

GENESIS • SNES • NES • 3DO • NEO•GEO • JAGUAR • GAME BOY • GAME GEAR

GAMEPRO

THE #1 VIDEO GAME MAGAZINE!

NBA JAM!

SNES, Genesis, and Game Gear!
Plus: President Clinton Jams!

FREE! Monster Guide to the
GAME GEAR
Strategies & PreViews!



16
PPS

39 ProReviews!

Sonic the Hedgehog 3 • Raiden
Bugs Bunny in Rabbit Rampage
Alfred Chicken • NHL Stanley Cup
Ground Zero, Texas • Double Switch
Young Merlin • Kirby's Pinball Land
Castlevania Bloodlines and **MORE!**

PreViews!

Fatal Fury 2 • Bubsy II
Skitchin' • The Horde
and **MORE!**



**Mortal
Kombat II**
Beginner's
Survival Guide
See Page 168.

An IGN Communications Publication

March 1994

\$4.95 Canada \$5.95



**Super Soccer
Roundup!**
See Page 128.

NBA JAM is a trademark of Warner Bros. Entertainment, Inc. All rights reserved.
All other trademarks are used under license from their respective owners.

Castlevania

BELMONT

SIMON ERIC JOHN

The Plot Thickens.

Konami unearths *Castlevania: Bloodlines* for Sega Genesis, the most challenging, most chilling adventure in vampire hunting history! As whip-wielding John or master lanceman Eric, pursue your bloodstained destiny across Europe chasing the latest, vilest incarnation of horror, Countess Bartley. Shudder at 6 stages of shocking new graphic sights and sounds from your worst nightmare. Skele-dragons, spear thrusting minotaurs, ghoulish giants and ghastly creatures are dying to slay you with

gruesome attacks and strange powers. So take up your sacred weapons and begin. Just remember that you already have one foot in the grave.



Castlevania: Bloodlines is a powerful 2D action-adventure for Konami's top-rated trademark of Konami Co., Ltd. It will deliver dramatic fun, full-time excitement, rage and terror as well as hundreds of traps, enemies, cut-throat puzzles and other tests to your tolerance. Not this modest title for 16-bit quality standards of other 16-bit games, and remember well this title is the only one that has the ability to hold the stage "forever" in time. It was the first and only 16-bit game to be published by Konami Co. for the Sega Genesis. *Castlevania: Bloodlines* is a must-have addition to a library of great games before calling it a day. *Castlevania: Bloodlines* is a must-have addition to a library of great games before calling it a day.



KONAMI®

And the #1 reason to play Clay Fighter™ is...



The #1 reason for playing Clay Fighter is:

It's a little easier to lose if you're a little better than you are.

(by Jared Shapiro)
Summerville, SC

#1

For a little cash you get a lot of "dough" instead of "pennies" from the bank.

DENNIS G. MARSHALL
PACIFIC, OR

#2

I love playing Clay Fighter with my brother.

#3

CUZ' CLAY IS THE WAY, AND ITS HERE TO STAY.

Little Homer Simpson

Hey! These are the way Rarabot!

Bad Mr. Frosty is really cool. He makes all the girls stare and drool.

Sweden's Handing Clinton says, "It's not a lie!"

BECAUSE HELGA SINGS BETTER THAN ANYONE ON THE GLEE CLUB

ZACHARY

To play Clay Fighter is to play your friends. You can't win unless you lose.

Smith, William
Columbia, MD 21031

Reid Wilson
Arizona

Blue Suede Goo is having a killer hair day.

JOEY ARNDT
Philadelphia, PA

...a bigger mouth than Hilary Duff.

We asked you why you love Clay Fighter so much, and you surprised us with big-time—well, it's not like we're asking why you love it, it's just that you love it up your SNES better than those other lame blue-clay fighting games. And these are the reasons that had us laughing hard enough to squirt milk out of our nose. Thanks for the killer comments, and for telling everyone why Clay Fighter has 'em beat in the streets!

First Prize
Three 22-inch stereo RCA Color Tru-Track televisions from Interscope 300's games, Clay Fighter knockout cup, poster and temporary tattoo.
—Jared Shapiro, Summerville, SC

Second Prize
Three Interscope 300's games, Clay Fighter knockout cup, poster and temporary tattoo.
—Dennis Marshall, Pacific, OR

Third Prize
One Interscope 300's game, Clay Fighter knockout cup, poster and temporary tattoo.
—Dennis Marshall, Pacific, VA

Honorable Mentions
(Clay Fighter knockout cup, poster and temporary tattoo)
—Philip Rosenberger, Smith Williams, East Windsor, New Jersey; Anthony Shaw, Paul Allen, Breckenridge



© 1993 Interscope Productions, Inc. and Visual Concepts. All rights reserved. Clay Fighter is a trademark of Interscope Productions, Inc. Nintendo Super Nintendo Entertainment System, Super 32X and the official seal are trademarks of Nintendo of America, Inc. © 1993 Nintendo of America, Inc.



Interscope Productions, Inc.
©1993 Fish Avenue
Irvine, CA 92614
016-333-8405

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-
surfied 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.



Power Clutch (Optional Turbo-Fire, Auto-Turbo and Slow-Mo)



Super Advantage (DEF) is slow as hell, but get
it on an arcade joystick — but they can't have
—Cool features like Turbo-Fire, Auto-Turbo and Slow-Mo



asciiPad SG

(Optional Turbo-Fire, Auto-Turbo and Slow-Mo)



asciipad (SG-8) Take Auto-Turn and Auto-Flip here while the world's most powerful warrior



HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE FROM

Fighter Stick SG-8 (Control)



Fighter Stick SN (Stick)

Soon, I had 'em all rrounded 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.

asciipad SG-8 (Control)

The Fight Stick, and later, the Stick, are the most powerful weapons in the world.



CONTENTS



What's up, doc? To find out, see page 68.



Get ready to stake your claim. There's finally a Castlevania adventure for the Genesis. See page 48.



He's back! The hedgehog returns in a stellar sequel. See page 42.

8 Letter from the GamePros

12 The Mail

18 The Cutting Edge

Get a glimpse of the future with RP Technologies' Virtual Reality glasses.

22 On Location: Skitchin'

Roll into the Great White North for a look at the making of EA Canada's answer to Road Rash!

28 On Location: All Accolade

Accolade has been busy, bringing *Bubsy* back in a new adventure that'll make you purr, and more.

33 Hot at the Arcades

Survival Arts and Raiden II turn up the heat at the arcades this month.

34 Cover Feature: NBA Jam Comes Home

NBA Jam's finally here for the Super Nintendo, Genesis, and Game Gear systems. Here's a complete look at the new carts. Plus: Play as Bill Clinton and Al Gore with our top-secret tricks!

42 ProReviews

42 Genesis: Sonic the Hedgehog 3, Castlevania Bloodlines, Zool, Mega Turrican, Action 52, Family Feud, Joe & Mac, Fish O'ho, Chester Cheetah...Wild Wild Quest.

60 Sega CD: Ground Zero, Texas; Double Switch

66 Super NES: Bugs Bunny in Rabbit Rampage, Super Alfred Chicken, X-Caliber 2097, Turn and Burn: No-Fly Zone, An American Tail: Fievel Goes West, Kendo Rage, Barbie Super Model, Beethoven's 2nd, Chester Cheetah...Wild Wild Quest, Preview: Fatal Fury 2

110 NES: Wayne's World

114 3DO: Total Eclipse, Night Trap

122 Jaguar: Raiden

142 Game Boy: Kirby's Pinball Land

144 Lynx: Ninja Gaiden

146 Game Gear: Road Rash, The Addams Family, Bartman vs. Radioactive Man

126 The Sports Page

NHL Stanley Cup (SN), Winter Extreme (SN), World Soccer '94 (SN), Champions World Class Soccer (SN), Super Goal 2 (SN), Pelé (IG), and World Cup Soccer (GG)

139 Role-Player's Realm

Our ProReview of Young Merlin casts you into a fantasy kingdom of good versus evil. Our two-page ProStrategy Guide safeguards your journey!

ALMOST NUCLEAR

WARNING: NAKI's battery packs can be damaged by play which has been known to result in injury.



Snap in all the power you need with the hottest new rechargeable battery packs from NAKI. Battery packs for "GAME BOY" and "Game Gear" so powerful they'll create a gaming explosion! Forget conventional batteries. Be kind to the environment. No tangling wires to slow you down. Make your GAME BOY or Game Gear with pure power for hours of playing action! Recharge overnight or plug in and play. NAKI's battery packs help you get a grip with their ribbed playgrip surface.



Look for NAKI's totally nuclear family of rechargeables including the award winning Turbo Twins™ for Game Gear. Complete Action Pak™ for GAME BOY line of rechargeables with AC Adaptor/Recharger and NAKI's Solar Pak™ for GAME BOY charges up from the sun's energy.

Now that's really nuclear!

NAKI™
The Gamer's Edge

To power up with NAKI, call the NAKI CONSUMER HOTLINE at 1-800-824-NAKI.

Or check us out at the following retailers: Ames, Babbage's, Captron, Circuit City, Fanco Land, Sears Funtronics, Good Guys, Incredible Universe, J.C. Penney Catalog, Lenox, Mary's, Meijer, Software ETC, Video Concepts, The Wiz, Witmark, and most other major retailers nationwide.



Pro Player™ by Sega for "Super Nintendo"

Mega Drive™ for GAME BOY

Solar Pak™ for GAME BOY

CONTENTS



Get ready to put NHL Stanley Cup Hockey on ice. See page 128.



Kirby's back, and you'll flip over his pinball extravaganza. See page 142.

152 **GamePro Lab Report**

Innovation's living up to its name with the multi-system Ultra Stick and Super Charger. Plus, Tyco Toys wants to give you a charge with their new Power Plug.

156 **S.W.A.T.Pro**

Secret weapons and tactics from the GamePros.

164 **The Fighter's Edge**

Tournament-winning combats and strategies for competitive fighting games. This month we'll knock you out with tactics for Fatal Fury and Mortal Kombat II.

178 **Short ProShots**

A quick look at the latest games!

182 **Overseas ProSpects**

We've rounded up the latest Super Famicom carts: Super Godzilla, Ardy Lightfoot, Dragon Ball Z-2, Kamen Rider, Katsuya Oriizuka Super Virtual Boxing

184 **ProNews**

All the video game news that's fit to print.

190 **Advertiser Index**



GIVE YOUR BUDDY THE BOOT!

Join Bubble and Squeak on their adventure to rid the enchanted land of Groot from the evil Kat of Nine Tails. Collect gems and coins to buy freedom for Squeak's friends and bubble gum for Squeak. Explore vast levels filled with nasty creatures, wicked traps and plenty of excitement!

Using teamwork and imagination, conquer the worlds of the Stardust Caverns, the Neverglades and Katropolis. But be careful—the Red Crawlers, Flying Elephants and Biker Becks are hunting you down! You'll need to use all of your skills to defeat them and bring peace back to the magic realm.

Scan feature allows you to see upcoming dangers and traps.

Pick up and place objects to gain access to new levels.

Earn valuable coins and gems in the Bonus Games.

Launch Squeak into action to remove enemies from the path.

Special power-ups allow you to jump or fly with Squeak.



SUNSOFT



Are Games Facing a Finishing Move?

Lately, there's been story after story in the newspapers, magazines, and on television about the hottest topic around: violence and sexism in electronic games. Senators are calling some video games "trash" and "sexist" - Mortal Kombat and Night Trap seem to be the main targets. Other legislators are calling for a ban on controversial games.

To say that the debate is heated is an understatement. On the table are issues like

ship as the answer, though, because if even one person is in line to buy a product, it deserves to be on the store shelf. At the same time, we're all for a system that provides everyone with clear game-content information, so that video game consumers - from the youngest gamer to the grandparent buying a gift for a grandchild - is better informed. For that reason alone, we encourage an industry-wide rating standard that everyone is happy with.



"...what makes titles like Mortal Kombat and Street Fighter II popular isn't the violence, it's the game play."

whether violent video games cause players to be more aggressive, and if a video game rating system would help curtail excessive violence in society as a whole.

The release of CD games with full-motion video and the advent of more advanced systems like 3DO and Jaguar - hardware that can display near photo-realistic graphics - means that games are evolving into interactive movies. Most parents wouldn't let their preteen watch Terminator II, but they permit them to pull the heart out of an opponent in a video game.

Yes, we're in the middle of this issue. The GamePros here in the office like playing games and feel that what makes titles like Mortal Kombat and Street Fighter II popular isn't the violence, it's the game play. We're not looking for censor-

Take a look at our masthead. The name of the group that heads up GamePro is Infotainment World. Break out the word "infotainment," and you'll understand our mission. We are here to provide you with "info" about your "entertainment." In the case of GamePro, it's the best information on the most popular video game products. With PlayTight, it's a newsletter for parents, to inform them about the electronic entertainment products their kids are playing. With the new Electronic Entertainment magazine, it's a look at the higher-level gaming offered by computers, CDs, on-line services, and other game platforms. To paraphrase a famous saying, we believe infotainment means "power" - the power for you to make an informed decision about electronic entertainment.

GAMEPRO

Publisher John F. Rousseau
Editor in Chief Lawrence McDonald
Executive Editor Wen Miao
Managing Editor James Coody
Assistant Managing Editor Kathy Skaggs
Senior Editors Andy Coyle
 Chris Drinker
 Lawrence Hayes
Senior Associate Editor
Associate Editor Matt Taylor
Production Editor Julie Taylor
Editorial Interns Scott Frappier
 Alan Maltin
 Annie Welch

Director of Creative Services Patricia Hilo
Assistant Art Director Jennie Harris
Senior Designer Steve Hill
Design Associate Charlene Cook
Production Manager Patricia Ferguson
Assistant Production Manager Suzanne Johnson
Production Contractors Lisa Lee
 Moore F. Burns

Marketing Director Bruce Wertz
Marketing Manager Viki de Krompan
Marketing Specialist Doris Stull
Marketing Associate Cindy Pearson

Director of Manufacturing Ken Fui
Manufacturing Specialists Cathy Thomas
 Ken Horvath

Circulation Director Holly Knight
Subscription Promotion Specialist Marcia Benoit
Fulfillment Specialist Randy Ravolph

INFOTAINMENT WORLD

President/Founder Patrick J. Farrell
Executive Vice President
Global Operations John F. Rousseau
Accounting Manager Carmen Mangano
Human Resources Director Christine Y. Yau
Operations Manager Jacqueline C. Harvey
Facilities Coordinator Sarahell Brinkwell
Senior Accountant Laura Scarpino
Administrative Assistant Leann M. Wilson
Executive Assistant to the President Patricia Forbes
Executive Assistant to the Publisher Lucille M. Forbes
Receptionist Pamela Rios
Accounting Interns Wendi Ho
 Betsy Patel
 Jenny Situ

©1993 Electronic Arts Inc. All rights reserved. Reproduction in whole or part without our written permission by the publisher is prohibited. All submissions, including but not limited to artwork, text, photographs and videotapes become the property of the publisher. Submissions cannot be returned; senders should retain a copy. The GAMEPRO™ name and logo are registered trademarks of Infotainment World, Inc. Super Nintendo, Nintendo and Game Boy are Registered Trademarks of Nintendo of America, Inc. Sega Genesis, Sega CD and Game Gear are Registered Trademarks of Sega of America, Inc. Alex, Japan, and Lynn are Registered Trademarks of Alex Corp. TurboGrafx 16 is a Registered Trademark of NEC. Neo is a Registered Trademark of Turbo Technologies, Inc. Nintendo is a Registered Trademark of Nintendo of America, Inc. Printed in the U.S.A.
 For more information, articles or advertisements that appear in this year class contact the Infotainment World, Inc. Request Dept. at (415) 343-4300.
 For subscription problems only please write: P.O. Box 100377, Boulder, CO 80501-0377



ONLY ONE WILL SURVIVE!



DEVASTATING AERIAL ATTACKS!

THE SEGA CD™ RAGE!



NEVER "WRITE OFF" MR. PERFECT!



Beware the BANZAI DROP!



LIVE-ACTION VIDEO OF EACH SUPERSTAR!



PUNISHING PILEDRIVERS!



BRACE YOURSELF! A supercharged lineup of **20** Superstars collide in the ultimate World Wrestling Federation® slugfest! Balletic Tournament battles, "No-Holds-Barred" brews, thrashing in and out of the ring action, brutal fight-to-the-finish Steel Cage matchups...and more!

Do **you** have what it takes to escape this ring of steel? It's time to unleash the Rage in the Cage™!



**KOMING SOON
MORTAL KOMBAT™
ON SEGA CD™!**



Acclaim™
entertainment, inc.



Worldwide Wrestling Federation, Inc. and World Wrestling Federation Entertainment, Inc. are trademarks and service marks of World Wrestling Federation Entertainment, Inc. Acclaim Entertainment, Inc. is a trademark of Acclaim Entertainment, Inc. All other trademarks are the property of their respective owners. © 1995 Acclaim Entertainment, Inc. All rights reserved. Acclaim Entertainment, Inc. is a subsidiary of Acclaim Corporation, Inc. All other trademarks are the property of their respective owners.

Quit *crying*
about getting **hacked,**

or how your
shoes hurt,

or how you

can't shoot
outdoors.

Just *shut up*
and **jam.**





Get In The
Game.

SHUT UP AND JAM! The only basketball game endorsed by Charles Barkley.
Coming soon for the Sega™ Genesis™ and Super Nintendo® Entertainment Systems.

Accolade Inc., 5300 Stevens Creek Blvd., San Jose, CA 95129. Charles Barkley's likeness and name are used under license by Accolade, Inc. Shut up and jam is a trademark of Accolade, Inc. ©1992 Accolade, Inc. Created by Sega Corporation, Ltd. Not play on the Sega™ Genesis™ System. Sega and Genesis are trademarks of Sega Corporation. Super 32X is a trademark of Nintendo of America, Inc. All rights reserved.

GamePro Readers Speak Out!

Video Vixens – The Sexism Debate

I'm writing about Sue Packard's November letter in which she claims that women wear only bikinis in video games. Well, here are three who wear more – Chun Li in SF II, Sonya in MK, and Ripley in Alien 3. And anyone who thinks that there are no men in underwear hasn't seen the guys in Super Adventure Island, Super Ghouls 'n Ghosts, and WWF Royal Rumble. Patrick McKeegan, Brampton, Ontario



Arthur's underwear in Super Ghouls 'n Ghosts for the SNES.

Women aren't the only ones in distress in video games. How about Mario in Mario is Missing? Marvin Mahayag, NY, NY



Mario in distress.

Video Vices – Cut the Commercials

Please print this message to Sega: I'm sick of your commercials that imply we Game Boy players are vulgar freaks of nature. Nor are we as stupid as dogs, as another commercial suggests. Stop insulting me and my friends.

Tomasz Strzelczyk
Ontario, Canada

The Magazine Biz

How can I write to Scary Larry or Slasher Quan?

Steven Schrandt, Mansfield, OH

(You can reach any of us by writing to our office. The address is on page 14. All the letters, which add up to thousands per month, are opened and read. – Roobhead)



In your December issue, you reviewed Turtles Tournament Fighters for the SNES, but there were no ratings. Why was that?

Hector Escobedo, Los Angeles, CA

(Talk about embarrassing! The ratings were there when we proofed the pages – I think Strodder got to them at the printer! Here ya go. – Bro' Buzz)



I need tips for old games. Can you help me out? Aaron Burgin, Long Beach, CA

(SWATPRO can! Check out our other magazine, SWATPRO. In addition to having hundreds of tactics and strategies for the latest games, it's got a section called Classic SWAT, which gives tips for all of those not-so-modern titles. – Anonemod)



Super NES Game Profile
Toenaga Mutant Ninja Turtles: Tournament Fighters
(By Roobhead)

You want Street Fighter action without Street Fighter? Here's a serious SFII clone that can bring Street snobs as well as fledgling fighters out of their shells.

Strategy	Sound	Super	Picture	Control
4.5	4.5	5.0	5.0	4.5

ADJ.

Price not available
28 megs
Available December

Fighting Game
2 players
Side view



Classic SWAT, and way more.

When you give release dates for games, are you talking about the release in California? Preston Eckman, Boise, ID

(Those dates are for the nationwide release. The manufacturers tell us when they are planning to release the games nationwide, but the dates sometimes change at the last moment. – The Unknown Gamer)



In your magazine, Chips & Bits is advertising Super Return of the Jedi for sale at \$59. I thought it wasn't coming out until later.

Tony Gutierrez, Manteca, CA

(You have sharp eyes, Tony. Chips & Bits takes advance orders on merchandise that is expected in the next six months or so. Super Return will be out later in '94, although no release date is set. Call Chips & Bits at (802) 787-3033 for more info. – Lance Royle)



Can aspiring artists like me send in art on regular paper for your monthly art contest, or do we have to draw on envelopes?

Wm Diaz, Modesto, CA

(We'll consider everything for the contest. Here are some tips: Use strong colors; portray game characters in creative ways; put your name and city on the back; don't use regular pencil; don't cover the envelope with tape; and don't write messages all over your art. Good luck! Maybe you'll win the cool prize we're giving away! – Captain Spaldie)



Let's Get Technical

How many colors can the Game Gear show on-screen at once?

Chris Schiaffo, Allentown, PA

(The Game Gear can display 32 colors at one time.

– Video Head)



There may be only 32 of 'em, but the colors are dazzling in Ecoo the Dolphin for the Game Gear.

You've often mentioned something called the Game Gear cable. What is it?

Mrs. Charlene Cooper, Claymont, DE

(You can buy the Gear-to-Gear cable separately for about \$15. It enables you to link up two Game Gears for simultaneous head-to-head competition in games, such as Mortal Kombat and Streets of Rage 2. Note that you need to have two copies of whatever game you're playing, one for each hand-held system. – Miss Chevous)



Is it possible to convert Pro Action Replay codes to Game Genie codes, or the other way around?

Nick Lauseng, Herington, KS

(There's no way to do this as of now, but it may happen some day.

- The Lab Rat

Out with the Old, In with the New

I must have a Jaguar. Where can I get one?

Greg Lalone, Sterling Heights, MI

(The car? At a dealership near you. The game system? For now, only in New York or San Francisco toy or electronics stores. A national roll-out of the Jag is coming soon.

- The Whizz



If you want to drive a Jag, you'll have to head for the coast.

I'm confused. The cover of your October issue announced Atan's 64-bit Jaguar, but your November cover said it was "Nintendo's New 64-bit System" which is it?

Ryan Celestie, Arnold, MO

(Both! Atari started selling its 64-bit Jag in New York and San Francisco just before Thanksgiving, and Nintendo has announced its new 64-bit system, Project Reality, which is due in '95.



Fightin' Words

What does the Japanese writing in the background of Chun Li's stage in SF II mean?

Jon Graves, Allen, TX

(These are signs. One advertises a Poultry Shop, another reads High Voltage, and the last says General Store.

- Boss Music

When I'm fighting in China in Super SF II, there's this strange laugh that randomly comes on. Also, when I finish the game with M. Bison, his closing statement is something like "Not even the ancient one was brave enough to challenge me." Are these clues to a secret character?

Long Yu, Vancouver, British Columbia

(Nope. That cackling sound is from a chicken, according to Capcom, because there's a Poultry Shop nearby. Capcom also says that there are no secret characters to be found.

- Neck 'n' Slash

On the cover of the SF II Turbo manual there's a blurry old man in the center under the word Turbo. What's going on?

Mitch Cook, Greensboro, NC

(That's Dalsino. He's teleporting, which is why he looks ready to disappear.

- Game Over Mary



Division teleports from the center.



Neowoman in Mortal Kombat II - eight-year-old Teri Wittingham of Kansas shows off Chun Li's moves.

Why are there High Scores in Mortal Kombat? It's impossible to get my initials among them, even though I've won the game with enough points to qualify for a High Score.

Chris Karginas, Berkeley, CA

(Those scores are simply targets to aim for - there's no battery to store your own high scores.

- Scary Larry

LINEUP	WINNING	HYPERNOVA	
1. MFL	24	WIN	2487100
2. JAF	17	WIN	4418200
3. JAF	16	WIN	3126400
4. JAF	15	WIN	6123410
5. JFC	15	WIN	8712200
6. CAY	15	WIN	4571200
7. J18	13	WIN	4123210
8. G06	11	WIN	5141210
9. G01	11	WIN	2143500
10. MFL	11	WIN	2414210

Mortal scores.

I recently beat Super SF II. Since I did it without continuing once, I got to see the credits. Under Special Thanks, they listed the name Dr. Dave. Is this the Dr. Dave from GamePro?

Ed Haggard, Honolulu, HI

(That's nice! Dave Woodard, AKA Dr. Dave, used to work for GamePro, but he now works for Capcom as an R & D specialist. He no longer writes for the magazine.

- Slasher Quon

What's with the white blood in Samurai Shodown for the Neo-Geo? I paid big bucks to have an accurate, uncensored version of the arcade game. If I wanted a "milk mode," I would've waited for Nintendo to come out with their version.

Bruce Richter, Lyons, IL

(You'd have to get the Japanese Neo-Geo to see what you want. The Japanese version of Samurai Shodown has all the uncensored blood and fatalities.

- Lawrence of Arcadia



Samurai milk.

What was the best-selling Sega Genesis game of 1993?

Chris Stoskus, Canada

(Many Karts battled for number one, but the Most Cash resulted from a record-setting Marketing Kraze. The actual sales figures won't be official for another few months, but it's unlikely that Sonic Spinball, Aladdin, or Jurassic Park will come out on top in the world of Money Kombar. Any More Klives necessary?

- Money Le Mancha

Games, Games, Games

When the goalies score in NHLPA Hockey '93 and NHL Hockey '94 for the Genesis, why don't they get credit for it in the stats?

Greg Soyak, Vallejo, CA

(Goalies rarely score, either in real life or in video games. According to EA Sports, software limitations prevent the goalie's stats from showing both the goals he prevents and the goals he scores. Should the goalie accidentally knock the puck into his own goal, it's credited to the last opponent to touch it -- Coach Kyle)



Danny Leone, 12, of Windsor, Ontario, will check anyone who gets between him and his GamePro!

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 the SNES or the Genesis.

Envelope of the Month



Patrik Throgmorton, Iowa City, IA



Darryl Estes, Lancaster, CA



Harold Yen, Phoenix, AZ

Reader Report

Of the thousands of letters we receive each month, almost half comment on violence in video games. Here's the estimated breakdown for those letters that express opinions:

84% - Violence in games has no effect, parents should back off.

14% - Extreme violence in games should be censored, parents should monitor closely.

1.9% - All violence, no matter how minor, should be deleted from games.

1% - Can't understand the fuss about games with violence.

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

Advertisement

SUPER NINTENDO	
BRETT MARL HOCKEY	\$22.99
BUGS BUNNY	\$32.00
CLAYMATES	\$40.00
ESPN BASEBALL	\$23.00
ESPN SUNDAY FBALL	\$22.00
FLAMINGO	\$20.00
FIX TRAK	CNXL
HOME IMPROVEMENT	\$47.00
JAZZAGE RIZEN	\$47.00
ZIGZAG	\$42.00
LITRAL ENFORCER	\$94.00
LUPA	\$31.00
MADDERY'S	\$53.00
MADDERY'S TIME MACH	\$47.00
MEGA MAN'S	\$23.00
MORTAL KOMBAT	\$39.00
NBA JAM	\$39.00
NBA SHOWDOWN	\$33.00
NFL Q & CLUB	\$39.00
PELE	\$49.00
PRO SPORT HOCKEY	\$22.00
SENGARD	\$47.00
SEXP KICKIT	\$43.00
SUPER BASKET LEAGUE 2	\$33.00
SUPER BATTLE TANK 2	\$49.00
SUPER MARIO ALL STAR	\$32.00
T & M 2: YOUR FIGHTERS	\$33.00
TRON 2 SUPER BOWL	\$27.00
TUM & BUD: NO PLY	\$49.00
YOUNG MERLIN	\$43.00

G.D.W.
game discount warehouse
(312) 736-5315
DON'T FORGET TO ASK ABOUT
OUR SPECIALS AS LOW AS
\$19.99

NBA JAM
YOUR COPY ON DVD, UNDER CURRENTLY \$49.99
THIS LIMITED TIME YOU'RE GIVING
ALL INCLUDING AN ABSOLUTELY NEW SUBJECT TO
CHANGE WITHOUT NOTICE. PLEASE ACCEPTED
ALL SALES ARE FINAL.

SEGA CD-ROM	
CLIFFHANGER	\$39.99
DARE WEGARD	\$40.00
DEADLY UNLEASHED	\$40.00
DEME	\$47.00
ESPN BASEBALL	\$49.00
ESPN SUNDAY FBALL	\$47.00
EUROPEAN RACERS	\$39.00
HOME IMPROVEMENT	\$39.00
ICEHUNTER	\$47.00
NFL '94 JOE MONTANA	\$49.00
GRAND PRIX	\$37.00
LITRAL ENFORCER	\$115.00
MEGA RACE	\$39.00
MORTAL KOMBAT	\$39.00
NFL'S GREAT TEAMS	\$49.00
NHL '94	\$49.00
OUT OF THIS WORLD	\$46.00
SLIPKICK	\$39.00
SONY CRACK	\$47.00
SONY CD	\$59.00
STAR WARS 3-D REBEL	\$29.99
STELLAR FIRE	\$42.00
SUPER BATTLE TANK 2	\$38.00
TERMINATOR	\$46.00
THIRD WORLD WAR	\$47.00
WARZONE OF ROMERS	\$47.00
WHEEL OF FORTUNE	\$49.00
WOLF COMMANDER	\$49.00
WORLD SERIES FBALL	\$49.00
WWF BARGE / CRAZ	\$59.00

GENESIS	
ALADDIN	\$39.99
BARNY THE DINO	\$44.00
BETTY BLUE HOCKEY	\$34.00
CASTLE FORTRESS	\$44.00
CLIFFHANGER	\$47.00
FOXY HAZARD	\$22.00
ESPN SUNDAY FBALL	\$22.00
ETERNAL CHAMPIONS	\$27.00
JOE & MAC	\$37.00
LITRAL ENFORCER	\$69.00
MADDERY '94	\$49.00
MICKY SU, SIMONE	\$47.00
MORTAL KOMBAT	\$49.00
NBA JAM	\$49.00
NFL Q & CLUB	\$39.00
NHL '94	\$49.00
PIG, MANHILL RACE	\$45.00
PINK PANTHER	\$43.00
PRATFOGLED	\$46.00
RAVE OF THE BEAST	\$49.00
ROCKOP '93 TEBMEN	\$47.00
SOLDIER OF FORTUNE	\$32.00
SONIC THE HEDGEHOG 3	\$36.00
STAR TRUK NEXT GEN	\$3.00
STEVEN SEAGAL	\$59.00
CALL STREET FIGHTER 2 CH	\$39.00
TOUR JAM & RAGE 2	\$44.00
TUM & BUDY FRANTIC	\$47.00
WET RACING	\$54.00
WWF ROYAL RUMBLE	\$49.00



BIGGER

BETTER

LOUDER

MEANER



MIDWAY

SEGA CD

AKKlaim
ENTERTAINMENT INC.

ZOOM O



SONIC
THE
HEDGEHOG™

SEGA™

R DOOM!

Zoom into Action with SEGA Genesis! Grab your lightning shield and roll into action...Swing from vine-to-vine, dodge the deadly traps and launch a slew of souped-up spin-attacks through mega-sized zones filled with hidden rooms and secret passageways! Count on trusty Tails' to airlift you out of danger, and record your progress using the new Game Save Feature. Experience the ultimate in ultra-sonic power on a ring-grabbing, super-Sonic ride that will keep you spinning!

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 enemies with a point to prove!



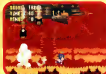
Battle Badniks

everywhere! Turn—and swing— for some electrifying close encounters!



Outsmart

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



Be Sonic! Be Tails! Be Knuckles!

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



SONIC THE HEDGEHOG

NEW ON
SEGA GENESIS



Sega, Sonic, and The Hedgehog are trademarks owned by Sega. ©1994 SEGA. All rights reserved.

THE CUTTING EDGE

Taking You into the Technology of Tomorrow



By the Whizz

When electronic games begin flowing across the information superhighway, they may very well take gamers into virtual reality. RPI: Advanced Technology Group is a hot San Francisco-based VR company that's creating a new brand of VR hardware, and it's even tested an on-line VR Computer network called ImagiNet.

Hardware, VR-style

The hardware's impressive. Put on their 3D head-mounted stereoscopic glasses equipped with speakers, then hook a special game unit into your telephone line, and you'll be able to explore virtual ImagiNet worlds and adventures with people around the globe.

driving game or a flight simulator. Like some arcade machines, the Cyberchair can produce rumble and thump effects, but it can also produce hot and cold sensations to create the illusion of zipping through different environments.

For the ultimate VR experience, RPI has an awesome full-body device called the Orbtron. You've probably seen something like it in the movie *Lawnmower Man*. You hook yourself into an elevated seat that looks like a chair suspended inside several concentric circles. As you dangle off the ground with a VR head-unit on, you're completely at the mercy of a 360-degree virtual world.



If on-line VR appears, the core of the operation will likely be a system unit and head-mounted display (HMD), which RPI already has available. Their Personal Simulator MediaStation2 is a variation of a 486 notebook personal computer. In fact, although one of the MediaStation's primary functions is as an on-line VR game system, it will also serve as a personal computer and telecommunications device.

The HMSI glasses look like a pair of ultra-high-tech sunglasses—you can even fold them up and stick them in your pocket. The unit contains a built-in movement tracker and a CD-quality audio system. According to RPI, the HMSI uses technology developed by the Air Force, based on their research into human vision dynamics for their own virtual reality display systems.

Virtual Reality Calling

Introduction to
ImagiNET

ImagiNet will bring VR into your home.



HMSI glasses: VR with style.



The Orbtron, for head-mounted VR gaming.

Conzo VR gamers may want to jump into RPI's Cyberchair. The full-body unit automatically adjusts to the contour of your body and contains a built-in joystick. The high-tech hot seat senses and responds to hand and arm motions as well as the controls. For example, the chair tilts and swivels if you leap into turns during a

Not as "Virtual" as You Think

As far-out as this setup sounds, it may be a reality soon. If RPI's game plan is successful, the company's on-line system will be operational next year on a major telecommunications carrier; RPI is reportedly looking into AT&T, U.S. Sprint, and MCI, among others.

