players
 3 tags
 Available on: Dual-view
 Pool



300



By Game Over Man

Now this is more like it! Nevermind that Stellar 7 is more or less a straight translation of a PC game. This first-person perspective tank-combat game brings good fighting action to 3DO and gives the system's much publicized graphic promise some teeth.

Tanks a Lot

Gr Draxon, Supreme Overlord of the Arcturan Empire, is hot to add the Earth to his dominion. But you're ready to turn up the heat on his invasion fleet with your ultra-deadly super-tank, the Raven.



PRO TIP: Outsize Seeker bombing bombs.

PRO TIP: You can see cloaked enemies on the radar screen.

PRO TIP: Yes, that's the voice of Michael Dorn, TV's War of Star Trek: The Next Generation.

3DO Game Profile

Stellar 7: Draxon's Revenge

(By Dynamix)

This fierce sci-fi tank game will make you go "Wow" as you make your guns go "Pew." The distinctive graphics go a long way toward establishing a 3DO "look."



128 Kb
CD
Available now
Direct-to-disc

1 player
2 works
First person perspective
Previews available



The Raven warps into war.

PRO TIP: You must learn to lead moving targets. The further away they are, the more you must lead them.

PRO TIP: Don't stop and spin. If you do, you're a stationary target.

PRO TIP: Remember, your enemies can hit you from long range.

This is heavy metal fighting all the way. You're inside the Raven; Draxon's armored army is outside. You face 12 known Arcturan attack vehicles. They're rough, but the unknown vehicles are murder, especially the ones you can't even see. To make matters even more challenging, weird robotic bosses occasionally drop into the fray.

Enemy forces attack you on the ground and from the air, but the Raven is up to the challenge...if you are. You must fire for effect, of course, but dodge that Arcturan firepower, or your shields will fail.



Gr Draxon has Raven on the menu.

Your basic gun is mean, but you can power it up into a rapid-fire super cannon. With luck you can also find an invisibility generator, a shield that destroys tanks and mines.

The Raven's controls are excellent. The game keeps up an all-out pace. You rely on a sharp view-screen and a radar panel to track your foes. You can whip your tank at break-neck speed around the surface of the seven Arcturan worlds.



The Raven, Nevermore

Graphics Rave On

Stellar 7's graphics are a knockout. The Arcturan armor consists of vividly painted polygon-based vehicles, and the animation

sizzles. Each world's backgrounds present gorgeous planetary scenery.

The game sounds are a little lean, but they come off well. In particular, the blast effects and the excellent voice narration stand out.



PRO TIP: If you're moving in reverse to escape an enemy, watch the radar screen. Run up against an obstacle, and the Arcturans will be on you in no time.

Lucky 7

If you want to space out with your 3DO Multiplayer, take a shot behind the controls of the Raven. Stellar 7 is stellar. □



STELLAR 7

DRAXON'S REVENGE



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GAME



Mad Dog McCree



By Game Over Man

Mad Dog McCree is a rootin' tootin' shootin' game in the arcades. The 3D0 version mimics the original's graphics and basic game play, but the arcades are still the best places to play this game.

"If you're going to a gunfight, you'd best bring along a gun."

—WMD BM Hickok

The Mild, Wild West in this funky first-person gun game, you're a gunslinger called the Stranger, and you're out to clean up a one horse town that's being held hostage by Mad Dog McCree and his notorious gang. You aim by pressing the directional controls to move a little hand holding a gun.



You must make long-range shots, too!

PRO TIP: Remember, since you have to pull the trigger to select the stage you plan to play, you lose one shot!



The Wild West comes alive.

The Practice mode is the first indication that you're in for a long ride. You shoot bottles off a fence. The firing sequence goes like this: press the trigger button, hear a bang, count "one Mississippi," see the gun recoil, blink your eyes, then watch the bottle break. That would be nice if you were shooting from 200 yards away, but these targets are in your face!



PRO TIP: During a one-on-one showdown, slide your holstered gun along the bottom of the screen until it's directly underneath the bad guy. That way you can lead quickly and press up to draw a bead on him.

It's Called Acting!

At least the graphics are impressive, if a bit grainy. The story is a classic horse opera, played out by real actors in costume, who pull off just about every cowboy stereotype there is. The old prospector, the undertaker, and the dastardly villains are familiar and fun. You get gunfights galore in a saloon, in a stable, at a bank, and in just about every other typical cowboy scenario.



PRO TIP: Don't fight fair! Never let the bad guys draw first.

PRO TIP: Always aim for the torso.

PRO TIP: It's critical to reload as quickly as you can. Do it at any opportunity!

PRO TIP: If a bad guy pops up when the screen freezes as the game reads the CD, move your gun sight on him. Immediately begin pressing the trigger before the action resumes, or he's likely to nail you.

The characters speak directly to you, and the predictable dialogue is a lock for cowboy wannabes. Likewise, the CD sound effects are crystal clear.



Your revolver looks more at home in 1990 than 1890.

Mad Dogs Foam at the Mouth

As the Undertaker says, "In this game you better get lucky or you're gonna be dead." Unfor-

tunately, he's right, since the unwieldy controls frequently send you to Boot Hill. The directional controls are shaky and imprecise. After several attempts, you can anticipate exactly when and where each gunman will appear. Even then, moving your gun sight to the right spot in time is a chancy chore.

Another prominent flaw is the frequent and noticeable disc-accessing, which freezes the on-screen action. Moreover, almost every such pause is a dead giveaway that a bad guy's about to appear.



This guy isn't flashing you a peace sign.

PRO TIP: Keep your gun sight at the ready, positioned just below the center of the screen.

No Thank You, Masked Man

Mad Dog McCree 3D0 will make Mad Dog arcade fans mad. American Laser Games reports it has a 3D0 gun in the works for '94. You might not want to face Mad Dog until you get your shots. ☐

3D0 Game Profile

Mad Dog McCree

(By American Laser Games)

This shooter looks good, but it's a slowpoke, cowpoke. Chalk it up to 3D0 growing pains and ride off into the sunset.



82% B+ 2 plays
 CD 5 stages
 Available now First-person perspective
 Available on 3D0 First-person shooting



YOUNG MERLIN
FOR THE SUPER NES™

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Nintendo
Logo





By Bro' Buzz

Escape from *Monster Manor*, the first 3DO game from Electronic Arts, will be a first-person-perspective gun game with a supernatural twist. Armed with only a hand-held ghost zapper, your mission will be to recover the scattered fragments of a shattered talisman from a creepy haunted house.

All Manner of Monsters

Monster Manor will summon forth memories of the classic PC game, *Castle Wolfenstein*. You will move in first-person perspective through a murder-maze, zapping any ghosts, grim reapers, or other spectres who come after you. As the search unfolds, players must explore shadowy corridors, clammy catacombs, eerie attics, a mysterious hedge labyrinth, a twisting series of treacherous mud caves, and a graveyard.



These creepy things are all over the place.

The 3DO-generated graphics will try to blitz you. On-screen you'll see your hand holding the ghost zapper as you move left or right to advance through the mazes. You'll face truly creepy-looking beings, primarily sinister spectres. The early version showcased five different ethereal fiends. Each time a phantom puts a hurt on you, the skin on

your hand becomes a little more transparent until you're just a bag of bones!



There's a grisly surprise in the garden.

The CD sound, if it remains true to the prelim version, will send shivers up your spine with horrific screams and moans. You'll likely find it hard to believe that audio can do so much to chill the atmosphere of a video game.

There's No Escape

Escape from *Monster Manor* is a 3DO ghostbuster waiting to happen. If your tastes tend toward the macabre, stand by for a ProReview next issue. □

Escape from Monster Manor
By Electronic Arts
Available Now



The Reaper reaps for you.



If you see him, you're dead!



Notice the great transparency effects as these 3DO ghosts.

ESCAPE FROM MONSTER MANOR



Gather these jewels, if you can.



Spiders, always spiders.



Autounwapping keeps you on track.



Notice the bones beginning to show through your hands.



Some demons ooze out of the walls.



Don't shake hands with this guy.

Neo-Geo

By Erik Szust

I don't understand. Usually "super" is supposed to be better than "special," but Fatal Fury Special is definitely a super game.

Fatal Fury Special is the latest in SNK's long line of one-on-one fighting games, which includes the games Art of Fighting and World Heroes. Fatal Fury II was SNK's first actual hit; it had great characters and smooth game play. It allowed you to control one of eight different characters in your goal to be the best fighter in the world.

Super Special

Just how super is Special? Well, for starters there are four new characters, of which three are playable. That brings the total number of playable characters in the game to 15!

Instead of taking away special moves from old characters and slowing down the game like Capcom did with Super Street Fighter II, SNK got smart and added some new moves for the original eight characters and even gave some of them new colors for their costumes. Then SNK used their little noodles again and speeded up FF Special about 15 per-

cent! SNK actually realized a slow game is just...well...slow. Finally, the four boss characters from Fatal Fury II are now playable, and they even have new frames of animation.



The all-new title screen is awesome.



The new Player Select screen enables you to choose from 15 characters.



New test for a new character.

The biggest new feature in Fatal Fury Special is the combos. Every character has at least two different combos and some have more than five. With combos, master players can use their skill to waste their opponents. But the Special difference is that two combos won't destroy you, as they do in Super Street Fighter II. In fact, it can take up to four combos to beat an opponent. That's almost perfect damage control. Amazingly, all 15 playable characters are evenly balanced, including the bosses and the new characters.



Hot Death Blow.



Her's new attack is way cool.

Looks and Sounds Good

Graphically, Fatal Fury Special remains awesome with fine detail for each character and background. Each new character has an entirely new background and musical score. The new backgrounds seem to have been created by a new artist, as they're noticeably better-looking than those in Fatal Fury II. SNK maintained continuity, however, by drawing the new characters in the same style of animation as the cast of the original Fatal Fury II.



Check out some of the hot new characters.



You can even play as the bosses.

The new objects in the background are a serious crack-up to watch, and you'll want to play through the game just to see what's been added. For example, when you beat an opponent in Big Bear's stage, sometimes Kim Kaphiwan flies across the screen like Superman. Also, when you're in Andy's stage, see if you can spot other Fatal Fury characters cheering in the background.



The old and the new come together here.



New backgrounds add many extras to this game.



Geeze it back.

The new musical scores sound great, and there are even voices for the new characters. There's still true stereo on almost all of the stages, and digitized music on some of them. If you're good enough to beat the game without losing a round, your character utters a few sentences during the ending graphics sequences. It sounds

Neo-Geo Game Profile

Fatal Fury Special

(By SNK)

Fatal Fury Special is better than Super, but a bit less than perfect.



Price not available
100+ plays
Available now
Fighting game

2 players, simultaneous
10 levels
Side view
Multi-screen play



PRO TIP: Jubei can slide under some projectile attacks like Mai Shiranui's Butterfly Fan.



PRO TIP: Try and knock your opponent into the background in Billy Kane's stage. Since you control play in the background, your opponent will be knocked into the machinery and will take extra damage.



PRO TIP: Look for the extras in the backgrounds.



PRO TIP: Use Terry's invincible Rising Tackle to counter projectile attacks and escape from corner traps.



PRO TIP: Try this killer combo. Jump in with the Round Kick, then do a Standing Light Punch. Now follow with a light Dragon Flame for up to four hits.

wonderful, but it would be more enjoyable if they spoke English, rather than Japanese.

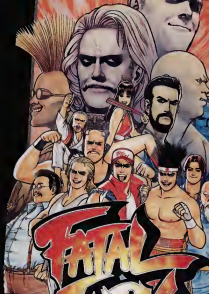
Secret Stuff

Obviously, combos have helped FF Special's game play by about 1,000 percent, but to rev it even more, there's a cool hidden character. As mentioned earlier, there are four new characters. The fourth character appears only after you've beat the other fifteen opponents without losing a single round. Ryo from Art of Fighting then appears in the dream match to challenge your number one ranking. (Art of Fighting was popular because of the many special moves each character had.) If you can get to Ryo's stage, take a few minutes to notice all the neat little extras in the background. Trust me, you'll be surprised.

Fatal Fury Special also contains death moves, but SNK has made them extremely hard to do. Plan on spending a few rolls of quarters if you want to master these devastating moves.

Special Sauce

With all the improvements in Fatal Fury Special, it's really hard not to love this game. However, in 13 of the stages, you have the option of jumping in and out of the foreground and background, as in its predecessor. This can cause a fight to become very frustrating, especially if your opponent is trying to avoid you or annoy you.



Super Recipe

Special's great game play and likeable characters make it one of the best fighting games around. Anyone and everyone

who enjoys one-on-one fighting games should check this one out for its humor first, but then sack around for the great fighting action. ■



Awesome special moves!



The Sports Page

February
1994

Walsh's College Football CD Comes Up Big

Bill Walsh
College
Football



By Athletic Supporter

Bill Walsh's College Football for the Sega CD isn't much different from the Bill Walsh carts for the Genesis or the Super NES. That's not a criticism, because Bill Walsh College Football is one of the finest football games on the market. The CD version follows that old saying, "If it ain't broke, don't fix it." Thank goodness the people at EA Sports didn't tamper with an already top-notch product.

Wild About Walsh

With only a few exceptions, playing EA Sports' Bill Walsh College Football is just like playing any of the John Madden Football installments. And if you liked John Madden '93, the best-selling 16-bit sports game ever, you're almost sure to love its CD counterpart, which has more horsepower than Walsh's cartridge games.

TEAM MATCHUPS	
00	Alabama
01	Arizona
02	Arkansas
03	California
04	Colorado
05	Florida
06	Georgia
07	Illinois
08	Indiana
09	Iowa
10	Michigan
11	Minnesota
12	Mississippi
13	Nebraska
14	North Carolina
15	Ohio State
16	Oregon
17	Texas
18	Washington
19	Wisconsin
20	Wyoming

The Team Matchups screen gives position-by-position comparisons.