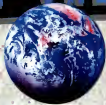
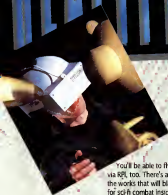
The guts of the MediaStation is an RPI video card called the PixelPump, which produces the unique look-around stereo visuals necessary for virtual reality graphics. To see the MediaStation's VR environment, you can use RPI VR glasses called the HMSI (for Head Mount Sensory Interface) or plug in an external monitor.

VR Games, the Reality

RPI has three unnamed on-line VR games in development now, which may or may not appear as final products. When they become available, RPI reports that you'll be able to download upgrades, new levels, better weapons, and new characters on a weekly basis.



REALITY CALLING



You'll be able to fly in VR via RPI, too. There's a game in the works that will blast off for sci-fi combat inside a battle-scarred, artificial planet. You'll have to negotiate a massive system of tunnels, which, like a roller coaster, will take you on sudden dips, dives, and loops. RPI plans to make this game interactive in arcades as well as in home VR systems. You'll be able to join in the action either as a friend or a foe anytime, anywhere.

Additionally, according to RPI, game developers such as Electronic Arts, Origin Systems, and Spectrum HoloByte are working on game codes for VR gaming, in the event on-line VR hardware becomes a reality soon. In fact, some computer games already have VR tracking capability programmed into them for eventual use with virtual reality hardware.

(RPI: Advanced Technology Group, San Francisco, CA, 415/777-3228)

Surfing with the Aliens, AWT, and Division

By the Whizz

If you can't wait for virtual reality games to reach your home, you'll likely have the opportunity to dive into unique VR worlds in your arcades, courtesy of Alternate Worlds Technology and Division Inc. AWT has already put its foot into the VR arcade world. Maybe you've checked out their Wolfenstein VR system. Based on the classic computer game, Wolfenstein, it's a fast-paced, first-person-perspective gun game, where you fight Nazis. Now they've joined forces with Division, a VR hardware developer, to bring a new VR experience into the arcades.

Division has developed multiprocess or accelerator boards and graphics boards that provide conventional PCs with the capability of displaying VR arcade visuals. The boards pump stereo graphics through a proprietary Division

head-mounted display. The muscle behind all this VR graphics power is the Division VR computer called the ProVision 100. The ProVision is a compact, workstation-size unit that you can set up anywhere. That's really all you need to know about the complexity of the hardware, except that buying VR in a PC makes it simple for your local arcade operator to load and unload ProVision AWT VR games.

Surf's Up

The first game off the drawing boards will be Surfing with the Aliens. This game is so fresh that the story line is still undergoing fine-tuning. Basically, it's a multi-player-space station shoot-em-up. Up to four players undertake a close quarters bug hunt. To move through the alien-filled station, you must find weapons, door keys, and tools. Players can zap each other, but destroying some creatures and beating some obstacles requires cooperative game play. In the arcades, players will be able to buy into a game at any time. Surfing was never more lethal. ☐

(Alternate Worlds Technology, Lonsville, KY, 602/565-4240; Division, Redwood City, CA, 415/364-6067)

A 3D multi-player sculpture art system will enable users to create a lifelike piece of art in three dimensions. Several people will be able to contribute "hands-on" design input to an art piece, and on-line art patrons will be able to order their own copy of the finished product.

Another RPI game enables you to create and destroy objects. In Cybot, you and other on-line engineers will be able to create one robot or several robots, again in 3D space. Then you'll guide the bots to build their own mechanized city. You'll be able to store cities on-line and modify them. Of course, if your video game tastes tend toward more aggressive activities, you can build robots for battle and engage in mechanical warfare with on-line adversaries.

WHO'S NUMBER ONE IN COLLEGE FOOTBALL?



Finally you can answer that question. With the National Championship Tournament in Bill Walsh College Football for Super NES™ it's the game that lets you pit the best 48 teams against each other like Alabama, Miami, Washington, Florida, Michigan, Nebraska, Georgia. And see

who's in a class by itself.

Bill Walsh captures the character of the college game. The triple

option, wishbone, and 2-point conversion. College rules, formations, and schemes. The wide-open gameplay. The speed of the South, power of the Midwest, finesse of the West. Classic rivalries. Rabid fans. It's all there.

You can even settle the question of who's the best college team of all time!

Because the game includes the top 24 greatest teams since the '70s. Teams like Alabama '78, Pittsburgh '80, Nebraska '83, Auburn '83, Oklahoma '85, and Colorado '90.

1 TO 5 PLAYERS
COOPERATIVE OR COMPETING PLAY
FOR ONE WITH MULTIPLE SUPER NES™ ADAPTERS.



ON LOCATION: EA Canada Skitchin



By *Bro' Buzz*

There's more happenin' in Canada than just ice hockey: Video games are happenin'!

Electronics Arts Canada (EAC) is the brains behind the Great White North's awesome answer to Road Rash 2... Skitchin for the Genesis! The rough-and-tumble action will be the same, but with smaller wheels - Skitchin is all about the unrefined art of roller-blading.

On a Roll

Roller blades are fast overtaking skateboards as the transportation of choice among many urban young people, so EA's Canadian programming team took to the streets to find real bladers for the action and real graffiti artists to give the game an unusually realistic look and feel.



Two-player split-screen mode for competitive Skitchins.

What's Skitchin? It's a term spawned in the streets of New York City. According to Stan Chow, EA Canada's home-grown Skitchin producer, "Skitchin is the combination of two terms - skating and hitchin'. A New York newspaper reporter saw a bunch of people roller blading and grabbing onto cars for extra added acceleration, and he coined the term."



You pick CD tracks like "Psycho Deep Fry."

Don't Try This at Home

Therein lies the game's potential popularity. In fact, Skitchin probably skates as close to the edge of the current debate over violence in video games as any car EA's produced. "Everybody knows it's illegal. No way is it a sanctioned sport," Chow explains. "We point out that it's an outlaw, rebellious activity."



Grabbing cars is what this game is all about.



Weapons are legal.



The Shop Deal has the good stuff.

SKITCHIN



Catch or use these judges occur your rivals!



Don't lose your antennas.



Why not?

The Disclaimers

Chow says the design team went back into the cart several times to temper or delete anything that could be considered overly violent. "Most of what could be considered violent is portrayed in a humorous way as slapstick," he says. "It's our responsibility to take out any gratuitous images."



The Spectre reports live for Outlaw Sports.



Warning: Don't try this at home... or anywhere!

In fact, another first in Skitchin will be a disclaimer at the beginning of the program, warning players that the cart contains fictionalized portrayals of stunts and activities that are extremely dangerous, and that attempting these actions or stunts may cause serious injury.

Skitchin!

Skitchin is a wild, urban roller-blading cart. Similar to Road Rash II, you play via a behind-the-skinner view, and the object is survival of the fittest.

You had several CPU opponents glide down traffic-clogged, debris-laden blacktop in a race for bucks. Naturally, you can bump and dump the opposition or pick up objects for king-size trashing. You'll be able to skate against a bud or fire up a tournament for eight players.

The main way to get ahead, however, is...right, Skitchin. The game interface features a rear-view window that shows you when cars are moving up behind you. If your timing's right you can slide to the side and hitch a ride for speed, distance, and power. If your timing's off, the resultant collision sends you flying off the road!

If you like to show off, you'll be able to hit ramps during the race and grab some air. The controls will enable you to pull slick airborne moves, which three Judges will rate...if you can avoid taking a header when you land.

Rough? You bet! If you have any qualms about impressionable, youthful bladers getting a crazy notion, you might want to pass on this skating adventure.



The *Skitchin!* Game Mode screen

The rockin' rollerblading will cover 12 locations around Canada and the U.S. and will feature digitized skylines of actual cities. But that's not all that's real in this cart. Check out the following interviews!

INTERVIEW WITH STAN CHOW:

WAREHOUSE SEATING

GamePro: Stan, how did you figure out all the slick blade moves for *Skitchin!*?

Stan Chow: We went to the Skate Ranch in Toronto. It's a big skating area, which used to be for skateboarders, but now it's where all the cool bladers hang. Basically, we met some guys and asked them who was the best skater. They turned us on to Troy.

GP: So you videotaped him at the Ranch?

Stan: No. We rented a huge warehouse and set up some ramps. Then we videotaped Troy doing all his best moves and anything else we could think up.

GP: How long did the taping take?

Stan: It took several days, but Troy was cool. He gave us some great ideas for choreographing every move.



We rescoped all of his moves for the main characters.

GP: So how's it look?

Stan: The animation in *Skitchin!* is awesome. It's all tricks, flips, 360s. It blows *Road Rash* away! *Skitchin!* has more animations and more variety of game play.

GP: Hey, Stan, do you skate? Are you in the cart?

Stan: No way! I wasn't into roller blades when we made the cart, but I'm into it now!

Check Out These Air Moves!



INTERVIEW WITH STAN CHOW: ON GRAFFITI & GRUNGE

GamePro: Stan, there's some great graffiti art in *Skitchin* that really gives the game a unique urban grunge personality. Who did the art?

Stan Chow: The graffiti artists were a hard crew to pin down. We actually got in a car and did an exhaustive tour of the city to find every piece of graffiti art on every wall in Toronto.

GP: So then you found these guys bombing a wall?

Stan: Well, we picked a style we liked and took some photos. The tough part was trying to get in touch with the mystery artists. Luckily, we found a phone number on one wall. Yup, we called it and those guys put us in touch with our artists.

GP: These guys are good. Who are they?

Stan: They don't want to reveal their identities. That's

their thing. They're three young kids around 18. They couldn't drive, so we actually met them and interviewed them at a train station.

GP: Were they impressed?

Stan: We took them to EAC offices and showed them the young people working there. They thought the whole idea was the coolest thing. They even suggested we use grunge music in the cart.

GP: There are about 15 tracks in the cart. How'd you lay down the tracks?

Stan: It was a great idea, but our staff musician wasn't into grunge. We had to lock him in a room with a bunch of CDs of bands from the Seattle grunge scene. Slowly he caught on, so we let him out of the room.

GP: Any aftereffects?

Stan: He digs grunge now!



SKITCHIN'



RELIEVE YOUR JOCK ITCH.

SEGA SPORTS' NEW TITLES ARE THE MOST REALISTIC VIDEO SPORTS GAMES EVER CREATED. YOU GET UNSURPASSED GRAPHICS AND SOUND. SPECTACULAR NEW VIEWING ANGLES. SPECIAL FEATURES LIKE SPEED BURSTS AND INSTANT REPLAYS. AND MOST SEGA SPORTS TITLES FEATURE REAL TEAMS WITH REAL PLAYERS. SO GO AHEAD, JOCKO. SCRATCH THAT ITCH.



WORLD SERIES® BASEBALL FEATURES THE AMAZING NEW "BEHIND THE BATTER'S BOX VIEW." YOU ALSO GET 100 REAL PLAYERS, ALL 30 REAL TEAMS, AND SCORE FOR A FULL SEASON.



NFL FOOTBALL '88 FEATURES AN INSANE REALITY NFL ACTION WITH A NEW PLAYING GAME AND EXCITING SPEED RUMBLE OPTION. FEATURES OVER 800 GAMES PLAYING.



NBA ACTION '88 HOOTS BY MARY ALBERT HAS ALL 27 TEAMS AND ALL YOUR FAVORITE PLAYERS. INCLUDES A BALL OF FIRE SPEED PLAYBOOK '88 ALL THE NBA GREATS.

SEGA
SPORTS

WE SWEAT THE DETAILS.™



GREATEST HEAVYWEIGHTS '88 HEAVYWEIGHT CHAMPIONS BOUND BY 12 DIVISIONS WITH THE BEST EVER! CHOOSE YOUR FAVORITE OR BUILD YOUR OWN CHALLENGER.



WIMBLEDON CHAMPIONSHIP TENNIS TAKE TENNIS GREAT AT THE MOST PROFESSIONAL COURT IN THE WORLD. UP TO FOUR PLAYERS CAN PLAY AT TEN DIFFERENT TAIL LEVELS.



PEBBLE BEACH® GOLF LINKS WE'VE RECREATED ALL 18 HOLES OF THIS CLASSIC COURSE. YOU GET TOTAL SCOT COURSE PLAY STATE ON LOWEST DRIVE, STRIKE-IT AND MORE.



Oct '88

Nov '88

Dec '88

Feb '89

Mar '89

Apr '89

ON LOCATION: Accolade



By Ross Music

Last year *GamePro* gave you the jump on Accolade's top-secret bobcat project, *Bubsy*. This year, Accolade held a press day where all the magazine editors sampled the company's latest game creations – taking them on an adventure that included a biplane trip and Moroccan belly-dancing! Check out the action:

Bubsy II

Bubsy's star is on the rise again. After debuting in SNES and Genesis versions of *Claws Encounters of the Furred Kind* and starring in his own TV cartoon special, the famous, fully-clawed bobcat is about to star in a game sequel that's even punnier than its predecessor. *Bubsy II*'s under simultaneous development for both 16-bit systems, and it should be out this fall.

In the return adventure, a rich capitalist boar named Oinker P. Spamm and a scientific genius named Virgil Reality have teamed up to create a device known as the World Origination and Matter Project Unification Machine (WOM-PUM). In a nutshell, the WOM-PUM simulates the real world in the ultimate amusement park, the Amazonium. However, when *Bubsy* takes his niece and nephew, the *Bubsy Twins*, to visit the park, he finds out it's not a simulation but the real thing! *Bubsy's* off to rescue the Twins and piece reality back together.

Bubsy II is shaping up to be a sequel akin to the seemingly

endless Sonic installments – lots of enhancements to graphics and game play, with a whole new complement of levels to explore. Groovy characters were the hallmark of *Bubsy I*, and number 2 features a brand new crew of villains from the minds of Accolade's veteran designer/producers, including John Skeel and Cyndi Kirkpatrick.

The *Bubsy* development team listened to criticisms about the depth and playability of the previous game, so look for more to see and do.

Bubsy can now choose which order to traverse the five new worlds, and there are six mini-games. There will be more interactive objects including a diving suit. Additionally, play control will be smoothed out by *Bubsy's* new ability to run directly up steep surfaces.

Check out the first peek of *Bubsy II*. With Accolade developing this game, what could possibly go wrong? ☐

Bubsy II
By Accolade
Available Fall '94



Oinker P. Spamm is a porker of an enemy in Egypt!



Bubsy now has two forms of the famous slide maneuver. And he'll need them both, or it'll be out of the fire, into the fire.



New animations, such as *Bubsy's* bicycle legs, add appeal to the graphics.



There's no doubt about it – *Bubsy's* back!



FIRETEAM ROGUE

In the Spiral Arm galaxy, a fantastic new adventure is born from the struggle of a people to break free from the dark empire, Umbra. **Fire Team Rogue** is a band of outcasts: Chance, the young humanoid leader who's a Knight of Kron; Zeut, a strange life form who is not only Chance's power suit but his lieutenant; Aja, the Blwyn (or Elf) female who's a mistress of the fourth Shara of Mystic, Mind, and Power; Shadowblade, a cat-like thief/ninja; and Broc, a massive Bakouma who's vicious but logical.



the team as the primary weapon/artifact in the world, the Tails. This jewel-embedded device controls the six facets of the world: Power, Mind, Elements, Life, Magic, and Quantum Law.



You can play as all four characters. Each has unique abilities.



Spinning blade attacks with the Power of the Tails will guide you against the forces of Umbra.

In the game, you play as the four characters in side-scrolling segments, and between levels you pilot a Kron battle wing against Umbra's airborne forces. **B**

FireTeam Rogue
By Accolade
Available Summer '94



FireTeam Rogue is a side-scrolling adventure where you explore many worlds in the Spiral Arm Galaxy.



A variety of weapons are at your disposal. You can access and select them in an options sub-screen similar to that of an RPG.

As evidenced by the characters and their backgrounds, FTR introduces a new universe that combines sci-fi and fantasy into a game rich in story and background material. One unique aspect is the symbol of

DNAction: THE NEW BREED

Comic book characters and Street Fighter II collide in Accolade's first entry in the head-to-head fighting genre. Although the details are still sketchy, **DNAction** is being developed by some heavy-duty comic fans who will create original characters in a clash-of-the-superheroes format. The characters are being modeled on Silicon Graphics workstations — check out the shading and detail! How much of that detail will translate onto the Genesis remains to be seen.

Not so many years into the future, science has discovered a way to control the rare,

evolutionary gene that causes benevolent mutation. Of course, thinking it will be for the good of mankind, the scientists create heroes with super-enhanced powers — some who they can control, and others who become corrupt. In the game, you can play as one of the four genetically-enhanced superheroes or villains. Accolade plans team-play options, and it is considering several different game-play views of the action. **B**

DNAction: The New Breed
By Accolade
Available Fall '94



Ground Zero and Tracer are members of Overlord, the league of DNA-enhanced superheroes who have turned their powers to evil.



Py Ball and Metshot are key members of Matrix Alpha, the alliance of superheroes who use their mutations to help society.



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



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



OF ACTIVATOR.™ THEN IT WILL HIT THEM.

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

SEGA

activator™

FOR SEGA GENESIS™

H E N E X T L E V E L

YOU MAKE THE CALL!

GAMEPRO'S 1994 READER'S CHOICE AWARDS

NOW YOU CAN VOTE FOR YOUR
FAVORITE GAMES...
INSTANTLY BY PHONE!!

Just dial the 900 number
shown below and follow the
easy directions. You'll need a
touch-tone phone to place your
vote. And remember, if you're
under 18, be sure to get your
parents' permission to call.

When voting, select only ONE title from each of the following categories:

BEST SYSTEM OF THE YEAR

- 1 Atari System
- 2 Sega
- 3 Game Boy
- 4 Game Gear
- 5 Lynx
- 6 Super Game
- 7 Panasonic QUAZ 200 MultiPlay
- 8 Super 32
- 9 Super 32X
- 10 Super Nintendo

BEST ACTION/ADVENTURE GAME

- 1 Duke & Gnomes
- 2 Alen 2 (SNES)
- 3 DuckDuck (SNES)
- 4 Willy & Abner (NES)
- 5 Mega Man 2 (SNES)
- 6 Robin Hood (SNES)
- 7 Super 32 (Super 32)
- 8 Super Super Golden Duck (SNES)
- 9 Super Mario All Stars (SNES)
- 10 Super Mario (SNES)
- 11 Taden & Gaf: Pits in Paradise (SNES)
- 12 Xenon Path (SNES)

BEST BALL-PLAYING GAME

- 1 Etrian (SNES)
- 2 Landstrolcher (SNES)
- 3 Lulu (SNES)
- 4 Lone Star (SNES)
- 5 Pirates & Bunt (SNES)
- 6 Rise of the Grapes: Deep Cut
- 7 Soccer in Rome (SNES)
- 8 SoccerMan (SNES)
- 9 The Legend of Zelda: A Link to the Past (SNES)
- 10 Tennis Mania (SNES)

BEST SPORTS

- 1 Soccer Legends of Hockey (SNES)
- 2 Soccer Legends of Hockey (SNES)
- 3 FIFA Soccer (SNES)
- 4 NHL Hockey '94 (SNES)
- 5 NHL Hockey '94 (SNES)

BEST FIGHTING GAME

- 1 Mortal Kombat (SNES)
- 2 Mega Jet (SNES)
- 3 Mega Jet (SNES)
- 4 NFL '94 Strategy: Joe Montana (SNES)
- 5 NFL: Hockey '94 (SNES)
- 6 NFL: Hockey '94 (SNES)
- 7 NFL: Hockey '94 (SNES)
- 8 NFL: Hockey '94 (SNES)
- 9 Price Fighter: Super 32
- 10 Price Fighter: Super 32
- 11 Price Fighter: Super 32
- 12 World Soccer Mania (SNES)

BEST SHOOTER

- 1 Operation: Seppies
- 2 Labyrinth (SNES)
- 3 Labyrinth (SNES)
- 4 Lord of Thunder (SNES)
- 5 Labyrinth (SNES)
- 6 Super 32 (SNES)
- 7 Total Strike (SNES)
- 8 Total Strike (SNES)

BEST HEAD-TO-HEAD FIGHTING GAME

- 1 Cloudfight (SNES)
- 2 World Champion (SNES)
- 3 Final Fight (SNES)
- 4 Final Fight Special (SNES)
- 5 World Champion (SNES)
- 6 World Champion (SNES)
- 7 Soccer: Streets of Rage (SNES)
- 8 Street Fighter 2 Turbo (SNES)
- 9 Street Fighter 2 Turbo (SNES)
- 10 Street Fighter 2 Turbo (SNES)
- 11 Street Fighter 2 Turbo (SNES)
- 12 World Street (SNES)

BEST STRATEGY/PUZZLE GAME

- 1 Earthworm (SNES)

BEST EDUCATIONAL GAME

- 1 Disney's A to Z Book (SNES)
- 2 Disney's A to Z Book (SNES)
- 3 Disney's A to Z Book (SNES)
- 4 Disney's A to Z Book (SNES)
- 5 Disney's A to Z Book (SNES)
- 6 Disney's A to Z Book (SNES)
- 7 Disney's A to Z Book (SNES)
- 8 Disney's A to Z Book (SNES)
- 9 Disney's A to Z Book (SNES)
- 10 Disney's A to Z Book (SNES)

BEST VEHICLE SIMULATION

- 1 Top Gun 2 (SNES)
- 2 Top Gun 2 (SNES)
- 3 Top Gun 2 (SNES)
- 4 Top Gun 2 (SNES)
- 5 Top Gun 2 (SNES)
- 6 Top Gun 2 (SNES)
- 7 Top Gun 2 (SNES)
- 8 Top Gun 2 (SNES)

BEST MOVIE ADAPTATION

- 1 Aladdin (SNES)
- 2 Aladdin (SNES)
- 3 Aladdin (SNES)
- 4 Aladdin (SNES)
- 5 Aladdin (SNES)
- 6 Aladdin (SNES)
- 7 Aladdin (SNES)
- 8 Aladdin (SNES)
- 9 Aladdin (SNES)
- 10 Aladdin (SNES)
- 11 Aladdin (SNES)
- 12 Aladdin (SNES)

BEST GRAPHICS

- 1 Cloudfight (SNES)
- 2 Duke & Gnomes (SNES)
- 3 DuckDuck (SNES)
- 4 DuckDuck (SNES)
- 5 DuckDuck (SNES)
- 6 DuckDuck (SNES)
- 7 DuckDuck (SNES)
- 8 DuckDuck (SNES)
- 9 DuckDuck (SNES)
- 10 DuckDuck (SNES)
- 11 DuckDuck (SNES)
- 12 DuckDuck (SNES)

BEST SOUND ACHIEVEMENT

- 1 Aladdin (SNES)
- 2 Aladdin (SNES)
- 3 Aladdin (SNES)
- 4 Aladdin (SNES)
- 5 Aladdin (SNES)
- 6 Aladdin (SNES)
- 7 Aladdin (SNES)
- 8 Aladdin (SNES)
- 9 Aladdin (SNES)
- 10 Aladdin (SNES)
- 11 Aladdin (SNES)
- 12 Aladdin (SNES)

BEST VISUAL GAME

- 1 Aladdin (SNES)
- 2 Aladdin (SNES)
- 3 Aladdin (SNES)
- 4 Aladdin (SNES)
- 5 Aladdin (SNES)
- 6 Aladdin (SNES)
- 7 Aladdin (SNES)
- 8 Aladdin (SNES)
- 9 Aladdin (SNES)
- 10 Aladdin (SNES)
- 11 Aladdin (SNES)
- 12 Aladdin (SNES)

JUST DIAL 1-900-454-0040

Calls cost \$5.99/minute. Average
call lasts 3 minutes. Get your
parents' permission to call if
you're under 18.

HOT AT THE ARCADES



By Manny LaMancha

Raiden II (By Fablek)

Raiden, which was recently and faithfully recreated for the Atari Jaguar (see ProReview in this issue), is a classic arcade game. It set the trend for vertically scrolling, overhead-view shooters. Not seeing much to improve upon, Fablek has built Raiden II as a very comfortable and familiar game with a few new bells and whistles.

As in the original Raiden, you — and a friend, if you choose to fly competitively — soar through and fire upon myriad tanks, planes, and other anti-spacecraft armament. Control is simple: One button fires weapons, another button dumps bombs, and a joystick moves your space fighter around the playfield.

Fablek upgraded Raiden's arsenal in this sequel. In addition to the basic bullets and

lasers, there's a plasma weapon, which you can fix on a target. When it's fully powered up, this purple energy "ribbon" puts on an impressive fireworks display, snaking and looping around the screen, blasting anything in its path. The bomb selection is also improved with a cluster bomb that sprays destruction across the screen.

Primarily, Raiden II is a basic, challenging test of your reflexes. As you progress through the eight levels, the enemy fire grows in intensity, and it's nearly impossible to find a small opening to fly through safely. Survive and you face gigantic bosses.

Raiden "raids" the arcades once again! **C**

RAIDEN



Survival Arts

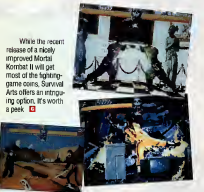
(By American Sammy)

Street Fighter II and Mortal Kombat have scared up a gang of competitors, all battling for a piece of the fighting game pie. One of the newcomers in the field is American Sammy's Survival Arts, which takes a swing at the Mortal Kombat design, featuring the digitized moves of eight real actors. The graphics have punch, but in the long haul Mortal Kombat rules.

Survival Arts attempts to go with larger characters, with the fighters standing three-quarters of a screen high. Unfortunately, the character

animations and color palette aren't as clean as MK II's. The sprites just don't move as smoothly. Moreover, because the characters are so large, when you leap, the entire screen bounces to keep the fighters in view.

It's not all bad news, though. American Sammy has added weapons in some scenarios, which adds spice to the fight with guns and swords. The game, which American Sammy claims will be converted to SNES and Genesis this year, also has a bunch of secret moves.



COVER FEATURE

NBA JAM

ALTITUDE WITH AN ATTITUDE

SUPER NES



By Lawrence
of Arcade

It's here! The biggest, baddest, nm rocknest b ball coin-op extravaganza finally makes it to the SNES. Although the ball comes up just short of the basket a couple of times, this B one you gotta have!



PHOTO: Be careful when you jump to steal the ball after an opposing player takes a shot. If you're called for Goal Tending, the other team is awarded the points. Try tapping the Pass and Turbo buttons when you go up, and you'll pass the ball, but barely touch it.



PHOTO: If you try to steal and you knock down a player (but they retain the ball), go back and try the steal again. You should get the ball this time.

You Gotta Jam!

There are no rules, no refs, and no regrets as you press down the boards on your way to glory.

You play as one of 27 NBA two-man teams. You can play as either one of the two men on your team, and each team member has a meter of strengths and weaknesses: Some are slam masters, others are three-point princes. You're trying to beat each of the other teams and become the NBA Jam champs. A password system lets each player save their progress, and the passwords can be plugged into different games.



PHOTO: Don't drain your Turbo. Save some for defending the rim.



PHOTO: Keep your finger on the Turbo button as you hit the Shoot button, and you should be able to wrestle the ball away from an opposing player.

You can play against a bud or the computer, or you and a friend can play on the same team against the CPU. With the Hudson Multitap you can get up to four players on the court at a time.

The additional buttons on the SNES controller make the shoot, steal, and block controls easy. The players move smoothly, and it's easy to kick in the Turbo using the R or L trigger on top of the pad.

The multiplayer game play is a blast. The computer, though, likes to make shots that only a player's mother could hope for. Being 20 points ahead only means that the computer will score seven three-pointers in the last ten seconds.

Boo! Shakalaka

The player sprites are smooth and clean, better than those in the Genesis version. The speed is just as fast as you would have expected for this hot shot game, although a tad slower than in the Genesis. The graphics for the Super Slam Dunks are superb. The detail

on the players is not as good as in the arcade, but it's close. A little crowd movement would have improved the view.

The sound in this game, though, needs to be sent to the showers. If you loved the speaker-shakin' arcade sounds, you're in for some letdown when you hear the SNES cart's "Boo! shakalaka" and the dense "Can't buy a bucket." They sound like they're coming from the rusty end of a tin can telephone.



PHOTO: When you see an opposing player jump up for a shot, jump with him, and at the peak of the jump press Turbo and Steal to stop the jam.

Go for the Glory

Forget the sound, though. Once you start playing this one-on-one basketball game, you're gonna want to go for it all. Sharp graphics, easy controls, and great game play make this one worth bringing home. Even if it's not an exact translation, it's a good one—and the better of the two cartridge versions. Just be prepared to eat a little parquet now and then. 

JAM IT HOME

You rocked the arcades with NBA Jam's thunderous dunks! Now you can bring the awesome action of the most successful arcade game of all time into your own home. NBA Jam has exploded onto the SNES, Genesis, and Game Gear to instant acclaim.

Super NES Game Profile

NBA Jam

(By Arcade)

The most anticipated sports game of the year is finally here, and, despite a few mistakes, this long-awaited arcade translation's worth all the fuss.

Arcade	SNES	Genesis	Feature	Others
4.0	3.5	4.0	4.5	4.0

\$14.95
Available now
Available on
4 players with
Hudson Multitap

27 teams
Side view
Passwords

is it the SHOES?



You could be a backboard shottin'...



...360° rim rockin'...



...behind-the-back dribblin'...



...crossover dribblin'...



...monster jammin'...



...rim shottin'...



...layup shottin'...



...Terance Jeterin'...



...round-the-mountaintop dribblin'...



...long glidin'...



...windmill action NBA Super Star!



COVER FEATURE

NBA JAM

ATTITUDE WITH AN AIR SUPPLY



By The Sporting

Basketball's bad boys are all lined up for a one-on-one hoop holiday that delivers fast action, quick moves, and awesome slams. But don't let the smooth taste fool ya! Some parts of this game could've been better.



PHOTO: *Waaaaah! You can't! If you're got fewer than five seconds left and you're down by a couple, pass the ball from across the court! If you're up by a couple and you've got the ball, be careful of passing: The computer is waiting for this shot!*



PHOTO: *Try crossing up opposing players in the corner by attempting to steal. The shot clock will wear down faster than you can say "Boom shakalaka!"*

In Yo Face!

NBA Jam for the Genesis delivers the fast-paced, frenzied, arcade-style game play, but it pulls back on the graphics just a bit. As for the sound, well, of course it couldn't match the arcade machine's, but let's just say that you'll hear better background noise on AM radio.

You play as one of 27 teams, stomping down the courts on your way to glory. And although the match-ups are good, the question remains: Where's Shaq? (Comin' to his own game, eventually.) Players are shown with meters under their names to highlight each individual's strengths and weaknesses in areas such as Defense, Dunks, Speed, and Three Pointers. Pick these carefully, because a hot three-point shooter may mean the difference between a W and an L. Play against the computer, with a friend against the com-

puter, or against a friend. Get a Sega Team Player and you can play with four players! You can keep a record of your wins, and get back in the action with a password feature.

Hangin' on the Rim

The sights in NBA Jam for the Genesis far outweigh the sounds. The graphics are clean, but they're not as defined as those in the SNES version. The players seem more colorful, but less sharp here (compare the pics yourself). The speed of the players is about the same, with the Genesis being just a tiny bit faster than the SNES version. The crowd remains as listless and lifeless as the crowd at an Air Supply concert.

The sounds don't get much above Air Supply either. Forget rockin' your speakers. You're lucky if your volume control goes to the left of "0." The announcer sounds as excited about the game as the fans are. All the great arcade sound effects, like sneaker-squawking and net-swishng, are muted, as if the players were underwater.



PHOTO: *If you go for the turbo shot, Turbo a man down to the basket to grab (or fight for) the rebound.*

The three-button controls (steal, block, shoot) are as simple as in the arcade version. The players are easy to maneuver, and you'll quickly get the hang of slammin' on the turbo with Button B. You can also, of course, make some of the most awesome slam dunks in video-hoops history.



PHOTO: *When you're "On Fire," you can Goal Tend until the crowd comes home.*

Occasionally, the computer cheats enormously. This is frustrating, especially when you're driving to win and the computer scores two, three, maybe four times in a row! And don't expect to see the ref make an appearance unless you're Goal Tending. The game is much more fun as a multiplayer contest.



PHOTO: *Two of the most balanced players are Pippen (Chicago) and Manning (Charlotte).*

Jam Sandwich

Don't let all that deter you, though. This cart's still a first-rate ball bouncer, and one of the best hoops games out there, especially when you ram it on home with a Tarzan Slam or a 360-degree Rim-Rocker. Acclaim's gone for the slam dunk with NBA Jam, and although it's not an exact translation of the arcade, it's still gonna score big with most fans of the classic coin op. This one's more fun than an NBA contract. **B**

Genesis Game Profile

NBA Jam

(By Andrew)

Sports fans have enjoyed a wealth of sports games on the Genesis, and now they are rewarded with the best slammin'-jammin' feast ever. But the feast may be short a few dishes.

Speed	Steal	Block	Shooting	Options
4.2	3.1	4.8	5.1	5.0

26 vs. 27 teams
Available in 16 languages
4 players (with Sega Team Player)

TRICKS & CHEATS

Both 16-bit versions of NBA Jam are loaded with secrets. Here's a sampler to get your thumb tapping. Send us your NBA Jam discoveries and we'll stick your name in GamePro and send you a cool shirt!



He Shoots, He Gores!



To play as Vice-President Al Gore, use the code **NET**. Go to the Enter Initials screen, and put in the first two initials without entering the third. Move to the third and instead of entering the initial, enter one of the following codes:

Super Nintendo: Button L, Button R, and Button A
Genesis: Start and Button B

Clinton's Supreme Court



To play as President Bill Clinton, use the code **ARKK**. Repeat the same procedure, but use the following codes:

Super Nintendo: Button L, Button R, and Button X
Genesis: Start and Button A



Play as Bill Clinton and Al Gore!



Presidential Page



X Marks the Shot

Play as Midway's NBA Jam Designer, Mark Turmell!