The game play is the same on the Sega CD as it is on Walsh's Genesis game: Bill Walsh College



Football features 24 all-time great college teams and 24 of the top programs from the 1992 season, including Alabama, last year's undefeated national champs. However, since Bill Walsh is not licensed by the NCAA, the teams are all fictitious. You'll notice names like Los Angeles for UCLA and College Station for Penn State. Don't get too upset, because you'll still be able to pick out your favorite players by their jersey numbers, and the teams' strategies closely represent their real-life counterparts.



Learn from the master with video footage.

As on the Genesis, there are lots of pre-game options. Walsh himself offers expert advice before each contest, and you can compare performances via the Team Matchups. Better still is the multi-player option: EA's new four-player adapter, the 4 Way Play, enables up to four gamers to butt heads simultaneously in any combination, including four against the computer.

Psyched for the Big Game

The game play has generally been improved over the Madden games. The hash marks are wider in Bill Walsh College, and some of the offensive formations are a little different, to reflect subtle variations from the pro game. The computer opponents are still cream-puffs, but the computer now calls its offensive plays quicker, which can leave you scrambling on defense.



All the top conferences are represented in this game.



PRO TIP: As a defensive back, try to bump the intended receiver at the line of scrimmage. Continue to bump him and knock him off his pass route so he can't catch the ball. Watch out for the return — they're pretty quick to throw the flag.



PRO TIP: When running the Triple Option, pitch the ball just as your quarterback is about to be tackled. This should give your running back more room.

Still, the designers of Bill Walsh do draw an Unsportsmanlike Conduct penalty for the lack of realism in some areas. In real life, college players are penalized for spiking the ball or throwing it into the stands after a TD. What's more, since the 1992 season play-

ers may advance a fumble in college football. These changes aren't in Bill Walsh. Also, though Bill Walsh supplies you with plenty of stats and game statistics, you might miss the individual player breakdowns that John Madden supplied.

Heisman-Winning Sounds and Graphics

The major difference between the Genesis and CD versions is the improved sound on the CD. Thankfully, EA has kept the sound effects and the crowd noise to a

minimum. You still get all the grunts and hard hits, but there's no repetitive, mind-numbing soundtrack, as you get on many of today's carts.



PRO TIP: Don't always run your offensive plays to the wide side of the field. The computer tends to compensate for this strategy.



PRO TIP: If you want to avoid being tackled, press "C" to high-step out of a defender's grasp.

The graphics for Bill Walsh are sharp and smooth. Although the Bill Walsh players are not as fast as they are in John Madden, they are a little larger. They're also more responsive and easier to control.

Bill Walsh College Football does have its minor problems, but don't let that stop you from playing it. EA Sports has done it again with Bill Walsh College, a Heisman Trophy front-runner. **E**



Montana Limpes onto the Sega CD

Joe Montana's NFL Football Sega CD

By Athletic Supporter

For Sega CD owners who have been eagerly anticipating the sequel to Joe Montana-II Sports-Talk Football, your wait is over. Was the wait worth it? Not by a long shot. Joe Montana's NFL Football for the Sega CD is a real bench warmer. This disc doesn't even stack up to its original name sake (which came out more than five years ago).

Movin' to Montana

The best part about Joe Montana Football is that this cart is licensed by the NFL. This means you get each of the league's 28 teams with their real logos. Unfortunately, you don't get real players, just generic positions.

You have several playing options. You can play an exhibition game between any two teams in the league or start a 16-game season. NFL Football keeps up with league standings while you're playing, so if you make it

through the regular season with a good enough record, you can qualify for the playoffs. If you win the Super Bowl, you'll get a shot at ten of the greatest teams in NFL history, which include the 1985 Chicago Bears and the 1972 Miami Dolphins.



PRO TIP: Study the Team Select screen to learn your opponent's strengths and weaknesses. It'll enable you to call the right plays at the right time.



Use the Helmet Cam to get instant replays of exciting moments.



An Average Joe

Now for the bad news: To begin with, the graphics are dull and lifeless, giving you blurry, pixelated figures and awkward movements. What's more, the poor graphics hinder game play — often the players and the ball get lost on the field. This is especially true during a turnover. In fact, the ball is so difficult to see that you don't always know there's been an interception or a fumble until the play is over and you're ready to pick your next formation!



PRO TIP: The computer blinks an almost every third-down play. You can beat the blitz with a swing pass to a running back or a quick slant over the middle.



When in doubt, consult with the expert. You can use the Ask Joe feature three times during each half.



PRO TIP: If you're an offensive back, press Button "C" just as the play is beginning to knock the receiver down and out of the play.

The sound isn't much better. The crowd sounds like monotonous white noise. The quarterback doesn't have a cadence before the snap of the ball. He's totally silent. Even worse, the so-called announcer is late and often wrong with his calls. In Joe Montana-II you got to hear the announcer's play-by-play call during the action. That's not true of Joe Montana's NFL Football. The announcer's calls come after the play is over, while you're selecting your next play. Any run of more than ten

yards is called "a big gain," and you never find out exactly how many yards you gained. Any pass of more than ten yards is referred to as a "bomb!"



PRO TIP: Move your QB out of the pocket on pass plays for more time. This will help your receiver get open.

Out of Control

The controls are only slightly better than the graphics and the sound. Each player has approximately the same speed, which takes away from any realism. The players are slow to respond at times, and once they get going it's almost impossible to get them to change directions quickly. There are no cutbacks in this cart.



PRO TIP: Move your defensive line men into gaps between your opponent's offensive line men. It's much easier to get to the QB or running back this way.

Joe Montana NFL Football is a big disappointment. Inferior graphics, sound, and controls make this disc a basement dweller—not at all worthy of the superlative Genesis game that premiered in '93. **D**

Joe Montana's NFL Football
By Sega

Graphics	Sound	Controls	Features	Value

ADJ.

\$49.99 Select the quarter
and view

Available now Passwords and
Football battery save

2 players

Just Shoot the Ball, Jammit!

Jammit Basketball Genesis

By Weekend Warrior

Although one-on-one basketball has been featured before in games like Hoops and Jordan vs. Bird, it's never had the zest and appeal of Jammit Basketball, Virgin's first b-ball hoop-fu. This cart shoots up extremely sharp, realistic graphics, a wide assortment of half-court one-on-one contests, and a very contemporary, urban interface. Unlike the proliferation of structured, NBA-based carts, Jammit is b-ball in its truest form—in your face and with no holds barred!

In Yo' Face!

Jammit takes to the streets in an all-out battle for court supremacy. You'll play against some mean-looking characters named Chill, Rony, and Slade. When you play solo against the computer, you start with \$400 in your pocket and lay bets against your opponents. The more you wager, the harder your opponents play. Win enough money and The Judge will grant you an appearance on his court, The Palace, for a final showdown.



PRO TIP: Always keep yourself between the basket and your opponent. If your opponent gets past you, don't go for the steal, just catch up to him as quickly as possible.

Jammit has a good mix of options. Select the two-player mode for head-to-head action in eight different versions of one-on-one basketball, including No Fouls, Slams Only, and 2-Ball Free for All. You can also customize the games,



PRO TIP: When you're on defense inside the paint, stick close to the basket and time your block with your opponent's shot.

PRO TIP: Avoid knocking down an opponent from behind, or they'll instantly receive two free foul shots. You can slam opponents as much as you want from the front.



PRO TIP: It's easy to Clear the Ball off the sides of the basket, but sometimes your best move is to go all the way outside the paint and come back in. This separates you from the defender and opens up more lanes so you can charge the basket.

No matter which game you select, the controls are easy to pick up and execute. On-screen action responds very well to your button-pressing, which is crucial in this fast-paced game. Jammit also supports the new six-button controller for even faster action. Be forewarned, however—the computer opponents move just as efficiently as you do, especially in the higher levels.

Walkin' the Walk, Talkin' the Talk

Jammit is def with its contemporary, presentation of the games. Well-rendered, realistic graphics capture the urban atmosphere perfectly. The large, digitized players dress in the casual clothes you see on the outdoor courts, and they move with silky-smooth grace. The

backgrounds are lush, with graffiti on the walls, trash on the court, and even cat snuggles on the backboard.



PRO TIP: When you carry the ball, crouch low to protect it. Use your Elbow Jab to keep the defender away.



PRO TIP: Go ahead, be rude. Be the foul shooter by provoking B to yell out distracting comments.

A boom box located near the baseline can be used to play three thumping hip-hop tunes. Crisp, digitized voices of the players yell out some of the meanest "trash talk" you'll hear. Although it's not profane, some talk is offensive enough to cause it an MA-13 rating.

Game the Ball!

Fast action, easy game play, and hip graphics and sound bites make Jammit perfect for action-minded gamers who want the speed and accessibility of an arcade game. Traditional basketball purists may grow bored with the simple game play and repetition, but this game is meant to be noisy, not strategic. See you on the court! **B**

Jammit Basketball By Virgin

Graphics	Sound	Controls	Features	Value

ADJ.

Prices and availability
\$9.99 only

2 players
8 games
Save view
Basketball

Domark Sprints to Formula One Championship

Formula One Game Gear

By Doctor Devon

A hot new racer is rolling onto the Game Gear track. Domark's Formula One sports enough cool graphics, sound effects, and action to be in the running for the Grand Prix Championship!

Gentlemen, Start Your Game Gears!

Formula One presents two up-roaring ways to play - Arcade mode, which is a sprint around real international F-1 tracks like San Marino's Imola and Britain's Silverstone, and Grand Prix, which is a full season of racing action on eight circuits. Other

options include the ability to customize your car's Wings, Tires, Gears, and Engine.

The graphics are not only colorful and attractive in Formula One, they also help you win if you can pick up the details. For instance, the car's tires will start smoking if you rip too fast around a corner. An on-screen map shows you what's ahead, but unfortunately the digital prompts are too hard to read at a glance.



Use the Set Up screen to change the features on your Formula One racer.



PRO TIP: Italy's Monza is probably the roughest and fastest track, while Japan's sign-right Suzuka is probably the toughest.



PRO TIP: The brakes are tricky, so slow your car by running onto the shoulder.

The sounds make the game roar to the pole position. While the music is inconsequential, the racing sound effects will make your heart pound. Your car

whines into high gear, your tires screech around tight curves, and other cars zip past with a whoosh.

Control is another plus. Your car responds quickly and smoothly to your button presses, so you can weave efficiently through traffic at more than 200 miles per hour.

Chequered Flag

Domark's Formula One was just slightly above average on the Genesis, but it races into first place on the Game Gear. This is a cart worth taking for a spin. **C**



Puttin' Around with the PGA

PGA Tour Golf Game Gear

By Doctor Devon

Good getting on the Game Gear—that's the goal of PGA Tour Golf, and for the most part, the game delivers. It's not thrilling or enthralling, but it does keep you interested enough so that you'll want to play all the courses.

Walk Softly, Carry a Mean Club

PGA Tour Golf presents three real courses, plus a challenging fictional course, Sterling Shores. In addition to tournament action against the leading pros, you can try out any course in the Practice mode, slog a bucket of balls in the Driving mode, and drop a few in Putting mode.

If you're a novice, the game helps you by suggesting clubs, offering maps, and providing advice. If you're a pro, you might be frustrated by the simple controls, which don't require much skill. You often get the benefit of nice rolls, and it's fairly easy to score a par.



PRO TIP: Play the other three courses before you try out Sterling Shores. Use the map to help you on this long, tough course.

Golf Graphics

Though the game boasts four courses, they all seem to look the same. Your behind-the-golfer

view shows you a long stretch of green ahead. Once you swing, the ball sails flutly into the distance, then another screen shows where it lands. Though colorful, the graphics don't always help, since you can't see the whole course in front of you, and you'll sometimes be surprised by the sudden appearance of trees around your ball when it stops. You'll also see your ball overshoot the hole, even though the stats will tell you you're still short.



PRO TIP: Use the yardage info to calculate how hard you need to hit a shot. You won't always hit with 100 percent power.

The graphics need to be much stronger in this game, because the sounds are almost

nonexistent. A bit of music plays as the maps roll out at the beginning, but you play this game in virtual silence. More and better sound effects would've helped involve you in the action.



PRO TIP: Yardage estimates include rolls, so be sure to hit your shots hard enough to clear hazards on the fly.

While it's hardly a double bogey, PGA Tour Golf isn't quite the eagle it wants to be. It's about par for the course. **B**



LYNX



Checkered Flag
1-8 players



Lemmings
1-2 players

OFF



Jimmy Connors Tennis
1-2 players



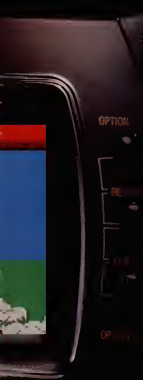
Apocrypha
Dracula



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 a 16 bit graphics engine.

BUT

Game Gear has an 8.

Lynx has molded rubber hand grips.

BUT

Game Boy has plastic.

Lynx allows up to eight players.

BUT

Game Boy allows up to four.

Lynx has right or left hand play.

BUT

Game Boy and Game Gear do not.



THEIR BUTS.

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EA Monkey—R Only

Take a Secret to Secret!

The best shot to master the mad, mad, mad Monkey! Usually beats the level for your speed. Alternatively, run directly up (or down) at the level and when you're left outside the red oval—go for the prize B. Timing at everything is key practice.

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256 pages
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Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games • Feb. '94

More role-playing games are coming to the game screen than ever! D&D is finally gaining some respect in the arcades with this long-awaited debut from Capcom, and now an all-new Shadowrun is coming for the Genesis. Now if only we'd get Vampire...



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By *Invil* the Incredible

The great-grandfather of all RPGs—and the progenitor of an entire industry—has finally been translated into an awesome action-packed arcade game from Capcom. The RPG and coin-op industries have collided, and hopefully they won't ever look back.