To play as the game's designer, Mark Turmell, use the code MJT. Go to the Enter Initials screen, and put in the first two initials without entering the third. Move to the third and instead of entering the initial, enter one of the following codes:
Super Nintendo: Button R, Start, and Button A
Genesis: Start and Button A

SLAM Masters

NBA Jam Super Slam Dunk



Use this code to pull off a super powered-up slam dunk. Right after you've selected your team on either system, and before the tip-off screen, tap any button 13 times while rotating the directional pad. When a button is pressed for the 13th time, hold it down and continue rotating the directional pad until the tip-off occurs.

COVER FEATURE

NBA JAM

ALTITUDE WITH AN ALTITUDE

GAME GEAR

By Weekend Warrior

Continuing its simultaneous full-court press of all game systems, NBA Jam leaps onto the Game Gear with mixed success. While this cart is a praiseworthy attempt to squeeze all the teams, features, and spirit of the smash arcade hit into the tiny confines of a hand-held system, much is lost in the translation.



PRO TIP: Quickly tapping the Turbo button several times causes the dribbler to throw his elbows and knock down defenders.

Game Gear Game Profile

NBA Jam

(By Amarc Entertainment)

This cart is a noble attempt to squeeze the features and spirit of the arcade hit into a hand-held, but much is lost in the translation.



Price not available
Available to:
1 player
21 teams
Side-scrolling
Only one
Presented



PRO TIP: There are no fouls, so shove away the defense to clear a path for your partner when he's driving with the ball.

Jam-med In

The fundamental drawback of putting NBA Jam in a hand-held format is the size of the players on the tiny screen. Although the graphics are sharp, colorful, and detailed, their quality is limited by the LCD resolution and the physical size of the screen. While the players move smoothly across the side-scrolling court, it's often difficult to see the details that would help you line up a defender to steal the ball, or enable you to shoot a basket in a crowd.



PRO TIP: If the basket is too well-defended, drive into the paint and pass the ball back to your partner to make the shot.



PRO TIP: Tapping the Shoot button often takes out the defense.

Graphics problems aside, this version of NBA Jam tries hard to resemble its arcade predecessor. You're still in a two-on-two match highlighted by monster dunks, bone-crushing slams, and fiery basketballs. As always, two stars from all 23 NBA teams are available, rated in Speed, Dunks, Three-Pointers, and Defense. Additional features allow adjustment of timer speed, difficulty level, control of one or both players on a team, and computer assistance if a team falls way behind.



PRO TIP: Don't be a gloryhound and go for fast breaks all the time. Allow your partner to catch up to you to set up an offensive front.

The weakest part of NBA Jam on the Game Gear is the sound palette, which is limited. Simple sound effects highlight the action, and they're backed by tinny crowd noise. Unfortunately, 8-bit limitations eliminated the familiar announcer, who belted infamous phrases like "Boom shakalaka!" in the arcade.

Turbo Time!

NBA Jam's control configuration has been simplified to accommodate the two-button Game Gear, with the Start button substituting for the invaluable Turbo boost. Turbo helps players run super-fast, shove opponents out of the court, and make backboard-shattering Super Slam Dunks. However, Turbo power is limited. On-screen actions are very responsive to controls, but unfortunately there's no way to pause the game.



PRO TIP: Shooting the ball at the highest point of your jump gives you the best chance of making the basket.

Not Ready for Prime Time

NBA Jam fans will be disappointed by this Game Gear version, not from lack of effort by the programmers, but because of the limitations of the platform. Nevertheless, it's still a tasty treat that you can take with you. **E**



PRO TIP: When moving toward the basket with the ball, hit Turbo to execute a classic arcade dunk.

FUTURE SHOCKS!
 Amazing video
 game action hitting
 your screens soon!

C.J. - ELEPHANT FUGITIVE™
 He's on the run! Join C.J. the
 elephant in this
 action-packed
 race through
 Europe and
 Africa as he
 breaks out of the
 zoo and heads
 home!
**COMING
 FEB '94**

WORLD SOCCER '94™
 All the action! All the players!
 Play World
 Soccer '94 and
 enter the very
 best arcade soccer
 challenge ever
 made for 1994!
**COMING
 SOON!**

MICRO MACHINES®

GENESIS

GAME GEAR

PC

AMIGA

MSX

Micro Machines®
 Experience the
 wildest racing
 game ever
 created! 27
 all-action tracks of
 miniature mayhem as
 you race the Micro
 Machines vehicles -
 loaded with turbo-
 power, Sand buggies,
 Turbo Wheels, Formula
 One cars and more! A
 smash-hit video game -
 it's the hottest
 two-player head-to-head
 challenge race
 ever devised!
 "Will keep even the most
 hardcore gamers hooked"
 VideoGames magazine
AVAILABLE NOW!



WHAT ARE YOU

PSYCHO PINBALL™
 Here's Psycho, the alien-planet
 wonderball with
 one half of an atti-
 tude, as he
 launches himself
 into the wildest
 selection of
 pinball tables
 ever conceived!
**COMING
 SOON!**

DREYFUSS SMARTYKAT™
 Your TV's gone wild - the
 grannies are
 loose and the
 shows are out of
 control! Save in
 Dreyfuss to sort
 out the
 problems!
**COMING
 SOON!**

GENESIS

GAME GEAR

PC

AMIGA

MSX

Cosmic Spacehead™
 Outer-space in your face!
 Here's Cosmic - the first
 alien tourist - in a mad
 dash through the
 universe! Join him
 through 32 action
 areas and solve the
 wildest puzzles
 in the arcade
 adventure areas.
 Interact with the
 oddest bunch of
 characters in over
 300 screens of
 bizarre and funky
 locations! It's
 comically out of
 this world!
 "Brilliantly
 original,
 challenging
 and great fun -
 don't miss it!"
AVAILABLE NOW!



COSMIC SPACEHEAD™

Codemasters

This article
 assumes that
 the highest
 Sega™. Buy
 with this and
 compatible with
 and Game S

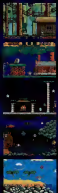
FANTASTIC DIZZY™



Fantastic Dizzy™ Dizzy is in full action in a huge arcade adventure! Explore the magical kingdom, Palm Tree beach, medieval towns, haunted graveyards, the troll palace and many more exciting and mysterious realms. Loads of great characters to interact with in this most excellent adventure of a life time!

"In a league of its own, a unique cartoon adventure" EGM magazine

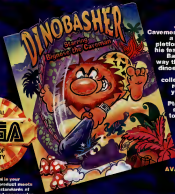
AVAILABLE NOW!



GENESIS GAME GEAR PC ARCADE NES™

Reckon you can handle awesome action and the greatest mind-power? Prepare yourself to experience the explosive gameplay of Codemasters' video games! Total playability and great graphics! From the best in arcade racing to the wildest fantasy adventures to a completely cosmic experience! If you haven't got 'em - what are you playing at?

YOU PLAYING AT?



Oino Basher™ Join Signore the Cavemen in Oino Basher! a mad, prehistoric platform race to catch his fast-moving dinner! Bash and club your way through hordes of dinosaurs across four huge islands, collecting bones and rocks to increase your strength and rock power! Pterodactyls, huge scorpions, saber-toothed tigers and more - let's go clubbing!

"Great cartoon graphics, brilliant music and, most importantly, excellent fun!"

AVAILABLE FEB '94



GAME GEAR GAME GEAR GAME GEAR GAME GEAR GAME GEAR

© The Codemasters Software Company Limited ("Codemasters") 1992. All rights reserved. Fantastic Dizzy, Oino Basher™, Dino Basher™, C.T., Stashed Piggies, World Soccer™, Protopop™, Drifters™, Smartcars are trademarks of Codemasters, Geneva, France. Dino, Sign and the Mega Ball of Quality are trademarks of Sega Enterprises Limited. Codemasters is using the trademarks pursuant to a license. U.S.E. is a trademark of Nintendo Company Limited. Codemasters is not affiliated or associated with Nintendo Company Limited in any way. * Titled The Fantastic Adventures of Dizzy. Micro Machines is a registered trade mark of Lotus Games Toys, Inc. The trade mark is being used pursuant to a license. Codemasters is not affiliated with Lotus Games Toys, Inc.

DINO BASHER!™

To grab a piece of Codemasters action contact your favorite retailer! Retailers contact CODEMASTERS, Ontario, Canada - Tel: (905) 771 5007

Genesis



By The Unknown
Gamer

Sequels can be deadly, but a few classic characters can successfully return to video games again and again. Until now! Mega Man and Mario have been the kings of the replay pile, but the popular 'hog's making a bid to wallow at the top with his excellent addition to his collection of adventures.

Here's the Story...

Okay, so the story line never changes much, but think of it as part of a saga. Sonic and Tails destroyed the Death Egg ship at the end of Sonic 2... or so they thought. It seems the scrambled vessel crashed-landed on the Floating Island, which is powered by Chaos Emeralds. The Emeralds are guarded by a new character in the saga, Knuckles, an engaging echidna (a "spiny-coated toothless burrowing nocturnal mammal," according to Webster's dictionary). Robotnik convinces Knuckles into believing that Sonic and Tails are trying to steal the Emeralds. Bet you can guess what happens next!



PRO TIP: To defeat the boss at the end of the first Act in HydroCity, leap over him as he rotates around the water. Then, when he comes to rest on the past, dash him four or five times from below to destroy him.



PRO TIP: Staved on the blue steps in the Marble Garden Zone, and Spin Dash. They'll soar through the air and take you to otherwise unreachable spots.



PRO TIP: Don't forget to breathe when you're underwater.

At first glance, Sonic 3's game play is identical to the prior Sonic sagas. A closer look, though, shows some very deft additions and improvements to the formula.

The six Zones on the Floating Island are new. Each Zone has two huge Acts, and Sonic battles Robotnik at the end of almost every Act. There are loads of secret rooms and other surprises throughout each Act. The Acts have multiple pathways, but they are more linear than those in the first games.

SONIC THE HEDGEHOG 3



PRO TIP: To defeat the boss at the end of the first Marble Garden Act, dodge the spikes he drops and then simply dash him.

If Sonic finishes any Act with 50 or more Rings, he enters the Bonus Stage, where a giant gumball machine coughs up power-ups.



PRO TIP: At the beginning of Act 2 in HydroCity, an advancing wall threatens to crush Sonic. As you leap to each new platform, turn right, Spin Dash, and leap to the next platform to the right. If your timing's quick, you can escape.



PRO TIP: After you skid across the water in the second HydroCity Act, leap up and to the left to discover a T-up just past the splashes.

Special Stages are Sonic's forte, and he's upped the ante with two delightfully original kinds. When Sonic locates a



giant gold Ring, he zaps to the Special Stage, where he has to race to transform blue spheres into gold Rings. If he collects all the spheres, he gets one of the Chaos Emeralds. If you snag all the Emeralds, you see the game's real ending.

Download Game Profile Sonic the Hedgehog 3 (92 Rings)

Sonic 3 proves that you can teach an old hedgehog new and exciting tricks. Take that old Sonic magic, add fun new variations, and you have another spectacular game.

ESRB	Link	Genre	Release	Developer
ESRB: E	Link: 1-2	Genre: Action	Release: 1994	Developer: Sega
ESRB: E	Link: 1-2	Genre: Action	Release: 1994	Developer: Sega
ESRB: E	Link: 1-2	Genre: Action	Release: 1994	Developer: Sega
ESRB: E	Link: 1-2	Genre: Action	Release: 1994	Developer: Sega
ESRB: E	Link: 1-2	Genre: Action	Release: 1994	Developer: Sega
ESRB: E	Link: 1-2	Genre: Action	Release: 1994	Developer: Sega
ESRB: E	Link: 1-2	Genre: Action	Release: 1994	Developer: Sega
ESRB: E	Link: 1-2	Genre: Action	Release: 1994	Developer: Sega
ESRB: E	Link: 1-2	Genre: Action	Release: 1994	Developer: Sega
ESRB: E	Link: 1-2	Genre: Action	Release: 1994	Developer: Sega

3



PRO TIP: Don't forget to use Tails to air-lift Sonic to hard-to-reach spots.



PRO TIP: The balloons in the Carnival Night Zone are often the only way that Sonic can reach higher spots. Leap on them as if they were stepping stones.



PRO TIP: In the Carnival Night Zone, launch Sonic to new heights with the Caveous. The Caveous automatically rocks back and forth. Wait 'til it's pointed in the right direction, then tap any button to launch Sonic.



PRO TIP: Jump up and down on these platforms in the Carnival Night Zone to make them go up in the air.

Sonic Boom

Sonic's as fast as ever, and even faster in some areas of the game. He has his usual repertoire of moves and a new move called the Insta-Shield. If you quickly tap any button twice, Sonic gets a few seconds of Shield protection. Tails can fly or swim for a limited time, and, when you're playing as Sonic, Tails can grab Sonic and airlift him away. The airlift is a little tricky, but the rest of Sonic's moves are simple, and the precise controls make him easy to maneuver.



PRO TIP: There's a button hidden under the first rock you reach in Act 1 of Angel Island. Break it, rloached to another button and then up to the left to a secret ledge that holds several power-ups.

Look for the familiar power-up Monitors, but also look for new contraptions. There are now three shields: The Fireball Shield protects Sonic from fire attacks and gives him a Fireball Spin Dash attack. The Water Shield enables Sonic to breathe underwater and to bounce like a ball. The Lightning Shield attracts rings like a magnet, protects him from electric attacks, and enables him to double-jump in mid-air. The shields add a new strategy element to the game play. Also, beware of the Robotnik power-up. Robotnik's face is on it, and if you grab it you'll take damage.



PRO TIP: In the second Act of the Marble Garden Zone, an earthquake hits. Speed through this area before you're trapped by falling pillars.



PRO TIP: At the base of the first cliff in Act 1 of Angel Island, use the Spin Dash to break through the blocks on the left. Inside is a secret room with a Special Stage Ring.



PRO TIP: If you've got the Bubble Shield, you don't have to worry about taking breaths underwater.

Solo Flight

If you're playing solo, you can take on Robotnik as either Sonic or Tails. Tails' ability to fly gives the game a different twist when you play as him. Either way, the other character tags along. Remember that Controller Two can be used to maneuver the other character.

The Two-Player mode's new face-lift ups the fun factor and saves your eyesight, too. The split screen has been enlarged to full-screen size, making it a heck of a lot easier to track your racer. Each of this mode's five Zones is unique; and you can play three ways. Practice in the Time Attack mode, then take on another player for the best time in a Match Race in a one-zone contest. Or, duke it out in all five Zones in the Grand Prix mode. Two-Player still isn't as fun as the main game, but it's much improved over Sonic 2.



PROMPT: Sonic battles the final Marble Garden Boss to the sky. Try to hit him two or three times on the ground. Then, when he takes off, bounce above him, leap from Tails' arms, and try to hit Robotnik on the top of his ship.

Hedge Your Bets

Sonic 3 looks as good as it plays. The new Zones have gorgeous background detail and lots of visual treats. It's still impressive to watch Sonic hit top speeds, especially on new obstacles like the HydroCity's curving pipes and waterslides. Sonic himself is a slightly larger sprite, with a more well-rounded 3D look. Robotnik's creations are always entertaining to look at — and Sonic 3's contraptions are no exception.

The tunes are similar to those in the other Sonic sagas. Each Act has a theme song that's catchy...until you've heard it a hundred times. The sound effects are the familiar bounce and boing noises.

Challenge-wise, Sonic's a mixed bag. Beginners can zip through the game and beat

Shield Power

Sonic's new collection of shields give him special powers:



Sonic can use the Bubble Shield to activate a special Bounce Attack.



The Electric Shield boasts a high-voltage attack that fires electric energies. It also attracts Rings with its magnetic powers.



The Fire Shield powers up a zinging special Fire Dash move.



PROMPT: In Act 2 of Angel Island, jump off the cliff at the beginning of the Act and bust through these rocks to Sonic's left. You'll discover a hidden room with a Special Stage Ring inside.



PROMPT: Push this rock in Act 1 of Angel Island to the left. Then, Sonic can break a hole in the ground to reach a secret cave that hides power-ups.

the bosses easily, but they'll probably miss out on most of the secrets. Advanced gamers can search for hidden areas, try to snag all the Chaos Emeralds, and discover the real ending. There's enough here to satisfy a range of players.

Who's Hogging the Genesis?

Okay, so maybe you're secretly wishing that hedgehogs were extinct. But when you've got a good thing going, there's no reason to give up on it. Sega's taken that motto to heart, and as long as they enhance every Sonic sequel to make it a winner, there's no reason to stop. This 'hog's gonna take the blue ribbon at the state fair...and probably in this year's game-cart sweepstakes, as well. ☐



PROMPT: Near the beginning of the first Act of the Carnival Night Zone, you discover these yellow and blue balloons. Bounce off them and up to the right to reach a secret room with a 1-up and two Ring Monitors.



AN OFFER TO IGNITE YOUR IMAGINATION

This stunning "Dragons" collector's edition wall poster is yours **FREE** from TSR, Inc., creators of the world's most popular adventure game system!

To receive your 21"x31" "Dragons" poster, simply fill out the coupon below and mail it along with a check or money order for \$ 75* to cover shipping/handling costs to:

TSR, Inc.

Attn: TSR "Dragons" Poster Offer
P. O. Box 756
Lake Geneva, WI 53147



— SPECIAL LIMITED TIME — TSR "DRAGONS" POSTER OFFER



Please send me the "Dragons" wall poster as advertised.
I understand this is a "no strings attached" offer.

Name _____

Address _____

City _____ State _____ Zip Code _____

I am interested in receiving additional
information about TSR adventure games and books.

Yes

No

* Make check or money order payable to TSR "Dragons" Poster Offer.
For orders outside the U.S., send \$100 U.S. funds only.

Please allow 6-8 weeks for delivery. Offer valid through April 30, 1994.
Requests that do not include the shipping/handling fee will not be processed.
Limit one poster per name, address or organization.
This coupon must accompany request.

Code Number 1



Genesis

By Slasher Quon



Konami sought to bare its Genesis fangs with the debut of its longest-running and most critically acclaimed series of all time, Castlevania. Mournfully, veteran vampire hunters will find that Castlevania suffered a heavy loss of game play, as well as visual and audio appeal, during the jump from the immortal SNES version, Super Castlevania IV.

Descended from Greatness

The continent: Europe. The date: June 1914. The evil: Dracula.

The Immortal Count's niece, Elizabeth Bartley, has been resurrected. Elizabeth's no stranger to blood-letting, having slain more than 800 young women in her 15th century vampiric heyday. Secretly she precipitates the assassination of Archduke Ferdinand in Sarajevo, touching off World War I. She plans to use the souls of the slaughtered bodies from the war to bring her uncle back to life. Grossome, eh? Would this kind of story line ever appear in a Nintendo game?



The fate of Atlantis and the world is in your hands.



PRO TIP: The tip of Eric's spear must touch walls to break blocks.



Out for the Count's blood are John Morris, a descendant of the great Simon Belmont, and Eric Lecarde, a vengeful young lad who lost his girlfriend to Elizabeth's carnage. The only thing that stands between them and the Count are six levels of Castlevania mania.



PRO TIP: The skele-dragons only turn around if you hit them.

Fearless Vampire Hunters

One of Bloodlines' more unique features is your ability to play as either John Morris or Eric Lecarde. Morris packs the familiar whip. He can strike horizontally or diagonally, and he has the ability to rope hook the ceiling and swing across. Lecarde carries a versatile spear, which can strike horizontally or vertically, and it can also be used to attack surrounding enemies in a cool back-and-forth motion. Lecarde's also got a Spear High Jump, which resembles the Super Squat Jump from Super Mario Bros. 2.

The format of game play is identical to the classic NES carts. You run and jump over platforms, whipping any

undead creatures that stand in your path as you hunt for the final boss monster. The power-up weapons are the usual: Boomerang, Axe, and Holy Water. In Bloodlines, if you pick up a weapon more than once, you increase its strength. Unfortunately, some of the best power-ups from the previous games are now missing (such as the Shot Multiplier, the Pocket Watch, and the Dagger).

Due to the limited continues, Bloodlines is more challenging than its predecessors,



Generational Games Profile Castlevania Bloodlines (By Konami)

The Count and his undead cohorts lead you on an acceptable chase, but if you've got Castlevania Bloodlines, Bloodlines will freeze your heart.



Price and contents: 1 player, 8 stages
 # maps: 8 stages
 Available now: Site visit
 Advice: Not so scary!



even though it has only half the levels of other Castlevanias. Replays can be infuriating, since you must enter the entire icon-based password every time you lose a game if you wish to conserve the precious continues.



PRO TIP: Whip this giant head to open a path.



PRO TIP: In this weird multi-scrolling room, watch the placement of your feet to calculate the jumps.



PRO TIP: In Level 2, you can walk underwater, but don't let the screen drag you or you'll take a hit.

Haunted Graphics and Sounds

Bloodlines' graphics look like they've risen from the 8-bit grave. The sparse colors and small sprites have all the quality of an NES game. The small characters and somber, often limited backgrounds leave you wanting more. However, the cart does have some cool effects and big, bold scenery in places, such as the giant collapsing skull bridge,



the upside-down room, and an innovative multi-scrolling technique that moves the platforms at different speeds.

While the music and sounds are pretty good by Genesis standards, they are a definite downgrade from the orchestral, near-CD quality of Castlevania IV's SNES audio. For Castlevania fans, it's a downer.



PRO TIP: The skeletons regenerate in the Munitions Factory.



PRO TIP: To defeat these eye-patch soldiers, keep your distance and throw Boomerangs.

Simon Wouldn't Be Proud

The ghost-hunting, undead-busting action in Castlevania satisfies the average bloodlust, but for Castlevania crazies it's more of a sip than a gulp. Missing in Bloodlines are Castlevania IV's more refined whip techniques: using your whip as a shield, whipping in eight directions from any position, and ample opportunities to swing from your whip.

Also, Bloodlines has only two warriors; even Castlevania II for the NES had four. Additionally, in II you could swap between characters in mid-stage, and that's not possible in Bloodlines.



PRO TIP: Be very careful when you copy down passwords. Try devising an A-0 and 1-4 grid and coding each entry on the grid. That way you can write passwords down by hand.



PRO TIP: Hit the Level 2 boss from below with axes and your whip to cut him down to size. Use the slowdown to your advantage and dodge the falling rocks.

Down for the Count

Bloodlines is a satisfactory action cart, but it belongs in the lower reaches of the Castlevania lineage. One wonders how Konami could make games so perfect in heart, body, and soul as Castlevanias I through IV, and then drive a stake through the Genesis version. The Bloodlines run dry. ☒

Castlevania

LOODLINES

Genesis



By King Fisher

The evil Krool has overtaken seven worlds in the "Nth" dimension, and Gametek has armed you with a new hero to rescue them. Enter Zool, Ninja of the Nth Dimension and interstellar freedom fighter. As Zool, you must battle through 28 levels of gut-wrenching action. Be prepared to master all of Zool's skills, 'cuz you'll need 'em to survive!

Nth Ninja Action

Zool is a slick, side-scrolling action game that gives you a solid dose of arcade style

fighting, even at the easiest setting. There are no save options or passwords, so you must beat this cart in one session.



PRO TIP: Restart points enable you to continue from that particular location. Be sure to hit every Restart you find, but also keep in mind that you want to activate a Restart that's as close to the end of a level as possible.

You fight a weird army of enemies that changes in each world, and then you fight the usual end boss. Zool's movements are fluid and fast. They're easy to master, and master them you should, since enemies must be destroyed in different ways. You simply zap some head-on, while you jump on others. Zool blasts energy bolts, swings blades for a spinning mid-air attack, and doubles his firepower with a spectral body double. Overall, the controls are right on.



PRO TIP: When Zool slides down a slope in the Sweet World, make him fire straight out to destroy any Hubble Bees directly in his path.



PRO TIP: Climbing up these blocks is impossible, but sometimes if you wait, a bubble bounces you up to the next level.

Dash with Flash

A techno jam session best describes Zool's sounds and music. It tends to

get repetitious, however, and you may want to turn the volume down. At least each world has its own sound effects and musical scores.



PRO TIP: Having trouble getting to an overhead location in the Music World? Ride up on the horn's musical notes.



PRO TIP: When you come across any pit, climb over the ledge to see what awaits you below.

Zool's graphics are attractive—sharp and colorful. While all of its visuals are eye-pleasing, some backgrounds might give you the impression that Zool is a kid's game, especially the sugar-coated candy land. Don't fret. This mean cart will turn your knuckles white!

Zool's Cool

Zool challenges all comers, from beginners to hard-core hack-n slashers. If you're looking for a cart with thumb-numbing action to whip you into a gaming frenzy, Zool takes you to school. **B**

ZOOL



Genesis Game Profile

Zool

(By Gametek)

Watch out, Sonic, here comes Zool! Although the cart's graphics and sounds are not as refined as Sonic's, this speedy ninja's gat style as he accelerates through levels and jabs past obstacles in fierce fighting action.



ESRB	ES	ES	ES	ES	ES
ES	ES	ES	ES	ES	ES

ADJ.

001 70 1 player
8 mags 28 levels
Available February Side view
Action/adventure Multi-spring



Two Zools are better than one.



Introducing the Sweet World Boss—the Num-Bog.

Genesis



By **Scary Larry**

Mega Turrican's a shoot-'n-scoot bonanza that delivers a tough blast-em-up with great sounds and fast-scrolling graphics.

If the Shoot Fits

You're Bren McGuire, a Freedom Forces fighter who answers the desperate cry for help from a young girl, whose planet is being overrun by the Machine. Don your Turrican Assault Suit and charge headfirst into battle.

onto hard-to-reach ledges; where you'll find weapon power-ups, extra lives, and health hearts.



PRO TIP: To clear seemingly endless gaps in World 4, jump on these rotating mouths.



PRO TIP: To destroy the World 4 Boss, use all your Smart Bombs, then jump and shoot at his exposed face.

Your Turrican is equipped with a gun and a Plasma Rope. The gun can be powered up to a Multiple Shot Cannon, an armor-bustin' Laser, or a Rebound Gun, which fires shots above and below you. The Plasma Rope swings you



PRO TIP: In the Underwater stage, be careful of the bubbles that the Crab spit out. They are far more dangerous (and a lot harder to destroy) than other enemies you'll face.

Why the maximum artillery? Because the Machine isn't kidding around, and it's guarded by deadly robots, electric eels, Turrican-crushing machines, and more. You weave through a bio-lab, an underwater mutant factory, a desolate war-ravaged land-

scape, the Queen's Alien dungeon, and finally to your battle with the Machine.



PRO TIP: World 3 is check-out 'n' bosses. The best remedy is to use your Smart Bombs right away on the bosses, and then shoot. To work off the last boss, aim for the crane.

The graphics in Mega Turrican are sometimes hard to see, sometimes repetitive, but

some practice, but you really need the Rope to find hidden areas and power-ups.



PRO TIP: Jumping on the Alien egg pods will destroy them quicker than shooting them.

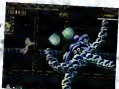


PRO TIP: To beat the World 1 Boss, shoot at the cluster of eyes that appear on the monster's body. If the eyes move to the other side of the body, swing over to that side and shoot from there.

Gunned 'n Roasted

Mega Turrican lays down mega-action, even though play-through should be a mild task for intermediate gamers. The bosses never really pose much of a challenge, and the screen-clearing Smart Bombs make short work of the levels.

Just stay on your toes, keep the pedal to the metal, and your rendezvous with the Machine will come quicker than you cared for. **B**



PRO TIP: To beat the World 2 Boss, aim at his eyes, and be careful around his tentacles. It sometimes seems as if he's going to rush you, but stand your ground and be very wary of him at the last moment.

MEGA TURRICAN

Genesis Game Profile

Mega Turrican

(By Steve East)

Quick but blurry graphics and fast-paced action come together smoothly in this thumb-bilting side-scroller. It's sure to knock the shoot out of you!



0.2	0.1	0.2	0.2	0.2
0.2	0.1	0.2	0.2	0.2
0.2	0.1	0.2	0.2	0.2
0.2	0.1	0.2	0.2	0.2

Genesis



By **Manny Lefrançois**

Action 52 shoehorns 52 different games into one cartridge. Active Enterprises promises the games are "new and original." While you can debate both claims, you mostly get a batch of games that appear to have been programmed in a college course.

Lights, Camera, Action 52!

Even with the card-deck of titles on hand, you won't find much that makes you feel like you got a bargain.



PRO TIP: When you're playing *Freeway*, keep your dog near the center of the screen as much as possible. This gives you the maximum response time for vehicles coming from either side.

Obviously the programmers had to cut corners to cram 52 games into one cart,

and it shows. Much of the software looks like first-generation NES or Atari 2600 games (one game, 1st Video Game, is just a remake of Pong). While some of the titles try to use advanced visual effects like multi-plane scrolling to add the illusion of depth, it looks like two pieces of paper sliding on top of each other. Most playfields are very flat, and the character animation and backgrounds are uninspired.

In a similar memory-saving move, most of the games duplicate sound effects or use rudimentary audio. A flying jet is accompanied by static as engine noise. A driving game offers monotonous squealing around corners.

Overall, the music fares better, with some nice, though repetitive, stereo in spots. Of



PRO TIP: In *Silly Bob*, any part of the cross-hair touching an enemy when you fire scores a hit. This gives you a lot of leeway in shooting.



PRO TIP: In the *Depth Charge* game, concentrate on the ships coming from the left. The ships on the right can trap you against the screen edge.

higher quality is the voice that announces the level in each game. Some of Sega's licensees could learn from Action 52's clean, digitized vocals, though they get redundant.

Take 52

The controls are the worst. For example, in *Star Ball*, with its featureless pinball table, you can't tell when the ball has touched the flipper, so it rolls right by. This and numerous other examples add to Action 52's low-quality feel.

Granted, there are some intriguing games, such as *Darksyde*, *Freeway*, and *Bonkers*. However, most of the games appear to have been thrown together without much concern for quality or fun.

52 Pickup?

It's not likely you'll find Action 52 at your local software store, because non-licensed products like this are pretty rare. Where you'd likely see it is in a rental location, and it might be worth the couple of bucks to give this cart the once-over. Beyond that, Action 52's a has-been. ☐



PRO TIP: To maximize your reaction time in *Star Ball*, stick close to one-third of the way up from the bottom of the screen.



PRO TIP: As you run to the right in *Ninja*, throw shurikens ahead of you to eliminate any approaching threats.

Genesis Game ProFile

Action 52

(By Active Enterprises)

When does *overs* give you less? When you cram 52 sub-par games into one cartridge. Though there's some entertainment value here, most of the games are weak.

Source	Age	Cost	Cartridge	Developer
Active Enterprises	12	\$29.95	1	Active Enterprises

Price not available. Available now. Multi-cartridge game. 2+ years.

Rating perspective: Multi-scoring. Limited fun.



AAAAHHHHH...

AAAAHHHHH...

AAAAHHHHH...

AAAAHHHHH...

CLIFFHANGER™ SONY IMAGERS

(sure, it's just a game.)

Cliffhanger could send gamers over the edge - *Gamepro*, October 1988

Top-stap, pole-passing adventure that won't give you a break - *Electronic Gaming Monthly*, October 1988



Over 1000 and counting with "Polepass" - exclusive levels with unbelievable dynamic fire effects. The 3-D action sequences and incredible CD sound make the Sega CD version of this game a joy to play.



Go ahead, you'll enjoy the resistance a lot, you'll have to drive as you make your way through the mountains and you'll be able to learn the ropes of the game as you go along with it.



So far the heavy action scenes, because you'll be able to see the action from the perspective of the player, you'll be able to see the action from the perspective of the player.



Play on! For the first time ever, you can play on! For the first time ever, you can play on! For the first time ever, you can play on!

Available for all Nintendo® and Sega® systems.

CLIFFHANGER is a trademark of Sony Imagesoft. ©1988 Electronic Arts Inc. Gamepro, Electronic Gaming Monthly, and Sega CD are trademarks of Electronic Arts Inc. Gamepro, Electronic Gaming Monthly, and Sega CD are trademarks of Electronic Arts Inc. All rights reserved. Jump is a registered trademark of Chrysler Corp.



By Nancy Lefkowitz

Family Feud by GameTek has all the queries of the TV game show - all it's missing is the kiss on the cheek for all the female members of the family.

Fortune and Family

Pitting two families against each other, the bottom line of Family Feud is to answer intriguing questions like "What animal do people most sound like when they laugh?" The opposing family can be played either by the computer or by another player.



PRO TIP: Turn off the timer to get additional seconds (or minutes) to answer questions.

Game play is simple: Just punch in the answers one letter at a time (some spelling skill is required). This may take the game out of the hands of younger players, but light spelling mistakes and answer variations are forgiven. GameTek has made the control-pad twiddling as easy as possible.



PRO TIP: If a question pops on-screen and you know the answer before it's fully appeared, hit the button and get a head start over the other player.



PROREVIEW

Genesis

Though the music leans toward the cheesy side, it does match the theme and "thinking" tunes you hear on the home screen. Voice samples that say "Bulls-eye!" and "Number one answer!" are very clean, but soon become old hat.

FAMILY FEUD

If there's any complaint, it's that the computer doesn't always interpret your answers well enough, and some answers are just plain goofy. To the question "What would you sit down and enjoy at home?," I would answer "Television." Sitting and enjoying an aquarium isn't what I had in mind. In another, the answer "Eating with hands" doesn't work, but "Eating with fingers" is a winner.



PRO TIP: When you reach the Fast Money Round, you can use Button C to pass on a question and return to it later. That will help you get through the easier questions first.

Survey Says?

You won't find thumb-busting action in Family Feud, but if the quiz biz is your cup of tea, Family Feud will fill your glass. **B**



By Downhead

It took awhile, but Joe and his cave-buddy Mac have finally made it to the Genesis. If you played the arcade original or Data East's fun SNES version in 1992, you'll recognize Takara's enjoyable, but familiar, peek into the prehistoric past.



Prehistoric Pranks

Fans of the SNES game will like this Joe & Mac, which has very similar game play. Armed with various weapons, our two shirtless heroes hop-n-bop through five zones of prehistoric wilderness looking for their kidnapped cave babes.



PRO TIP: Don't hop these Pterodactyls until they're positioned to drop their Eggs onto solid ground.

Your projectiles fly faster than they did on the SNES, but you'll wish the boys could run to evade monsters or grab the special items before they disappear. Still, you'll have a pretty easy time of it, especially in the entertaining two-player mode.

You'll probably recognize the sounds and graphics, too. The familiar music bounces happily along to keep the mood light, and the sound effects are as comical as they were on the SNES. The game

has the same bright technical or backgrounds, though there's more multi-scrolling, and more enemies are on the screen at one time.



PRO TIP: This Mammoth throws rocks OVER you, so don't jump up into them. When you knock off his trunk, he quickly charges.



Joe & Mac



PRO TIP: Bounce on the fish coughed up by this sea monster, and fling your weapons at the top of its head.

Ancient History

If you admired the previous versions, you'll get a kave kick out of this one. On the other hand, if you wondered what all the fuss was about when these lightweight cartoon covers first hit the screen, you'll ask why Takara created such a similar game. It's fun, but this style of game is gradually going the way of the dinosaur. **B**



"I Was Thinking Of All The Ways To Make A Soccer Game Seem Real."

Then It Hit Me."



What makes *Real Soccer for the Sega™ Saturn™* the best? It's actually designed by a game expert. *Real* has special features like a 30° 3D° camera ball perspective designed to give you the most sense of how someone in a stadium or behind the net feels, which makes players move toward passes. The extra large images that are actually imported from video of international players. For play!



With the best control, shot accuracy, stamina, speed and responsiveness. Sharpen your skills in goals, practice mode, soccer games like *Goalie Kids*, sliding tackles, headers, traps and dives. There play would also occur in other tournament play at a 40-



gates or even test facilities with a custom! *Real Soccer* The "memory chip" allows you to save scores and team names play, who has the records, and goals scored. What's more, *Real Soccer* also comes with a slip discards individual player stats like games played, goals, assists and fouls. This is how soccer was meant to be played. How would we know? *Real* did the research. To enter, send to your favorite retailer. Or call 1-888-245-3344



© 1995 Accolade, Inc. All rights reserved. *Real Soccer* is a registered trademark of Accolade, Inc. Sega Saturn and Saturn are registered trademarks of Sega Corporation. The Sega Saturn logo is a registered trademark of Sega Corporation. All other trademarks are the property of their respective owners.



**CALL
GAMEPRO'S
HOT TIPS
HOTLINE!!**

1-900-860-TIPS

**CALLS AVERAGE THREE MINUTES IN LENGTH AND COST \$.99 A MINUTE.
TOUCH-TONE PHONE REQUIRED.**



SLAMMIN'

16-Bit Tip of the Week



GAME GOSSIP

All the news that's fit to print!



HOT SHOTS

Let your favorite editors give you the lowdown on the latest.



GET A CLUE

The Hottest Weekly tips for your favorite system!



**NINTENDO
1 TIP**



**SUPER NINTENDO
3 TIPS**



**SEGA GENESIS
3 TIPS**



**HAND HELD GAMES
3 TIPS**



**HIT US WITH
YOUR BEST TIP**

Leave or pick-up some of the best tips from the most serious gamers around!



NINTENDO



SUPER NINTENDO



SEGA GENESIS



BRO' BUZZ

SLO MO

TOXIC TOMMY



By Boss Music

The wily character Fido Dido—best known for his Sprite commercials—has made an unexpected return to the public eye in a spooky, puzzle-heavy side-scroller from Kaneko.

Fido Dido

Eraser Head

Fido Dido is a black-and-white teenage stick-figure who carries a giant pencil and an air of coolness wherever he goes. The cool attitude carries over to the game, but slow-moving action drags it down a bit.

As Fido you play through six fantasy levels of fun and survival, when the artist who draws you falls asleep at the drawing board. Saving your sister from killer flies, returning the color to a carnival, and reassembling a dinosaur are just some of the strange plots in each stage.



PRO TIP: In Level 1, use your pencil to draw generic blocks so you can reach the red button on the ruler.

Fido Dido is a slow but rewarding platform jumper. You search for items and use them in creative ways to overcome some pretty odd obstacles. Giant coffee pots, out-of-control pencil drawings, mouse traps, and spider webs populate the large levels.

Fido Dido by Kaneko				
Playable	Score	Color	Features	Controls
Price not available	8 levels	None	Multi-scoring	INT.
8 ways	Side view	None	Penalties	
Available now	None	None	Penalties	
Active	None	None	Penalties	
1 player	None	None	Penalties	



Genesis

You can jump, snap your fingers, and use pick-ups, including sugar cubes, refrigerator magnets, and helicopters.



FIDO drops into trouble when his artist falls asleep!



PRO TIP: Touch the Score Enhancers to increase your score. (Like, duh!)

The game's biggest faults are its policy controls and its overall lack of speed. Sometimes you ride skateboards for a change of pace, but often you wish more events would happen faster, and Dido doesn't always respond when you tell him to jump.

The cart's graphics are intriguing. Ordinary household appliances seem imposing as big sprites. There's not a lot of color detail (Dido's b & w!), but the catchy backgrounds make up for it.

The audio in this cart is just a tad above average. The sound effects are sparse, and the music has a monotonal beat that's cool at first, but repetitive after a while.

Fido Meats

Even if you can't pronounce his name, Fido Dido is a fairly happenin' dude. Like its namesake, this cart deserves a good 15 minutes of time. **B**



By Lance Boyle

High on the list of unnecessary sequels is Chester Cheetah... Wild Wild Quest. The first game, Too Cool to Fool, wasn't a big hit with reviewers, and this hop-n-bop search for Map Pieces does nothing to enhance Chester's reputation.

Mild, Mild Test

Chester's a corporate symbol who thinks he's much cooler than he actually is—basically, Chester's feeble. His run is more like running in place, he has no weapons, and he loses lives quickly. Frustrating control makes this Quest more like a test of your patience.



PRO TIP: At the Esplanade's Beach Lady she drops onto the sand. Four hits will send her packing.



The coolest thing on two wheels? Chester certainly thinks so.

There's some humor in these unfrantic antics. The cross-country Quest takes Chester to towns such as Little Shock, Arkansas, and Omaha, Nebraska. The enemies are comical characters like a fat Beach Lady and a skateboarding dog. Chester gets to ride a motorcycle and drive a car, but these entertaining sequences don't show up until the end.

The graphics are incoherent. The settings are generally colorful, but they're not very detailed

and are often too brief. The cartoony characters are simple and stiff-moving throughout.



PRO TIP: Dodge Mean Engine's bombs and keep the top of his biplane.

Chester Cheetah... WILD WILD QUEST



PRO TIP: Swim under the Lortin Butler ship and head to the far right. You'll find these three Large Pass and the missing Map Piece.

The music adds some personality to the action, but where are the clever sound effects? A game that claims to be so hip should have more than an occasional bong or ping to enliven the action.

Chester Choats Ya

Who's surprised that this snack-food symbol is all style and no substance? Like the Cheese Puffs themselves, Chester might sound like a tempting idea, but you'll get no nourishment and you'll soon be hungry again. **D**

Chester Cheetah... Wild Wild Quest by Kaneko				
Playable	Score	Color	Features	Controls
Price not available	1 player	None	Multi-scoring	A.O.J.
8 ways	10 levels	None	Multi-scoring	
Available January	Side view	None	Multi-scoring	
Active	None	None	Multi-scoring	

You won't find in any



We needed a gun to bring this treat home.

Lethal Enforcers™ comes to Sega CD™ and Sega™ Genesis™ packed with a powerful surprise inside. The Chicago P.D. needs you to go up against a slew of terrorists like you've never seen. Every deadly move is digitized from actual human movement. It's so lethal we needed to load your side iron, The Justifier™, into every package, for a total arcade experience unlike anything you've played at home before.

Just like at the arcades, you've got to time your quick reload feature exactly right so you don't run out of ammo.

Upgrade your firepower along the way to magnum, 12-round automatic, assault rifle or grenade gun. Six levels, including target training, will put your skill to the test in the parts of the Windy City the tourists never see.



a toy like this Cracker Jack[®] box.



Be on the lookout for a bank job in progress, high speed chase, helicopter pursuit and volatile Heat of the Night Vision during a chemical plant sabotage. See and hear it all in intense digitized graphics, realistic settings and painful sound effects. But watch out for the innocent bystanders or you may lose more than your badge.

For one or two top cops.
(2nd player can use controller or mail in for another *Justifier.* See details inside package.)
A Super NES[®] game may be released. Please check with Konami for availability.

Let's Enjoy™ is a trademark of Konami (developed by Konami) and a registered trademark of Konami Co., Ltd.
© 1995 Konami. All Rights Reserved. Super NES Controller and Super NES are trademarks of Sega Enterprises, Ltd. All Rights Reserved. Cracker Jack is a registered trademark of Konami, Inc.
Konami Game Play and Play Now 1-800-888-8888

This gun is not a toy. Please read and follow the instructions before using. Teach and play responsibly.



KONAMI[®]

Sega CD



By Brother Buzz

In *Ground Zero, Texas*, strange invaders from outer space have infiltrated human society. They look like us, they talk like us, and they like to eat us!

This solid first-person-perspective Sega CD gun game was developed for Sony by Digital Pictures, the *Night Trap* folks. As in that CD, real actors play out the story line and the frenetic action flows in real time, as if you're watching a television show. It's a good show, but feisty controls will make some gunners want to switch channels.

Real Unreal People

A beleaguered team of special agents is fighting a secret war, and you're the new Tactical Expert...don't ask what happened to the last three TacExps. Your assets: a sharpshooter's eye and tough thumbs. The agents have the town wired with four Battle Cams/Particle Beam Disrupters. You must switch among the Cams to "catch" the aliens and blast 'em before they knock out your electronic eyes.

The full-motion graphics look good, like a grainy made-for-TV movie. The game's loca-

tion shots, props, and effects are excellent, and the actors put on entertaining performances.

VIOLENCE ALERT: Real actors means real people heaving and jerking as you zap 'em. Even though your energy bolts really only knock out aliens, the realistic visuals make the game unsuitable for little lads.



PRO TIP: Since long-range shots present you with a smaller target area, keep your cross hairs trained on the center of the screen, but keep your eyes glued to the far scenery. You can get to distant aliens more quickly and move accurately that way, and it's easy to swing down to the foreground.

PRO TIP: When the Battle Cam signal flashes, there's usually several seconds of dialogue going on before you actually have to switch Cams. Don't wait too long, though!



The Battle Cam



PRO TIP: Always listen to the advice of your team members, such as *DISAho*.



PRO TIP: Shoot fast. Try to go to the aliens.

PRO TIP: When you're in the oblique shooting situations, characters who saunter into the scene are always harmless.

The Eye Is Bigger than the Hand

As a you-are-there shoot-'em-up, *Ground Zero* offers thrilling thrills, but the murderous

challenge is a mixed bag. This is a gun game without a gun, so you move cross hairs across the screen with a directional pad. This sluggish design makes it tough to aim your shots precisely and quickly.



PRO TIP: Taking three potshots at the good guys makes Mr. Reese veneratey unhappy.

Just the same, the energetic game play makes your thumbs burn, even though most gun battles occur during obvious shooting gallery setups, where aliens pop out from behind objects. There's one particularly impressive strategic challenge and cool visual effect. As aliens blast your Cam, the picture fuzzes out. You must continue to fight using the hazy screen until it finally goes dead.

An Alienated Game

Overall, *Ground Zero, Texas* is a satisfactory gun game that packs everything...except a gun. That key omission keeps *Ground Zero* grounded. **C**

Sega CD Game Profile

Ground Zero, Texas

(By Steve Ingram)

Great graphics and an intriguing story line keep you around, but clunky controls lean up with aggressive aliens to make you earn your fun.



201 95 1 player
 CD 4 users
 Available now Full-motion video
 Street cost up Limited save feature



Well into the future,
the world's only hope is
a weapon from the past.



X-KALIBER

2097

As Stark, you defeat all six formidable
fiends and their alien leader. Or go
over one-on-one in two-player mode.



Stark



Dr. West



Kane



Tyke



Chairman



Taylor



Irvine



Jump into the most surreal world imaginable: a future terrorized by evil aliens, laser-
shooting robots, mad doctors and mutants that merge with implausible creatures.

If you hope to save the world—and your captured partner—you'll have to slash
your way through scorching levels of constant combat.

Put your home on edge: X-Kaliber, the legendary sword with incredible powers,
has finally awakened into form as you light to the pulsating techno
beat of 2097.

Don't let the future pass you by. Get your hands on the cutting-edge excitement
of X-Kaliber 2097.



ACTIVISION

SUPER NINTENDO
DISC ONLY. CONTENT RATED ESRB

This Activision
title has been tested. All ages from 3 years
can be off this disc outside of the ESRB box.
Return for cash. "Wishes to my best."



By Manny LaMascia

You don't normally read movie reviews in GamePro, but games like Double Switch are changing that. This CD is as much a movie as it is a game. You'll have your hands full in Double Switch, as you trap hotel invaders and search every room for clues that will help you solve a mystery, but you'll be glad you stuck it out.

Shut Yer Trap!

The Edward Arms is a strange mansion and has its share of weird tenants. There's a punk band named Scream in an upstairs flat, a beautiful blonde journalist who's writing a story on the building, and a criminal named Brutus who has a secret. The Edward Arms also houses a whole batch of intruders—even a mummy! The host is a kid named Eddie (played by Corey Haim, from the movie *Lost Boys*, among others).

To capture the undesirable and protect his ancestral home, Eddie has set up elaborate traps, which serve as your main weapons in the game. You set a trap, your foe steps on it unwittingly, and

BAM! you've got 'em. It will take some forethought, however. If you set too many traps without triggering them, you'll overload the building's fragile electrical system. Likewise, you'll want to spare some of the criminals to get the video hints that they sometimes dole out.



PRO TIP: Keep an eye on the Storage room, where your power box is located. If an enemy shuts off the electricity, you're cut off right away.



PRO TIP: You don't get a hintable clue when there's a threat to your power box, but you can nail 'em when they grab the switch.

The Key to Success

Since this is a new kind of game, you have to practice the controls. It won't be long, though, before you're setting and disabling traps instinctively. You can save games, but only a limited number of times. Unlimited continues would have helped more.



The full-motion video is better than other Sega CD games to date. It still isn't great, and there are some editing glitches, but that's easily overlooked. Likewise, there are no complaints in the audio department. Clear, comical conversation accompanies the video, and Thomas Dolby, best known for his song "She Blinded Me with Science," contributed a haunting score.



PRO TIP: If you learn where the traps are located in each room, you'll be better able to handle Act II, where you must quickly arm and disarm them to stay ahead of the enemy.

Lock, Stock, and Barrel

You'll tire of Eddie's repetitious "game over" clips when you blow it. Similarly, you'll overdose on the early sections, which you inevitably play over and over. However, Double Switch is good enough that it'll sit in your CD tray until you're done—and you'll be glad you stuck it through to the end. Isn't that what it's all about? ☐



PRO TIP: In Act I, when the lobby fills up with yellow dots, first head off Lyle in Brutus' room, then go back and trap a lobby dweller.

Sega CD Game Profile

Double Switch

(By traps)

This strategy game heralds a new "interactive-movie" style. You'll have a ball setting traps and solving the mystery in this star-studded CD.

Developer	Genre	Game	Platform	Publisher
CD	CD	CD	CD	INT.

3-1/2 in. 1 player
 CD 3 with
 Available now Side view
 Strategy Multi-scrolling



PRO TIP: The manual says the Act I codes appear in the same order. The first is in Brutus' room. The next two follow each other quickly. If you stick around to trap the intruder who gives up the second code, you'll miss the third. You'll have to find the fourth yourself!



PRO TIP: When you reach Act II, be there when Lyle does his handiwork. Stick around, no matter what happens in other rooms. Otherwise, you won't be able to help the instants with their troubles.



WOLVERINE™
ADAMANTIUM CLAWS
TEAR THRU TROUBLE!



SPIDER-MAN™
KEEP YOUR SPIDER-
SENSES ON ALERT!



JUGGERNAUT™
UNSTOPPABLE
RAMPAGE!



GAMBIT™
THE HADY
CARRI!



CYCLOPS™
OPTIC BLAST
TAKES DOWN
YOUR OPPONENTS!

**SPIDER-MAN® AND THE X-MEN™
TEAM UP IN ARCADE™'S REVENGE**



SPIDER-MAN™
X-MEN™

**TAKE REVENGE
WITH YOU!**



Acclaim
entertainment inc.

Spider-Man® X-Men™ and all other Marvel Characters and the
Acclaim Character Services Characters of Marvel Entertainment
Group, Inc., and its affiliates, with permission of the above
copyrighted owners, Inc. All rights reserved. ©1993 Acclaim
Entertainment, Inc. All rights reserved.

ETERNAL CHAMPIONS



Illustration by [unreadable]



By Lawrence
of Arcadia

Bugs Bunny is one of the most recognized cartoon characters in history. Now Bugs — along with some of his most memorable friends — brings his antics to the SNES in this great-looking and fun-tastic game!

You're in the Funny

You play Rabbit Rampage as Bugs, and you're hoppin' mad. It appears that an animator is on the loose and he's painting you into tight spots and sticky situations. You travel through ten levels of Looney madness, knocking off cartoon characters left and right as you try to find the animator responsible for this detestable destruction. Among others, you'll meet and fight the marauding wrestler The Crusher, the wily Wile E. Coyote, the terrible Tasmanian Devil, and of course, Elmer Fudd.

You defend against enemies by tossing pies, kicking, spinning, and bopping heads. Helping you out is the Acme Company, which has strewn various contraptions around the areas where Bugs is

trapped. Acme, always known for its backfiring inventions, has spared no expense with these clever items. You can find Exploding Dog Bones, Anvils, Falling Safes, Pies, TNT, Bombs, Corks (for blow-hard Wolves), and Jelly (sticky traps for Gingerbread soldiers).

For those of you who never wanted the cartoons to end, here's your game!

Cartoon Crisp

The graphics in Rabbit Rampage are outstanding. You'll immediately recognize every character, and the innovative backgrounds are funny and eye-catching. The animation highlights the humor in this game, with funny cuts from the cartoons showing up in

levels, as when Yosemite Sam shows up with his sneezing dragon ("Dragons is so stupid!"). Bugs isn't the only star here, and a lot of attention is paid to the detail of every character in each level.

The game varies from the cartoons in one noticeable way: sound. Although the game does have two familiar themes at the beginning, "What's Up, Doc?" and "The Merry-Go-Round Broke Down," the music throughout the game is barely noticeable. What's more, the voices and sound effects in the game are infrequent and inconsequential.

That Wascally Wabbit

It won't be all fun and loony games, either. Some of the

BUGS BUNNY RABBIT RAMPAGE



Wascally Winter Wonderland



PRO TIP: Kick against these snooping hounds — bouncing on them takes too long. Or, jump over them to avoid a confrontation.



PRO TIP: Use Acme items as soon as you find them. You can't carry items from one level to the next.

Elmer Fudd



PRO TIP: Keep jumping over Elmer and kicking him from behind. Use any remaining Acme items on him.

Super NES Game Profile Rabbit Rampage

(By GamePro)

That smooth-talking, wise-cracking wabbit has a new game, and you're gonna love it — especially if you're a fan of Looney Tunes. Heck, you're gonna love this game even if you hate rabbits!



94%
12 maps
Available March
Action/Adventure

1 player
16 levels
Site visit
Much more!

Way, Way Out West



PRO TIP: The most important Acme tools are the Level Markers. Try to hang onto these as long as possible, and use them only after you've gone through a difficult part of the stage.



PRO TIP: Stay even with the cowboys and you won't be harmed by their guns. Bounce on their heads to get rid of them.

Nasty Canasta



PRO TIP: Keep bouncing on Canasta's head to knock him out. Stay even with his body and watch the tip of his gun barrel (you wouldn't want to get shot accidentally).

NY T RAMPAGE



levels (the Haunted House, for instance) are very difficult to get through, and require a lot of trial and error. As with *Roar of the Beast* (see Profileview, January '94), Sunsoft has again given us a beautiful game with some very challenging game play. However, don't be daunted by a couple of banana-petal falls. Stick with *Rabbit Rampage* and you'll see one of the funniest ending levels on any video game system.

You gotta be loony to pass up this cart. Weak sound and daunting game play aside, this game is a keeper; it's a solid addition to any SNES library. **D**



A Spaced-Out Odd-yssey



PRO TIP: This level hides a few surprises. You can jump into the Martian buses and snag Acme devices.



PRO TIP: If you get shrunk by a blue laser, one stomp by a Martian will cost you a life. If you shrink, run under the Martian that shrunk you.

Full of Bull



PRO TIP: At the start of this bull-bait level, go to your right and collect the Acorns and the T-up. Then, go left and meet El Toro.



PRO TIP: Let El Toro break the walls for you. Wait until you see his horns appear on the right side of the screen, then jump over the barricade (or jump up and let El Toro hit the wall). Keep moving left.

El Toro



PRO TIP: Don't use any Acorns until after you turn the switch, because you need them on the return trip. Move right and use an Acorn whenever you see El Toro's horns. Keep moving right until you lead him into the steel wall.

Blow the Varmint Down



PRO TIP: You have to beat all three of the Big Bad Wolves to get through this level. Save Corks and Dynamite for the last Wolf at the Brick House. He's the toughest.



PRO TIP: Check in the chimney for a Cork.

Yosemite Sam



PRO TIP: Duck whenever the Lance gets too close for comfort, and jump on Sam's nose when it smells and turns red. You have to hit him right on the money, so be careful.

Marvin the Martian



PRO TIP: He's not really an end-level boss, but you have to watch out for Marvin just the same. He releases small exploding robots and instant, freeze-dried Martians, so avoid him at all costs.

Devil in Disguise



PRO TIP: You've entered the world of the Tasmanian Devil, and you're going to need some help. Behind this first totem pole is a Turkey Surprise.



PRO TIP: Use the Turkey Surprises to distract Taz after he barrels through a tree. Now jump over him and repeat until you get to the Petrified Tree.

No 'Bots About It



PRO TIP: The Robot Factory has an automated army that wants to put a certain dumb bunny to rest. The Toy Tanks work best against any kind of robot drone.



PRO TIP: Put a Level Marker just before these metal mashers.

Big-Time Wrestling



PRO TIP: To pacify The Crusher, jump up and grab the Ring Bells. When you use these Acme devices, a bell rings, and The Crusher will stop, thinking the round is over. Pound him!



PRO TIP: You're invincible when you come off the ropes, but be careful not to get too close to The Crusher, or he'll give you an aviation lesson you won't soon forget.

Taz and the Missus



PRO TIP: Let Taz continually bonk his head into the last tree. Fruit will fall from the tree and keep him. Keep this up and Mrs. Taz will come by and take care of the rest.

Wile E. Coyote



PRO TIP: To get the cooiving Coyote, you have to get him to come down. Jump on the two safety levers by his booth, and he'll come crashing off the two drones, and he'll rearsurface. Keep jumping on his head to knock him off. You may have to do this more than once.

The Crusher



PRO TIP: Keep at The Crusher with spinning moves and head bops. When you see a black hole fall from the top of the screen, grab it and use it, and The Crusher will be down for the count.

A-Haunting We Will Go



PRO TIP: If you're in a tight jam in the Haunted House, try falling through holes in the floor. Some lead to disaster, but others don't.



PRO TIP: Some chandeliers can hold your weight, but not for long. Use them as launching pads.

The Animator



PRO TIP: That delinquent Daffy is behind the hinks, and you have to empty all his paint cans so that he can't paint his way out of the censor you've forced him into. Be careful of Duck Dodgers, Robin Hood-winked, and Rap-Along Daffy.



"My Most Dangerous Adventures Of All Will Never Be Shown On T.V.!"



"Why? Because you'll find them right here in my two brand new games. In the Sega™ Genesis™ version, take on the fearsome Bazzar King™ in a 200 MPH free-typhoon Bazzar King™ in the cockpit of Bazzar King's incredible Shooting Star. Either way, danger lurks behind every corner. In the Super Nintendo™ version, you'll need



everything in the Mach 5's arsenal just to survive any of its high-octane races around the world. Include zipper tires for better traction in The Great Zipper Race. Or add the clapper blades for slicing through the hurricane-ridden Tokyo Grand Prix.



Whatever the race, it's up to you to be ready for anything. And anybody. Because Snake Diner, Captain Terror and all the other guests from my TV show will also be out to spoil you over the grandstands. So fasten your seatbelt. And get ready for action. Each, I hope no one gets hurt." To order, race to your favorite retailer, or call 1-800-245-7344.



Also available for the IBM PC.



ACCOLADE
GAMES WITH PERSONALITY

© 1992 Accolade, Inc. All rights reserved. All other trademarks are the property of their respective owners. Accolade, Inc. is a registered trademark of Accolade, Inc. in the United States and other countries. Sega, Genesis, Super Nintendo, and IBM PC are registered trademarks of their respective owners. All other trademarks are the property of their respective owners.

Super NES



By Bro' Buzz

Who says you can't save the world if you're chicken? Alfred Chicken is the fine-feathered, super-hero-wannabe star of Mindscape's fun platform/action game. Yeah, this is another attempt to create a signature character, but Alfred's a bold bird who's hot after Mario's tail.

Meka Madness

The evil Meka Chickens have kidnapped Alfred's friends, the Billy Eggs, and they plan to hatch the eggs into a vile Meka Army. The game play's no mystery, but it's entertaining and challenging.

This fop-hop-n-bop adventure covers 21 stages set in five worlds. The stages are laid out as increasingly complex platform mazes that are off-limits to birdbrains. The early going is a breeze, but later on tricky traps, time limits, and flocks of adversaries will definitely ruffle your feathers.

PRO TIP: Invisible springs can spring up anywhere. Look for 'em.

PRO TIP: Grab every Balloon on every level.

PRO TIP: You won't activate Sleeping Mines if you fly over them.

have explosive consequences. Animal adversaries, such as Alice Ladybird Ladybug, Meka Mice, and Mino the Whale, try to make Alfred a fried chicken.

PRO TIP: If you must jump into unseeable depths, hold down C to make Alfred flutter and slow his descent until he can observe the terrain below.

cles and moving platforms. His primary enemy-bustin' maneuver is a dive-bombing attack with his bionic beak.

PRO TIP: Stay alert. Some Moving Platforms boot you off at the beginning and end of their runs.

SUPER



Alfred Meka Chickens Friesonell



The old shell game is a good way to earn extra lives.

PRO TIP: There's a secret room in every level. Grab the Watering Can in each room to see a special ending.

Your curiosity can assist your travels by uncovering camouflaged passages and secret warp rooms on every level. Bonus rounds include brain-teasing mini-contests like the old shell game, which you play for extra lives.

Chicken-Lickin' Foes

Mindscape claims that 100 feisty foes overrun A.C.'s worlds, and there's certainly a bunch on hand. Encounters with Jack-in-a-Bomb, Mag-Mine, and the Sleepy Mines

Alfred's fiercest foes are the three Meka Chickens. Three boss confrontations don't sound like much challenge, but fighting these tough mechanical birds will bruise your beak. Further complicating the challenge is the fact that you can only score two passwords for the entire 21-stage game!



PRO TIP: Each Meka Chicken has one vulnerable spot. Keep pecking away at it if you can.

The straightforward controls put you in excellent command of Alfred's moves. Chicken that he is, Al has limited flying abilities, so he must flutter and hop across obsta-



PRO TIP: When you find On/Off Blocks, peck 'em or remember where they are. You almost always have to use them.

Hen-Pecked Sights & Sounds

A.C.'s graphics are cute, cartoony, and brightly colored, which gives the game a festive, kiddie appeal. The pix create a wacky, way-out world. Alfred himself looks alright, but he doesn't have much personality, even for a bird.

The sounds won't set your ears on fire, but at least the effects put on an enthusiastic show. The repetitive, bouncy, upbeat music will drive some players batty.

A Most Eggs-cellent Adventure

Alfred Chicken puts on a fast-paced, brain-draining platform performance. Action game fans can definitely put their eggs in Alfred's basket. **C**

Super NES Game Profile

Super Alfred Chicken

(By Mindscape)

If you're a platform fan who can take a Meka' and keep on Meka', try Alfred Chicken. Twenty-one stages, two passwords, and secret areas galore will test your precision game-playing skills.



Box \$9	4 weeks
4 weeks	21 stages
Available on	One disc
Alfred	Multi-worlding
1 player	Passwords

SUPER STAR THE EMPIRE STRIKES BACK WAR™



Will You Accept the Challenge of a Jedi Knight?



Break a promise to face a fire storm or rely on Jedi flight aid.



Acidic snowing probe droids and Imperial Walkers on Hoth's plain.

Pursued across the galaxy, you and your Rebel Forces now marshal new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action-packed sequel to the hit game, Super Star Wars.



Learn the ways of the Force or rely on the Jedi flight aid.

Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.

LICENSED BY
Nintendo

SUPER NINTENDO



JVC
VIDEO CASSETTE RECORDERS



Super NES



By Captain Squisito

It's X-citing, but it's not quite X-tasy.

X-Caliber 2097, Activision's new hack-n-slasher, backs futuristic swordplay with a driving soundtrack to deliver a good game you can dance to.

Solid Swordplay

The year is 2097, and Raptor has taken over Neo New York. You play his nemesis, Slash (no, not the rock guitarist), battling through the mean streets against hordes of enemies in search of the head queso himself. Each of the six stages has a vicious end boss with a name like Spuke, Dr. Blaster, or Chainsaw. These vile villains morph during the fight, changing into deadly new enemies you must then destroy. Two-Player Duel mode enables you to mix and match Slash and all the bosses in head-to-head competition. It's a good alternative to the search-and-destroy fights.

Your only weapon against Raptor's rowdies is X-Caliber, a wondrous sword that has a variety of attacks. Control is generally quick and easy, but one major drawback hinders

the sword's efficiency: a time-delay of the slow Energy Bolt attack. This is one of your main maneuvers, but you're frozen into position and vulnerable to attack as you wait for the Energy Bolt to gradually float across the screen. Though you'll sustain lots of damage, you'll find 1990s-style food power-ups on your quest — evidently the future includes sodas and burgers.

The sounds steal the show, a typical feature of recent Activision games. As with 1993's BioMetal, there's a propulsive soundtrack from a name band. Here Psykosisnik adds a powerful technobeat to the proceedings. You'll also hear some decent sound effects — growls, echoes, and so on — as you bite the Neo Big Apple.

X-tra! X-tra! Read All About It!

While it's not the greatest hack-n-slash of all time, it's still in the upper echelon. Whip out X-Caliber — it's sharp. **B**



X-citing Graphics and Sounds

Realistic urban backgrounds and an army of quick-moving enemies make this a fine-looking game. You might wish the bosses were bigger and more awesome, as they were in Mazin Saga. Vic Tokai's recent hack-n-slash cart for the Genesis. In X-Caliber most of the bosses are no bigger than you are. Still, this game is worth a look.



PRO TIP: Stage 3's Kase blocks your Energy Bolt effectively with his cane, so rely on your Thrust and Swipe moves.



PRO TIP: When Taiton, the stage 1 boss, goes into a crouch, he's about to nail you with his long-range Rose attack.



PRO TIP: At the end of Stage 2, Chainsaw morphs into this killer robot. Fight him from a distance — in case he'll saw you with his arm.



PRO TIP: Wonder whatever happened to the Rocketeer? Looks like he's on Level 3! Hack him up before he flies over you with his beams.



PRO TIP: You have to be airborne to successfully hit Stage 4's morphing bite blobs. Be sure to grab the T-up and the snacks just before you tackle these tough enemies.

SNES Game Profile X-Caliber 2097

(By Activision)

High-tech music propels exciting action when you whip out your futuristic sword, X-Caliber, and hack through six well-illustrated stages.

Genre	Size	Stages	Features	Enhance
ADJ	1.5	6	2 players	ADJ
SNES	1.5	6	2 players	ADJ
W/Maps	1.5	6	2 players	ADJ
Activision's Mark	1.5	6	2 players	ADJ
Hard'n' class	1.5	6	2 players	ADJ
	1.5	6	2 players	ADJ

Sword Shots



The Sword Thrust



The Sword Swipe



The Sword Parry



The Energy Bolt

Are you a Sega-maniac? Or an SNES success? Would you rather duke it out in the street? Or at an altitude of 30,000 feet?

No matter how you play the game—or what games you play—QuickShot is behind you all the way. With a full lineup of high-quality joysticks, arcade-style controllers, and thumb-control pads. And the best prices anywhere.

So look for QuickShot wherever your favorite videogame products are sold. And in the halls of value-wise gamers like you.

QuickShot Technology, Inc. A Member of Tornei Group,
47473 Seahridge Drive, Fremont, CA 94538

QuickShot

It's how you play the game.

WE'RE ON YOUR SIDE NO MATTER WHICH SIDE YOU'RE ON.

SEGA GENESIS® SYSTEMS

STARFIGHTER™ QS181

*More thumbs-on
excitement!*



INVADER 3™ QS183

*Take on the toughest
contenders with
turbo-ease.*



PYTHON 3™ QS135

*Get a grip on
the action with
cutting-edge control.*



MAVERICK 3™ QS162

*Get powerful arcade-
style performance—
to go!*



CONQUEROR 3™ QS185

*This programmable
controller remembers
your moves.*



SUPER NINTENDO® SYSTEMS

SUPERCOM™ QS180

*Fast fun for
thumb people!*



INVADER 2™ QS184

*Blast the competition
with high-speed
turbo power.*



PYTHON 2™ QS197

*The only SNES
controller for
joystick fanatics.*



MAVERICK 2™ QS190

*Deliver your best
shots with arcade
accuracy.*



CONQUEROR 2™ QS186

*Program and
play back your best
action sequences.*



Super NES



By Captain Squidoo

Fasten your seatbelts, jet jockeys, a hot new flight simulator is blazing across the sky. Turn and Burn grabs you from the moment you wind up your F-14's engines to the moment you land safely back on your aircraft carrier.

Learn and Burn

Some dictators never get the message. When a certain country ignores America's No-Fly Zone and sends top-of-the-line MIG-29s flying over the Mediterranean, the Navy jumps into action. To sweep the skies clear, you take off from your carrier in one of America's premiere fighters, the F-14 Tomcat, armed with a 20mm cannon, three kinds of air-to-air missiles, and two types of electronic countermeasures (ECMs). Intense dogfights result as you blast through 16 missions against swarms of MIGs, subs, a Blackbird spy plane, an oil rig, and an island military base.