By the Book

Scriptics may ask, "But how could an RPG become a coin-operated action/adventure game and still be faithful to the source material?" No worries. This game combines the finest elements of a side-scrolling Golden Axe or Final Fight with all the rules of D&D.



You choose from four D&D character classes.

You select from four characters: a dwarf, an elf, a cleric, and a fighter. All their talents, skills, and attacks are based on real D&D rules, including weapon selection and a

detailed spell system. The game is, of course, four-player simultaneous and features four buttons for a variety of attacks, special weapons, blocking, crouching, dashing, and much more.

Down in Darokin

D&D merges an actual story with hacking, slashing, and exploring action. Obviously the game is extremely combat intensive, but there's more here than meets the sword. You must save the town of Darokin from a collection of enemies, but you have multiple paths to choose from as you explore the game. There are traps, secret rooms, and mazes. Non-playable characters are reasonably interactive.

The game is amazingly faithful to its origins. For example, the monsters incorporate all the special attacks and vulnerabilities of the D&D pen-and-paper games. Beware, Troils can regenerate! D&D is nearly complete and will be out by the end of March. We'll be back soon with a full review and a few strategies, to boot.

**Dungeons & Dragons:
Tower of Doom**
By Capcom
Available March



Pushing aside such objects as boulders can lead to secret passageways.



Yup, D&D has dice...and if you're good enough, combat!



The Lightning Bolt Spell rocks the Displacer Beast.



The cleric can bare the woodlot!



Just like in the original D&D, clerics can't use edged weapons!



D&D is four-player all the way, and you'll need the extra firepower to chop off all of the Beholder's eye stalks.

Paladin's Quest

By *The Wizard of Awe*

Paladin's Quest falls in the middle of the RPG food chain. While the game's overall story is acceptable for this genre, its curious Magic/Hit Points method is frustrating and too easy to exhaust, causing you to frequently start over from your last saved game.

Lennu Under Siege

Like the fine RPG *Secret of Mana*, *Paladin's Quest* starts with a young and curious character (Chenzi) causing some big troubles by sticking his nose where it doesn't belong. After class one day in the local magic school, Chenzi's peers dare him to climb to the top of the town's mysterious tower, where Chenzi accidentally awakens the evil monster/machine Dal Grea. Now the bad guy's on the loose, and it's up to Chenzi to stop him and restore order.

Trouble in Paradise

Unlike *Secret of Mana*, however, *Paladin* feels rather stale. Its dialogue, story, transitions, settings, and even its game play seem to have been done before. From the very start, foes are enormously powerful. Battles occur at random and switch you from a good 3/4-overhead view to a monotonous first-person view. Even worse, each spell you cast eats away at your Hit Points. Most RPGs assign you Hit

SUPER NES

Points and Magic Points that gauge your life and magic power separately.



PRO TIP: Keep fighting on the outskirts of the second town until you have enough money to buy big weapons.



PRO TIP: After the bridge breaks, walk over to a second town and stand next to it. Press A and it will be repaired so you can cross it.



PRO TIP: Talk to everyone in the second town to find out that the woman is gone. If you go straight south to where the small house is located, the old man won't appear.



PRO TIP: Before leaving any town, stock up on medicine.



Relying on your weapons is virtually useless, and using spells drains you fast. You can take medicine to recuperate, but you'll run out quickly when you face certain bosses that must be slain in order to move the game forward. So, back and forth you romp to the local Inn to recoup and replenish—provided you've gained enough gold from your battles.

Friendly Advice

Fortunately, the little Chenzi is not alone in his quest. Other characters lend a sword-wielding hand or wand now and then, which makes for fairer combat.



PRO TIP: Look at shelves in buildings to find weapons and items.



PRO TIP: To beat the Dragon Boss at the top of the mountain, you must use your Fire Spell—it's

able to waste physical attacks trying to wipe him out. As you attack with Fire, let the other two members of your party heal you and themselves.



PRO TIP: Save often, especially when your hero picks up an important person or item, or when he advances a level.

Paladin's graphics are colorful but uninspired. Its sound, as in many RPGs, is mostly dire and repetitive. Fortunately, a straightforward menu system makes controlling Chenzi, brandishing spells and weapons, and checking his status and inventory easy.

Not the Paladin's Best

Despite many hits against *Paladin*, fans who enjoy lots of slow-going combat and character-building in their RPGs will appreciate the game for its enormous challenge and lengthy crusade. The rest of us, though, will do better keeping with the *Zeldas*, *Manas*, and *Final Fantasies* already out there, and those on the horizon. **D**



Romance of the Three Kingdoms III: Dragon of Destiny



By *Bro' Buzz*

Romance of the Three Kingdoms III is a fine conquer-take-all game. You'll plan long-range strategy to unite all of Ancient China by waging war on your unneighborly neighbors. Although it's even more sparse in the graphics and sound departments than most Koei carts, the simulation is excellent. As usual, you should march into any Koei cart with a head for numbers and Asian names, an eye for icons, and hands that have plenty of time on 'em.

Romantic China

You play six scenarios with starting dates ranging from 189 A.D. to 235 A.D. The game's massive menu system is simple to use, but deciphering the abbreviated command labels and the plethora of icons requires a close read of the manual. Eight major commands access a mess of menus that delegate tasks to a stable of Generals. If you like, you can build your own characters, determining their character data, gender, and even their faces.

PRO TIP: Invest Gold in Development - of your Economy and your Cultivation - during every turn, if possible.

PRO TIP: Search for Hua Tuo the Healer to treat your wounded officers.



PRO TIP: Spying is essential to your strategists. Be sure to give your spy plenty of spying time to do his job.

Among the multitudinous tasks required to lead your state, you must develop your economy, feed your people, and buy and sell goods. To prepare for war, you draft soldiers, train troops, recruit officers, and spy on your neighbors.

Wars between the States

Romance warfare consists of serious number-crunching. Preparation is 90 percent of winning any battle, since victory via the easily executed turn-based combat system is primarily dependent upon your army facing an inferior numerical force.

PRO TIP: Ambushes are very effective against superior forces.

PRO TIP: Spreading false rumors can affect an enemy unit that's ready to fold.



Pick your Rules.



Ancient China has looked better.



Incurable Romance-Dise should love this Main Display.

There are 22 battlefields found on four types of terrain, including the famous Great Wall. You can also engage in naval warfare, and take on an enemy commander in a CPU-refereed one-on-one fight.

Eye Sore, Ear Poor

The graphics, never a stand-out for Koei, are even more plain than usual. Static portraits of the characters are great, but the Main Map of China seriously strains your eyes with tiny icons. The battle graphics between fighting units are miniscule, and you don't even get Koei's cartoony horses and soldiers. The sparse sounds are dominated by a rich, Asian-sounding, orchestral soundtrack, which unfortunately drives you crazy with its repetition.

Time for Romance?

The joy in RTK III is about watching numbers grow (for example, at harvest time) and shrink (when you knock off enemy soldiers). If you have a mind for it, it's great fun. However, first-time Koei gamers should probably go for easier-to-digest SNES fare such as Gemfire or even Genghis Khan II. If you're already Koei crazy, you can't help yourself - you'll love Romance. **C**

The frightening reality of war in RTK III.



Romance of the Three Kingdoms III: Dragon of Destiny (By Koei)

Genre	Class	Color	Release	Display
ADJ	18	27	01	16:9
274 kb	12 maps	Assistant use	Interpreter: simulation	8-singers 8-somerset Battle books

Shadowrun

GENESIS
PREVIEW

By Scary Larry

It's 2053. Do you know where your Shadowrunners are? In this fantastic translation of the all-time number-one cyberpunk pen-and-paper RPG, you'd better hope that your Runners are close...and in a good mood!

A Gritty Adventure

This tale of corporate evil and computer-jacking has fascinated RPG fanatics for some time now, although it has just recently been brought to the home video game market. Data East hit the SNES first, and now Sega has brought it to Genesis owners, but with a whole new look and story line. This is no small graphic adventure. Sega has turned FASA's Shadowrun into the monstrous, gritty, and real RPG that it was meant to be.

virtual reality world where deckers and data-jackers rule the electronic highways.



Check the bars for the best Shadowrunners.



Weapons aren't a threat in 2053 - they're a necessity.



Choose your profession wisely, for it may be your last.



There are some interesting Shadowrunners, like this female Decker.



You'll cruise across Council Island, and you'll need to make a stop in the computer office.



Great intro animation starts you off.



It seems someone has installed a Runner.

You can now choose to be either a samurai, a decker, or a shaman as you prowls the streets and alleys of a devastated, futuristic Seattle. You'll see action in the urban jungles, in the sinister corporate offices, and in Cyberspace - a

To help you make it out alive, you'll need the help of Shadowrunners, the unique and lethal assassins who will "run" with you...for a price. Talk is cheap, but bullets cost.

Run for the Shadows

This new game keeps the classic RPG elements alive by incorporating a personal electronic secretary who keeps notes of all conversations you've had in the game. When you come across someone or something mentioned in a conversation, the notes are automatically deleted from memory. No more writing down vital pieces of information.

Watch Role Players' Realm for an extensive review of Shadowrun for the Genesis. ☐

Shadowrun
By Sega

Available Second Quarter '94



...and the tough and knobby have Two Fists.



In Cyberspace, you'll battle for information - and your life.



Your Shaman has a wide range of spells to cast. Choose one and stand back!



You'll travel to the Indian Lands and meet the ancestors of the shamans.



Take a Cyber Taxi around the ruins and find your destiny.



AAAHHHHH

AAAHHHHH

AAAHHHHH

AAAHHHHH

CLIFFHANGER™



(sure, it's just a game.)

"Cliffhanger could send gamers over the edge." - *Gamepro*, October 1993

"Non-stop, pulse-pounding adventure that won't give you a break." - *Electronic Gaming Monthly*, October 1993



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By The Tummybator

Whether pressed between the colorful pages of a comic book or brought to life in a cartoon, superheroes are fascinating figures. Now Sega is introducing the greatest lineup of heroes and villains since the Iran/Contra hearings, and they're being brought to you in all their glory.

X, Lies, and Video Games

If someone had told you that Sega could bring all the excitement of the Genesis X-Men to the Game Gear, you'd have thought they were lying. Well, the truth is that X-Men Game Gear squeezes all the action and graphics it can into four megs of Marvel-ous comic book mayhem.



PRO TIP: When you play as Wolverine, turn off your Mutant Powers when you're not using them or they'll drain away.



X-MEN



You start the game by choosing either Wolverine or Cyclops, and you can pick from the other X-Men once you've rescued them. You travel through six villain-pounding levels as you search for your mutant mates, who were kidnapped by Magneto.



PRO TIP: In the Hellfire Club, jump over these pillars with your Spin Jump.



PRO TIP: Walk into waterfalls in the Savage Lands and you'll find power-ups.

This arch-villain has locked Storm, Iceman, Nightcrawler, Rogue, and Psylocke in different strongholds, and to find them you must travel through such stages as the Savage Land, Brood Cave, and the Hellfire Club.

Each stage ends with a friend of Magneto's trying to pull the plug on the party. Foes like Calisto, Sebastian Shaw, and Sauron engage you in immortal combat, but the forces of good are on your side. You also have those razor-sharp claws and the patented X-Men abilities, like Storm's power over nature, Cyclops' concussive eye-beams, and Nightcrawler's Teleport.

You Look Marvel-ous

The graphics in X-Men are sharp and clean, but you'll need super-powered vision to see the tiny details on the small sprites. The colorful backgrounds have the comic connoisseur's touch. The sound in X-Men is good, with changes in the unobtrusive music at each level and each boss.



PRO TIP: How do you fight Sebastian Shaw? You don't. He gets stronger with each hit, so knock him off by landing him into his own traps.



PRO TIP: To progress through the Savage Lands, jump on these light-colored logs repeatedly and they will break.

The Joy of X

Fans of the X-Men will love this cart, with its formidable array of superheroes and super villains. The long levels are complex enough to keep your battery bill high, and the challenge is strong enough to keep you busy in the back seat for that long drive to Grandma's house.

If you're not a fan of the X-Men, but you like portable side-scrollers with solid graphics and involving game play, then you'll love this game, too. Put all your X in one basket, and check out X-Men. **E**

Game Gear Game Profile

X-Men

(By Sega)

Your favorite mutants are back and in fine form on the Game Gear. Wolverine, Storm, Cyclops, and friends are all making an appearance in this Marvel-ous adventure game.



Genre: Action
4 megs
Available January
Manufacturer: Sega

7 players
8 stages
Solo play
Multi-player



Gorgeous cut scenes enhance the action.



(sure, it's just a game)

NOTICE
THE MAKERS OF
ACTION HERO DO LAST
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KICKS TO THE HEAD,
WANTON BLOODLETTING
OR PUSHING PERSONS
FROM HEIGHTS IN EXCESS
OF TEN STORIES (UNLESS
OF COURSE, IT'S
IN SELF DEFENSE).



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OR PUSHING PERSONS
FROM HEIGHTS IN EXCESS
OF TEN STORIES (UNLESS
OF COURSE, IT'S
IN SELF DEFENSE).



THE MAKERS OF
ACTION HERO DO LAST
CONDONE ROUNDHOUSE
KICKS TO THE HEAD,
WANTON BLOODLETTING
OR PUSHING PERSONS
FROM HEIGHTS IN EXCESS
OF TEN STORIES (UNLESS
OF COURSE, IT'S
IN SELF DEFENSE).

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JUST SIT IN YOUR ROOM
AND PLAY SOME
HARMLESS, NONVIOLENT
GAME LIKE MARIO,
OR TAKE A NICE,
WHOLESALE NAP.

LAST ACTION HERO
FOR SEGA GENESIS
AND SNES IS
AVAILABLE FOR
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BOY, AND GAME
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LAST ACTION HERO

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Game Gear



By N. Sominac

Zitz, Rash, and Pimple are bringing the same amphibious adventure and mayhem to the Game Gear that they brought to other systems. A faithful conversion of the original NES cart, this pit-size, streamlined version of *Battletoads* is a blast.



PRO TIP: You get only one shot at the fireflies carrying extra health units. Wait until they cluster closely together, then try to hit as many as possible with one shot.



PRO TIP: It's most effective to time your jumps to avoid obstacles. Stay near the top half of the screen and jump accordingly. Remember to maintain full speed as you hit the ramp for the super-jump to the next level.



PRO TIP: In Stage 2, pull up on the rope each time you automatically descend into the tunnel. This pulls you out of any new dangers lurking below.

Toad-af Action

The evil Dark Queen has captured a Princess. It's up to the warty trio to rescue her. Eight action-packed, side-scrolling stages of Toad fun lie before you in this one-player game. On each level, you control one of the three toad heroes and then run, jump, and punch through endless waves of the most bizarre-looking enemies ever. Psycho Pigs, Rabid Rodents, and other mutant goons drop out of nowhere, bent on grinding you into slimy frog patties.

The game play is pretty straightforward—take out all the enemies and progress through each level until you've lost all your lives. However, you start with only three lives, five health units, and three continues, so it's as tough to beat as the original (remember those Speeder Bike levels?).

Lean, Mean, and Green

The Toads look great on the Game Gear's tiny screen, warts and all. Each level is well rendered and has very detailed backgrounds. Although the sprites are small, the characters move smoothly across the screen. If you're familiar with the game and its characters, though, you'll notice that many of the whimsical details of the bizarre characters are lost on the small screen.

The two-button controls are easily learned—just punch and jump. The on-screen action responds perfectly to your directional commands. No fancy moves and combos are required—all you need are split-second timing and quick reflexes.

The sound is above-average for the Game Gear. A nice variety of sound effects and musical tracks liven up the action on each stage. It's nothing fancy, but then, hey, they're just frogs, ya know? Rabbit!



PRO TIP: Slam opponents into the edges of the screen, and continue hammering away at them. This keeps them off-balance and prevents them from retaliating.



PRO TIP: Hit the Stage 1 Boss three times to destroy it. Use the boss' own targeting display to aim your throws. To guarantee that your rock will hit its mark, position yourself in the center of the target before throwing.



PRO TIP: Swing into the green, swift-looking nasty as you drop down Stage 2's tunnel. Kick rapidly kick to prevent it from taking a little rest of you. You must kick it twice times to defeat it.

Hop To It!

Webbed hands-down, *Battletoads* is a solid action/adventure cart for the Game Gear. It offers interesting characters, sharp graphics, simple game play, and a tough, but not insurmountable challenge. Gamers who've already played the NES, Genesis, or Game Boy versions won't find anything new and may want to wait for the sequel. On the other hand, *Battletoads* neophytes can't miss with this fun cart. Last one in the pond is a rotten egg! **E**

Game Gear: Game Profile

Battletoads

(By Trabant)

Your favorite trio of high-action amphibians hits the hand-held pond with the same zeal that they brought to the Genesis.



Price not available
3 mags
Available December
Action

1 play
4 lives
Six size
Six-casting



ALIENS HAVE COME TO TEXAS TO ENJOY BARBECUED RIBS. YOURS.



THE BLOOD-THIRSTIEST ALIENS IN THE UNIVERSE

HAVE LANDED AND YOUR JOB IS TO STOP THEM

IN THEIR SIX-TOED TRACKS (ON TEXAS PARLANCE, THAT'S

RIGS SOME ALIEN BUTT) IT WON'T BE EASY YOU'LL

HAVE TO BLAST THEM WITH THEIR OWN ARTILLERY

BUT BEFORE ANY SHOOTING BEGINS IN TEXAS, WE HAD

TO DO A LITTLE SHOOTING OF OUR OWN

— IN HOLLYWOOD

AN ENTIRE MOVIE WAS SHOT FOR THE SOLE PURPOSE OF



FOR THE FIRST TIME EVER,

COMMON'S SUGGESTION OF
ENTERTAINMENT IN BARBERS.
IT'S ALL LIVE ACTION WITH LIVE
ACTORS. AT LEAST THEY'RE ALIVE
WHEN YOU START.



YOUR ACTION TRACKER
SMOULCANDARIES WITH FLAME
MISADVENTURE PARTICLE BEAMS
NEEDS BUT EFFECTIVE.



(Sure, it's just a game.)

MAKING THE ULTIMATE INTERACTIVE GAME. THEN WE DIGITIZED

THE WHOLE THING THE RESULT IS A GAME

WHERE EVERY DECISION YOU MAKE CHANGES

THE ACTION EVERY TIME YOU PLAY GROUND ZERO,

TEXAS IS SO REALISTIC THAT IT WILL PROBABLY

REVOLUTIONIZE THE WAY GAMES ARE MADE

IN THE FUTURE IF THERE IS A FUTURE

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CLUES LEAD YOU TO THE WYNDER'S
WHERAL CHEERFUL ACE
ONE WEIRD MOVE AND YOU'LL
SLIDE IT, AND THE WHOLE TOWN!



BREAST B-SAVE CLUES YOU IN TO
THE WYNDERBURNS OF A LASSER
CANNON. FIND IT HATED THE
MOTORSHIP AND TAKE THE HUMAN
WYNDERBURNS OF A LASSER





By **Henry
Lefkowitz**

Here's a game that forces you to get your act in gear in Gear Works: you start with a truckload of gears. You have to lay them out in a line to get your motor running. But there are mischievous Potins throwing wrenches in your works, and you have to finish before the motor temperature melts your pistons.

Be a Spin Doctor

You start with one gear spinning on the left and one gear idle on the right. It's pretty simple to work the Game Gear buttons to drop gears into place, but it's quite another story to make sure they all mesh and spin. As you go further into the game, idle gears appear on the right side. To keep the gears turning, you have to lube the gears with oil, blow up misaligned gears, and blast the annoying Potins.

GEAR WORKS



PRO TIP: Learn what Potins do together to make a smoother clock.

The audio accompaniment consists of forgettable background music and simple sound effects. It does just what it should in this type of game — it doesn't get in the way.

The graphics, on the other hand, are simply too small. You'll strain as much over the Game Gear screen as you do over the

Gear Works by Sony Imagesoft				
Character	Sound	Style	Features	Platform
ENT.				
244 pp.	1 player	12 levels	12 stages	NTSC
Available now	Available now	Available now	Available now	Available now
Price	Price	Price	Price	Price



Game Gear

puzzle you're trying to solve, and the puzzle should be your primary concern. Since you work against a clock, it gets very frustrating if you put down a gear and discover it's not what you thought it was.



PRO TIP: Don't waste gears unless gears are in the way to finishing a level.



clock. Don't worry too much about the Potins. The clock is your biggest enemy.

As a result, Gear Works isn't nearly as enjoyable as it could be. What should be edge-of-your-seat, brain-slumping game play too often turns tedious. This game would play much better on a larger screen.

Staving over a Hot Engine Gear Works is a good concept and a great design, but it's hampered by the Game Gear format. If you don't mind reeking your sight for a few hours as you labor over these brain teasers, by all means start the engine. Otherwise, take a vacation day and skip Works. **C**



By **Earth Angel**

There's nothing puzzling about this Game Gear version of Mean Bean Machine. It's more fun than a bowl full of chit.

Dr. Robotnik's Mean Bean Machine

Sega's Bean Busy

Sega's cooked up a range of puzzle challenges for Dr. Robotnik's Game Gear debut. In game-play that resembles Columns, but actually has a lot more depth to it, you must manipulate the beantank of Beantown — and pump up some brain cells in the process.

In each mode of play, colored beans drop into a rectangular screen. You manipulate the beans to match four of the same color together, which makes them disappear from the screen. If the beans stack to the top of the screen, you lose.



PRO TIP: Stack series of three at the bottom of the screen. This increases your chances of scoring big points and sabotaging your opponent.

Dr. Robotnik's Mean Bean Machine by Sega of America				
Character	Sound	Style	Features	Platform
ENT.				
244 pp.	2 players	12 levels	12 stages	NTSC
Available December	Available December	Available December	Available December	Available December
Price	Price	Price	Price	Price



PRO TIP: Look to the top of the screen to see where sabotage beans from your opponent will drop. This gives you a few seconds to strategize.



PRO TIP: Glance at the "Next" window to get a sneak preview of what's coming.

Variations on the theme include the Scenario mode, where you go head-to-head against 12 increasingly difficult stages; Exercise mode, where you practice your bean stacking techniques; and Gear-to-Gear mode, which puts you head-to-head against a buddy. In the most innovative game, Puzzle mode, you solve specific puzzle challenges, such as eliminating all the red beans.

Mean Bean Machine is an absorbing and complex game. The graphics and sounds are simple and straightforward, but the fun is in the varied game play. The controls are easy to use and learn. Although novice puzzlers will be able to play the game, the tougher scenarios will challenge even veterans of Columns, Tetris, and the like.

Make No Beans About It Mean Bean Machine is perfect fare for coffee breaks, long car rides, or any other time you need a puzzle break. It's no has-bean! **C**

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AND
GAME GEAR!

CROSS YOUR SWORD WITH THE BLOODIEST PIRATE OF THEM ALL!

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

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



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SONY



IMAGE SOFT



By Earth Angel

The Road Runner's still plagued by the same old nemesis—Wile E. Coyote. In the cartoons, the time-leathered bird makes his escape with the greatest of ease. In this Game Gear adventure, things are a lot tougher for the speedy fowl

Beep, Beep

As the Road Runner, you've got to race through multiple stages of hop-n-bop action. The premise is simple: get to the exit before one or your health runs out



Game Gear

since they blend in with the terrain. The cool-looking intermission screens are worth watching



Check out the classy intermission.



By Manny LaMarche

Chuck Rock is back...well, sort of. Time has passed since Chuck Rock last rescued Ophelia. Now he's been kidnapped by his Mastodon Motors dealership as the ransom. Who can save him from Brock Jagger, owner of the competing Keystone Cars? Why, his son Chuck Junior, of course

A Prehistoric Baby

Chuck II's game play is as simple as stone, though beating this cart is as hard as granite. Baby Chuckie clubs a path through four levels (eight zones) of Stone Age adversaries and obstacles. Control is as easy as pressing one button to swing the club and pressing the other button to leap from walkway to walkway.



PRO TIP: When the first dinosaur boss stops moving his head, he's coming after you. Slide next to him when he hits the grass and whack him at the head.

Chuck II is easy on the eyes, featuring colorful graphics and smooth animation. Sometimes, though, you wish for slightly better character detail. The sound effects are done well, and the music isn't irritating—which is about all you can ask from Game Gear audio

Check It Out from Chuck by Teenage

Character	Special	Skills	Attributes	Controls
1.1	1.2	1.3	1.4	1.5

250 to 1000
 2 steps 1 minute
 No table use 1 minute
 1000 1000
 1000 1000



PRO TIP: Swing Chuck Junior's club all over the place, because there are points hidden behind many items.

CHUCK II: SON OF CHUCK



PRO TIP: Jump around wherever you go—invisible platforms pop up where you don't expect them. Out-of-reach bonuses are a dead giveaway.

Pounding bad beasts is a kick, but the key to the FunFactor in Chuck Junior's trek is trying to reach the end of a level with as little damage as possible. Most of the game play involves memorizing the sequence of hurdles, obstacles, and near-deathfalls, but it's still an exciting top

Dino-soaring Scoring

Chuck II doesn't give up much in the fun department in its step down the evolutionary scale from Genesis to Game Gear. Chuck II is a chip of the old Chuck

DESERT SPEED TRAP

Starring ROAD RUNNER and WILE E. COYOTE



PRO TIP: Stand underneath these strange metallic contraptions and you'll be zapped to secret bonus rooms filled with stars.

Each stage looks like a scene out of a classic Road Runner cartoon. When he's not evading the hostile desert flora and fauna, the Road Runner has to look out for Wile E., who's looking mighty hungry. The coyote always makes a last-ditch effort to snag the bird, usually while riding atop his latest ACME contraption.

Desert Speedtrap's graphics look like the original cartoon, although the sprites are too small. The various enemies aren't particularly imaginative, and they're often difficult to spot.

Desert Speedtrap: Featuring Road Runner and Wile E. Coyote by Sega

Character	Special	Skills	Attributes	Controls
1.1	1.2	1.3	1.4	1.5

250 to 1000
 2 steps 1 minute
 No table use 1 minute
 1000 1000

The music's unsurprising, livened up only by the Warner Brothers theme. The Road Runner's beep sounds more like a broken car horn.



PRO TIP: Some slashes of Birdseed fill up more than one health point. Pack several boxes to see if you've found one of the super bowls.

The game's controls are very difficult to manage. Button presses make the Road Runner leap with abandon. It's frustratingly difficult to make him hop and jump where you want him to

Not a Fun Run

Adjustable challenge makes the cart good for beginners in the early levels, but its toughness at the harder difficulty settings is dug to frustrating, impressive controls, not complicated game play. This cute cart's good for a play or two, but if you're looking for a top-notch Game Gear product, you may have to send zesty to ACME

NOW STALKING A STORE NEAR YOU
BEWARE...

PLAY IT IF YOU DARE

Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula goes straight for the jugular. Photo-realistic graphics, camera rotation, digitized scenes from the film and an awesome digital soundtrack on the CD version plunge you deep into cold, dark dungeons crawling with spiders and packs of bloodthirsty rats. On every platform you'll experience thrilling game play and battle your way through the treacherous mountains and forests of Transylvania to Castle Dracula. And just like in the movie, the evil Prince of Darkness will rise and attack — as a bat, a wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped!

Available for all Nintendo and Sega platforms.

SONY
IMAGESOFT





By **Andromeda**

Disney's duck is a low temper, but gorgeous graphics and solid game play make his newest action/adventure cart worth checking out.