The tough missions are complicated by tricky controls. You don't have any con-

trol over your jet's rudder, which means every turn you make is a banked turn. Later in the game, when the enemy pilots are more numerous and more evasive, accurate targeting becomes a deadly problem as you careen all over the sky trying to keep a single bogey in your sights.



PRO TIP: Incoming fighters won't see you. As they charge past you, fire your missiles.



PRO TIP: ...watch to the rear view to see if the enemy circles around behind you. If he does, accelerate and try to lose him before he gets off a clean shot.

Turnoff Topcuff

The look of the game makes you want to immediately strap yourself into the cockpit. You have a standard from-the-cockpit view that gives you a wide look at the skies and seas as the Mode 7 graphics rotate in front of you. On view within the cockpit are all your weapons systems and radar displays, plus you have a screen in the center for full-motion video replays of your kills.

PRO TIP: To launch, hold **Up** and **Button 2** until your Thrust hits 210 percent. When the **Flight Officer** wakes, the **Capacit** engages and off you go.



PRO TIP: As every pilot knows, taking off is easy, but landing is tricky, especially on a moving carrier. Master the **Practice Landings** mode before you attempt missions. Your approach speed is crucial.



PRO TIP: When it's hard to see, as in foggy Mission 15, rely on your **AWACS Operational Radar Grid** to find subs, missiles, fighters, and even your own carrier.

Decent sounds partially complement the exciting visuals. While you get the full sonic thrust of your engines as you take off and hit the wild blue yonder, you don't get the powerful explosions you expect when you blast an enemy from the sky. The full-motion replays, your own splashdown after a crash, and the radio are all, unfortunately, silent. The music is appropriately martial but doesn't add enough drama to the action.

Fly like

Despite the average sound effects and the occasional targeting difficulty, the game has enough graphics excellence to make it an Ace. One look, and you'll want to earn your wings with Turn and Burn. **A**

Super NES Game Profile

Turn and Burn

(By Squidoo)

Despite some sound and control problems, eye-popping Mode 7 graphics make Turn and Burn one of the most realistic, and most involving, flight sims of the year.

Developer	Genre	Control	Features	Outrage
4.5	3.5	3.5	4.5	4.5

\$49.95	16-missions
16-missions	Control and manuals
Available on:	Multi-reading
Flight simulator:	Features
Value:	



CAUTION!
PACKS MAY
CONTAIN
EXPLOSIVE
MATERIALS

Your favorite Valiant characters are waiting for you in VALIANT Era II Foil packs. Each pack contains eight cards featuring past Valiant covers. With 140 to collect in all, plus the insert sets "First Appearances" and "Promotional Art." And watch for the rare, full-color 3-D HoloView™ card! See your local comic retailer.



PROVIEW

Super NES



By Andrew Ross

Fievel's got a big problem. His family, the Mousekowitzes, are about to become dinner for Cat R. Waul. Fievel has to snarl the cat's plans, or resign himself to becoming a mouse-size entree.

A Tail as Old as Time

As Fievel, your task is as straightforward as gaming gets: Survive to the end of each of the five side-scrolling action/adventure levels. Although this game's gonna seem like old hat to experienced gamers, it kicks up enough dust to keep dude cowboys and other novices happy.



PRO TIP: You'll find the first large heart in this money block at the beginning of Stage 1-1. These hearts give you greater health capacity.



PRO TIP: Shoot money blocks for power-ups, but first make sure you don't need to leap off them to reach higher spots.

Each level mirrors a scene from the animated movie, *An American Tail: Fievel Goes West*. Fievel has to pass the obstacles and fend off hungry cats with his pistol, which fires corks and then water if you grab the right power-up. Besides weapon power-ups, Fievel can nab extra life and health, a continue icon, invin-

ibility, and, of course, 1-ups. The power-ups are hidden inside boxes, and appear when Fievel shoots at the boxes.

The movie's famous stars, like Cat R. Waul, Chula, One Eye, and Puppet, are the big bosses at the end of each stage. They're nice to look at, but have predictable patterns and are easy to stomp.



PRO TIP: In Stage 2, it's easier to dodge the fish by jumping into the water and wading.

Fievel's easy to maneuver, with simple two-button jump-and-shoot controls. Like so many platform games, though, he has an annoying habit of jumping in the wrong place at

the wrong time. You'd swear his feet landed on that block, partner, but he plunges to the big corral in the sky anyway.

An American Tail is set in the western frontier, complete with cowpokes and other varmints. The game's graphics are nicely drawn. They capture the qualities of the movie animation and are quite charming. Unfortunately, the stage graphics are repetitive and the side-scrolling action is linear, which combine to give the game a mechanical predictability.



PRO TIP: Watch out for the pit that opens at the beginning of Stage 4-1.



PRO TIP: If you fall off the train in Stage 3, just keep running! to the right and you'll move right on out of the stage.

AN AMERICAN TAIL FIEVEL GOES WEST™



What's more, Hudson's license didn't include the rights to use any of the great tunes from the movie. Their addition would have made the soundtrack shine.

America the Beautiful

Overall, *An American Tail*'s just what it claims to be: a simple platform game based on a popular animated movie. It's a good first game for beginning cowpokes, but it's too linear and predictable for anyone used to more advanced range nding. □



PRO TIP: To defeat the Stage 1 Boss, stand on top of the yellow money blocks and use your rapid-fire weapon on him. Fievel makes short work of him in no time at all.

Super NES Game Profile An American Tail: Fievel Goes West (By Hudson Soft)

Fievel's a big hero in the underdog set, and his first video game adventure is geared to please his biggest fans. The amazing graphics and easy game play are perfect for beginning gamers.



Price not available
Available April
Adventure
1 player

5 levels
Solo play
Side-scrolling

SEGA-CD™ owners asked. We listened. Now, it's here...

LUNAR™

THE SILVER STAR

True Role-Playing!
CD sound!!
Hot animations!



WORKING DESIGNS

Our games go to 11!

SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. Game (C) 1992 Game Arts. "LUNAR" is a trademark of GAME ARTS. Licensed from GAME ARTS by WORKING DESIGNS, 35135 Clear Creek Road, Redding, CA 96001. This game produced in 3B. ch! For a dealer near you, call (916) 243-3417 ext. 190.

Super NES

Beethoven's 2nd

By Doug Music

Beethoven was a great classical music composer. He's also Hollywood's latest canine star. Only this time, the creation isn't a masterpiece, it's a dog.

You play as that slobbering, smelly St. Bernard known as Beethoven. Your dogged mission is to rescue your entire family—the mommy dog and all the puppies.



PRO TIP: In Level 1, Scene 2, carry Chubby to his mother to beat the level.

The controls in this mangy side-scroller need a flea dip. Your dog is slow, hard to turn, and frustrating. The constant object-jumping is repetitive, and often you can't help taking a hit. Stale graphics and poorly tuned music add little to the cart.

This cart has some cute, cuddly elements, and it's great for little kids, but the slow game play and the weak premise belieg in the doghouse.



PRO TIP: Shovey to put out the barbecue.

Beethoven's 2nd

(By 10 Tech Expressions)



SNES
1 player
1993
Available now
Action

Super NES

Kendo Rage

By Andromeda

Jo's having a weird summer. She went to Japan to study Kendo and ended up having to banish evil from the world.



PRO TIP: Don't sink too far into the snow during Stage 2.

Kendo is an ancient martial art that uses a bamboo stick as a weapon. Jo battles through seven stages of hand-to-hand combat with a host of strange monsters and bosses.

Jo can run, jump, hit with her stick, and use her psychic powers to summon powerful special attacks. Power-ups abound during the predictable side-scrolling levels, but all you really have to do to survive is whack everything in sight.

Colorful Japanese-style graphics liven up this otherwise dull game. Poor control and weak game play don't make this worth playing through more than once or twice—never mind for an entire summer vacation.



PRO TIP: Jump up above the water in Stage 3 to search for hidden special items.

Kendo Rage

(By Sate)



SNES
1 player
2 maps
7 months
Available now
Action/Adventure
Multi-screening

Super NES

Barbie Supermodel

By Miss Chiveous

Warning: If you're not a Barbie fan, don't read any further. This game's only going to appeal to Barbie fanatics and beginning gamers.



PRO TIP: Speed Ads. Vary your speed to pick up special items and avoid obstacles.

Barbie's set her sights on becoming a world-famous fashion model. She cruises the streets in her pink convertible, making important pit stops to learn how to dress, use make-up, pirouette down the runway, and other modeling skills.

The graphics and sound aren't top quality, and the action is very slow. Barbie's car crawls down the highway and she leisurely skates down the beach. Unless you're a novice, the game play is too simplistic. But, hey, if you're looking for a gift for your little sister, and Barbie's her best bud, this cart may be just the ticket. Then again, maybe not.



PRO TIP: Stay at the upper part of roads and walkways so that you have enough time to react to the objects that fly up at you.

Barbie Supermodel

(By 10 Tech Expressions)



SNES
1 player
2 maps
2 areas
Available now
Action/Adventure
Side-scrolling

Super NES

Chester Cheetaah... Wild, Wild Quest

By The Unknown Gamer

It's not easy being cheesy, and Chester should know—he's the cheesiest cat around in his latest action/adventure game.



PRO TIP: "Stakes" is the top of each level to find helpful special items and to reach otherwise unreachable spots.

Chester looks pretty cool here. He's bigger than he was in his first adventure. Once you've seen Chester's repertoire of faces, though, there isn't much left of this game to enjoy. The game play is simple hop-n-bop, with a backwater story line, uninspiring power-ups, and a damage system that'll make you feel like you're choking on your Cheetaahs (one hit and Chester's history—unless he's got a bag of Cheese Puffs).

It takes more than a pretty face to make a video game—you gotta put a video game behind the loon, or you're not gonna fool anyone. Sorry Chester!



PRO TIP: "Swimming" is the best way to dodge projectiles and to land on bosses when they're vulnerable.

Chester Cheetaah... Wild, Wild Quest

(By Random)



Price not available
1 player
3 maps
18 levels
Available January
Side-view
Action/Adventure
Multi-screening

YOUNG MERLIN

YOUNG MERLIN
FOR THE SUPER NES

Westwood
Entertainment

Distributed exclusively by

Virgin

Licensed by
Nintendo

Official
Nintendo
Game of the Year





By Lawrence of Arcadia

This may be the game that proves you don't need a Neo-Geo home system to play Neo-Geo fighting games. This early version of Takara's Fatal Fury 2 translation for the SNES has the graphics and the speedy game play that made the game a classic in the 100 Mega Shock series for the Geo.



Alin does a tap dance that'll make your head spin.



Cheng Tseu is throwing his considerable weight around.

Fatal and Furious

Fatal Fury 2 looks like a heavy-weight contender. Takara's kept intact the gorgeous background scenery, the foreground and background-fighting shifts, and each character's special moves.

The sprites are large and in charge, and although some system limitations are evident, the scrolling looks smooth, and the main character sprites are clean and colorful.

You're fighting to avenge the death of the Bogard's father, who was killed by the notorious



Andy puts a fatal new spin on some old moves.



Terry's Rising Knuckle is still effective...and deadly.

Goose Howard. You can play as any of the eight original characters, including Mai Shiranui, the Bogard boys, or Jubei Yamada. After defeating each of the first eight characters in a standard best-of-three match, you have to go against three bosses to reach the last boss, Wolfgang Krauser.



Big Bear slices the competition into the dust.



Joe Higashi has a knuckle with your name on it.



Billy Kane is back, and he's swinging that stick, trying to get you into the gears.



Axel puts a little punch of his own into the party!

Fight for Your Right

It looks like Street Fighter II and Mortal Kombat will get a run for their money when Fatal Fury 2 hits the shelves. Here are some awesome scenes from the game to tide you over until then. **☐**



Mai knows she shouldn't play with fire...



...but she's been burned before.



Lawrence Blood will show you just how full of bull he is!



Wolfgang Krauser (and his orchestra) are back for a one-night-only engagement with your face!

Fatal Fury 2
By Takara
Available April

FATAL FURY 2

'94 FLEER
ULTRA™



X-MEN

PREMIERE EDITION
TRADING CARDS

**\$9.95
EACH**

THEY'RE HERE !!

GET EM WHILE THEY'RE HOT!

The indispensable strategy guides
to *Mortal Kombat*
and *Street Fighter II Turbo!*

- Over 160 action-packed pages of COMPLETELY NEW, game winning shots, blocks and codes for these two megahit carts.
- Over 2,000 full-color game screens...see the action as it happens. Plus tons of original illustrations not available anywhere else!
- Our *Street Fighter II* book also includes an exclusive section on *Super Street Fighter II* for the Arcades with the four newest challengers!
- Step by step photos make you a gaming expert!
- Written By the Editors of *GamePro Magazine!*
- Free collector's edition poster in each book!

• Also available at Blockbuster Video, Toys R Us, Walden Books, B. Dalton, The Wherehouse, and Software Etc.

Bally/MIDWAY
A Division of
WARNER BROS. ENTERTAINMENT CO.

© 1992 MORTAL KOMBAT is a trademark of
Midway® Manufacturing Company.
All Rights Reserved. Best Seller License.

TO ORDER CALL 1-415-330-4PRO

GAMEPRO

PRO STRATEGY GUIDE

FOR THE

GAME GEAR



16 pages of tips, tactics, and secrets for the hottest Game Gear titles around!

Plus: Previews of some of the best new games coming for the Game Gear this year.

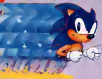


Table of Contents

XXXXXXXXXX



87 **Game Gear Trivia:**
How much do you know about your game Gear? Take our quiz and learn more than you ever wanted to.

103 **Game Gear Combat:**
Go head-to-head with Streets of Rage 2, Shinobi II, and Mortal Kombat.

88 **X-Men Mark the Spot:**
X-celent tricks for the latest Game Gear superheroes.

104 **Sci-Fi:**
The Force is with you when you fire up these tricks for Terminator 2: Judgment Day, Robocop vs. The Terminator, Robocop 3, and Star Wars.



89 **Super Sonic Chaos Tricks:**
Well-rounded tactics for the super hog.

105 **Put the Pieces Together:**
Strategic moves for Dr. Robotnik's Mean Bean Machine, GearWorks, Poker Face Paul's Blackjack, and Poker Face Paul's Poker.

90 **The Magic Kingdom:**
Strategies for making magic in Deep Duck Trouble Starring Donald Duck, The Land of Illusion Starring Mickey Mouse, Ariel: Disney's The Little Mermaid, and TaleSpin.

106 **Evasive Maneuvers:**
Top secret strategies for James Bond 007 and Desert Strike.

91 **Cartoon Crazy:**
Wacky tricks for Desert Speedtrap Starring Road Runner & Wile E. Coyote, Taz-Mania, Cool Spot, Battletoads, and Chuck II: Son of Chuck.

107 **Sneak PreViews:**
Take a look at the bumper crop of Game Gear titles coming your way—Disney's Aladdin, GP Rider, NBA Action Starring David Robinson, Poker Face Paul's Solitaire, and Sonic Spinball.

92 **The Sports Pages:**
Game-winning tactics for Evander Holyfield's "Real Deal" Boxing, Wimbledon Tennis, Ayrton Senna's Super Monaco GP II, World Series Baseball, PGA Tour Golf, Formula One, World Cup Soccer, Riddick Bowe Boxing, and NBA Jam.

108 **Game Gear Gadgets:**
This year's hot peripherals.



102 **Stupid Pet Tricks:**
Fun with Quest for the Shaven Yak Starring Ren Hoek & Stimpj, Ecco the Dolphin, Jurassic Park, and Tom & Jerry—The Movie.



Game Gear Trivia

How well do you know the specs of your Game Gear? Answer the following questions, tally your score, and rate your Game Gear IQ. The answers are at the bottom of the page.



- 1 What kind of batteries does your Game Gear use, and how long do they last?
- 2 What other ways are there to power your Game Gear?
- 3 What kind of a CPU does your Game Gear run on?
- 4 How big is the RAM of your Game Gear?
- 5 How big is the V-RAM of your Game Gear?
- 6 What size dot matrix display does the Game Gear screen have, and how many colors can it display on-screen at once?
- 7 How many sprites can the Game Gear display on-screen at once, what size dot matrix can they be, and how many colors can each sprite have?
- 8 What is the total number of colors available in the Game Gear?
- 9 In what directions can Game Gear graphics scroll?
- 10 What are the dimensions of the Game Gear screen in millimeters?



Your Game Gear Quotient:

- 0 points:** The only hand-held device you should carry is a book.
- 1-4 points:** Well, at least you know which side the screen is on.
- 5-6 points:** It's good to see you're making use of the opposable thumbs Mother Nature gave you.
- 9-10 points:** Unbelievable! You're a Game Gear Pro. Get the Nobel committee on the phone.

Answers:
 1. AA batteries, 2. Solar, 3. Sharp SM52100, 4. 128KB, 5. 128KB, 6. 320x224, 7. 16, 8x8, 16 colors, 8. 65,536, 9. 4 directions, 10. 133x62mm

Answers



X-Men Mark the Spot

Spelunking



Search the Brood Caves carefully. Many secret platforms are behind the waterfalls.

Give Him the Cold Shoulder



Direct attacks only make Sebastian Shaw grow stronger. Try to maneuver him into one of his own traps. Cold showers do the most damage to him.

Secret Passage



Go to the basement in the Hellfire Club and walk to the far right-hand corner. You'll find a hidden passage that leads to a secret floor in the club. The floor is filled with power-up icons.

Savage Strategies



When you reach the Savage Land, use the X-Men with flying powers to fight Sauron. You'll need Storm or Rogue's fast flight and maneuverability to defeat him.

Save Your Strength



Save your mutant powers when you're fighting the Brood warriors. Your reach is slightly longer than theirs, giving you the advantage.

Leap to New Heights



Nightcrawler can leap higher than you may have thought possible. Use his BAMFI at the apex of his jump to reach places you never dreamed of.

Power Up to Defeat Omega Red



When you reach the Madripoor boss, Omega Red, continue to walk to the right. Just past him you'll find a health icon that will restore your energy and prepare you for the battle ahead.

Morlock Tunnels Shortcut



In the Morlock Tunnels, a shortcut leads directly to the boss, Callisto. To find it, go to the lowest platform and walk to the far right. Walk through the sewage (you'll take some damage) and under the tunnel walls. Look up, and you'll be face to face with Callisto. Beware, though, if you take this route you'll miss out on special power-ups and health icons you may need later on.



SUPER SONIC CHAOS TRICKS

Pogo Strategies



Use the pogo springs to reach higher places in the Sleeping Egg Zone. Jump off just at the top of the button's arc to leap even higher.

Gigapolis Zone Boss



At the beginning of the third Act of the Gigapolis Zone, head left for a hidden Ring Monitor. You'll need these Rings before you take on the boss. To beat the boss, keep bonkin' him on the head.

Mecha Green Hill Zone 1-Up



There's a 1-up at the beginning of the first act in the Mecha Green Hill Zone. Just break through the blocks and drop to a secret room below. After you've grabbed the 1-up, break out of the room by bustin' through the blocks to your right.

Gigapolis Zone 1-Up



Look for small, square blocks in the Gigapolis Zone and others. You can usually bust through 'em to reach hidden tunnels for secret surprises. Bust through here in the first Act of the Gigapolis Zone, and you'll find a 1-up.

Sleeping Egg Zone 1-Up



To find an easy 1-up in the Sleeping Egg Zone, go left at the beginning of the Act, then use the jumping buttons to vault up to a ledge with a 1-up.

Unplug the Electric Egg Zone Boss



Beating the Egg Zone Boss is tough. Sonic has to nail him on the top of his head while dodging his ricocheting shots.

Aqua Planet Zone Boss



To reach the Ring Monitor for the boss in the Aqua Planet Zone, go to the Invincibility Monitor and bust through the blocks to your right. You'll be zapped to the Ring Monitor. This boss is the tuckiest in the game. To beat the little



birdie the easy way, stand in the center of the screen and do the Spin Dash, but don't move. When the birdies are gone, bounce and bonk the ship until it blows. Finally, dodge the missiles and bonk the ship a final time.

SONIC CHAOS

Turquoise Hill 1-Up #1



You'll find a 1-up in the first Act of the Turquoise Hill Zone. It's in a hidden tunnel. Walk past the cliff with the Invincibility Monitor on the ledge and proceed to the next cliff. To enter the tunnel, jump to a ledge in the side of the cliff. The easiest way for Sonic to reach this spot is to use the Rocket Shoes to fly to the ledge.

Turquoise Hill 1-Up #2



To find a 1-up in the second Act of the Turquoise Hill Zone, drop down to the ground at the beginning of the Act. Head left and blast through the blocks. The 1-up is hidden inside.



The Magic Kingdom Tricks for Disney Games

Ariel: Disney's The Little Mermaid

Read the Map



Take time to scan the map. It notes where all the power-ups and other key items are in each stage.

Don't Bother



Don't bother to try and break through this platform in the sunken ship. There's no way through it until you've gathered all the imprisoned mer-people. Once you find them all, you can return to this blocked exit to face off against a pair of sharks and complete the stage.

Deep Duck Trouble Starring Donald Duck

Run For It



To escape from this big ape, run to the right as fast as you can. Whenever you pass the small, silver mines, you're about to jump over a spiked ditch or up onto a cliff.

Kick It Out



It's usually a good idea to kick the silver blocks that lie scattered throughout each scene. When you kick them, they often reveal hidden power-ups. Sometimes in Scene 2, The Inlet, they'll break open blocked doorways that lead to other parts of the sunken ship.

Down in the Valley



To get past this tough waterfall, you have to leap up the logs quickly to the top of the ledge.

You Turkey



If you kick this metal block in the rising-lava scene of the Volcano, you can grab a tasty Turkey. It's pretty dicey, though, and may not be worth the risk.

TaleSpin

Beat the First Boss



To beat the first boss, run toward him, nail him with your Yo-Yo, then retreat. Repeat this move until the boss is finished.

Exit, Straight up



When you get stuck in this part of the level, you must get over the window to the right. The only way to do this is by standing on a box. You'll find one down below, in the bottom of the well. Grab it and use it to make your escape.



Land of Illusion Starring Mickey Mouse

Go Speekunking



Always search the caves in Forest Land. You'll find something useful in every one — either a treasure chest or a jar with an "M" on it. Use the jar as a stepping stool to get you to higher ground.

Put Out the Fire



To defeat the fire-breathing Dragon Boss, start from the top of the block piles and begin throwing them toward the Dragon. It only takes three hits to extinguish his anger.

Jumpin' the Wall



In the Blacksmith's castle, pick up the second coiled Spring you come to and place it in front of the wall. Then bounce yourself up onto the wall to get over it.



CARTOON CRAZINESS

Battleroads

Super Punch Strategies



Slam opponents off the edges of the screen, and continue hammering away at them. This keeps them off-balance and prevents them from retaliating. You can also wait until two or more enemies come at you at once. Use your Super Punch to simultaneously take them all out.

Speeder Bike Madness



The Speeder Bike stage is as tough as ever. The best way to get through is 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-long jump to the next level.

Chuck Rock II: Son of Chuck

Secret Platforms



Jump everywhere. You'll find hidden platforms in every stage. Sweets and other out-of-mach bonuses in the air are a dead giveaway that a hidden platform is nearby.

Swing It, Chucky



Swing Chuck Junior's club constantly. There are many hidden items throughout each stage, and Chuck'll score more points if he tags them.

Cool Spot

Spelling Test



Head to the top of the bottle in bonus rounds. If you can snag enough letters to spell the word U-N-C-O-L-A, you'll earn a Continue.

Beat the Clock



Always grab Clock power-ups. Spot gets bonus points and 1-ups for time left over at the end of a level.

Desert Speedtrap Starring Road Runner & Wile E. Coyote

Teleport



Stand under these strange metallic contraptions and you'll be zapped to secret bonus rooms filled with stars.

It's So Seedy



Some stashes of Birdseed fill up more than one health point. Peck several times to see if you've found one of these super bowls.

Taz-Mania

Going Up



Take the first two ramps that lead up in the mine stage (push Up when you see the ramp), then coast and avoid obstacles until you see the first ramp on the right side of the screen. Take that ramp to reach the end of the stage.

Cool, Taz



Take the summit route in the snow level. It has fewer obstacles and many more fish.

Bombs Away



To stay ahead of the bomb in Stage 1, spin as soon as it comes within tail range. When your spin runs out, walk to the next bottle, drink it, and walk a little bit to the right until you find the turkey. Eat the turkey and spin again, but stop short of the next bottle (if you spin over the bottle, you lose it). Drink this bottle and spin to the end of the stage.



The Sports Pages

BY JEFF KRAMER

PHOTOGRAPH BY

Formula One

Configure Your Car



Use the Set Up screen to change the features on your Formula One racer.

Track Your Progress



Italy's Monza is probably the easiest and fastest track, while Japan's figure-eight Suzuka is probably the toughest.

Take It Slow



The brakes are touchy, so slow your car by running onto the shoulder.

World Cup Soccer



Kick into Game Gear Soccer Madness action with tips from this month's Sports Pages.

Ayrton Senna's Super Monaco GP II

Ending Password

Here's a cool code that sends you straight to the end of the game to view the championship sequence. Just select the World Champion mode, and plug in this code: **CHAM-PION**.



NBA Jam



It's the one you've been waiting for. For great on-court action, check the NBA Jam Special Feature in this issue.



Evander Holyfield's "Real Deal" Boxing

Power Up



If you get knocked to the mat, replenish your stamina by pressing Buttons A and B as fast as you can. Take a count of nine before you climb to your feet to get the maximum amount of stamina built up.

KO!



Make like Rocky, and work your opponent's body for a quick KO.



Wimbledon Tennis

Super Password

Here's the ultimate Wimbledon password that enables you to take to the courts as a player with 20s in every category (Speed, Power, and Skill). You'll begin playing at the beginning of the Wimbledon Tournament. The password is: NEO CPO SHJ UFG.

PGA Tour Golf

Course of Action



Play the other three courses before you try out Stoking Shores. Use the map to help you on this long, tough course.

The Perfect Drive



Yardage estimates include rolls, so be sure to hit your shots hard enough to clear hazards on the fly.

Figure It Out



Use the yardage info to calculate how hard you need to hit a shot. You won't always hit with 100 percent power.

World Series Baseball

Pitch Strategy



For a brush-back pitch against free swingers like Jose Canseco, position your catcher inside.

Close, But No Cigar



If it's a close game and you've got runners on base but no outs, bunt to advance the runners and put them into scoring position. In most cases, this will cost you an out, but a base hit will generally score a runner from second.

Double Trouble



Stay out of a double play by executing a hit and run. Just be sure that if the ball is hit in the air, you lag up before advancing to the next base.



Stupid Pet Tricks

Ecco the Dolphin

Fly Me



Need a lift? Sing to the Pteranodon, and he'll take Ecco for a quick flight.

Second Sight



Ecco's got sonar that'll help him in two ways. Use the Sonar Map frequently, especially in the later levels when you need to plan your route from air pocket to air pocket. You can also zap other sea creatures with the sonar, as well as the Glyphs. You'll get secret messages that give you helpful game hints.

Jurassic Park

Trample the Triceratops



When the Triceratops charges you, wait until he runs past, then shoot him from behind as he retreats. While he's charging you, you're safe if you hang out on the branches just above the ground.

Defeat the Raptor Boss



To defeat the Raptor Boss, stay in the middle of the screen and shoot it whenever it runs at you. Once you've hit it, it can't harm you until it goes back in the door.

Extra Health



During the game's shooting sequences, be sure to pick up the extra life bars (they look like small cans with Xs on them). You'll need 'em!

Tom & Jerry - The Movie

Pouncin'



If you're down to half a heart, you won't have the energy for your Pounce attack. Conserve enough energy to ensure that you'll be able to Pounce on Jerry at the end of a stage.

By the Sea, By the Sea



When you're crossing the sea in Stage 3, don't Pounce from platform to platform. You'll last longer if you wait for the fish to jump, walk into the water, and then pull yourself onto the next platform.

Beat the Stage 5 Snake Boss



To beat Stage 5's Snake Boss, bounce off the third platform...but avoid the skulls.



Quest for the Shaven Yak Starring Ren Höek & Stimpy

Ouch!



Watch out for the light green cacti in the Striking Dry Desert. They inflate and fire quills at you if you get too close.

Look Out Below



In the Blacker than Black Forest, don't jump over the beavers until they open their eyes wide.

Fire When Ready



Shoot into the air to find hidden power-ups and other surprises. For example, you'll discover this canoe.



GAME GEAR COMBAT



Shinobi 2

Passwords!



Yellow, Pink, Green, and Blue
Ninjas: D09F9
All Ninjas and Yellow Crystal:
11817
All Ninjas and Yellow, Pink,
and Blue Crystal: B9B12
All Items: 1FEDE

Stay Low



You're less vulnerable if you
crouch low while you attack your
opponents. If you stand, it's easier
for your foes to hit you.

Jump Higher



Use the conveyor belt to give
yourself a running start. You'll
jump higher and longer.

Mortal Kombat

How to Reach the Secret Arcade Mode, Mode A



When the last of the three
"Code of Honor" screens
appear (the one that talks
about secret codes) press **But-
ton 2, 1, 2, Down, and Up**. If
you've done the trick correctly,
the words "Now entering Kom-
bat!" appear.

The Finishing Moves

Johnny Cage: Press Toward,
Toward, Toward, then **But-
ton 1**.

Rayden: Tap Toward, Away,
Away, Away and **Button 1**.

Liu Kang: Hit Toward, Down,
Away, Up, and Toward.

Scorpion: Press Start, and hit
Up two times.

Sub-Zero: Tap Toward, Down,
Toward, and **Button 1**.

Sonya Blade: Press Toward,
Toward, Away, Away, and
Start.

The Mode A Finishing Moves

Sub-Zero: Hit Toward, Down,
Toward, and **Button 1**.

Rayden: Press Toward,
Away, Away, Away, and
Button 1.

Johnny Cage: Tap
Toward, Toward,
Toward, and **Button 1**.

Streets of Rage 2

Take 'Em Out the Easy Way



Jam your opponents off-screen,
then continuously swing the
crowbar at them when they try
to enter the screen again.

Blaze Away



Blaze's fireballs don't span the
entire length of the screen. It
does take extra time to launch
her fireballs, so move to a safe
distance before you shoot.

Skate Straight



To connect with this spin
attack, Skate must be aligned
horizontally with an enemy.

Adam's Apple



Adam can't move while he's
executing his special move.
Stand in a safe area with all
your enemies in front of you
before you activate it.



Sci Fi

Terminator 2: Judgment Day

Nasta La Vista, Baby



To knock off the first boss in the game, run up to him, hit him, then run away. Repeat this pattern until you've hit him five times.

Don't Get Lost



The hospital is a confusing maze of passageways. Keep track of where you are, but check each room carefully. There are 1-ups hidden throughout the level.

Duck and Cover



Don't feel you always have to go head-to-head with the T-1000. Sometimes it's safer to duck into the nearest room when he appears.

Robocop vs. The Terminator

Hidden 1-Up



There's a 1-up hidden just inside this fence at the end of Stage 2. Move to the left side of the fence, shoot the Terminator from there, and he won't advance toward you. You can safely snag the 1-up.

Hide and Seek



It's easiest to shoot the floor cannons from behind the metal drums.

Destroy the Stage 3 Boss



To defeat the mighty metal boss at the end of Stage 3, pick a corner and stay in it. Shoot constantly, and leap over the metal bomb-disc the boss hurls at you. Continue to shoot as you jump.

Star Wars

1-Up



When you see the dripping acid at the beginning of the cave in the Sand People stage, jump to the rock it's dripping on, then fall just to the right into the gap between the two sets of spikes. When you reach the rock at the bottom, keep left and you'll see an extra life.

Find Princess Leia



Princess Leia is locked in the lower right-hand portion of the Death Star's Detonation Level. Check only the cell doors with the lights on.

Indestructible Wren



You can easily destroy the green Greedo aliens in the Cantina, but leave the blue alien alone. He's almost indestructible. Head right and grab Han Solo. His blaster is more powerful than Luke's and is more effective against Stormtroopers.

Up, Up, and Away



While floating up air shafts, hold Up on the directional pad. You'll float even higher, and you may even see other areas of the stage.



Robocop 3

Reincarnation, Robocop-Style



Shoot your opponents dead in Robocop 3, or they'll come back at you—from behind.

Dodge the Biker Boys



When the motorcycle madmen come spinning in your direction, leap on top of this set of crates until they've gone past.

Puzzling Puzzlers: Put the Pieces Together

Gear Works

Get to Know Your Gears



Take some time to learn which gears fit together to make a working chain. If you don't, you'll never successfully make it from one side of the screen to the other.

Save Your Bombs



Bombs are crucial. Don't waste them on blowing up gears unless they're blocking you from completing the stage. You're gonna need them in later stages.

Beat the Clock



Don't bother messin' with the Poffles who are wandering around the screen. Beating the clock is your biggest problem.

GEAR WORKS

Dr. Robotnik's Mean Bean Machine

Rack Up the Points



Create a series of three beans of the same color at the bottom of the Dungeon. This increases your chances of causing a series of bombs to match, scoring you big points and sabotaging your opponent.

Sneak Preview



Glance at the "Next" window to get a sneak preview of what's coming.

Don't Wanna Live Like a Refugee



Look to the top of the screen to see where Refugee Bears from your opponent will drop—an icon indicates which row they'll fall into. This gives you a few seconds to strategize.

Bombs Away



The faster you make the bears fall into the Dungeon, the more points you score.

Psyche Out



Each of Robotnik's henchbots in the Scenario Mode uses a different strategy. Watch what they do to pick up a few play pointers.



Poker Face Paul's Poker

You're Looking Flushed



In this game, drawing two cards to a Flush is the best bet.

Cash It In



If you're into cash, Video Poker is the way to play. If you're into a challenging game, draw 5 Card Stud.

Poker Face Paul's Blackjack

Go For It!



Since this isn't real-life Blackjack, any time your bankroll is under \$50, bet it all!

Stand By Me



Stand pat as often as you can, and make the dealer do all the work.



Evasive Maneuvers

Desert Strike

Take It Slow and Easy



You can creep up on a target without getting blown to pieces by the artillery surrounding it. Go slow when you're near your mark.

Secret Info



After you blow up the second Command center, don't kill the little guy that's running around the debris. Instead, pick him up, and he'll give you the whereabouts of the Secret Agent.

Hidden Power-Ups



Not all the Fuel and Ammo supplies are listed on the map. Try blowing up certain installations to find hidden power-ups.

James Bond 007: The Duel

Take to the Trees



In the Jungle, climb all the way to the tops of the trees using the tree on the right-hand side of the screen. Then, proceed through the level across the treetops.

Going Down



To easily slide down ladders, push Down, then push Up when you're near the bottom. Don't fall too fast. Long falls will drain your health bar.

Wire Jaws Shut



To take out Jaws, stay in the corner of the screen until you've fired on him at least three times. Then, jump down a level and wait for Jaws to jump back to the other side of the screen. When he does, jump back up a level and shoot him again.



Quite a Catch



When you start out on the ship, keep watching below you for flying fish. They loop up in tight arcs and are hard to jump over.

Fire Up



It's better to crouch and shoot at oncoming enemies. Some of the armed enemies are faster on the trigger than you.

It's a Case for Q



Don't pass up Q Cases – they offer more than just points. They also enable you to gain 1-ups and continues in the bonus rounds.

It's a Snap



In the Jungle, beware of the twigs in the trees. Although they help you get your footing, they break off after a second or two.

SNEAK PREVIEWS

AN ADVANCE LOOK AT
THE NEWEST GAME GEAR CARS



Disney's Aladdin



If you can stuff a Genie into a lamp, you can sure as heck stuff Disney's Aladdin into a Game Gear. In this all-new adventure for the street rat, you play Aladdin and dodge through the streets of Agrabah, explore the Cave of Wonders, and, of course, take a magic carpet ride. Battle the Palace Guards, solve puzzle mazes, and rescue Princess Jasmine—all with Jafar in hot pursuit.

GP Rider



Climb on your bad motor scooter and get ready to ride. You can compete in four modes (Arcade, Tournament, Grand Prix, and World Tour). The Grand Prix circuit has 15 courses from around the world. Once you've picked your racer's style, you choose from three types of bikes, and get ready for hair pin curves and speeds up to 200 mph. Two players can tear up the tracks with a Gear-to-Gear cable.

Poker Face Paul's Solitaire



It's cards without all the mess. Play four kinds of Solitaire: Klondike, Monte Carlo, Elevens, and Calculation. You can use up to four decks at once, and even play timed versions of the games.

Incredible Hulk



Mild-mannered David Banner is transformed by rage into the Incredible Hulk. Join the Hulk in a side-scrolling action romp based on the Marvel superhero's comic book adventures.

NBA Action Starring David Robinson



Take to the court for five-on-five hoops action with all 27 NBA teams, complete NBA rosters, and 1993-94 stats. See just how good you are when you take on David Robinson and other NBA stars. You can track your team and individual statistics. Play against the CPU or battle a buddy via your Gear-to-Gear cable.

Road Rash



Get ready to rip down the roads one more time in the first handheld version of the classic motorcycle racing cart. Road Rash boasts all the cool stuff that made the Genesis version so popular: eight different bikes, five California tracks (like the Redwood Forest), and the ability to tangle with your opponents at top speeds. A password system enables you to race again and again, even when you wipe out.

Sonic Spinball



Sonic's first pinball extravaganza is coming to a Game Gear near you in a pocket-size version. In this change-of-pace adventure, the crafty 'hog ricochets around Dr. Robotnik's sinister island. As usual, Sonic has to stop Dr. R. from taking over the world. The game play is entirely different in this version, though. Sonic becomes a pinball, and you use flippers to send him careening around the screen.



Gear Gadgets

You think the Game Gear's all you need? Look at all this other stuff Sega makes to slip in, on, or around your Game Gear.

Powerback



Forget the batteries. This rechargeable battery pack for the Game Gear recharges in just two hours. Slip this baby onto the back of your Game Gear for reliable power the easy way. You can even use the eight-hour Normal Charge option to recharge while you play.

\$49.99, Available February

Holster Case



Carry your Game Gear, your AC Adaptor, your PowerBack, or any of your other Game Gear stuff in this handy carrying case. In addition to the Game Gear, the padded case has room for a battery pack and four to six cartridges.

\$14.99, Available February

AC Adaptor



Batteries are expensive, so the AC Adaptor's the only way to go when you're near an outlet.

\$12.99, Available Now

Car Adaptor

You're on a long car trip, you're just about to beat the game, and your batteries die. Next time, use the Car Adaptor. It plugs into the cigarette lighter in your car, and the cord reaches even to the back seat.

\$19.99, Available Now

Deluxe Carry-All



The ultimate carrying case, this snazzy tote holds 12 game cartridges and your Game Gear, plus it has interior molded pockets for the AC Adaptor, the Super Wide Gear, the Car Adaptor, and a rechargeable battery pack. It's also got a large front and back pocket where you can stash important stuff like your GamePro Magazines!

\$24.99, Available February

Cleaning Gear

Now that you've got all this cool stuff, you gotta keep it clean. Cleaning Gear gives you everything you need to keep your Game Gear bright and shiny.

\$9.99, Available Now

Gear-to-Gear



If you want to go head-to-head against a buddy, you gotta get a Gear-to-Gear cable to link up the two Game Gears. (Remember that you also need two copies of the game you want to play).

\$14.99, Available Now

Super Wide Gear



Eye strain getting you down? Snap the Super Wide Gear onto your Game Gear, and a special lens magnifies the on-screen action.

\$19.99, Available Now



J.R.R. TOLKIEN'S EPIC SAGA



COMING SUMMER '94

PUT YOUR STRENGTH, ENDURANCE AND WILLPOWER TO THE TEST AS YOU JOIN THE FELLOWSHIP ON ITS EPIC QUEST TO DESTROY THE ONE RING THAT HAS THE POWER TO END MIDDLE EARTH.

BUT FIRST, YOU'LL HAVE TO OUTSMART THE EVIL LORD SAURON AND HIS MIGHTY FORCES. SO BE PREPARED TO ENGAGE IN FIERCE COMBAT, TALK YOUR WAY OUT OF PERILOUS SITUATIONS, OR CAST A MAGIC SPELL IF YOU MUST.

LORD OF THE RINGS IS THE ULTIMATE FANTASY ADVENTURE ROLE-PLAYING GAME FOR THE SUPER NINTENDO ENTERTAINMENT SYSTEM. THERE'S NOTHING LIKE IT ON MIDDLE EARTH!



THE OFFICIAL LICENSED PRODUCT OF J.R.R. TOLKIEN'S MIDDLE-EARTH™. THE EPIC SAGA IS PUBLISHED BY INTERPLAY GAMES IN COOPERATION WITH THE COPYRIGHTED WORLD OF MIDDLE-EARTH™. ALL RIGHTS RESERVED. THE EPIC SAGA IS A REGISTERED TRADEMARK OF INTERPLAY GAMES. THE MIDDLE-EARTH™ EPIC SAGA IS A REGISTERED TRADEMARK OF TOLKIEN'S MIDDLE-EARTH™. ALL RIGHTS RESERVED.



THE OFFICIAL SEAL OF YOUR ASSURANCE THAT INTERPLAY GAMES HAS MET THE QUALITY STANDARDS OF THE NINTENDO SEAL OF QUALITY PROGRAM. INTERPLAY GAMES IS AN EQUAL OPPORTUNITY EMPLOYER. INTERPLAY GAMES IS AN EQUAL OPPORTUNITY EMPLOYER. INTERPLAY GAMES IS AN EQUAL OPPORTUNITY EMPLOYER.



67522 Fitch Avenue,
Irvine, CA 92714
(714) 553-6078

Nintendo



By **Data Carvey**

You laughed at their TV show. You stoke jokes from their movies. But you'll hurt at their eight-bit game. Wayne's World may be fun to visit, but you wouldn't want to play there.

Party Off

This game does have some goofy charm. The boys crack jokes between levels, the manual is full of clever Wayneisms, and enemies include a Stack of Barry Manilow Records and Flying T.V. Test Patterns.

Unfortunately, you didn't come to this game to laugh, you came to play, and this is where the game sows. You alternate between the two teenage heroes, Wayne and Garth, as they fight through

five urban settings in search of Benjamin, a slimy TV exec. As they walk and jump from the local music store to a nightclub and on to Benjamin's babe bar, the pair kick and shoot past a weak army of enemies. There's virtually no challenge—the enemies are dodgeable, hittable, and beatable as they approach you one at a time. This is remedial game play for bored beginners.



Right on, use Wayne's Flip Jump to get behind the Gasworks' Boss.



PRO TIP: Wayne can avoid some Crazy Electric Cars by using the platformer of Benjamin's Chicago Streets.



PRO TIP: Walk to the right for edge of the Gasworks' platforms before you jump, or the feeble Wayne won't make it.



PRO TIP: Scoop up all the darts in Stan Mikita's Darts Shop, and you'll scoop up an extra life.

They're Not Worthy

Great graphics—NOT! If you wondered why the NES is becoming extinct, take a look at these flat backgrounds and undetailed sprites. In some of the levels—the Gasworks of Level 2, for instance—you'd have no idea where you were if the manual didn't tell you. The Gasworks is a nightclub? Uh, OK.

As bad as the graphics are, the sounds are even worse. For two guys who love cool music, Wayne and Garth do their fighting to a pretty cheesy soundtrack. The bong and ping sound effects are reminiscent of mid-'80s games, and the only vocal is Wayne's cry of "No way!" when you lose. Great sounds? "No way" is right.



PRO TIP: Garth can safely stand on some of the Level 1 enemies he's supposed to shoot.

WAYNE'S WORLD

NES Game Profile
Wayne's World
(by Data Carvey)

Wayne and Garth have a certain goofy charm on the NES, but weak graphics and remedial game play banish them to their basement.

Developer	Genre	Control	Platform	System
EA	ACT	Stick	NES	1989
50k	2 enemy	Auto save	Auto scrolling	No cutscenes
1 player	8 items	Stick view	Auto scrolling	No cutscenes



PRO TIP: Don't let the Level 1 Boss back Wayne into the corner. Jump up on the platforms to dodge the Stack of Barry Manilow Records.



PRO TIP: Garth doesn't need to go to the right on Level 2. Avoid the energy-draining fights there and bounce up to the left, where the exit is.

Back to the Basement

Wayne's World is a cart you wish you could like, if only because there's the potential for good-natured fun with these average-joe heroes. And with so few NES carts coming out, every game needs to be a hit to keep the system alive. Sadly, Wayne's World is not nearly as cool as Wayne thinks it is.

MISSILES BLAZING, METAL GRINDING, CAN YOU SURVIVE?



Their wake-up call: a surprise missile strike



Send in your metal mariners to deal the first blow



Your AA missiles make it a hell day to fly



Turn the enemy HQ into ground zero

Defend a tiny island province with nothing more than warheads and anti-aircraft missiles and a few earth-crunching, six-story nuclear robots.



... brings a new level of combat sweat to the Super Nintendo Entertainment system. Join the excitement - if you got the guts!



Get advice before each battle

- ★ 12 megs of blistering graphics
- ★ Password support
- ★ Hours of heart-pounding action!
- ★ Devastating weaponry!
- ★ 20 death-defying missions!



Meet the enemy face to face



Metal Marines™ © 1992 Namco Ltd. All Rights Reserved.
Nintendo, Super Nintendo, Super Nintendo System,
and the all other words are registered trademarks
of Nintendo of America Inc.

namco

Namco Inc. 100
110 Chestnut Ave. Suite 200, New York, NY 10012

A NEW BREED OF PARK... A



MAJOR LEAGUE
ENTERTAINMENT



© 2002 J.P. Entertainment, Inc. All rights reserved. J.P. Entertainment, Inc. is a subsidiary of Universal Entertainment, Inc. All rights reserved.

DIFFERENT KIND OF ADVENTURE!



QSound and 360° excitement means there is danger around you no matter which way you turn!



Paleontologist Dr. Robert T. Bakker knows his dinosaurs, and if you pay attention, you will too.



Your night-vision goggles let you see all...including the raging raptor!

ONLY JURASSIC PARK ON SEGA CD LETS YOU TAKE OVER WHERE THE MOVIE LEAVES OFF!

THE THOUGHT-PROVOKING ADVENTURE AND JOURNEY INTO THE UNKNOWN CONTINUE AS YOU MAKE YOUR WAY THROUGH FULL-MOTION VIDEO USING CINEPAK™ FOR SEGA. IT'S A SEEK-AND-SEARCH MISSION TO UNLOCK THE MYSTERIES OF THE PREHISTORIC GIANTS - AND SALVAGE THEIR PRICELESS DINOSAUR EGGS! UP TO NOW, YOU'VE BEEN ABLE TO EXPERIENCE JURASSIC PARK FROM A SAFE DISTANCE...

WITH SEGA CD YOU'LL BE THERE... AND YOU WON'T BE ALONE!



The high-tech computer room is the nerve-center for your journey...and your lifeline!



What could be more valuable than real dinosaur eggs... [except your life?]



This could be the last thing you see...



SEGA™
WELCOME TO THE NEXT LEVEL.



3DO



By Bro' Buzz

Every new video game system needs a good outer-space shooter. Now 3DO has one. Total Eclipse paints a pretty picture over familiar but fearsome space ways.

A-Hunting They Will Go

The dreaded Drak-sai are a ruthless extraterrestrial race of hunters. They go after only the most formidable prey. Unfortunately, Earthlings qualify. What's more, the Draks have moved their star-killing Sun Dagger cannon into the solar system.



Totally familiar controls



The Pulse Bomb!

3DO Game Profile

Total Eclipse

(By Crystal Dynamics)

Total Eclipse blasts off into familiar fighting space ways, but the graphic look of this cool shooter is truly out of this world.



Box set: 1 game
 CD: 1 month
 Available now: About the only new
 Street-smart: Extended warranty



Lord Zedek, Drak-sai Supreme Praetor

Earth's only hope, of course, is you! You pilot a formidable spacecraft called the FireWing via a typical behind-the-ship, forward-scrolling perspective. The lengthy war against the Drak-sai covers five planets, each consisting of four killer rounds and a morale-busting close encounter with a boss. Veteran star fighters will feel right at home, and newcomers are in for an exciting learning experience.

Inside-Out Fighting

If you're familiar with StarFox for the SNES, then you'll recognize Total Eclipse. The game looks and plays like last year's top 16-bit flyer, but with cool pix pasted on the polygons. In addition, two types of flying are involved here. Initially you zoom over and through various surface terrains, seeking out Drak-sai gun emplacements and interceptors. Survive topside and you drop inside the planet for a wild tunnel tumble.



PRO TIP: You can avoid most Drak-sai surface fire if you hug the ground and fly through canyons.

PRO TIP: Watch out for red blots. One hit and you're toast.



PRO TIP: It's hard to maintain control when you roll left or right. Use this move only for emergency maneuvers.

During surface battles you can take various paths past different Drak-sai fortifications. However, you can't fly just "anywhere," because your altitude and lateral movement are limited. Sometimes the overall feeling is that you're flying inside an invisible box—it's a big box, but a box just the same.

The controls are crisp and capable, but it takes time to develop a feel for the flying. You can pull killer 360-degree barrel rolls, for example, but until you're a FireWing ace you'll find yourself plastered against the side of a mountain more often than not. It's especially hard at first to judge how high or low you can fly, because the rapid forward-scrolling graphics bombard your eyes with visuals too near-lethal distraction. This causes much body scraping along the ground or inside the planet tunnels. And, unfortunately, every collision saps the vital Shield strength on which your survival depends.



PRO TIP: Always grab Shield power-ups.

PRO TIP: You can "swing" shots wide, left and right, by quickly pressing Left or Right and immediately hitting the Fire button.

Destroying Drak-sai

Stay focused, because the Drak-sai have zeroed in on you! Your main opponents are determined horseshoe-shaped spacefighters, but they're supported by murderous ground fire from various anti-Firefiling installations. By the time you reach the vicious round bosses, you're pretty well sobered up.



PRO TIP: You need as many Pulse Bombs and other special weapons as you can carry to beat the end bosses.



Think you're good? Okay, fly a round upside down!

Your offense consists of a blaster, which you can juice to three levels with three types of power-ups. Nothing special here, but all the blasts are effective and cool-looking: Your aces-in-the-hole are Pulse Bombs, which clear Drak-sai off the screen with an awesome-looking, rolling bomb burst that spreads straight out in front of your ship.



PRO TIP: Inside the tunnels, fire your gun to judge heights. Watch where the blaster bursts.

A Visual Assault

The 3D0 graphics are a knockout. The planet-side terrain features eye-catching texture-mapped graphics that scroll beautifully as you fly through canyons, dip into valleys, and zip between mountains. The claustrophobic interior tunnels take on a psychedelic appearance as weird wall designs, massive metal obstacles, and assorted machines shoot past you.



PRO TIP: Blast everything in sight! Any Drak-sai equipment you destroy increases your Shield strength.

PRO TIP: It's much better to concentrate on powering up one weapon than it is to fly indiscriminately through weapon icons.

The sounds won't prime your adrenaline pumps, but they swing when they need to. The music pumps above-average rock background sounds - they're worth medium volume settings, anyway. The sound effects are minimal, but effective.



PRO TIP: Use Pulse Bombs often during early rounds, when there are plenty of Pulse icons to find.



PRO TIP: Watch it when you bank left or right - mountainsides can come out of nowhere.

PRO TIP: Pulse Bomb blasts do not stop enemy shots.

Total Commitment

This is a worthy first-time 3D0 sci-fi battle. Space aces will get their planet-rocking, missile-locking fix, and new 3D0 owners can feel satisfied with their investment. Total Eclipse is totally cool. **B+**

Here Comes the Sun Gun!



**"A Hero For
The Nineties"**

Electronic Games

Are You Ready To Play The Ultimate Game of Chicken?



*Escape the way out
words and any space!*

Alfred Chicken™ is the hottest new game to hit your video game system! Get ready for non-stop egg-citement with Alfred Chicken, a hero of another feather! It'll take more

than a few fowl-feasting fiends to stop this wacky "Super-Hero-In-Training!"

You'll face uncertain danger as you guide Alfred along his menacing journey to rescue his kid-napped egg buddies from the evil Meka Chickens and thwart their plot for World Domination.

Fight your way through some of the most bizarre worlds imaginable, filled with formidable foes, perilous pitfalls, secret passages and hidden warp rooms to explore.

Make mincemeat out of Meka Chickens, and dodge their deadly traps. It's hours and hours of action and laughs with one off-beat bird.

You've played those other heroes, now try a hot new challenge! If you're looking for non-stop excitement and thrills-a-plenty, look no further 'cause Alfred Chicken is here!



*Secret passages, warp holes,
hidden rooms and puzzles!*

Available for
NES®, SNES®
& GameBoy®



Copyright © 1992 The Software Toolworks Company. All rights reserved. Alfred Chicken is a registered trademark of The Software Toolworks Company and is used as an important trademark of The Software Toolworks Company. Super Hero In Training and its logo are registered trademarks of The Software Toolworks Company. Super Hero In Training, NES, SNES and GameBoy are registered trademarks of Nintendo Entertainment System, Inc.

For store nearest you or to buy, call

1-800-234-3088

For an Alfred message call

1-800-ALFREDC

By Toxic Twainy

Night Trap is banned in England, banned in the U.S. Senate, and most importantly, banned in Toys "R" Us. Its use of real actors in a handful of C-grade horror movie death scenes makes this 3DO CD inappropriate for impressionable pre-teens. But if you're old enough to shell out 300 bucks, view any current horror movie, or read a Stephen King novel, you'll wonder what all the commotion concerning this below-average CD game is really about.



PRO TIP: Better save Lisa in the first disc.

PRO TIP: Don't stick around to watch the trapped Augers. Move quickly to the next trap.

PRO TIP: The Augers in this 3DO version appear at the same times and places as those in the Sega CD version.

The Last of Its Kind

Night Trap was the first Sega CD game, and this 3DO version is exactly the same game with minor cosmetic changes to the interface. The use of live actors in video, the TV-like props and dialogue, and the CD-quality sound were innovative at one time, but Trap's graphics and sounds now play like standard stuff.



Rubly, unmarried females!

NIGHT TRAP

Makes You Want to Scream

Night Trap is a low-energy, real-time action game that puts the "ouch" in couch potato. A house full of suspected vampires is rigged with eight cameras and trapdoors. Your task is to switch among the cameras and activate the traps to protect five unsuspecting visitors. Allow one fatality, and you're booted out of the game.



Base Photo lighting!

PRO TIP: Every Auger counts, so pause often and get your bearings. You want to know exactly when to be in what room.

PRO TIP: Each time you hear a "click" it means Augers have entered the house and you missed 'em! Jot down the time when the click sounds to help you and the Auger next time.

PRO TIP: There aren't many code changes, but you'll never make it if you miss 'em. Follow the Marbles and listen.

The trick is to simply jot down the time on the game clock whenever you discover bloodsuckers. Eventually, you create a time log. Then it's a simple matter of watching the

The Horror, the Horror!

The acting is so bad it's funny, but your own twisted sense of humor is really all that juices this game's appeal. The vampire villains are blood-sucking yuppies. The five designated victims are ruble, young, unmarried, all-American "babes." Lumbering, masked secondary vampires called Augers do the real dirty work. An "auger," as defined by Webster's dictionary, is "a tool for boring holes in wood," which one could argue is essentially what happens when the Augers catch one of the air head victims.

Trap those Augers!



clock, moving to a room, waiting for a Trap Sensor to light up, and pressing one button. The game asks very little of the controls, and they respond well.



The Marbles, yuppie vampire

Good Night

Thanks to all the media hype, Night Trap has earned a place in video-game history as the first banned CD game. However, if you really want to see the scary undead, rent Dracula the movie. If you want graphic video game blood and guts...well, there's always Mortal Kombat. **G**

3DO Game Profile

Night Trap

By Night Pictures

View game play, hot acting, and a too-bouncy rendition of the Night Trap theme suck the blood out of this low-action CD.



Play on multiple CD
Available on Action

3 player
Multiple views
Multi-writing

BART SIMPSON™ UNPLUGGED

ON GAME BOY® AND GAME GEAR™



with Eastwood®



BART VS. THE WORLD



BART AND THE BEARSTALK



BARTMAN MEETS RADIOACTIVE MAN



Check it out, man! Bart's takin' it on the road with his hot new portable hits! He's "on lead," live, dangerous and touring the world in three chart-topping Simpson™ smashes! So grab your GEAR and get ready to jam with the BOYS! Nobody plays like the legendary Bart Simpson™...uncut, uncanny and TOTALLY UNPLUGGED!

Acclaim
ENTERTAINMENT, INC.

The Simpsons™ & © 1992 Twentieth Century Fox Film Corporation. All rights reserved. Sega and Game Gear are trademarks of Sega Enterprises, Ltd. Nintendo Game Boy and the official logo are registered trademarks of Nintendo of America Inc. Papyrus and Acclaim are divisions of Acclaim Entertainment, Inc. TM, ® & © 1992 Acclaim Entertainment, Inc. All rights reserved.

VOTED 1993
GAME OF THE YEAR
BY SEGA™

In this game
it's either
them or you.

GOLDIERS OF FORTUNE



You're a necessary mowing down every diamond-tipping boss and back-flipping lizard freak in your path.



The gold you earn pumps up your character's speed, skill and weapon power.



Around every corner lurks another skeletal with a bad attitude.



You'll need a partner to watch your butt. Rent a friend or let the computer back you up.



Set up grenades and ambushes, because teamwork is the only way to survive.



Do you have what it takes to face the Chess Engine without being reduced to a charred pile of gristle?



Available on SEGA™ Genesis™ and Super NES™.

 **Spectrum
HoloByte**

For Visa/MasterCard orders call anytime: 800-455-GAME.

Jaguar



By Scary Larry

Overhead arcade shooters were the rage in the mid-to-late 80s'. Xevious, Raiden, Twin Cobra, and others challenged gamers with their unique perspective and challenging game play. Now, though, it's the 90s', players are more discriminating. With 64 bits of power under its belt, Atari should have revamped—not just rehased—this classic game.



PRO TIP: Stay dead center for this boss, and the gunfire raining down won't touch you.

Just Shootin' the Ship

It seems that of Mother Earth is under attack from militant alien invaders again. And, as usual, it's up to you and your Raiden Super-Sonic Attack Fighter to go on the offensive and flush out these intergalactic idiots.



PRO TIP: Beware of the crawling blue arachnid-tanks. You can shoot them only when they're on the top of the metal framework.

Seen it, Done It

The graphics in Raiden are basic and one-dimensional. Nothing moves in or out of the background, and the detail on the alien crafts is minimal. The bosses are just larger versions of the military equipment, and the backgrounds are plain and uninspired. Although there's no slowdown, the game feels sluggish at times (maybe because nothing is happening).



PRO TIP: When you release Bombs, use the resulting explosion as a shield and move your ship into any approaching enemies.



PRO TIP: You cannot release more than one Bomb at a time, so if you're trying to obliterate a boss with Bombs, wait until just before the explosion settles down to release the next Bomb. Your enemy won't have a chance to breathe.

The sound isn't bad, but it isn't spectacular either. The explosions and Laser shots are defined, but not aggressive. There's no speaker rockin' here, unless you've tipped over your TV.

The controls are responsive, but you must continually tap the Fire button to get off a shot (there's no rapid fire on the Jaguar controls). Sometimes weaving the ship from one side of the screen to the other seems to take longer than you want, but that may be because you wish you were somewhere else.

As for challenge, you've got this game whipped if you ever beat any of the progressive SNES shooters like *Axelay* or *Super E.D.F.* With the eight continues, the game seems easy. And, since your bombs are re-stocked every time you lose a ship, blasting through the bosses is a no-brainer.



PRO TIP: Don't worry about saving your Bombs. Your supply is replenished when you're killed. Use the Bomb whenever you're in a tight pinch.

Look to the Skies

The time has come to demand more for our megabits. A snoozer like *Raiden* just seems out of place on a powerful system like the Jaguar. Let's hope Atari gets into the cartridge rental arena soon. ☐

RAIDEN

Jaguar Game Preview

Raiden

(By Mark)

Although *Raiden* does have some nice graphics and there's no sign of slowdown, it's not a 64-bit showpiece. The game play isn't spectacular, and it's all too familiar. You may find yourself lost in this wild blue yonder.

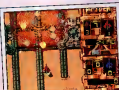


64-bit
Shoots nice
Shoots nice
2 players

1 level
Shoots nice
Multi-reading



PRO TIP: As you begin to knock off this underwater mechanical boss in Stage 2, look for the Ultra Power Up it releases. This will take your weapon to maximum charge.



PRO TIP: Take out the first boss in a two-pronged attack. Land Bombs in between both machines to score a lethal hit. Strafe with gunfire, then release another Bomb.



GOING, GOING, GONE.

You want big league power? Then take your cuts with the likes of Bonds, Puckett, McGriff, Galarraga, Grace, Gonzalez, Baerga and Dykstra. Just some of the 650 MLBPA superstars you'll muscle up with in *HardBall III™* for the Super NES™. You'll get 28 big league teams playing a 162 game big league season in 28 authentically rendered ballparks. And to truly separate the slap hitters from the sluggers there's even a Home Run Derby. *HardBall III* for the Super NES. Take one out of the yard. To order, visit your favorite video retailer or call 1-800-245-7744.



GET IN THE GAME.™



©1995 Accolade, Inc. All rights reserved. Super NES and Super NES logo are trademarks of Nintendo. Major League Baseball and MLBPA are trademarks of Major League Baseball. All other trademarks are the property of their respective owners.

BLOW-AWAY CD-ROM GRAPHICS IN A CARTRIDGE!

Now
Available On
Super
Nintendo!

FLASHBACK

THE QUEST FOR IDENTITY™

Experience Flashback, the world's first cartridge game with CD-ROM-quality action and graphics. With its fluid 24-frame-per-second movements, incredible graphics, and awesome animated sequences, it's like watching the wildest sci-fi flick in history - and you're the star!

As super-agent Conrad Hart, you must battle your way through six worlds, seven levels and scores of futuristic foes to save Earth from alien infestation. With its unbelievable sound and visuals, you'll swear Flashback is real. At this rate, who needs CD-ROM?



Dolphine Software
BY APPOINTMENT

US GOLD

NEW WASHINGTON: You found your memory. Now if only you could lose these mutants...

PARADISE CLUB: Funny, for a nightclub it looks a lot like a prison. And where's your gun when you need it?



PLANET TITAN: Outwit traps. Outgun mutants. And keep your eyes open: it's a jungle out there.

CLIMB



Available for Super Nintendo Entertainment System® and Sega™ Genesis™

Flashback: The Quest for Identity © 1993 Dolphine Software and U.S. Gold, Inc. All rights reserved. Sega and Genesis are trademarks of Sega Enterprises, Ltd. Nintendo, Nintendo Entertainment System and the Official Seal are registered trademarks of Nintendo of America, Inc. © 1993 Nintendo of America, Inc.

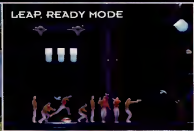
RUN, ROLL AND SHOOT



RUN AND JUMP



LEAP, READY MODE



CYBER TOWER: The game show where you compete with violent replicants for the grand-prize — your life.

PLANET NODDY: On this planet of oozing, form-changing aliens enemies come in all shapes and sizes.

RUN, JUMP AND CLIMB

NHL Stanley Cup's Mode 7 Looks Nice on Ice

NHL Stanley Cup

SNES

By Weekend Warrior

Nintendo's latest hockey can't be an eye-catching showcase of the Super Nintendo's Mode 7 graphic capabilities. Unlike most hockey games, which present the action from an overhead or side-scrolling point of view, NHL Stanley Cup shoots you a player's-eye view of a rink that rotates 360 degrees to match the movement of the puck. Much like Nintendo's other Mode 7 sports hit, NCAA Basketball, this game is constantly in motion, and it's as close as you can get to the real experience without losing any teeth.

NHL Authentic

NHL Stanley Cup has great game play features. Play solo or against a friend in a single-round exhibition, or try an entire 84-game season with any NHL team, including the new Mighty Ducks. The battery-back-up keeps track of your performance throughout a season, supplying passwords so you can pick up where you left off. Unlike the real NHL, you have the option of skipping a game on the schedule or deleting losing performances from your record.

This can't be extremely faithful to real hockey, and all NHL rules are strictly enforced. However, a bevy of options enables



you to customize the game to your play level — as examples, you can deactivate penalties, make manual or automatic roster changes, and change the length of the periods.



PRO TIP: Always have your goalie cover the net as he shoots the puck back into play. This prevents an opponent from intercepting the shot and slipping it quickly into an open net.

The control is sharp and responsive, a necessary requirement for fast-moving games like this. You control all of your player's actions, from choosing

between wrist and slap shots, poking in to send the puck, or rendering a bone-crushing body check. On-screen actions are very responsive to your button presses, and it's easy to switch from one player to another to stay with the puck.



PRO TIP: Don't waste time chasing down opponents. Anticipate where the opponent is going or which team member he might pass the puck to, and switch to the defender closest to that player.



PRO TIP: Goalies will often fall for fakes, thus providing an opening for your shot at the goal.



PRO TIP: Slap shots take extra time to pull off and are hard to execute right in front of the goal. Try a quick wrist shot instead.

PRO TIP: There are no icing calls if you are down a man.



PRO TIP: Hip checks are at their most effective when you're playing against the boards.



PRO TIP: Use your aggressive moves only on players with the puck, or the referee will call you for roughing.

Mode 7 Heaven

Clearly, the highlight of NHL Stanley Cup is its excellent use of Nintendo's Mode 7 technology. All of the on-screen elements scroll smoothly as you whip completely around the virtual environment. Up close, the players are large, detailed, and well-animated, and all on-screen elements scroll clearly without any flicker or slow down. The graphics aren't perfect,

Go 360! NHL Stanley Cup's Mode 7 — it's as smooth as ice.



however—the speed of the action takes some getting used to, and the ice-level camera angle often makes it difficult to discern players when there's a sudden pickup in front of the goal.

In addition to the great graphics, sharp, distinct digitized sound effects round out the believable hockey experience. Among the sounds you hear are skates on ice, slap shots, and awesome body checks.

Hit the Ice!

NHL Stanley Cup faces stiff competition from EA Sports' NHL Hockey '94, While NHL Hockey

'94 may appeal more to true hockey die-hards with its extensive features, stats, and actual NHL player's names and faces, NHL Stanley Cup is a fast-paced, action-oriented cart with awesome visual pizzazz that'll appeal to all types of gamers. NHL Stanley Cup scores high on fun! **C**



Racing on the Edge with Winter Extreme



Winter Extreme

By Toile Tossany

Winter Extreme by Electro Brain takes video skiing/snowboarding to...well, extremes. Electro Brain is based in Utah, and if there's one thing they know in Utah it's snow. Moreover, the cart was designed by Loriciel in France, a locale famous for spectacular skiing and superior skiers. If this cart doesn't give you adrenaline pump, few games will.

Welcome to Vertical Reality

There's no cozy, weekend skiing here, it's the ferocity of the velocity that will make you want to strap on this game. This hard-charge cart has the same appeal as a

behind-the-car view auto racing game. Speed is your creed, and it's murder to stay on the course. In fact, kids and those with low tolerance for the wipers ought to stick to the bunny slopes and stay away from this cart.

You can choose to use skis or ride a snowboard, a cosmetic decision since they play exactly the same. If you're some sort of snowboard stud, forget about it. This cart doesn't showcase that sport's unique airborne moves, although you can do the occasional quick flip.

You get three types of challenge in Winter Extreme: a Skaton, a Giant Skaton, and the Downhill. The skatons require you to twist and turn as fast as you can, racing

against the clock through a series of gates. The Downhill is a banana, breakneck drop down the slopes. You have a limited amount of time to hit checkpoints, or your run's over.



PRO TIP: When you're trying to qualify, one spill can sabotage your attempt.

PRO TIP: No way you can stay on the course if you just hold down R, the speed button. Learn when to coast or you're lost!