Don't Quack Up

Uncle Scrooge is in deep trouble. After missing with an enchanted armist, he's blown up like a balloon. Donald must solve the mystery and deflate his ink.



Game Gear

fraught with perils. There are two zones in each round, and Donald has to make his way through using hop-n-bop-style game play. Donald's easy to control, whether he's jumping, running, swimming, or slip-slidin' across the ice.



By **Manny Llanucha**

In Pinball Dreams games get a trio of fields that are far simpler than previous pinball simulations, like Devil Crush and Revenge of the Gator. Unfortunately, more sometimes means less.

Take the Plunge

You can choose from three playing fields: Ignition, Steel Wheel, and Graveyard. Each has different layouts, targets, bonuses, and goals to shoot for, but the basics are all the same: two flippers at the bottom, and progressive point scoring.

Control of the ball is simple, using a standard two-button, directional-pad combo for the flippers and plunger. Sometimes you'll feel that the ball weighs a ton or the flippers are "soft," because you can't zing the ball through chutes and passages



PRO TIP: Watch the score display. It will tell you what targets you should hit or what bonuses are available.



PRO TIP: Each table has a meter that can be used to score lots of bonus points, like the chassou in the field of Graveyard.

light, as is the musical accompaniment, but they complement the action just fine.

Will You Flip Over This?

Unfortunately, Pinball Dreams hits when it comes to the entertainment factor. There just isn't

Deep Duck Trouble



PRO TIP: When you reach what appears to be a dead end in the Volcano, simply push left to enter the door.



PRO TIP: Grab Chiles to send Donald into a Super Attack mode.

During each round, Donald can capture gems and other treasure to boost his points. He also snacks on ice cream and turkeys (hey, Donald's no cannibal). Then, at the end of each round, Donald snags a special charm that'll help him solve the mystery.

The game's graphics capture that of Disney magic. Donald's personality is quite evident, whether he's impatiently tapping his webbed toe or racing across the screen during a mad attack. Although the enemies could have been more imaginative, the game's backgrounds are creative and well done. The music's not top-ten fare, but it doesn't detract from the fun.

Four Fun

Intermediate and advanced gamers will find the game an easy waddle, but it's still a lot of fun. Donald's a charmer, and his latest adventure is just ducky. **B**



PRO TIP: Watch out! Donald's an instant frozen duck dinner if he falls into the water during the Mountain round.

Each of the four areas of the game (the Jungle, the Inlet, the Volcano, and the Mountain) is

PINBALL DREAMS

Sneazy graphics highlight the ball's travels around the fields. The sound effects are



PRO TIP: In score big points, you must have the courage to hit the ball at the very tip of the upper. It's scary, but that's the only way to repeatedly get the ball up to the top section of the playing field.

enough replay value or challenge to keep you excited and wanting to play again. By trying to give Pinball Dreams more with the three playing fields, the game actually ends up with less. It would have been better if GameTek had created one blockbuster pinball field instead of three marginal ones. The elements are all there, but the chemistry just doesn't hit the jackpot. **D**

Deep Duck Trouble Shattering Donald Duck by Sega

Genre	Cost	Series	Features	Controls
200	15	11	12	10

BEG.

200 MS
4 maps
Available on
Adventurers

1 player
4 rounds
Side view
Multi-scrolling

Pinball Dreams by GameTek

Genre	Cost	Series	Features	Controls
200	15	11	12	10

INT.

200 MS
3 maps
Available on
Pinball simulation

1 player
Three tables
Bottom view
Multi-scrolling

**YOU DON'T
HAVE TO BE A
FIGHTER,
A SUPER HERO
OR A JOCK
TO GET IN ON
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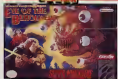
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from Square Soft
For Super NES.

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TOP GEAR 2
from Kemco
For Super NES.

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from Activision
For Super NES.

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from Bullet Proof
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A Player's Guide to Power Peripherals



By The Lab Rat

Well, I'm back from my vacation in Ratanista, and just in time, it seems. There are packages on the step of my Rat Hole from Ascii, Naki, and Sega Hmmm...it's getting crowded on my step, so let's grab some cheese and check it out!

Power Players

Asciiware has long been known for its innovative joystick and joypad designs. Well, they've met the demand for a better mousetrap (eek!) head-on.

The **Fighter Stick SG-6** is a six-button joystick that features independent Turbo control for all six buttons. It also offers Auto-Turbo, Slow Motion, a heavy steel base for stability, and an extra-long cord. The ball on the Fighter Stick SG-6 is oversized for greater control, and its ergonomic design is kind to the hand that feeds it.

Not to be outdone by Ascii, **Sega** enters stage-right with their new **Six-Button Arcade Stick**. Like the Ascii Fighter Stick, this joystick features adjustable Turbo settings for all six buttons, but it also has a switch to change the stick back to three buttons if necessary. The design on this new stick is also very pleasing. The joystick features a palm rest that's just as comfortable for five-year-old Billy/Susee as it is for Billy's dad or mom. There's something here for everyone, and it's got the Sega stamp of approval.

On the SNES side of the board, **STD's** new **SN Programmable Joystick** features their usual see-through design, a large joystick ball,

pre-programmed moves for the most popular fighting games, and extra memory slots to store more moves. The sturdy unit has a comfortable hand rest molded into the lower-left area.

The button configuration follows the standard SNES configuration, though three Action Buttons were added for the programmed moves. A unique revolving base enables you to turn the buttons to a position that suits your style of game play.

Action Accessories

Just when you thought all the life had been squeezed out of your Game Boy, **Naki** comes up with a weird-looking accessory for your home or office.

Their new **Mini-Arcade** transforms your Game Boy into a table-top arcade unit. It gives your Game Boy blazin' speakers, a magnifier, a joystick, and storage areas for your earphones and games.

The unit slants down toward you to increase the screen's visibility. It's sturdy, tough, and very unusual, punting it in a league with STD's Handy Boy. Office power players who want arcade fun and arcade control should keep one of these in the top drawer, just don't let the boss see it. ☐



The Mini-Arcade

Type: Accessory

System: Game Boy

Features: This sturdy little unit turns your Game Boy into a tiny arcade machine, with speakers, a magnifier, a joystick, and storage areas for your earphones and games.

Price: \$35.00

Available: Now

Contact: Naki 800/824-MAK



Fighter Stick SG-6

Type: Joystick

System: Genesis and Sega CD (also available for SNES)

Features: Six-button layout similar to Street Fighter in the arcades. Large ball means greater control and a great design. This stick is like a winner.

Price: \$40.95

Available: Now

Contact: Ascii Entertainment Software, 415/579-6200



Six-Button Arcade Stick

Type: Joystick

System: Genesis and Sega CD

Features: Sleek, black design, and a six-button layout. Turbo for all six buttons, plus the option of switching back to a three-button control configuration.

Price: \$40.99

Available: Now

Contact: Sega 415/508-2000



SN Programmable Joystick

Type: Programmable Joystick

System: SNES

Features: This programmable joystick has moves already programmed in. A revolving base lets you position the buttons yourself. This joystick is long on features and short on price.

Price: \$68.00

Available: Now

Contact: STD 410/785-5861

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UNLEASH YOUR MUTANT POWERS



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Game Advance

SEGA GAME GEAR

RULES AND REGULATIONS

NO Purchase Necessary. 1. To Play: Complete all six levels. Find all 12 Bonus Power Ups hidden throughout the game. (The 12 power ups can only be found in the "I Don't Think So" difficulty level.) Take a picture of the last screen, handprint the secret X-Men password and your score on the back of the picture, and mail along with a 3 x 5 postcard with "X-Men on Sega Game Gear" written on it (including name, address, city, state, zip code, and phone number) to: **Game Gear/X-Men Sweepstakes, P.O. Box 656, Amityville, N.Y., 11701-0656.**

2. If you do not have a Sega™ Game Gear™ or a Marvel Comics™ X-Men™ cartridge, get write or draw "X-Men on Sega Game Gear" on a 3" x 5" postcard. Handprint your name, address, city, state, zip code, phone number and age on the postcard and mail to the same address above.

3. All entries must be mailed separately and received no later than April 15, 1994. No liability is assumed for lost, late, misdirected or illegible mail.

4. Random drawings will be conducted from all qualified entries received, on or about May 14, 1994 by Elite & King Co., Inc. an independent judging organization whose decisions are

final on all matters relating to this game. Odds of all winning prizes are based on the total number of qualified entries received.

5. Prizes: (1) Grand Prize - (1) SEGA Genesis Core System, SEGA CD System, Choice of any (5) Sega cartridges, 3 volume set of 8 Men Home Videos, 4 Volume set of Marvel Masterworks Hardcover collection of X-Men Comic Book series, and a 1-year subscription to GamePro Magazine. Approximate Retail Value: \$779.00; (10) First Place Prizes: SEGA Genesis Core System, Choice of (1) Sega cartridge, "Bag O' Comics"/Assorted Collection of Comic Books, X-Men Baseball Cap, and 1 year subscription to GamePro Magazine. Approximate Retail Value: \$203.00; (25) Second Place Prizes: SEGA Game Gear Wrenn Bottle, 3 Men T-shirt, "Bag O' Comics"/Assorted Collection of Comic Books, and a GamePro T-shirt. Approximate Retail Value: \$43.00.

6. Winners will be notified by mail and may be required to sign an affidavit of eligibility and release within 14 days of the date of the notification letter or sponsor reserves the right to choose an alternate winner at random. Prizes are non-transfer-

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Here's HOW To WIN:

- Play Marvel Comics' X-Men™ on Sega™ Game Gear™— Find 12 Bonus Power-ups hidden throughout 6 awesome levels of mutant crawling evil! (The 12 power-ups can only be found in the "I Don't Think So" difficulty level.)
- Take a picture of the very last screen. (See screen shot below for last screen) and write down the 8 MEN password and your score.
- Write "X-Men on Sega Game Gear", on a 3 x 5 postcard. Include your name, address, city, state, zip code, phone number and age.
- Send both the picture AND the 3 x 5 postcard received no later than April 15, 1994 to:

X-Men Contest
c/o Little & King Company, Inc.
P.O. Box 656
Amityville, NY 11701

OR

- Just send the 3 x 5 postcard with "X-Men on Sega Game Gear" written on it. Include your name, address, city, state, zip code, phone number and age, received no later than April 15, 1994, to the above address.



GRAND PRIZE!

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10 FIRST PLACE PRIZES!

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- (1) Any one Sega Cartridge of your Choice
- (1) "Bag-O-Comics"/Assorted collection of Comic Books
- (1) X-Men Baseball Cap
- (1) GamePro Magazine Subscription

25 SECOND PLACE PRIZES!

- (1) SEGA Game Gear Water Bottle
- (1) X-Men T-shirt
- (1) "Bag-O-Comics"/Assorted collection of Comic Books
- (1) GamePro T-shirt

rules and no substitutions or cash equivalents are allowed. Entries are the property of Sega of America, Inc., and will not be returned. All state and federal taxes, if any, are the responsibility of the individual winner(s). By submitting an entry, Winner(s) agrees to allow use of their name and likeness thereof for publicity and advertising purposes without compensation.

7. The sweepstakes is open to all residents of the continental United States excluding its territories and overseas military installations. Employees and their families of Sega of America, Inc., GamePro Magazine, Infobahnnet World, Marvel Comics, Little & King Company, Inc., their affiliates, subsidiaries, advertising, producers, promoters and fulfillment agencies and the families of each are not eligible. Void where prohibited or restricted by law. All Federal, State and local laws and regulations apply.

8. For a list of major prize winners send a stamped, self-addressed, legal size envelope to Sega Game Gear Winners, c/o Little & King Company, Inc., 140 Broadway, Amityville, NY 11701. Request must be received by August 15, 1994. Please do not call Sega for a list of winners.

GAMEPRO

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S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Genesis

Ranger-X

Level Skip



Rocket past any level in Ranger-X with this easy level-skip trick. At any time during play, press Start to pause the game. Then, press Up, Down, Up, Down, Up, Down, Button C, B, A, Right, and then Left. If you've done the trick correctly, the music should begin again. Then, press Button B to make the screen fade and the next level appear. You can keep repeating this trick until you get to the level you want.

Wade Davis, Spokane, WA

Genesis

Disney's Aladdin

Level Skip



You won't need three wishes when you plug in this easy level-skip trick for Disney's Aladdin. When you want to skip levels, press Start to pause the game. Then, press A, B, B, A, A, B, B, and then A. You can repeat this trick as many times as you like until you reach the level of your choice.

Joe Roberts, San Francisco, CA

Genesis

Shinobi III

Invincibility



Zeed can't touch a hair on Shinobi's head when you activate this invincibility trick. When the title screen appears, select the Option mode. Choose the "Music" option and use Button B to play the following tunes in this order: He Runs, Japonesque, Shinobi Walk, Sakura, and Getafe. Begin your game, and Shinobi's invincible.

George Josephson, Miami, FL

Genesis

Mazin Saga

Fight the Bosses



Here's a trick that enables you to fight the bosses without fighting through the stages. Go to the game's Option screen, highlight Sound Test, and select Sound 18. Then, choose the Sound Effects Test option and select Sound 72. Exit the mode and press Start. Begin your game, and you'll zap straight to the first-stage boss.

Donato Jimenez
Philadelphia, PA

Genesis

Zombies Ate My Neighbors

Passwords



Here are some ghorish passwords for *Zombies Ate My Neighbors*:

- Level 5: TYZR
- Level 9: CBRK
- Level 13: LCFJ
- Level 17: BMLK
- Level 21: VQBB
- Level 25: QLNK

- Level 29: QNKR
- Level 33: SDHM
- Level 37: BKVR
- Level 41: BZPM
- Level 45: VNYQ

Kevin Miller, Regina, Canada

Sega CD

Spider-Man vs. King Pin

Find the Comic Book Icons



Here are the locations for all 21 Spider-Man comic book icons in the game.

1. Starlet Light Building
2. Harlem Meer
3. West 70th
4. Saint Patrick's Cathedral

5. Bus Terminal
6. Civic Center
7. Clarkson St.
8. East Harlem
9. Central Park Zoo
10. Court Street
11. Empire State Building
12. West Street
13. Bleeker Street
14. South of Power Station
15. First Avenue
16. Houston Street
17. Jiffard School of Music
18. Washington Street
19. Central Park North
20. Henry Street
21. Riverside Drive

Brad Geiger, Logan, OH

Sega CD

Spider-Man vs. King Pin

Passwords



- Electro
- Half 2 Life
- Stables
- Permanent
- Public 45
- Kidney 2
- Pencil 6

Brad Geiger, Logan, OH

Sega CD

Silpheed

Ten Extra Continues



Soar into the stratosphere with ten extra continues for *Silpheed*. Play a regular game until you're down to one continue. When the screen reads "Continue 01," wait until the demo begins to play. While the demo runs, on Controller One press Right, Up, Button A, B, C, Left, Left, Down, C, A, and then Start. When the title screen reappears, hit Start again. You're set with ten extra continues.

Sega CD

Silpheed

Hidden Sound Test



To access a hidden sound test in *Silpheed*, wait until the demo runs and the title screen appears. Then, press Start, and choose Option: No!, simultaneously press and hold Buttons A, B, and C on Controller Two, and press Start on Controller One. A new choice called Voice Test will appear in the Option Mode. Choose it and check out some new sounds.

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

GAME GENIE

Super NES

Street Fighter II Turbo

Game Genie Codes



No charging for special moves: D071-E460

Kevin Ng & Eric Pardon, Ontario, Canada

Super NES

Street Fighter II Turbo

Game Genie Codes



Ryu's wider Sheng Long: D630-1DAD
Ken's vertical Sheng Long: DD30-17AD
Projectiles go faster: 3E31-37AD

Brian Lesyk, Coatesville, PA

Super NES

Combatribes

Begin with 30 Lives



To give your Combatribes 30 lives, wait until the Game Over screen appears, and then on Controller Two simultaneously press and hold Buttons L, R, and Select until the title screen appears. Next, go to the Option screen and set the Credits to 30.

Oscar Glasby, Queens, NY

Super NES

Super Widget

Passwords



Here are passwords for every stage in Super Widget:

Stage 2 – Blue Beach: JHKBHW
Stage 3 – Wonderland: RKJSHR
Stage 4 – Volcano Eruption Zone: JKJMEW
Stage 5 – Moon: RBLHKH
Stage 6 – Ratchet's Castle: JBKFFR
Stage 7 – Aqua Planet: RJRBFF
Stage 8 – Planet of the Giants: JJRSHH
Stage 9 – Planet of Seven Colors: WSRMHH
Stage 10 – Dwarf Planet: JSRFKL
Stage 11 – Home Planet: WLKKKL
Stage 12 – Film Flam Station: JLLJKL
Stage 13 – Difficulty 1 & 2, Space Wonderland and the Water Planet: RMLLKL
Stage 14 – Difficulty 3, Ghostship: HWBLBF
Stage 15 – Difficulty 4, Star of the Demons: LRBBJJ
Stage 16 – Last Stage, Difficulty 5, Mega Slank Base: KFBRSJ

Rick Krueger, British Columbia, Canada

Super NES

Street Combat

Begin with 50 Lives



Life on the streets isn't so tough when you've got 50 lives. When the title screen appears, move the cursor to the Options mode and press Start. Then, move the cursor to "Credits" and press Select ten times. Your credits will change to 50!

Super NES

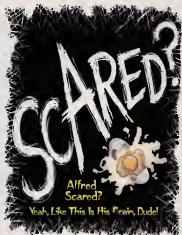
Tuff E Nuff

Play as the Bosses



To play as the Tuff E Nuff bosses or any other character, wait until the title screen appears. When the Select Mode screen appears, on Controller One press **Left three times**, **Right three times**, and **Left seven times**. Press Start to begin your game. If you've performed the trick correctly, you'll hear an explosion. When you select which character you want to play as, you'll discover you've got additional characters to choose from, including the bosses. If you want to play a two-player game as the bosses, perform the same trick and then Reset the game. When the Player screen Select appears the second time, press **Right three times**, **Left three times**, and **Right seven times**. Finally, press Start and you're set.

Justin Turner, Huntersville, NC



Super NES

Zombies Ate My Neighbors

Passwords



The Zombies won't eat the Neighbors when you plug in these passwords:

Level 5:	VHVR
Level 9:	PBGG
Level 17:	BKYZ
Level 21:	VXBB
Level 25:	XYLZ
Level 29:	YLZD
Level 33:	WJQK
Level 37:	BZVG
Level 41:	BRPK
Level 45:	VLHX

Jason Day, Center
Barnstead, NH

Super NES

Wolfchild

Invincibility



Don't sit and howl at the moon. Activate this invincibility code instead. Play through the first level of Wolfchild, and then, when the boss dies and you raise your arm in victory, **simultaneously press Buttons A, B, and Start**. You'll remain invincible unless you touch the Energy/Mutation icon.



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Game Boy

Speedy Gonzales

Passwords



Zip through Speedy Gonzales with these simple passwords

- Level 2: 800999
- Level 3: 343003
- Level 4: 830637
- Level 5: 812171
- Level 6: 522472

J.P. Watson, Morgan Hill, CA

Game Gear

Streets of Rage

Invincibility and Stage Select

Make yourself tougher than tough with this double Streets of Rage trick. Select the Options mode and choose Sound Test. Select Sound 11 and then **simultaneously** press **Buttons 1 and 2**. Two new options will appear that enable you to choose your stage and make yourself invincible.

Game Boy

Lords of Thunder

Begin with 10,000 Coins



To stock up on coins before you even begin the game, go to the Configuration screen and enter the following options: Set Level to Saper, Music to 02, and Sound to 02. Then, highlight "Sound." Finally, **press and hold Select** and **press Button 1**. If you've done the trick correctly, you'll hear a chime. Now you can buy everything in stock!

Rabeem Hinton, Napa, CA

Game Boy

Lords of Thunder

Play Only the Boss Characters



To battle just the boss characters, go to the Configuration screen and choose the following options: Set Level to Hard, Music to 01, and Sound to 01. Next, highlight "Sound," then **press and hold Select** and **press Button 1**. The word Boss will appear where the word "Exit" should be. Finally, highlight Boss and **press Run** to begin the game.

Rabeem Hinton, Napa, CA

**GAME
GENIE**

Genesis

Mortal Kombat

Game Genie Codes



Midjet-size players.
BBCA-AAZ6

Wes Powell, Vermont, VT

**GAME
GENIE**

Genesis

Mortal Kombat

Game Genie Code



Code: black background.
CJ1A-AA22

Chris Sheppard, Lebanon, MD

**GAME
GENIE**

Genesis

Mortal Kombat

Game Genie Code



Invisible characters with black shadows and red blood when in Mode A. ABCA-BBAA

Jon Saika, Elizabeth, NJ

**GAME
GENIE**

Genesis

Zombies Ate My Neighbors

Game Genie Code

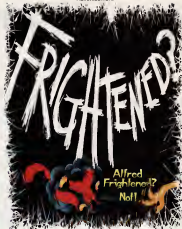
Infinite lives. A47A-AA6W

Almost infinite health

A18T-AA3G

Infinite special items once you have at least one (except

Keys): DDXT-AA2G



Super NES

Mortal Kombat

Game Genie Codes



Invisible characters:
15CC-176E
Scorpion's Hook shoots
arrowheads. E22C-176E
Sub-Zero's ice blast kills.
A62C-3914

Jim Boyer
Huntington Beach, CA



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Video Game Strategies, Weapons, and Tactics

GAME GENIE

Super NES

Aliens vs. Predator Game Genie Codes



No damage taken from punches.
C236-0DDD
No damage taken from jumping attacks, tail attacks, or ruzzes.
C238-0FDD
Infinite Lives
C286-A70D

NES

Bubble Bobble 2

Game Genie Codes
Infinite lives, both players.
SZNOASVK
Blow bubbles further:
OXXANUPX
Start on level 80.
ASKEGZPA

GAME GENIE

GAME GENIE

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Game Boy

Darkman

Game Genie Codes
Infinite lives: 014-DDF-E69
Infinite time: 005-97F-E6E
Infinite energy: BA5-0FF-081

Game Boy

Kirby's Dream Land

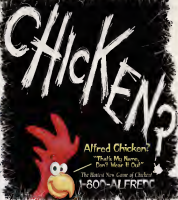
Game Genie Codes



Infinite lives: FA6-DBB-4C1
Infinite vitality: FA4-63B-4C1

Jean-Carl Polysio, Miami, FL

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Calling all Street Fighters! Mortal Kombaters! And everyone who wants to get an edge on the opposition! Now more than ever, competitive gamers want an inside source for the best strategies, combos, techniques, and tournament information for fighting games - and you're looking at it. This new col-

umn, The Fighter's Edge, is backed by such writers as Tomo Chira and Charles Franco, co-editors of Capcom's recent SF II strategy videotape, Erik Suzuki, a former Capcom Street Fighter expert, and Slasher Quan, a co-editor of GamePro's SF II Turbo strategy book. So let's get to it!



By Slasher Quan

If you thought Guile's Magic Throw was pretty ridiculous in the original version of the arcade SF II, you're really gonna flip out when you see this one!

STREET FIGHTER II

The New Challengers

Get Up and Spin



1) Just as you're getting up and this animation appears, do the Glitch Driver. This is extremely difficult.



2) You socked 'em in!

How to Stop the Glitch



1) The best way to stop the Driver is to jump just as the Fireball's getting to Zangief. He can't sock you in while you're airborne.



2) If you can't foot him, he might take the hit and try an unsuccessful Spin! Press the advantage!

Block the Fireball and Spin



1) Try blocking a Fireball, then instantly doing the move as you slide back (look for the dual on the ground).



2) This is tougher, but it's less taxing on your lifetime if you mess up.

Tournament Report - February '94

Martial Arts Expo

Date: TBA in all locations, probably in February

Future Locations: Los Angeles, Boston, Milwaukee, Phoenix, Houston, Greensboro NC, Florida

Tournament Description: A Super SF II single-elimination tournament, with a martial arts exhibition for the spectator's enjoyment

Prizes: Trophies and cash (up to

\$750), other prizes include Dragon, The Bruce Lee Story and Martial Art II movie videotapes, Dragon posters, Capcom home games, in-line skates, and mountain bikes

Benefit: Supports the National Martial Arts Association

Information Hotline: 406/236-2149

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We are searching for re-quizy combos for Super SF II and other games. Send us your best! If we print yours, you'll receive a free T-shirt (indicate choice GamePro or Street Fighter II, and size). Send all comments, suggestions, combos, tournament listings, artwork, Dragon Punches, and more

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c/o GamePro Magazine
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FAX it to: 415/349-8347 Send us your tournament listings, combos, or any hot tips. Be sure to include your phone number so we can call you back for more details.

Contact Tomo and Charles
Tomo Chira, tournament champions, play and Charles Franco, at World's Finest Comics, 8054 Whittier Blvd., P.O. Box 915, CA 90660. For more information call 310/948-4030

ZANGIEF'S SPINNING GLITCH DRIVER

Take the Fireball Hit and Spin



1) When an opponent throws a Fireball at you, take the hit and watch for Zangief's head to snap back.



2) As soon as you see the animation frame shown above, quickly spin the joystick for the Spinning Pile Driver motion and hit the Forward Kick button.



3) If timed perfectly, you'll sock 'em in and do the Siberian Suplex. This works from all the way across the screen!

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

TOURNAMENT COMBOS

By Erik Suzuki



Leonardo – Roto Cutter Combo



1) Cross 'em up with a super deep Fierce Kick.



2) Land and do a Standing Normal Punch.



3) Follow up with an immediate Crouching Normal Kick.



4) Slice 'em with the Fierce Roto Cutter for four hits.

Michelangelo – Rising Thunder Special



1) Cross up your foe with a deep Fierce Punch while Charging Down.



2) As you land, continue to Charge Down and press the Normal Punch.



3) Then, immediately go into the Fierce Rising Thunder attack for five devastating hits.

Chrome Dome – E.P.D. Combo



1) Jump in and nail your opponent with a Fierce Kick.



2) Next, throw two Crouching Normal Punches.



3) Immediately do the Electric Pile Driver for a massive four-hit combo.

Aska – Super Spin Attack



1) Tag your opponent with a deep Fierce Kick.



2) Immediately after landing, do a Crouching Normal Punch.



3) Go directly into the Fierce Spin Attack for up to five continuous hits.

Cyber-Shredder – Uppercut Combo



1) Jump in with a deep Fierce Kick.



2) Land and do two Crouching Normal Punches.



3) Finish three with the Fierce Aura Crusher for five consecutive hits.

Raphael – Super Drill Combo



1) Cross up your opponent with a Deep Fierce Kick.



2) While holding Away to charge for the Power Drill, do a Standing Normal Punch.



3) Follow this with an immediate Fierce Punch.



4) Complete the combo with a Fierce Power Drill.

Teenage Mutant Ninja Turtles
Tournament Fighters by Kazushige Nojima

Dragon	Tiger	Snake	Monkey	Crab
1	2	3	4	5
Price not available				2nd printing
10 maps				Site view
Available December				Site editing
Fighting game				

STREET FIGHTER II

ARCADE

The New Challengers

SUPER TOURNAMENT RANKINGS!



By To-Ryu-Mo and Chor-Li



It's the most hotly debated topic in arcades across the country, and we're here to answer the question: "Who are the best characters in Super Street Fighter II?" Well, here they are - Super Street Fighter II Overall and Tournament Power rankings!