PRO TIP: Always press R, the speed button, when you wipe out to quickly get back on the course.



PRO TIP: If you catch air after jumping a mogul, you can still turn.



PRO TIP: Unless you're a goon ripper, study the course map before you hit the slopes.



PRO TIP: Avoid dirt patches, because they'll slow you down and kill your time.

At least the crimp controls provide you with a fighting chance to complete any course. You can make sharp meep turns, speed up,

or slow down. For fun you can also bust a few jans, but they're just for show. Expect to wipe out early and often!

Extreme Conditions

Outrageously fast-and-furious forward-scrolling action poses WE's graphics to the limit. This is what a racing game should look like. The dizzying dips and sudden turns make you bob and weave like you're really there.

The awesome animation gives the game visual polish, but it's tempered by just average-looking sprites and repetitive backgrounds. A few spectacular wipe-out scenes would have broken up the monotony.



Skis or snowboard, it's all the same in Winter Extreme.

The sounds are just snow-so. The tiny music freezes your ears, although the shushing sounds good. You'd best tune in your favorite hard-rockin' CD.

Ice Scream, You'll Scream

If you feel the need for speed, whether you're housebound or snowbound, Winter Extreme is fast-paced video fun. Just fire up a fan to blow air into your face and get some buddies to bomb you with snow cones, and you're there! **C**



Soccer Madness

Get your kicks with this roundup of recent soccer carts.

Super Soccer from Super Goal 2

Super Goal 2

SNES

By Athletic Supporter

Jaleco's Super Goal 2 for the SNES looks and plays like a World Cup contender. This game has a ton of options, colorful graphics, and good control. It's a winner across the board.

Super Soccer

Super Goal 2 is strong in the options department. The game has two playing modes, Exhibition and Tournament. You get to pick from 20 of the world's top

Goal 2 also has four fields, each with a different surface that has its own effect on the ball.



PRO TIP: On offense, the computer loves to enter the ball from the wing. Keep an extra defensive player around your goal to deflect any balls in the air.



soccer countries, including the up-and-coming U.S. squad and the powerful German team that won the last World Cup. Each team has its own set of strengths, with ratings in Speed, Defense, Offense, and Aggressiveness based on the actual teams. (Brazil is the fastest team, Germany has the best defense and offense, and Argentina is among the most aggressive; the U.S., as expected, is near the bottom in most categories.) Super



PRO TIP: Different players have different abilities. Don't let your full-back take a lot of shots, because he's not going to score much. Your strikers can control the ball in mid-flight, so let them take most of the shots.



PRO TIP: Know your team's strengths. If you've got a good defensive team, use a formation that has a strong defensive setup.

To take full advantage of these game play variables, you have responsive controls. This cart has the most effective headers and bicycle kicks of any of the SNES games reviewed in this issue. The only complaint about the controls is the confusion that results when you switch defenders. Sometimes you don't get the player you want to control, but this is only a minor flaw.

Super Graphics

The graphics for Super Goal 2 are, in a word, superb! The colors show up well on the screen, and the players are detailed. Their movements, especially when executing aerial jumps or headers, are definitely cool to watch.

In contrast, the sound is merely OK. Like most soccer carts, this one features one of those mind-numbing soundtracks that become annoying after awhile.

Overall, Super Goal 2 is the leading score of all the SNES soccer games in this Soccer Madness roundup. It's not the greatest of all time, but for now this one shoots and scores! **B**



Play Pelé's Way

Pelé

Genesis

By Athletic Supporter

With the World Cup coming to the U.S. next summer, it seems fitting that a soccer cart named after one of the only players recognizable in America would finally appear. While the game doesn't quite live up to the reputation of its namesake, tons of options and good special effects make this a pretty cool cart.

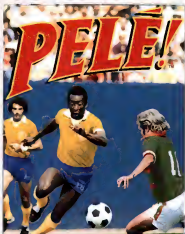
Pelé Play

Pelé scores with a lot of options. There are four ways to play Pelé. You can have Exhibition matches between 40 teams. Or, you can play in a 16-team Tournament or a 40-game Season. The best playing mode of all is Practice, something all soccer carts should (but don't) have. The Practice mode gives you a chance to perfect your on-field moves without having to lose a match.



PRO TIP: The reborn make too many calls, so turn off the Foul option and let the play get physical.

You'll need practice, because the controls aren't strong enough. The players respond sluggishly, which is not what you expect from a 16-meg Genesis game.



Fast Fun from World Soccer '94

World Soccer '94: Road to Glory

SNES

By Athletic Supporter

To say that Atlas' World Soccer '94: Road to Glory for the SNES plays at a high rate of speed is like saying Pelé was just an average soccer player. This game looks and plays like a VCR tape running on fast-forward, and it takes some getting used to. However, despite its intimidating high-speed challenge, in the final analysis this game scores big-time.

Shooting and Scoring

World Soccer has a stadium full of options. There are almost as many ways to play this game as there are teams. (And that's 64 teams!) Virtually every aspect of the game is adjustable, from the type of match you want to the weather conditions and your player's hair color. The best feature is the Indoor option, which is a great version of the Major Indoor Soccer League.



PROTIP: If you're playing the Indoor option, use the walls to set up your shots and pass the ball to teammates.

What will strike you, though, is the game's speed. Even at its slowest setting, World Soccer's players run at a dizzying pace and the ball zings all over the screen. Fortunately, the controls are pretty responsive. You can even control

the flight of the ball after you kick it. Once you master the controls, you might find it hard to go back to playing a slower cut.



PROTIP: Move your striker inside the penalty box to lure the keeper out of the goal. Once he's out, kick the ball past him for an easy goal.



PROTIP: Since the game moves quickly, get ready for a lot of rebounded shots. The computer's keeper doesn't always catch the ball cleanly, so if you hang around the goal you can pick up an easy score.

Shooting and Boring

Unfortunately, World Soccer's graphics don't keep up with the game's other features. The small players and the bland fields suggest first-generation NES graphics, rather than the detailed graphics you'd expect to find in a 16-meg cart.

The sound isn't much better. Disappointingly, the roar of the crowd is reduced to something from an old horror flick.

World Soccer has its flaws, but overall it's as fun as any soccer cart around. If you can overlook the graphics and learn to handle the speed, you'll want to get on this Road to Glory. **B**



PROTIP: Evade the ball to one side of the penalty box and then press either Button A or Button C to center the ball in the middle of the field. This sets up a perfect header for a goal.



PROTIP: Since you can change formations at anytime, pick the best formations that suit the situation. Pelé himself will give helpful hints on what formation to choose.

The game play has two other minor problems: the fouls and the clock. The zebras call the games closely, which severely cuts into the excitement. Also, you can't see the clock, so you don't know exactly how much time is left.

The Sounds and Sights of Soccer

The graphics for Pelé are above average, but they're nothing to write home about. The players are large enough to identify easily, and at least you can always tell which player has the ball, which you can't always tell in other cuts.

The crowd noise is pretty cool, too. When a team scores a goal, the throng goes crazy and sounds a lot like those boisterous stadiums you hear in Europe and South America.

The graphics and sounds help compensate for what is at times frustrating, penalty-filled game play. Combine the technical effects with all the team options, and there's enough here to keep any aspiring soccer player entertained for hours. **B**

Pelé by Attribute

Speed	Shot	Control	Defense	Goalkeeping
Price not available	21 temperature			
18 mpg	Available now	Multi-carrying		
Score		Panasonic		
7 players				

World Soccer '94: Road to Glory by Atlas

Speed	Shot	Control	Defense	Goalkeeping
\$69.95	18 mpg	Available February	Score	7 players
4 tournaments	Overhead view	Multi-carrying	Playworth	

Acclaim's Champions of Frustration

Champions World Class Soccer



By Athletic Supporter

Champions World Class Soccer for the SNES looks good, has excellent sound, and offers above-average control, so you'd think this cart would be a World Cup finalist. Unfortunately, frustrating game play sinks the FunFactor to the bottom of the league standings.

Out of Bounds

World Class Soccer is frustrating because it's so difficult to keep control of the ball. All of its good features and options are nullified by the difficult game play. Even Peli would have a hard time scoring in this game.



PROTIP: Press X for an extra burst of speed to catch up to an opponent and take the ball away.

The problem stems from the physical style of game play. Because the game allows so much extra contact without a penalty, it's almost impossible to dribble or pass the ball downfield on offense. No matter what player or team you've got, the opposition can easily steal the ball by bumping into your player.



PROTIP: When going for a steal, don't tackle your opponent. Just bump into him, and you'll come away with the ball.



PROTIP: If your opponent is near your goal and you steal the ball, press Y to clear the ball from his attack zone and end his scoring threat.

Apart from this fundamental problem, the controls are merely decent. On defense you can't switch players quickly enough, while on offense it's almost impossible to shoot on the run. The only saving

grace is that your players respond well once they have the ball, as long as no defenders are near.

Get Your Kicks

The graphics get high marks. The players are nicely detailed and their movements, especially when performing special moves, are excellent. The players are easy to see, so you can always tell which player you control.

The sound is also top-notch. The crowd noise is based upon the rowdy European fans, adding a touch more realism to the cart.

If you're in the market for thrilling SNES soccer, look elsewhere. Despite World Class's few good points, the bottom line is the FunFactor, and that's where this cart trips up. **C-**

Champions World Class Soccer by Acclaim					
Control	Sound	Game	Value	Options	Overall
4.0	4.0	4.0	4.0	4.0	Average
221 95	15 meg	Available now	Soccer	2 players (with Super Game Boy)	16-bit scrolling
					PlayStation

World Cup Is World Class

World Cup Soccer



By Athletic Supporter

Sometimes that old saying about good things coming in small packages is true. Such is the case with Tengen's World Cup Soccer for the Game Gear. Surprisingly, this simple, fan-to-play cart has most of the features of its 16-bit counterparts.

Play the Field

World Cup Soccer showcases 24 of the world's top soccer countries, including the U.S. You can play against the computer or use a Game-to-Gear Cable to challenge a friend in the Exhibition mode. When you think you're ready to go for the gold, you can enter your team in the World Cup tourney. Earn enough points in the Elimination League, and you can go into

the Final Tournament. The Final Tournament is a sudden-death tournament for the World Cup.



PROTIP: Move the ball from player to player in the attack zone to confuse the computer's keeper. Quick passing will result in an easy goal.



PROTIP: Press A for a sliding tackle to take the ball away from your opponent. Most soccer carts will tell you to stay away from tackling, but here it's an integral part of your defense.

The graphics, like the cart itself, are simple, but they're crisp and well suited for the Game Gear screen. The scrolling is smooth and fast and keeps up with the action.

The controls are as quick and responsive as any soccer cart on the market. The only complaint is on the defensive side, where the game is a little slow when you switch from one player to the next, a problem common to most soccer carts.



PROTIP: When taking your shot, come at the goal from a 45-degree angle and aim for the back post.

The sound is the weakest part of the game. The repetitive, rattle-rumble soundtrack should come with some kind of mental-health advisory.

Rock 'Em Soak 'Em Soccer

World Cup Soccer is in a class by itself on the Game Gear. This one's a real kick. **B+**

World Cup Soccer by Tengen					
Control	Sound	Game	Value	Options	Overall
4.0	3.0	4.0	4.0	4.0	Average
221 95	2 meg	Available now	Soccer	2 players (with Game-to-Gear Cable)	16-bit scrolling
					PlayStation

INSTANT PARTY

JUST ADD BOMBS!

Now you and three of your friends can play the hottest game for Super NES at

THE SAME TIME! The Super

Bombberman Party Pak features the

mega-popular Super Bomberman game and the Super Multitap accessory!

Hook up four players for nonstop, bomb blasting action in the Battle Mode!

Or go on a two player adventure through 48 levels of monsters and robotic traps designed to blow you off the screen!

- Super Multitap accessory included with the video game!
- Super Multitap compatible with every multiple player game.
- Choose from a dozen wicked backgrounds in the Battle Mode.
- Compete against friends or computer rivals in action-packed rounds!



EXTRA SUPER NES CONTROLLERS SOLD SEPARATELY

SUPER NINTENDO
ENTERTAINMENT SYSTEM



HUDSON SOFT
HUDSON SOFT™

Hudson Soft USA, Inc., 480 Cypress Point Blvd., Suite 810

San Francisco, CA 94963 (415) 351-8888

Super Bomberman™ and Super Bomberman™ are trademarks of Hudson Soft/USA, Inc. All rights reserved. © 1993 Hudson Soft USA, Inc.

Hudson Soft is an approved trademark of Hudson Soft/USA, Inc. Nintendo Super Nintendo Entertainment System and the official logo are registered trademarks of Nintendo Inc.

Coach's Corner

By Coach Kyle

Start taking notes, rookies. The Coach has consulted with game designers to score inside scoops on some of the best sports games of recent months.

NBA Showdown (SNES)

This game from EA Sports has got the moves, and here are two of the best:



COACH'S TIP: To activate Michael Jordan's Kiss the Rim signature shot, approach the hoop from straight down the court. Enter the key from the right side, and when Jordan's just past the foul line, hit Button Y. Check out this dynamic dunk on instant replay!

COACH'S TIP: To give your players Turbo speed, roll a time-out after the tip-off, then hold R while pressing Up, Down, Right, Left on the directional pad. Keep holding R and tap L, then press Up, Down, Left, then Right, Tap L once more. Now when you re-enter the game, holding down L will make your man run at Turbo speed.

NFL Football (SNES)

Being able to pass is crucial in Konami's snail game. Here's how to get airborne:



COACH'S TIP: To time your passes precisely, have your QB release the ball just as the receiver turns colors.

Once you've mastered the timing, choose the San Francisco 49ers as your team, because they were given the most powerful passing attack by the programmers.

NHL Hockey '94 (SNES and Genesis)

EA Sports won several major awards with this exciting title. Here are some offensive and defensive strategies:



COACH'S TIP: On defense, use the Hold button to stop your opponent when he's bearing down on you for a one-on-one confrontation. Don't go for the risky all-or-nothing body check.



COACH'S TIP: For a great scoring opportunity when you're skating up the ice with the puck, draw the defense toward you, then pass to an open man at the last second.



COACH'S TIP: Skate right into the goalie while holding the puck out to the side. As your skater collides with the goalie, you don't even have to shoot and the puck will slide right into the goal!

F-1 Pole Position (SNES)

Customize your car for each track, and you'll master UBI Soft's fine Formula One racing game.



COACH'S TIP: Use a lower Wing setting on fast tracks, such as Italy's Autodromo Nazionale di Monza.

COACH'S TIP: A softer Suspension setting makes your car more flexible and better able to take the tight turns of tracks like Circuit de Monaco.



COACH'S TIP: Choose a low Steering setting for a track with many straightaways (like Mexico's Autodromo Hermanos Rodriguez), and a high setting for tracks with many curves (like Japan's Suzuka International Circuit). The higher the setting, the faster you'll take the turns.

Here are recommended settings. For fast tracks: Steering 2, Tires B/C, Gears 5-7, Brakes 2, Wing 5-7. For tight tracks: Steering 1-2, Tires C/D, Gears 4-6, Brakes 2, Wing 6.

FIFA International Soccer (Genesis)

Get your kicks with this hot game from EA Sports.



COACH'S TIP: On corner kicks, use the Aftertouch feature to curve the ball to your midfielder at the top of the box. If it's thud right, he'll blast a one-timer that's virtually unstoppable.

Greatest Heavyweights (Genesis)

Rock 'em and sock 'em with Sega's awesome boxing game.



COACH'S TIP: According to the game's designer, the best strategy for any fighter is to hit your opponent's head and then immediately hit his body. This high-low pattern will almost always give you the upper hand.

Madden NFL '94 (SNES and Genesis)

Get big yardage with these tips from the designers at EA Sports.



COACH'S TIP: Set two offensive audibles - Flipped Deep Outs (Run & Shoot), and Weak Flood (Far). At the line, use your man-in-motion to see if the defense is in Man or Zone coverage. If they're in Man, audible to Flipped Deep Outs and burn them down the sideline. If they're going Zone, audible to Weak Flood and pass to one of your backs coming out of the backfield.



COACH'S TIP: Sweep right for easy yardage, and if that side is covered, immediately run in the other direction. The defense will be moving away from you.



64 EXPLODING BITS
OF RAW POWER.

16.7 MILLION
BRAIN BURNING COLORS.

AND 3-D GRAPHICS REAL ENOUGH TO
MAKE YOU **BLOW CHUNKS.**



YOU'VE BEEN
WARNED.

THE JAGUAR 64-BIT SYSTEM.

You want power? How about 100 times more power than 16-bit systems.

Color graphics? You think 16.7 million colors will hold you?

Maybe you're looking for fast, real-world animation? Tell you what: You better have a strong stomach.

Cuz this is Jaguar™. And this ain't no toy.

We're talking 64 bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You're not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You've also got CD-quality sound to deal with, and arcade-quality games that are so multi-layered and deep you may never find your

way out. Not to mention the 17-button controller that gives you so many ways to annihilate your enemies, you'll never have to kill one the same way twice.

Jaguar 64-bit Power Speed Control Sweat



"Game of the Month"
— *Diehard* Game Fan

THE GALACTIC WAR HAS BEGUN.

Do you know where your pods are?

CYBERMORPH™

The evil Permiva Empire has the ultimate weapon: robotic technologies that can rebuild themselves. The good news is your forces had new weapons designed! The bad news is your scientists were seized by the enemy and sealed into pods along with vital supplies and information.

As pilot of Cybermorph Transmagnifon, a prototype morphing attack craft, you must recover the pods so the resistance fighters can halt the Permiva Empire's sinister march toward galactic domination.

Cybermorph is packed in every Jaguar 64-bit system and packed with intense 3-D texture-mapped graphics, CD-quality sound and real-time, real-world action that'll help you explore 50 separate worlds of canyons, valleys, vortex towers, force fields, power stations and fast-flying hostile enemies aiming to blow you away.

FIRE GOOD. LOSING BRO.

EVOLUTION: DINO DUDES™

You're the proud leader of the Dino Dudes, and it's up to you to guide a hairy gang of Co-Magnons to the top of the food chain.

On your prehistoric journey you'll discover fire, weapons, and The Wheel. You'll battle dinosaurs and rival tribesmen, and do everything you can to avoid becoming an endangered species.

Evolve or die, dude.



JAGUAR 64-BIT.

THE MOST POWERFUL
HOME VIDEO GAME SYSTEM
EVER INVENTED.

"Perfect"
—Electronic Gaming Monthly

MILITANT ALIENS.
You can't live with 'em.
You can't play without 'em.

ARRIDEN™

Mother Earth has fallen to deranged, militant aliens. As pilot of the *Reiden* Supersonic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

Rip through enemy lines, torch Gatling units with your homing missiles, blast ammo-laden cargo trains with nuclear-powered bombs, and teach these galactic prudes why nobody messes with your planet.

With brilliant sound, exceptional speed and shoot 'em up action that showcases Jaguar's 64-bit capabilities, *Reiden* is the ultimate arcade conversion for one or two players.

THE NAME IS
McFUR.
TREVOR McFUR.

**TREVOR McFUR IN THE
CRESCENT GALAXY™**

The *Crescent Galaxy* has fallen and it's up to you, Corporal Trevor McFur, to return the planet *Cosmolitia* to its citizens.

With your trusty sidekick, *Digger*, you'll blast through five worlds filled with monster asteroids, killer Starbots, deadly Gundinos, savage Cyber Cherubs, and bosses that confront you on the screen.

Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.



JAGUAR™

6 4 - B I T

GET BIT.

INTERACTIVE MULTIMEDIA SYSTEM

COMING SOON FOR JAGUAR.

"CES Game of the Show"
—Electronic Games

TEMPEST 2000™

Jaguar takes the best of the 1981 arcade classic and adds 1994 64-bit intensity. You can choose between two modes: Tempest Classic, the same ultra-challenging game that used to test your quarters; and 2000, a souped-up, 64-bit version with 3-D graphics, awesome power-ups, and hostile enemies for one or two players.

CHECKERED FLAG II™

Jaguar hits its peak with real-time, 3-D action in this swifty palms racing game. With true sound, realistic crashes and speed bumped up 100 percent thanks to Jaguar 64-bit technology, you just might feel the wind in your hair.

ALIEN VS. PREDATOR™

This 3-D tunnel/trous game has texture-mapped walls and heart-stopping digitized renderings of the star monsters. In this Jaguar 64-bit showcase game you can choose to play as the twi-whipping Alien, the Predator, with sophisticated weaponry and infrared night vision, or the Marine Corporal armed with pits of ammo and superior military combat computer skills.

CLUB DRIVE™

You've never experienced racing like this. No giant cars here. You can drive anywhere, including 70 square miles of San Francisco, the frontier towns of the Old West or some innocent bystander's living room as you chase down your opponent in a fast-paced, real-time, 64-bit game of tag.



AND MORE!

Keep your eye out for many more Jaguar titles, including a full range of heart-stopping 64-bit sports games. Basketball, baseball, and football have never been played like this.

For game tips and hints, call 1-800-752-ATARI. 95¢ per minute.
If you are under 18, be sure to get a parent's permission before calling.
A touch-tone telephone is required. USA only.

ATARI
MADE IN THE USA

ATARI and the Atari logo are registered trademarks of Atari Corporation. Jaguar, Club Drive, Gubernator, Checkered Flag II, Evolution, One Drive, Trevor McFur and the Crossed Galaxy and Tempest 2000 are trademarks of Atari Corporation. All rights reserved. Predator is licensed to Atari Corporation by Tantalus, © 1992. Alien and Predator™ & © Twentieth Century Fox Film Corporation. All rights reserved. Used under sublicense from Activision.

NO MONEY DOWN!

NO RISK

JUST GIVE US A TRY AND WE'LL
GIVE YOU A **FREE** ISSUE!

SPECIAL INTRODUCTORY PRICE
ONLY

\$18

FOR 12 ISSUES



SEND YOUR ORDER TO:

WORLD WRESTLING FEDERATION MAGAZINE
P.O. BOX 420174
PALM COAST, FL 32142-0174

YES! Send me my free issue of the World Wrestling Federation Magazine. I understand that I will be billed \$18.00 in order to receive my 11 remaining issues, if I decide to continue my subscription.

HW2002

NAME _____

ADDRESS _____

CITY _____

STATE _____ ZIP _____

Get one free issue of the World Wrestling Federation Magazine. If you like it, you'll pay just \$18.00 and receive 11 additional issues (for a total of 12). That's a savings of \$17.00.

This magazine contains everything you've wanted to know about the World Wrestling Federation and more.

- ▶ **100% FULL COLOR ON EVERY PAGE—NO NEWSPAPER PRINT HERE!**
- ▶ **ACCURATE UP-TO-DATE ARTICLES EVERY MONTH**
- ▶ **PLUS OUR NEW GAMERS CORNER**

Offer good for one year unless you only. (See rate for 12 issues/\$20.24 issues/90¢. Canadian rate: \$34.24/10 issues. \$50.15/24 issues including GST. Foreign rate: \$52.15/10 issues. \$66.04/24 issues. Single copy price \$2.00.)

SUBSCRIBE TO THE WORLD WRESTLING FEDERATION MAGAZINE TODAY!

PIRATES O' THE PAST, AVAST!
THERE BE A NEW LEGEND
BEFORE THE MAST!



HIGH SEAS
HAVOC

SEGA
GENESIS



DC DATA EAST

The official end to your adventure
that has provided months (or high-
quality minutes) of 2-Digit™ fun.
© 1994 Sega Enterprises, Ltd. All rights reserved.
with the SEGA GENESIS SYSTEM.

© 1994 SEGA ENTERPRISES, LTD. 1-800-541-5400. SEGA, GENESIS, HAVOC, and SEGA GENESIS are trademarks of SEGA ENTERPRISES, LTD. ALL RIGHTS RESERVED.

Humble Beginnings



You start off the game lying near a bridge. Toss the Gem near you into the waterfall to get your first weapon, the Shooting Star.



Proceed right until you come to a Measie Tree. Shoot stars to kill the Tree, then grab the Orange Gem and the Empty Bottle to the right. Go back to the waterfall and toss in the Orange Gem: You'll receive Stun Dust.



Fill up your Empty Bottle from the waterfall. The water will replenish some of your Hearts.



Use the Stun Dust on the carnivorous Snarl Shoots, then proceed right.



Drink your water and fill up your Bottle at this stream. This water has greater restorative power than the waterfall. Pick the flower in the lower right corner. You need it later.



Keep the Shooting Star in one hand and the Stun Dust in the other, and travel due south from the stream. You'll come across this Heart container. Grab it and go left.



Get ready to battle Thunder Pig, one of the Shadow King's hench-things. Use the Stun Dust and the Shooting Star.

Into the Fray



Travel a bit farther to the southwest and you'll cross a log bridge. To the left of the bridge is a small pond. The Fairy will fill you in on the rest of the story here.

Stay tuned for future tips to help Merlin against other creatures like the Shroom Goons, Spyder, the Stone Knight, and Trolls!



Pick the flower just under the sign. You need it later. Fill your Bottle from the pond and travel southeast.



When You come to another Measie Tree, drink the Fairy Water (it makes you temporarily invincible) and battle the tree with the Shooting Star.



Grab the Gem that's left behind and proceed right. You'll get into a tussle with some Meannies. Keep going right.



You need something different against these Meannies. Take the Gem back to the waterfall and redeign it for a balloon. What for? We'll see.

You Stro



Go back to the log bridge, but head south just before you cross it. You'll find a Lantern. Now go south until you see a bridge. Cross the bridge and go into the Mine.



In the Mine, freeze the Dark Owaves, then nail 'em with stars. Keep going north.



Use the Balloon to float up the broken ladders.



Young Merlin Strategy Guide



If you continue north, you come across another Gem. Take it back to the waterfall and toss it in.



The Gem turns into the Bubble Wand. The Bubble Wand sends Meenies floating away.



Go back to the trapped Fairy and use the Bubble Wand on the Meenies guarding it. Return the Fairy to the pond, and in reward the Fairy will open the road to Pinedale. Go east to Pinedale.



Mine All Mine

East of the Pinedale Forest is a small cottage, home to Melody and her over-protective father, Stern. On the doorstep is a wrench. Take it.



Travel farther east and cross the bridge. Go north and you'll find the house of Casolan, the bumbling magician. He's looking for his key. Go north into the hedge maze and look for his key.



You can walk through some of the hedges in the maze. This Heart is in the upper right corner of the maze.



In the center of the maze is a large fountain. Drink from it and grab the flower just above it near the bench.



Go back and give Casolan the key, and he'll reward you with a... fishbowl? He wants you to find his pet herring. Go back to the Mine.



Just outside the Mine, use the wrench to take the wheel off the abandoned cart. Take the wheel with you into the Mine.



Crawling into boarded-up entrances will warp you to different parts of the Mine. Do this to survey the Mine.



Search the Mine carefully, and eventually make your way to

the northwest corner, where you'll find this old Mining Cart. Put the wheel on the Cart and weave your way to...



...the southeast corner. Crash your Cart into the wall to make an opening.



Walk through the opening into the water. Make your way to the northwest corner and use the Balloon to float into this opening. Grab the Blue Gem and head back to the waterfall.

The Blue Gem gets you a Water Helmet. The helmet gives you twice the air power you'd normally have. Search the southwest corner of the underwater caverns for Casolan's herring. When you find it, go back to Casolan's house.



Casolan gives you a Spring. Use the Spring in the area where you found the Blue Gem.



Knock off the Dark Dwarf and jump across the chasm to enter the Cave of Reddies.





By Lawrence of Arcade

Just in time to rejuvenate the shrinking Game Boy cart list, Kirby's Pinball Land goes back to an old game theme. Just how good is this game? Good enough to please both Game Boy owners and pinball wizards.

Kickin' with Kirby

Three Pinball Lands have been invaded by King Dedede, and it's up to Kirby to rout the evil King and his minions from the land. Each pinball board represents a captured land, and at the top of each board you face off with one of the King's Henchmen (or rather, hench-things): Wispy Woods, a maleficent maple tree; Kracko, a boisterous thundercloud; or the Poppy Brothers, two bomb-happy brothers who want to put Kirby out of commission.

Kirby needs help against these foes, and he gets it from Chilly, Nimbus, Cloudy, and Big Boo. No, they're not a jazz band, they're various Kirby-esque helpers who rebound balls, take you into Warp Zones, and help you get to the bosses.

And the action doesn't stop; each board has Bonus Games and boss levels. You could play this game all the way through and never see the same enemy twice! The Bonus Games take place on soccer fields and cloud conveyor belts, and there's even an Arkanoid-type block-busting game!

Fast and Fat

The graphics in Kirby's Pinball Land are smooth and well-defined. The ball (which is Kirby) moves so fast that you've got to struggle to keep up with it visually. Every detail stands out—you can clearly see the cringing faces on your enemies.

The music is a treat as well, with different music for each stage. There's even accompanying music for the bosses. You can hear every bell, whistle, whoop, and clank, so it's just like a real machine!

No Pinball Pushover

Kirby won't let your thumbs rest, either. The game requires patience, dexterity, and very fast reflexes. Just like with a real pinball machine, sometimes you just have to watch the ball slide away.

Occasionally, though, some rejected balls shoot back into the playing field. Add to this a unique Save feature that saves your game exactly where you left off (it even remembers the ball's position), and you've got an unusual and very playable pinball cart. Don't let the cute graphics and young-ish theme deter you. Kirby's Pinball Land is just as much fun—and as challenging—as any of the top Game Boy titles. **[E]**

Kirby's Pinball

The Boss: Wispy Woods



PRO TIP: To knock off Wispy Woods, aim for his wooden snout, but be careful of his apple attack which will immobilize one of the flippers.

A Lighting up the letters for WARPSTAR will send you back to the board selection screen. You may want to avoid this if you've been on one board for a long time.

B Get three Warp Stars in the slot machine, and you zoom to the Bonus Stage!

Bonus Game



Block attack!

C To get to the boss in the Wispy Woods Land, just knock off the three mushrooms above the flippers. This will put a Warp Star at the top of the screen. Reach the Warp Star and you'll be whisked away to the boss, Wispy Woods.

The Wispy Woods



Game Boy Game Preview Kirby's Pinball Land (By Nintendo)

What's pudgy, white, and inhales but never swallows? Well...it's Kirby, of course. He's back and in action in a very cool pinball adventure that's gonna put the TLT at you!



525 54 1 play
2 2 2
Available now Download now
Pinball Kirby lock-up

WORLD



The Boss: Kracko



PRO TIP: Kracko will spin and weave through the top part of the stage. Be sure to hit him before he starts spinning. Beware of the thunderbolts he throws at the flippers. If you see one flipper being hit, continuously move the other flipper so you don't lose the ball.

Kracko Land



D Knocking all the letters in SCARFY makes a brassvial of Scarfys that will push Kirby onto the middle board if he hits the top Scarfy.

E Stay on top in this stage and continually hit Nimbus, the moving cloud at the top. When it rains on the big Kirby, get on top of his umbrella and you'll jetison to the top stage.

Bonus Game



The Cloud Conveyor!

F To get to Kracko, you must hit the sun three times, then the moon three times. A Warp Star will appear, which you must hit.

The Boss: The Poppy Brothers



PRO TIP: To knock off the Poppy Brothers, just bounce up and try to stay on top of the blocks as you knock into them. If you see a bomb headed toward your flipper, try using the other flipper as the springboard for the ball.

G Light up FROSTY and you'll get some help from him in the middle of the board. He'll catch you and send you up a level if you time it right.

H Knock items from the Kirby on the left and they'll appear in the middle. Now get them from the middle. Do this when you see a Warp Star and you'll go to...

Bonus Game



...soccer practice!

I Crack open the three eggs and chicks appear. Make sure to keep the Junior Poppies away from the chicks before they're hatched, or they turn the chicks back into eggs. When you completely hatch the chicks, they go into the wall and pull out different items. Aim for the Warp Star.

The Poppy Brothers



Lynx



By Bro! Buzz

Ninja Gaiden III's a blast from the past in more ways than one. This is a faithful Lynx adaptation of the third adventure in the classic NES ninja series that helped define the term hack-n-slash. Unfortunately, you need ninja vision to see all the power-ups, monsters, and bad guys because of the tiny Lynx display.



A cutting classic!

Unkind Cuts

The Ninja Gaiden tale of revenge transcends time as well as video game systems. An evil being spawned at the dawn of civilization descends on modern mankind to build the Empire of Darkness. Ninja Ryu Hayabusa takes his powerful Dragon Sword to avenge his father's death at the hands of the Empire.



Familiar (but still ugly) faces

A Fighting Tradition

The traditional side-scrolling fighting formula still works here. You charge through four sizzling side-view Acts into a ravenous horde of monsters, robots, and creatures run amuck. Then the demon/robot end-level bosses knock you silly.



PRO TIP: The Dragon Spirit Sword is your handiest and most versatile weapon.

PRO TIP: Jump over the Windmill Throwing Star when it makes its return run to you to complete a cool-looking and effective rear attack.

PRO TIP: Ninja Scrolls are critical power-ups you shouldn't pass up.

PRO TIP: In a pinch you make some regular beauties disappear by just scrolling the screen past them.

PRO TIP: In the Desert Act 2 the little 'bots in the sand are deadly. You can only blast them in the air.

NINJA GAIDEN III



The crisp Lynx controls prove that buttons and a directional pad still produce great game play. Ryu climbs walls, swings hand over hand, and pulls a life-saving somersault. Attack moves include sword slashing and Ninja Arts attacks from hanging and climbing positions.



PRO TIP: To defeat the Moxies Warrior at the end of Act 1, remember that he drops rolling fire in groups of threes. Hop over the triple threats, then run up and slash!



Don't stop moving upward when you reach the rising lava!

In addition to the thumb-blasting swordplay, the fighting strategy involves your ability to choose and use six Ninja Arts, which you chop down as icon orbs. The Windmill Throwing Stars, Dragon Spirit Sword, and the Invincible Fire Wheel are among the deadly weapons that fry the bad guys and make Ninja Gaiden fans nostalgic.

Hard on the Eyes

Gaiden III's ninjitsu loses some of its magic to teeny Lynx graphics. It's nearly impossible to read the Ninja Arts icons, and using the right Art at the right time is the key to fun and strategy in the game. Moreover, enemy firepower can be too small for you to see or avoid. What's worse is

that Gaiden students will go nuts when they're unable to see the cool creature sprites.