What do these charts mean to you? Well, any time you go down to your favorite Super SF II hot spot to show your stuff, you'll put yourself in a position to win more games in various match-ups with either Guile or Sagat than with any other character, and that's what you want, right?

In developing the Overall Rankings, we noticed a tendency for certain characters to pile up big numbers against overmatched weak characters (see numbers in red). Therefore, we added the Tournament Power rankings to show you just how well the eight stronger characters truly match-up against each other. These are the warriors you're most likely to see the elite players use in tournaments.

In the Power Rankings, Balrog leads the way, followed by Vega, Guile, and then Sagat. This shows that while Balrog's Overall scores suffered due to a few key oddball weaknesses (such as Cammy), he can really fight in the top ranks



Overall Rankings

RANK	VS.	Guile	Sagat	Vega	Ryu	Chun Li	Blazhuko	Balrog	M. Bison	Ken	E. Honda	Fel Long	Cammy	E. Akashi	Zangief	Dev Jay	Blanka	Total Wins
1	Guile	5.5	5	5	5	5.5	5.5	5.5	5.5	5.5	5.5	5.5	7	5.5	7	6.5	7	57.5
1	Sagat	4.5	5.5	5.5	5	5.5	5.5	5	5	5.5	5.5	5	5.5	6.5	7	5.5	7	52.5
3	Vega	5	5	5	5	5	5	5	5	4.5	5	5.5	5	5	5	5	5	52.0
4	Ryu	5	4.5	4	5	5	5	5.5	5	5	7	5	5	5.5	5	5	7	51.5
5	Chun Li	5	4	5	5	5	5.5	4	5	5	5	5	5	5.5	5	5	5.5	50.5
6	Blazhuko	5	5	4	4	4.5	5	4.5	5	5	5.5	5	4	7	5.5	5	5	50.0
7	Balrog	4.5	4.5	5	5	5	7	5	5	5	5.5	7	5	5	5	5	5	79.0
8	M. Bison	4.5	4.5	4	4	5.5	4	5	5	5.5	5	5	5	5.5	5.5	5	5.5	76.5
8	Ken	4	4	4	4	5	4	5	4	5	7	4.5	5.5	5.5	5.5	5.5	6.5	76.0
10	E. Honda	4.5	4	5.5	7	4	5.5	4	5	7	5.5	5.5	5	5.5	5	5.5	5	72.0
10	Fel Long	5.5	4	4	5	4	4	4.5	4.5	5.5	4.5	5.5	5	5	5	5	5	72.0
12	Cammy	5	5.5	4.5	4	5	5	5	4.5	5.5	4.5	4.5	5	5	5	5	5	71.5
13	E. Akashi	5.5	5.5	5	4.5	4.5	7	5	4	4.5	5	4	5	5	5.5	5	5	68.5
14	Zangief	5	5	4	4	4	5.5	5	4	4.5	4	5	4	4.5	5	5	5	66.5
15	Dev Jay	5.5	5.5	4	4	4	4.5	5.5	4.5	4.5	5	5	5	5	5	4	5.5	65.5
16	Blanka	5	5	4	5	5.5	4	5	4.5	5.5	4	5	4	4	4	4.5	5	55.0

How to Read the Chart

Each entry shows the number of fights that the character listed on the left would win in a ten-match series against the character listed at the top. The rankings are calculated assuming that both players are of equal skill, and that they are playing at an Expert level.

For example, Guile will beat Sagat 5.5 out of ten times, given equal skill on the part of the players.

"Heavy advantage" fights are highlighted in red. "Heavy disadvantage" fights are highlighted in blue.

What the Numbers Mean

5/5: Even match. Could go either way.

5.5/4.5: Nearly even match. One warrior has a slight edge.

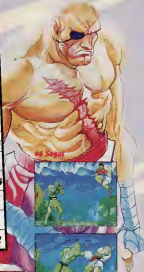
6/4: Advantage. One warrior in the fight has the upper hand.

6.5/3.5: Heavy advantage. Several counters and scenarios favor one warrior.

7/3: Major advantage. Many counters, hit-trades, and other factors favor one character.

Power Rankings

RANK	VS.	Balrog	Vega	Gulle	Sagat	Chun Li	Dhalsim	Ryu	M. Bison	Total Wins
1	Balrog		5	4.5	4.5	6	7	5	6	38
2	Vega	5		5	5	5	6	6	5	37
3	Gulle	5.5	5		5.5	5	5	5	5.5	36.5
4	Sagat	5.5	5	4.5		6	4	5.5	5.5	36
5	Chun Li	4	5	5	4		5.5	5	6	34.5
6 (tie)	Dhalsim	3	4	5	6	4.5		6	4.5	33
6 (tie)	Ryu	5	4	5	4.5	5	4		5.5	33
7	M. Bison	4	5	4.5	4.5	4	5.5	4.5		32



The Top Fighters

#1 Balrog



With his strong play against the Power characters, Balrog loafs all the way from fifth in the Overall rankings to the top of the Power chart. Keep in mind that Balrog's style still has weaknesses against some of the lesser-ranked characters.

#2 Vega



Vega uses his reach advantage and overall quickness to mix up his attacks and keep opponents off-balance. He has definite advantages over Ryu and Dhalsim, while giving Gulle all he can handle in a very tough, even fight.

#3 Gulle



With excellent defensive and offensive capabilities, Gulle plays consistently strong with no real disadvantages. With his ability to follow Sonic Booms, Air Throw his opponents, and use a backhand or knee after matched Fireballs, Gulle offers a wide assortment of techniques. When Gulle can effectively control the tempo of the game, he usually wins.

Although not as flashy or stylish as others, Sagat can slowly but methodically wear down such enemies as Gulle with fast and low Tiger Shots. Use his reach advantage over characters like Ryu and Balrog.

Important Note!

Keep in mind that although certain characters are ranked higher than others, winning is more a test of the player's ability than the character's arsenal. ☐

Next Month in The Fighter's Edge

Mortal Kombat II: Secret Moves and Fatalities
Fatal Fury Special: Combat And much more!



**"THERE'S SOMETHING
ABOUT KNOWING THE NAME OF THE GUY
TRYING TO RIP YOUR HEAD OFF
THAT MAKES IT MORE PERSONAL."**

Joe Montana



**"My man Jerry Rice, built in another, Rice
made Brent, I 'hated' me everything of mine!"**



**"Brent Sanders with a 'Brent Sanders' down
the line line, only one defender left (EAGLE)"**

“GUY'S LIKE BRUCE SMITH, JUNIOR SEAU, RECCIE WHITE AND CORTEZ KENNEDY. IN MADDEN '94 ALL YOU



“BEHIND THE QUARTERBACK VIEW, YOU'RE FIRST SETS UP, FINDS THE OPEN MAN...Dad! What a pass. What's all this talk about my elbow?”

GET IS THEIR NUMBERS. MY GAME'S GOT COOL STUFF LIKE DIGITIZED PLAYER MOVEMENTS, SIX PLAYABLE VIEWS, SPEED BURSTS, A ZOOM



VIEW AND A COMPLETELY REVAMPED PASSING GAME. GET SEGA'S NFL FOOTBALL '94 STARRING ME, JOE MONTANA.

HEAR THE PLAY BY PLAY COMMENTARY. WATCH FROM THE NEW BEHIND THE QUARTERBACK VIEW. AND LEARN FROM THE TRUE PLAY CALLING PHILOSOPHY OF EACH NFL TEAM. JUST SO EASY ON ME, OKAY?”



WE SWEAT THE DETAILS.

Genesis

FireTeam Rogue

(Accolade)



FireTeam Rogue combines flight simulation with action/adventure combat for the Genesis and the SNES. Leading the fight on the outer edges of the galaxy against the Dark Lord is FireTeam Rogue, a team of four unique warriors. They use their ninja skills, sword-fighting talents, and problem-solving intellects to defeat the Dark Lord's minions.

(Available Summer '94)

Skitchin'

(Electronic Arts)



You've raced cars and motorcycles — how about rollerblades? In Skitchin', EA's 16-meg action cart for the Genesis, you go to various North American cities for no-holds-barred rollerblade racing with a behind-the-skater view. You grab onto cars for a quick ride, use a chain to knock opponents into traffic, or crack the whip on anybody ahead of you. You'll have to be fast on your feet as you dodge road work, oil slicks, fallen opponents, and dropped weapons. Two players can hit the road simultaneously in this 12-level cart that resembles Road Rash.

(Available March)

Sega CD

Brutal

(Gametek)



Kung Fu Bunny, Tai Cheeta, and Kendo Coyote are three of the six cartoon critters that have martial arts skills in this



new beat-em-up, which is coming first to the Sega CD and later to the Genesis. The fighting action gets a humorous flourish in this game — heads fall back at impossible angles and bodies bend like they're made of rubber. As players improve they're awarded higher belts, which are saved with a password feature. You'll be able to relive your victories at the ten locations with the game's instant replay. Up to eight players can compete in a single tournament.

(Available March)

Family Feud

(Gametek)



Survey says? Family Feud is coming to the Genesis! As in the recent SNES game, two players — or families — compete by spilling out answers to 400 common-sense ques-

tions. The four-meg video game follows the show — after guessing survey responses for various categories, you race the clock in a fast-action Bull's-Eye round. Authentic TV studio graphics and theme music help capture the atmosphere.

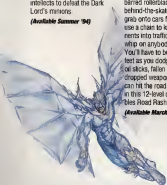
(Available February)

Barney's Hide & Seek Game

(Sega)



The popular purple dinosaur is making his first video game appearance in this one-player, side-view adventure. Children up to six years old play as Barney in a game of hide and seek. As they play, the kids learn counting, matching, and problem-solving skills, as well as recycling and safety lessons. Barney's colorful world features four levels of forest





Super NES

Alfred Chicken (Software Toolworks)



Miso the Whale, Mag-Mine, and Jack-in-a-Bomb are some of the villains trying to ruffle Alfred's feathers as he takes on the evil Meka-Chickens in this side-view, action/adventure game. Alfred's a flyin', walkin', dive-bomber bird who can pick up items (including a Can O' Worms) and



friends, musical instruments, farm animals, and sunken treasures. There are no enemies, and no losers — players always win and get immediate rewards, regardless of which buttons they press.

(Available Now)

Rocko's Modern Life: Spunky's Dangerous Day (Viacom)



Media giant Viacom has announced its first video game. Rocko is based on Nickelodeon's new animated series about a friendly wallaby and Spunky, his pet pooch. The 12-meg side-view game is targeted for kids 6–14 years old. It emphasizes puzzle-solving skills as players try to keep the lovable, but not-so-smart Spunky safe through 16 levels of single-player action.

(Available First Quarter '94)



3DO

John Madden Football (EA Sports)



run on TVs to hear from Mr. Personality during the game. Six levels, invisible walls and platforms, bonus stages, and plenty of hidden rooms add to the cartoon-style fun.

(Available Now)



The best-selling 16-bit football game ever is coming to 3DO. Fully digitized player animations, 3D-modeled fields and stadiums, and CD-quality digitized sound are some of the enhancements EA Sports has built into the latest addition to its acclaimed series of Madden Football games.

You can choose from 28 NFL teams, eight championship teams, and two All-Madden teams. The NFL license means you'll play with real teams and real logos. And, as with previous Madden games, the bombastic personality of the former coach comes through in the exuberant commentary.

(Available Now)



Super NES

Bubsy II (Accolade)



Guess who's going to save the world on both the SNES and Genesis next Christmas? Yep, that precocious Bobcat, Bubsy. Bubsy II unites the Bubster with his sidekick, Arnold Dillo, and the Bubsy Twins. They're battling the evil capitalist, Dinker P. Spamm, and his partner, Virgil Reality. When Dinker and Virgil begin stealing reality



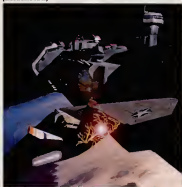
with the awesome Wompum machine, Bubsy hits their trail in this side-view, multi-scrolling action/adventure game. Along the way he finds new items (including a diving suit), clever obstacles, bizarre weather, and...his voice?

Many of the designers of the first Bubsy adventure are working on this sequel.

(Available December '94)

Shock Wave: Invasion Earth 2019

(Electronic Arts)



Aliens have bombarded Earth, and only you and your trusty F177 sub-orbital fighter can stop them. Shock Wave is a technologically advanced flight simulator from Electronic Arts. There are three modes of fighting: dogfights against swarms of fighters, battles against alien ground forces, and one-on-one duels with alien motherships. Cinematic motion-video scenes, 24-bit true-color artwork, texture-mapped landscapes based upon real terrains, and digitized sound enhance the game's realism.

(Available Now)

PGA Tour Golf

(EA Sports)



Play with ten pro golfers, such as Mark O'Meara, Craig Stadler, and Fred Couples, on real PGA Tour courses, including Sawgrass, Aventura, and River Highlands. Plot your strategy, play

around obstacles, and learn to deal with the pressure of intense tournament play. There's also a Sens Challenge in which you compete for big money on every stroke. For this version of PGA, which has been a big seller for the SNES and the Genesis, EA Sports has added more stats, better ball control, ten different ball lies, extra commentary from radio personality Ron Barr, a new interface, and instant replay.

(Available Now)

Who Shot Johnny Rock?

(American Laser Games)



Johnny Rock, a popular singer, has been snuffed, and his girlfriend wants you to catch the killer. The 1930s mystery takes you to back streets, warehouses, funeral parlors, and other places where you'll meet shady characters. This movie-action game is based on the popular arcade game. Like its predecessor, it doesn't use computer-generated characters - instead, it shows footage of actual stunt men and actors on real sets.

(Available Now)

Super Wing Commander

(Electronic Arts)



The award-winning 16-bit game goes Super on 3DO. An expanded story line and never-before-released missions put you in the middle of Wing Commander's exciting 27th-century starfighter cockpit. Thousands of on-screen colors, full speech, and CD-quality stereo sound should intensify the action of Super Wing Commander's deep-space dogfights.

(Available Now)

Twisted: The Game Show

(Electronic Arts)



Twink Fizzdale's the smooth-talking host of this wacky TV game show. Choose from six off-the-wall contestants and eight interactive contests. Trivia quizzes, video puzzles, and matching tests will challenge your coordination and your memory. The challenges are automatically tailored for different skill levels. Gaudy sets and cheesy commercials will help make this the goofiest game show any couch potato ever played.

(Available Now)

Worldbuilders, Inc.
(Electronic Arts)



In this strategy/action game, you play the CEO of a firm that transforms desolate planets into worlds that are suitable for human habitation. You command spaceships, miniature black holes, and advanced technology, all rendered in 24-bit color. Worldbuilders features video footage from NASA and full-motion shots of the characters you're interacting with. The list of designers reads like an all-star team, with key personnel from Lucasfilm Games, Silicon Graphics, and Industrial Light and Magic

(Available Now)

Nintendo

Thomas the Tank Engine and Friends: Adventure Series
(T+HQ)



There's life in the ol' NES yet with this 8-bit game for young players. Based on the TV series *Shining Time Station*, this side-view game combines entertainment and learning. Children become Thomas across various tracks that lead to seven worlds filled with puzzles, races, stones, track-building challenges, trivia quizzes, and even a parring program. A special mode helps beginners master the challenging areas

(Available Now)

Shipping in February



Genesis

Bubble and Squeak (Sunsoft)
Caesar's Palace (Virgin)
Family Feud (Gametek)
Incredible Hulk (U.S. Gold)



SNES

Alfred Chicken (Mindscape)
Bugs Bunny Rabbit Rampage (Sunsoft)
Claymates (Interplay)
Star Trek: The Next Generation (Spectrum HoloByte)
Time Trax (T+HQ)
Waltersten 3D (Imaginer)

3DO

Sewer Shark (Virgin)

NEO-GEO

Art of Fighting 2 (SNK)
Top Hunter (SNK)

Alfred Chicken (Mindscape)

DOX

Syd Mead's Terraforming (TTI)

Game Boy

Alfred Chicken (Mindscape)

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OVERSEAS PROSPECTS

An International View on Video Games

By The Tractman in Japan

Japanese gamers have started playing two games that RPG fans around the world can't wait to hook their controllers into. Here's a look at the two tantalizing titles.

Phantasy Star IV (Mega Drive)

We had to look it up to be sure, but yes, it's been three years since the last Phantasy Star game came out (not counting hand-held versions). Is the new Phantasy Star IV worth the wait? One look should put any doubts to rest for good.

The Rudy-ments of the Game

PS IV takes place a thousand years after PS III and begins in the now-familiar Algol system. This time the hero is a spiffy banana blonde by the name of Rudy. True to the series' form, he quickly makes lots of adventuring friends and takes up the challenge of saving planets and populates.

Probably the most pleasing feature of PS IV is the maximum use of all 24 megs of memory. Sega has held nothing back, and the results are cleaner, sharper sprites, vivid scenery, and fight scenes that'll knock you out of your steel boots! Most PS fans were disappointed with PS III because, in an attempt to add something new to the series, Sega took out much of the cool stuff fans loved.

All has been restored for PS IV, though, and it's most notable in the fight scenes. Different magic and weapons generate different attack scenes, and all characters are visible on the screen at all times (as long as they don't get killed). Entirely new to PS IV is the Combination Battle System, where characters link their battle techniques into baddie-blasting ultra-techniques that take out monsters in a hurry. You'll have a hard time finding an enemy that can stand up to the weapon called the Trinity Blaster.

A Phantasy Spring

If you're new to Phantasy Star, don't worry. There are the usual non-playable characters (NPCs) to explain the techie wonders of the universe. If you're a PS veteran, bear with the beginning, as the action gets fast and furious before you can say "mother brain."

Available in Japan now
Available in the U.S. Spring '94



PHANTASY STAR IV

I・II DRAGON QUEST

ドラゴンクエストI・II

Dragon Quest I・II

(Super Famicom)

When a series gets up to the V or VI level, like good ol' Dora-kue, it's sometimes easy to forget there was ever a I or II. For the benefit of those who never got to play the original Dragon Quest games for the 8-bit Famicom (NES), Entix has put the original game and its first sequel on one fab SNES cart.

Quest Times Two

If you think this is just a refresh of old games with out-of-date technology, stop right there. DQ I・II takes advantage of the more powerful 16-bit system to make the graphics livelier and the game play smoother than they were in 8-bit version. The opening scenes are colorful beyond the capabilities of the originals, and Entix has given gamers many new and useful options. For example, even though DQ II takes place after DQ I and is actually a continuation of that game, you can start from II if you'd prefer.

Thankfully, the basic story and action remain untouched. In DQ I, the player takes the role of an ancestor of Loto, the ancient savior of Allgart. When new troubles arise in Latatoen, the king lays the responsibility of saving the kingdom on your sprite's shoulders. As always with DQ games, you need to listen carefully to all the NPCs and use the information they give you to your best advantage. In DQ II, the player continues his quest and meets the challenge of tougher enemies and new warp zones.

Available in Japan Now



California's Attorney General Attacks Video Violence

In the strongest anti-violence statement yet from a top government official, Dan Lungren, Attorney General of California, has written to 12 major video game companies and retailers asking them "to stop the manufacturing, licensing, distribution, or sale of any video game that portrays graphic and gratuitous violence, including, but not limited to *Mortal Kombat* and *Night Trap*." These are the only two games Lungren names specifically.



"The message conveyed to our children by these violent video games is that the only way to win... is to demean and destroy opponents while stripping away their humanity." — Dan Lungren, Attorney General of California.

In the letter sent November 15, 1993 to Nintendo, Sega, Capcom, Acclaim, Hasbro, and seven retailers, Lungren makes it clear that he's not officially regulating violent video games, nor is he suggesting that legal action will be taken to limit their availability. Rather, he appeals to the companies' "sense of corporate and personal responsibility," to "either remove the needless violence from the games or remove the games from the market."

"Let's call these violent games what they are," he writes, "totally unnecessary, completely irresponsible, and destructive to

our efforts to create a safer and more humane community."

Lungren cites research to back his claim that "violent video images encourage aggressive activity and antisocial behavior." Among his statistics is a reference to juveniles arrested for murder in the U.S., a number that increased by 119 percent from 1986 to 1991.

Lungren concludes by pointing out the realism of the violence and the adult-oriented themes in the games, 50 million of which, he notes, are purchased each year by "children under the age of 15." He also acknowledges the ironic timing of his request, since it came just before the peak holiday shopping season. His final challenge is for "industry leaders" to "explore new ways to challenge, educate, and entertain our youth, rather than going for the cheap, mindless, misleading, and dangerous thrill of video game violence."

Atari Announces Jaguar Licenses

At a recent press conference in New York, **Atari** announced a host of new third-party licenses for its 64-bit **Jaguar** system. Of the companies (all of which are based in the U.S. or Europe), **Virgin, Interplay, and Accolade** are the most well known. Joining that prominent trio are **ID Software** (makers of **Wolfenstein 3D**), **MicroProse, UBI Soft, Gremlin Graphics Millennium Interactive** and **21st Century**.

Accolade has stated its intention to license five of its titles to Atari for the 64-bit machine. Accolade President Alan Miller indicated his

company's optimism in a recent press release. According to Miller, the "Atari Jaguar is definitely cool new technology that is being introduced at a price point attractive to consumers. We think Atari has a real shot at establishing Jaguar as a successful system, and we want to be part of that effort."



Jaguar — Bubsy!

Accolade games being adapted to the Jag are **Al Michaels Announces Hardball III, Bratt Hull Hockey, Charles Barkley Basketball, Jack Nicklaus' Power Challenge Golf, and Bubsy in: Claws Encounters of the Furred Kind**. Accolade and Atari announced that the products would be released this fall, and they would take full advantage of the Jaguar's power. Also coming are **Jimmy Connors Tennis** from UBI Soft, **Nigal Mansell's World Championship** from Gremlin, **Battle Chass** from Interplay, and a free-scrolling 3D followup to **Wolfenstein** from ID.

Citadel: A Third-Party First for SFX

Whatever happened to those fabulous SFX chip games for the SNES? Well, the last third-party SFX game is due out in April: **Citadel** by **ElectroBrain** is a mech-warrior combat game designed by Argonaut Software, the company that designed the SFX chip and developed Star Fox for Nintendo. In it, you control a giant robot that can change into a

walker, a land cruiser, a super-some jet, or a hard shell (which is exactly what it sounds like — a big, impenetrable shell). The cart will feature polygon-based graphics in the tradition of Star Fox.

Blockbuster Busts Out CD Titles

Anticipating a surge of interest in CD games, **Blockbuster Video** stores have begun renting and selling CD-ROM entertainment software and hardware. At a winter press conference held in San Francisco, Blockbuster's top execs showcased the new **Interactive Experience** kiosks that will present five CD systems and approximately 200 games to consumers. So far, the kiosks can be found in only 57 of Blockbuster's nearly 3400 stores, all 57 are in the San Francisco Bay area, with a national rollout expected sometime this spring.

The CD systems represented in the stores are the **Sega CD, Panasonic's 3DO, the Philips CD-I, the Apple Macintosh, and the IBM PC**. One major advantage for consumers is that the systems will be set up adjacent to each other, for easy comparisons. Also, trained demonstrators



A first look at the SFX game Citadel.

will be on hand to answer questions and help consumers learn how to use the machines. The systems and games will be available for purchase or for rent. Games will rent for \$4 per disc for three nights, a system and three discs will be available for three nights for \$19.97.



Sports-minded gamers will find *John Madden Football 3D0* and *NFL Hockey '94* for the Sega CD at Blockbuster's new Interactive Experience kiosks.

Nintendo May Owe You \$3

In Redwood City, CA, a San Mateo County judge approved a settlement that entitles buyers of **Nintendo** carts for the **NES** to a future \$3 discount on new Nintendo games. This settlement is in response to a class-action suit that alleged that Nintendo's use of a "lock-out" security system in video game carts created a monopoly and was unfair to consumers. According to the suit, competing video game cartridge manufacturers were required to enter into a licensing agreement with Nintendo to gain access to the security system. Under the terms of the agreement, California consumers who purchased Nintendo carts from *January 30, 1986, to June 30, 1993*, are entitled to a \$3 discount coupon on an 8-bit Nintendo

cart. The offer will apply to a game to be selected by Nintendo during a one-week period prior to June 30, 1994.

Video Gifts Top Request Poll

Did you hope Santa would bring you a new system or a new game last Christmas? According to the seventh annual North Pole Poll conducted by BKG Youth, a youth marketing firm, 91 percent of kids between seven and 13 years old hoped to find video game systems more than anything else under the tree, with the **SNES** beating out the **Genesis** as the number-one choice. Coming in second as the most-requested gifts were video games, with **Super Mario All-Stars** topping **Mortal Kombat** on the list. Of the 3000 kids polled nationwide, 86 percent said they played video games. Also noted in the poll were the most popular fashion items: Levi's jeans, Timberland boots, and Doc Marten shoes, in that order.



The most-requested game?

At the Deadline

Coming Attractions: **Super Street Fighter II** is hustling up the arcades now, but it won't be long before it smashes your SNES—possibly by July '94. **Capcom of Japan** already has a team working on the 24-meg translation, and yes, they are planning to include Hyper star-speed settings. No word yet on other systems such as Genesis.



Super 2D It on the SNES: Coming this summer.

Other games in your future. **Samus Aran's** adventures are far from over. The Metroid hero is coming to the SNES early this year in **Super Metroid** from **Nintendo**. What's more, **Beavis and Butt-head** will soon be starring in their own video game—**Viacom** has announced that it's working on a game starring MTV's two cartoon geniuses for several unspecified systems, all due for release in the fall. Uh huh huh huh that would be cool uh huh huh huh.

Is the **Return** for real? Probably. According to inside sources, **Acclaim** and **Virgin** have already started software development for **Sega's** 32-bit monster. (The system could be upgraded to 64-bit in time for its scheduled release in Fall '94.)

Namco Signs With Sony: **Sony** and **Namco** made a joint announcement in Tokyo of Namco's intention to produce licensed software for Sony's upcoming game system. As announced in last issue's ProNews, Sony created a new division, Sony Computer Entertainment, which will bring out a new CD-based game console in Japan later this year. Aside from the undetermined software titles Namco will create for the system, the two companies will also work together to do research and development for Namco games using Sony's proprietary technology.

Mortal Kombat continues to escalate. Having already set a record for most sales in one week back in September of '93, **Acclaim** announced in November that it had already shipped more than three million units of MK for the SNES, Genesis, Game Boy, and Game Gear. **Acclaim** expects the total number of copies to eventually surpass four million, which would make MK one of the best-selling games of all time. Also in the works are a movie (see last month's ProNews), a possible TV show, a music CD, action figures, and apparel.



Fighter for that **Mortal Kombat**.

See the Movie, Play the Game: **Evolver**, the story of an interactive robot that turns aggressive, is coming to movie screens and arcades. **Trimark Pictures** and its sister company **Trimark Interactive** are beginning simultaneous production on the film and the game, which are being touted as combinations of *The Terminator* and *Onli's Play*. Footage for the game will be shot concurrently with the film. Creating the special effects are the Academy Award winners behind *The Abyss*. **Trimark** is already developing video games based on the movies *White Men Can't Jump* and *Wiz-kid*.

Unscrambling the **Dino Eggs**: **Ocean's** **Great Dino Egg Hunt**, a six-month contest built around the SNES version of **Jurassic Park**, has turned up a winner. It took only ten hours

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* Moves from Street Fighter II CE™ are based on media reports since the game was not released at the time of production.
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