If you like weird and spacy audio, however, Ninja Gaiden's sounds will grow on you. Even Ryu's repetitive grunts sound clean (and they don't get on your nerves).

I'll Be Seeing Ryu

If you're an action gamer who doesn't like Ninja Gaiden, you belong in the video game nerd house. However, this version adds eyestrain and nerve-twinging challenge to writer the will of all but the most determined Gaiden followers. Oh please, don't let it end here! ☐

Lynx Games Preview
**Ninja Gaiden III:
 The Ancient Ship of Doom**
 (By Alan)

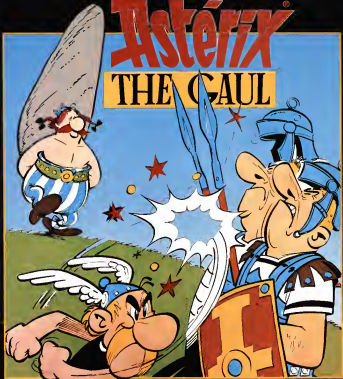
Any hard-core video ninja will tell you, there are no small Ninja Gaiden games - only small screens.



SNES \$19.95
 NES \$19.95
 Available on ActionStation
 Lynx \$19.95
 \$19.95
 Full handling

Asterix

THE GAUL



THE BARBARIANS ARE AT THE GATE!

The powerful Roman armies have captured the heroic Obelix and Asterix must travel through the snow packed Alps, the Egyptian Pyramids, the Acropolis of Greece, doing battle with the Roman armies, pirates, wild beasts and more. The future of Gaul lies in your hands!



LICENSED BY

Nintendo



ELECTRO BRAIN

Nintendo
ENTERTAINMENT
SYSTEMS

GAME BOY

SUPER NINTENDO
ENTERTAINMENT SYSTEMS

ENTERTAINMENT SYSTEMS™ ASTERIX™ © 1988 1989 ENTERTAINMENT SYSTEMS PUBLISHED UNDER LICENSE FROM ENTERTAINMENT SYSTEMS™ AND ACTING™ ARE TRADEMARKS OF ENTERTAINMENT SYSTEMS. ALL RIGHTS RESERVED. ELECTRO BRAIN™ AND THE ELECTRO BRAIN LOGO ARE REGISTERED TRADEMARKS OF ELECTRO BRAIN. ALL RIGHTS RESERVED. ELECTRO BRAIN LOGO AND THE ELECTRO BRAIN LOGO ARE REGISTERED TRADEMARKS OF ELECTRO BRAIN. ALL RIGHTS RESERVED.

Game Gear



By **Money Lammucha**

EA's Road Rash was popular on the Genesis — so much so that it prompted last year's sequel, Road Rash 2. It's only natural that it would make a run to the portable market, and U.S. Gold's Game Gear version revs up some mini-motorcycling fun!



PRO TIP: *Natasha and the others will give you pre-race advice. Keep your eyes open for it.*

You're Not Pedaling Those Wares

The story begins with some friendly off-track cycling. Okay, so there's nothing friendly about it as racers take their bikes to 150 mph while kicking, punching, and clawing their competition. Winning is simple: Handle your throttle and keep your opponents from throttling you. If you're lucky, you'll clean up with some greenbacks to get yourself a better bike.



PRO TIP: *Get used to pumping the accelerator while holding down the Pinch button — that is, if you want to play the part of the tough biker.*

Controlling your bike and your rider's actions is a piece of cake. There's little more to it than keeping your cycle between the lane lines and taking an occasional poke at a nearby racer. Just be sure you don't get taken out yourself on some corner. The action gets more intense — and more difficult to get through in one piece — as you successfully compete from race to race.



PRO TIP: *If you get knocked off your bike, be sure to move to the side of the road, where it's unlikely another bike will hit you.*

Riding a Vicious Cycle

The graphics are very clean, especially given the size of the screen. The animations of the riders don't need to be too extensive, but they are easy to see on the Game Gear. The landscape graphics move by seamlessly and without a flicker. You'll quickly get caught up in the behind-the-bike perspective, learning as you swoop through tight turns on the beautiful road.



PRO TIP: *As you're reaching the highest speed, be sure to stay on the road and to avoid skidding (steering) corners. You can prevent some spills by anticipating tight turns and easing into them.*

The audio treatment in Road Rash is equally good, offering ample sound effects and accompanying music. The sounds don't get in the way, but it's still easy to get into the action as the tires chatter and your opponents thump to the pavement as they slide out in the turns.



PRO TIP: *Obviously, it's most important to stay on your bike. Keep your eyes peeled for obstacles in the road, like cars and animals.*



PRO TIP: *Boosting yourself off your bike will also knock out of your hair, but the timing is key. A few seconds before you're forecast of a race, hold on to the control stick, then hit Button 2 a split second before you want to give into some shoe. POW!*

Give Me a Brake!

All the elements put together create a wonderful game — and a real task to battle through. It's a lot of fun to work from level to level, to conquer the windy roads and your quality competitors. The challenge is high, so you'll have hours of fun in the Road Rash. **□**

Game Gear Game Profile

Road Rash

(By U.S. Gold)

Road Rash for the Game Gear has all the excitement of the Electronic Arts original. It takes you on the throttle for highway hijinks on the small screen.



Price not available
Available March
Motorcycle racing
3 players
2 screens

Rated for drivers
view
Multi-scrolling
Passwords

ROAD RASH

ALL YOU NEED TO BE A ROOTIN' TOOTIN' COWBOY.



All 7 shoot 'em up arcade levels.

Dozens of realistic wild west scenes. Enough train robbers, cattle thieves and stagecoach bandits to fill every mile in Dodge City. Non-stop, gun-blasting 2 player action. And bonus six shooter stages where you can quonch your draw and double your firepower. Bounty Hunters everywhere agree. Konami's Sunset Riders for Super NES[®] is just about all you need to blow your fellow cowboys away.



KONAMI GAME NINT AND TIP LINE: 1-800-856-NINT (4462)
7M PER MINUTE CHARGE. SERVICE MUST HAVE
PARENTAL PERMISSION BEFORE CALLING.
TECHNICAL PHONE REQUIRED.

KONAMI

By Manny Lallancho

Bart's comic book hero, Radioactive Man, is in trouble, so Bart dons his own super-hero duds to save the day. Bartman may be able to save Radioactive Man from a horrible fate, but you may not want to bother sticking around to find out how it ends.

the Simpsons

BARTMAN MEETS RADIOACTIVE MAN

Don't Be a Simp, Son!

This basic side-scrolling action game features a typical hop-n-bop design. There's a fair share of blind jumps, and a bunch of Simpsons-esque enemies to keep you on your toes. Bartman Meets Radioactive Man could have been fun, but it's a pain to make progress, get killed and have to return to the start of a level.



PRO TIP: Don't waste your shots on just any creature. Be selective in your firing, so you'll have shots when you really need 'em.

Controlling Bart is not easy, and his movement could be crisper. It's hard to make him change directions, and it can be difficult to reach platforms without a running jump.

Art for Bart's Sake

The character graphics aren't too bad. However, the screen virtually stutters stops before some adversaries appear. This unexpected glitch is pretty annoying.

The average background music and sound effects fit the bill just fine, never overshadowing the action.



PRO TIP: Plan out your jumps. Scan your surroundings to make sure you're not jumping into traps and out of a life.



PRO TIP: Look overhead for power-ups hidden just out of view.

A Nuclear Family

Though it's not a toxic waste of time, Bartman Meets Radioactive Man is an average game with handicaps that affect its playability and your enjoyment. Only you can determine if it's a meltdown or not. ❧



By Lawrence of Arcadia

They're spooky, a little kooky, and on the Game Gear, they're boring in this repetitive side scroller by Flying Edge. The Addams Family should seriously consider some family counseling.

The Family that Plays Together

As in the Genesis version, you guide Gomez through graveyards, haunted mansions, and hidden rooms, solving puzzles and searching for other members of The Family. You clear out enemies by bouncing on their heads. The head-jumping thing may suit Mano just fine, but Gomez seems if at ease with all that hoppin' and boppin'. You often fall into crevices or onto spikes before you even know what's happening (later you'll be able to enlist Thing as a shield). Enemies run the gamut from A to B, with a lot of skeletons and ghosts.



PRO TIP: Bounce on the carnivorous plants in the beginning of this level and you'll find some food.



PRO TIP: In this icy cavern, get a running start before you leap across the chasm.

The graphics and sound are detailed but repetitive (you can see minor creatures like the carnivorous plants, but the Bone Rooms are all the same). The enemies are one-dimensional and easy to avoid. The music is also very repetitive. The Addams Family theme song will be burned into your brain.



PRO TIP: To get into the bonus, travel to the right of the first level until you can go no farther. Then press Button 2, and you'll come to the room with the skeleton. Bounce on his head three times and he coughs up the key.

Addams Family

A Family Matter

The game is long and involved, but if you could channel surf on your Game Gear, you'd probably be watching something else right now.

If you're tired of repetitive side-scrollers with little to offer but a brand name (the Flinstones, Rocky and Bullwinkle), then stay away from this family. But, if you've got time (and brain cells) to kill, you may want to go over to the house and see how the Addamses are doing. ❧

The Simpsons: Bartman Meets Radioactive Man (By Arcom Entertainment)



\$24.99
Available February
Action/adventure
1 player

14 levels
Side view
Side-scrolling
Controlled software

Addams Family (By Flying Edge)



\$24.99
Available now
Action/adventure

1 player
Side view
Multi-scrolling

ReadySoft Incorporated & Epicenter Interactive Present

DRAGON'S LAIR



This Knight's having a bad day...

Daphne's missing, the Mud Men trashed your armor, the Shape Shifter's In your face, the Lizard King's a jerk and the dragon's all over you!

Now you're in control of Dirk the Daring, armed with a sword and an attitude. Slash your way through the castle of the dark wizard and rescue Princess Daphne from the clutches of Singe the Evil Dragon!

Awesome animation, explosive sound... It's all here directly from laser disc to Sega CD!

Lead on brave adventurer... your quest awaits.



SEGA CD



ReadySoft Incorporated
20 Westmain Court Suite 2
Richmond Hill, Ontario, Canada L4B 1B6
Tel: (905) 701-1175 Fax: (905) 704-6667

Licensed by Sega Enterprises Ltd. for play on the Sega CD™ system.
Sega and Sega CD are trademarks of Sega Enterprises Ltd. ALL RIGHTS RESERVED.
"Dragon's Lair" is a registered trademark of Eidos Group, Ltd. —©1983 and is used
under exclusive license from Epicenter Interactive, Inc.
Programming ©1989 by ReadySoft Incorporated

GamePro Products

Recommended by the Top Editors at GamePro!



Super Mario World Game Secrets

Rusel DeMaria & Zach Meston

Become the Expert! A complete guide filled with hundreds of secret tips, passwords and strategies to help you beat all your friends at Super Mario for the Super NES! A must have for Super Mario fans!

208 pages
\$12.95
5 1/2 X 6 1/2"

Street Fighter II Strategy Guide

Editors of GAMEPRO Magazine

Master the hottest game out there for the Super NES home version and the Champion Edition! Over 160 pages of game-winning shots, killer throws, crushing combos, and awesome attack moves!



162 pages
\$9.95
6 X 10 3/4"



Super NES Games Secrets, Volume 4

Rusel DeMaria

The Unauthorized, Uncensored Guide to the Latest and Greatest Games for the Super NES! Beat all your friends at Super Strike Eagle, Super Battletoads, Bubsy, Final Fantasy II, NCAA Basketball! This guide also includes special sections on Street Fighter II and Super Star Wars!

302 pages
\$12.95
5 1/2 X 6 1/2"



224 pages
\$12.95
5 1/2 X 8 1/2"

Super NES Games Secrets Greatest Tips

Editors of GAMEPRO Magazine

The best collection of secrets, strategies and passwords for the hottest games out there! Jammed-packed with hundreds of screen shots to help you master your favorite games for the Super NES. Guaranteed to help you score high and beat all your friends at Bart's Nightmare, Desert Strike, Krusty's Super Funhouse, Teenage Mutant Ninja Turtles IV, Final Fantasy, Mystic Quest, and many more!

Super Empire Strikes Back Official Game Secrets

Rusel DeMaria

The complete guide to LucasArts Entertainment's incredible mega-cart for the Super NES. Draw your Blaster and slash your Light Saber in a hair-raising adventure! This is the ONLY strategy guide to Super Empire Strikes Back officially endorsed by LucasArts and is jammed-pack with secrets and strategies. Prepare to defeat the mighty Darth Vader and learn all the secrets of the Force!



263 pages
\$12.95
5 1/2 X 8 1/4"



224 pages
\$12.95
5 1/2 X 8 1/2"

Sega Genesis Games Secrets Greatest Tips, 2nd Edition

Editors of GAMEPRO Magazine

A complete collection of the hottest tips and tactics for your favorite Genesis games! A must have for serious gamers! Thrash your friends at Ecco the Dolphin, Sonic the Hedgehog 2, Teenage Mutant Ninja Turtles: The Hyperstone Heist, Flashback and many more!

To Order: Turn the page

A Player's Guide to Power Peripherals



By The Lab Rat

How are my favorite April Fools? I've got a gnawing feeling that you've been waiting for some great new stuff, and I've got it. This April, Innovation's living up to its name with some imaginative controllers, while Tyco enters the video-game peripheral arena with the Power Plug. Read on, Rats!

Action Accessories

Tyco Toys, known for its line of action figures, electric racing sets, and radio-controlled vehicles, has its sights set on the video game industry. They've developed the **Power Plug**, a plug-in joystick accessory for 16-bit controllers that allows smoother corner turning (for such games as Super Mario Kart), faster firing (for shooters like Lightning Force), and multiple move sequences.

Tyco may be a little late in the game, however. There are a number of new joysticks that are already either pre-programmed with special moves for different games, or that enable you to program the moves yourself. As for faster firing and smoother cornering, Turbo and Auto Fire switches can do that.

The Power Plug may give some new life to your tired old joypads, but at \$40 a pop, you just may want to let the old joysticks die and spend your hard-earned cash on new ones.



The Power Plug

Type: Accessory
System: Genesis, NES, and Super NES
Features: Smoother cornering, faster firing, and pre-programmed game play may have been hot when joysticks didn't do this kind of stuff, but now they do. For \$40, you could probably find one that does this and more.
Price: \$40.00 (for 16-bit systems)
Available: Now
Contact: Tyco Toys (800) F08-TYCO

Jammin' Joysticks

Innovation is back in the video-game saddle with a great new joystick that covers just about all your gaming needs. The **Ultra Stick**, a new universal six-button joystick, has a Street Fighter layout (a joystick on the left, and on the right, three buttons above, three below), a sturdy design, and oh, before I forget, it can be used on six different systems!

The Ultra Stick is good for the SNES, the Genesis, the Turbo Duo, the Neo-Geo, the Super Famicom, the Mega Drive, and the PC Engine. It also comes with Turbo buttons, Slow Motion, and an Auto Detect feature (it allows the stick to determine which system you're on). You'll never want for joysticks again, and Mom won't have to decide which 'stick goes in the closet with which unused system!

Power Peripherals

Innovation's really doin' the multi-system thing. They've also got a new universal power supply called the **Super Charger**. The Super Charger is a Ni-CAD rechargeable battery pack that works for the Game Boy, Game Gear,



The Ultra Stick

Type: Joystick
System: Genesis, SNES, Duo, Neo-Geo, Super Famicom, Mega Drive, and PC Engine.
Features: Six-button layout similar to Street Fighter in the arcade. The money you save on joysticks this year can go toward more fighting carts!
Price: \$28.95
Available: Now
Contact: Innovation (800) INN-ONAT



The Super Charger

Type: Rechargeable battery pack
System: Game Boy, Game Gear, Lynx, and Turbo Express
Features: Multi-system units can now go portable with this, the first multiple-system rechargeable battery. If you own two or three of these systems, you should own one of these battery packs.
Price: \$48.95
Available: Now
Contact: Innovation (800) INN-ONAT

Lynx, and Turbo Express. This is truly a first for rechargeables, and for owners of multiple handheld systems, it's a must.

The sturdy clip-on unit takes six hours to charge, and once charged, it's good for 30 hours on the Game Boy, and three to four hours on the Game Gear, Lynx, or Turbo Express. A sliding door reveals three separate input jacks (one for the Game Boy, one for the Game Gear, and one for both the Turbo Express and Lynx), and two lights that tell you when the unit is charging and when the charge is full. ☐



**As much excitement as you can
get from a wall socket
without that funny burning smell.**

Why just play games, when you can live them? Forget those digitized cartoons, Sega TurboVideo™ games use real video footage. Meaning the action in the games is real. So's the rush of adrenaline you get while playing them. These aren't video games as you understand them. They're more like Hollywood movies, only you control the plots. And they have CD quality sound effects and music tracks, adding to the realism. So, when someone screams, it sounds

DOUBLE SWITCH™— You find yourself in a tangle of surveillance cameras, traps, shady characters and unexpected secrets. It's rumored there's treasure buried somewhere, but no one knows for sure. You control the plot as the mystery of this maze unravels.



JOE MONTANA NFL FOOTBALL™— It's game day and you're calling the action. You choose your team—you have access to all 28 teams and stats. You choose your plays—“JoePats” Joe Montana will help you. And there are four different field views, creating endless hours of golden action.



PRIZE FIGHTER™— This interactive movie game is played entirely from your point of view. Land a punch and watch as your opponent reacts. Take a punch, your corner yells. Take too many punches, you're flat as your back-licking up at the ref as he gives you the count. Don't forget your mouthpiece because this is classic interactive boxing at its best.



GROUND ZERO, TEXAS™— Always disguised as cameras are ready to exterminate the entire human race. It's up to you to stop them. Discover their plot, figure out how to kill them (man-made weapons only, thank them) and weaken their forces before its too late. But be careful. Screw up and you'll be reduced to substance particles of radioactive fallout.



like you're in the room with them. Which, in a way, you are. What does all this TruVideo™ still mean? It means your optic nerves are in for a workout.

It means you should go try these games. It means you may soon be wearing your hair differently.

It means these games are indeed the next level. It means TD volts never felt so good.

SEGA CD™
WELCOMETOTHEXLEVEL™

The Sega CD, Double Switch, Joe Montana NFL Football, Prize Fighter, Ground Zero, Texas and TruVideo are trademarks of Sega Enterprises, Ltd. © 1992 Sega Enterprises, Ltd. All rights reserved. Sega CD and TruVideo are trademarks of Sega Enterprises, Ltd.

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics



Genesis

Rocket Knight Adventures

Wanna Be in Pictures?



Begin a normal game and play as far as you like. When you're ready for a break, hit Start to pause your game. Then, press Up seven times, Down once, Left three times, and Right once. If you've done the trick correctly, the word Pause will move. Now, press Reset. When the game's demo begins, you'll notice that it's your game that's being demoed!

Matt Sarker, Fargo, ND

Genesis

Mario Lemieux Hockey

Black Ice



Here's a way to turn the ice black: Enter the password CEMENTBLADES. Press Start, and the screen will say "Bad Password." Move the cursor to Cancel, and press Start. Choose Exhibition or Tournament, select your teams, and hit Start to begin your game.

Dustin Howard, Costa Mesa, CA



Genesis

Mario Lemieux Hockey

Super Password



Here's a password that lets the gamer change any or all of his team's skills. Choose Password, and enter the code ABRACADABRA2. Press Start, and the words "Bad Password" will appear. Move the cursor to Cancel and press Start. Choose Exhibition or Tournament, and select your teams. At the Today's Match screen, use Up and Down on the directional pad to cycle through the team skills. When you've selected a team skill, press Button A or B to change the Skill. Press Start to begin play.

Dustin Howard, Costa Mesa, CA



Genesis

Cool Spot

Debug Mode



Here's a strange debug mode worth checking out. Go to the Options mode and then press **Button A twice**, **B twice**, **C four times**, **B twice**, **A four times**, **B twice**, and **C twice**. Cool!

Dick Stanton, Jackson, MS

Mortal Kombat

Secret Sonya



Use the D.U.L.L.A.R.D code (press Down, Up, Left, Left, Button A, Right, and Down during the Game Start/Options screen). When the words

"Chest Enabled" appear, choose the Chest option, and then switch on Flag Two and Flag Three. Set the Plan Base for three and the first map to the Pit. Fight your way to the second endurance match. This should also be fought in the Pit unless you had to continue along the way. If you aren't in the Pit, let the computer opponents kill you and keep continuing until you are in the Pit.

Get a Double Flawless and begin the fight with Reptile. Since this is the endurance round, you'll have to fight two Reptiles. If Sonya is the second person of the second endurance round, then the second Reptile will be the secret Sonya!

This Sonya is a glowing green color. She's got some awesome moves, including a Shadow punch that changes into a harpoon when it hits and pulls you to her like Scorpion, and a Ring attack that freezes her opponents.

Jason Coppenhall, Anaheim, CA



Sega CD

Sonic CD

Stage Select

STAGE SELECT

1-1-1



To choose any stage in Sonic, wait until the title screen appears and then press Up, Down, Down, Left, Right, Button B, and Start on your control pad. You'll hear a bell if the trick worked. You'll be able to choose any stage in the game.

John Slater, San Jose, CA

Sega CD

Sonic CD

Super Secrets



Beat Sonic in the Attack mode with special times to access secret play modes:

If you beat the game in the Attack Mode with an overall time of under 37:27:57, you'll return to the title screen to discover a new option called D.A. Garden. Choose it and you can play with Sonic's world, scaling and rotating it for fun.

Dr. beat the game in the Attack mode with a time under 30:21:05, and then push Left on the control pad. A new menu will appear that enables you to play any special stage you choose.

Finally, beat the game in the Attack mode with a total time under 25:46:12, and you'll discover an option called Visual mode when you return to the title screen. You can check out the game's real ending, plus a special Drawing mode where you can see animations of Sonic.

Larry Stark, Pittsburgh, PA

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics



Sega CD

Silpheed

Voice Test



If you want to hear more than just the sounds of this awesome game, here's a trick that'll let you access the voices. Wait until the demo finishes, and press Start when the title screen appears. Select Option, then simultaneously press and hold Buttons A, B, and C on Controller Two. Then, press Start on Controller One. A new selection called Voice Test will appear in the Option mode.

J. Satten, Chicago, IL

Super NES

Super Empire Strikes Back

1-Up Loop



Use the password NGMSJB to reach the Carbon Freezing Chamber. Play through this level until you reach a pit. Fall off the ledge into the pit, and jump on one of the Freeze lamps. Descend by jumping from lamp to lamp. When you reach the bottom, head to the right until you discover a secret room (you'll see a spider web-like figure in the background). Shoot all around the mysterious figure to reveal hidden Grenades, 1-ups, a Health Sword, Blaster power-ups, and Hearts. After you've grabbed the goods, jump off the ledge and die. You'll begin again (just above the secret room). Repeat until you've maxed out on power-ups.

Jake Stewart, Madison, WI

Super NES

Super Empire Strikes Back

Another 1-Up Loop



Here's an easy 1-up loop in the first level of Super Empire that enables you to quickly build up lives. When you reach the first area where Luke rides the Tauntaun, go forward until you reach the breakaway bridge (you'll know it's the right bridge if you see a big Heart under the arch).

In front of you you'll see a deep spiked pit. Step off the ledge and fall into the pit, pushing Left as you fall. You'll land on an invisible platform. Jump straight up until you're sure you're on the top platform. Next, move to the left until you fall, and then push Right as you fall. You'll land on another invisible platform. You'll also reveal and collect an invisible 1-up that was sitting on the platform. Continue to edge left off the platforms (eight in all from the top), pushing Right as you fall each time. You should collect a total of four 1-ups.

After you've collected all four, drop onto the spikes below. You'll die, but you'll be three 1-ups richer. Repeat this trick until you've got all the lives you need.

Virgil Nyck, Toledo, UT

Super NES

Super Empire Strikes Back

Passwords



Here are codes for every stage of Super Empire Strikes Back.

Stage 2	WDWDB
Stage 3	CSFTNP
Stage 4	NSRSLC
Stage 5	WFBJTB
Stage 6	BHRDHL
Stage 7	HMGPWJ
Stage 8	LDGLTJ
Stage 9	LJFBG
Stage 10	WLJWDN
Stage 11	WBWHRW
Stage 12	NCCGSP
Stage 13	GLTTDJ
Stage 14	GJBHNF
Stage 15	MCDGRJ
Stage 16	PGPNMG
Stage 17	NGMSJB
Stage 18	RLMSWJ
Stage 19	SWPMSS

Richard Wooten, Dayton, TX



Super NES

Rock 'N' Roll Racing

Find a Lost Viking



When the game begins, you can snag one of the Lost Vikings to drive your racer. When picking your driver, press and hold Buttons L, R, and Select, and then push Right until a Lost Viking appears on-screen. He's got better stats than the other drivers!

Stew Debbis, Piggott, AK

Super NES

Rock 'N' Roll Racing

Sound Test



To hear Larry "Supermouth" Huffman sound off, go to the Options screen and turn Larry Off. Then, using either Button A, B, X, or Y, turn him back on and continue to hold the button down. Now, for every time you press Button L, you'll hear one of the different things Larry says.

Fred Brunwell, Whitby, Canada

Super NES

Alien vs. Predator

Stage Select



When the title screen appears, press Select to reach a configuration mode. Press Start once again and the Option Menu will appear. On Controller Two simultaneously press and hold Buttons L, R, X, and A. Press Start on Controller One and the Stage Select will appear.

Chris Smith, W. Hartford, CT

Super NES

Sunset Riders

Extra Continues



It's the old two-player trick! To earn an extra set of continues, begin a one-player game. When you run out of continues, but before you lose your last man, press Start on Controller Two. You can continue the game as Player Two with a full set of continues.

Reto Wiegas, Chicago, IL



YOU MAY BE A

ASCIIWARE'SSM ULTIMATE FIGHTING SYSTEM GIVEAWAY!

Let's be honest, here: Not everybody can win. But wouldn't you feel like a real loser if you blow off the sweepstakes, and that kid across the street — y'know, the one who's always hanging around — scored the grand prize?

Just imagine watching the delivery guy, parked in that other kid's driveway, unloading box after box of the greatest stuff ever hooked to a TV. And you'd just have to suck it up, 'cause you were too lazy to search for a 29¢ stamp.

Of course, we'd be calling this the "Pretty Okay Fighting System Giveaway" if it weren't for the controllers — two ASCIIWARESM Fighter Sticks, the best enhanced joysticks on the market. Auto Turbo, Turbo Fire (on every button), Super Slow Mo—and tough enough to go the distance. If that kid across the street gets his grubby little hands on one—well, you better



take up bowling.

The odds here are way better than any of those Zillion dollar giveaways that they don't let kids enter, and if you do win, we promise not to send a fat guy to your house, armed with a microphone, hoping to catch you in some embarrassing family moment.

Whether or not the unthinkable happens — namely, the delivery truck pulls up at that kid's house — there's only one guaranteed way to keep on top of all the games — a subscription to GamePro for less than \$20 per year. That's 66% off the newsstand price.

Sure, it's not free, like our giveaway, but who knows? Maybe your parents will be so impressed with your smart \$\$ decision, they'll buy you an Ultimate Fighting System. Hey, we all gotta dream.

ASCIIWARE

The Little Lawyer's Corner!

Grand Prize: ASCIIWARESM Ultimate Fighting System. Winner will be determined on June 15, 1994 in a random drawing by GamPro magazine. Odds of winning depend upon the number of all eligible entries received. GamePro must be available at time of drawing, and officially licensed for the magazine game system. Approximate value of prize: Grand prize \$450. First Prize \$20. Second Prize \$20. Winner will be notified by phone and/or mail. Winner may not accept prize until prize is in hand. Winner is responsible for any and all federal, state, and local taxes if necessary. A complete list of prize winners will appear in a future issue of GamPro magazine. **Eligibility:** Employees of ASCIIWARESM (ASCII Entertainment Software, Inc.) and all participating retailers, their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible. **Restrictions:** This promotion is operated by ASCIIWARESM World, Inc. and ASCII Entertainment Software, Inc., which is solely responsible for its creation, completion and awarding of prizes. All divisions of ASCIIWARESM World, Inc. and ASCII Entertainment Software, Inc. in all states entering in this promotion are local. ASCIIWARESM World, Inc. and ASCII Entertainment Software, Inc. and participating agencies assume no liability resulting from the use of this prize. **Restrictions:** Alternative prizes or cash will not be offered in lieu of prizes described above. Prize may not be substituted, transferred, or assigned. **Copyright:** ©1994 ASCII Entertainment Software, Inc. ASCIIWARESM Fighter Stick SM, Fighter Stick SM II, and ASCII SM are trademarks of ASCII Entertainment Software, Inc. GamePro Magazine Entertainment System is a registered trademark of Wizards of the Coast, Inc. Sega and Nintendo are registered trademarks of Sega Corporation, LTD. All rights reserved.



HERE'S YOUR CHANCE TO PROVE US WRONG!

From Giveaway Headquarters at **GAMEPRO**™ PO BOX 278 Foster City, CA 94024

YOU'VE GOT ONE SHOT TO WIN THE ASCIWARE ULTIMATE FIGHTING SYSTEM GIVEAWAY!

**TWO FANTASTIC FIGHTING GRAND PRIZES! YOUR CHOICE,
AN ASCIWARE SEGA OR SNES ULTIMATE FIGHTING SYSTEM!**

Complete with two Asciiware 6 Button Fighter Books! Sega or SNES core system! Plus, your choice of the 3 hottest fighting games available! And, the Official GamePro Street Fighter II strategy guide!

TEN FIRST PRIZES!

An Asciiware Fighter Stick for the System of your choice and a Street Fighter II Strategy Guide!

TWENTY-FIVE SECOND PRIZES!

An Asciiware basePad for the System of your choice and an official GamePro T-shirt!



Attention Bobby Cooper, you definitely did not win our **\$10 Million Grand Prize!**

**You didn't even come close!
No one has lost this big before!**



"Tough luck Bobby,
\$10 MILLION would
have bought a lot
of video games!"

Bobby Cooper
123 Main Street
Loserville USA 10101

ASCIWARE™

IT'S HOW TO WIN!™

GAMEPRO™

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics



Super NES

Super Bomberman

Sound Test



To check out Bomberman's tunes, plug your Multitap into the second port on your SNES, and plug a controller into the fifth port. Wait until the title screen appears, and then press and hold **Button R** on the controller. A Sound Test option will appear.

Andy Senter, Tucson, AZ

Super NES

Disney's Aladdin

Passwords



Climb aboard your magic carpet and ride with these passwords:

Level Two:
Genie/Abu/Aladdin/Sultan
Level Three:
Jafar/Abu/Jasmine/Genie
Level Four:
Genie/Jafar/Aladdin/Abu
Level Five:
Abu/Aladdin/Genie/Jasmine
Bonus Level:
Jasmine/Jafar/Sultan/Jasmine
Level Six:
Jafar/Jasmine/Aladdin/Jafar
Level Seven:
Aladdin/Jasmine/Abu/Sultan

Jeff Chamberlins, Liverpool, NY

Super NES

Super Bomberman

Shrink Code



Want a beery, weeny, rfy, bitty Bomberman? When the title screen appears, select the Password option and press Start. Enter the code 5636. Begin a normal game, and you'll have tiny Bombermen.

Andy Senter, Tucson, AZ

Super NES

Super Bomberman

Passwords



Here are passwords for every stage in Super Bomberman.

Stage 1:

Part 1: 5585
Part 2: 7503
Part 3: 5843
Part 4: 0513
Part 5: 5522
Part 6: 7564
Part 7: 3535

Stage 2:

Part 1: 0055
Part 2: 4005
Part 3: 0043
Part 4: 5012
Part 5: 7024
Part 6: 5064
Part 7: 0034

Stage 3:

Part 1: 5453
Part 2: 7402
Part 3: 3444
Part 4: 0412
Part 5: 2423
Part 6: 0464
Part 7: 4434

Stage 4:

Part 1: 6154
Part 2: 4103
Part 3: 7144
Part 4: 5114
Part 5: 1122

Part 6: 4164
Part 7: 0135

Stage 5:

Part 1: 5252
Part 2: 7204
Part 3: 5244
Part 4: 6213
Part 5: 4224
Part 6: 1264
Part 7: 3232

Stage 6:

Part 1: 0452
Part 2: 3605
Part 3: 7645
Part 4: 5615
Part 5: 7623
Part 6: 4665
Part 7: 1635

Ricardo Morales,
Round Hill, Puerto Rico

Game Gear

Tom and Jerry - The Movie

Test Mode



To reach a special Test Mode screen in the game, wait until the title screen appears and then press **Button One, Button Two, One, Two, One, Two, One, and Two**. If you've done the trick correctly, the Test Mode screen will appear and you can choose **Invincibility, Stage Select, or Sound Test**.

Law Rao, Portland, ME

Super NES

Wayne's World



Infinite lives: C28F-0704

Infinite

Worthiness: C28C-D728

Adam Tynder, Isle of Palms, SC

GAME GENIE

Super NES

Super Empire Strikes Back

Saber control doesn't drain the Force Bar: DDCC-1DDA

Big Hearts heal completely: DC8D-3D04

Force Orbs fill Force Bar: EE8B-3764

Genesis

Sonic Spinball

Start with five lives:

AZBT-4AHR

Start on Level 2, the Powerhouse:

AFBT-5N7G

Extra man about every 1,000,000 points:

869A-4AHR &

B69T-4AAA

GAME GENIE

Nintendo

Ren and Stimpy

Infinite collectables:

OUEAXXOO

Infinite lives:

NYUVOZTE

Start with nine lives:

PEUAPZLE

Game Boy

Bubble Bobble 2

Infinite lives: FAB-CEE-4CI

Hold B for four seconds and big bubbles appear:

056-CEE-4CI

Kill one enemy to progress a level:

AEE-33A-19E

GAME GENIE

Super NES

Zombies Ate My Neighbors

Game Genie Code



Zeko or Jolie can max out on items by standing over them: C9AE-C404

David Glen, St. Petersburg, FL

PRO ACTION REPLAY

Super NES

Mortal Kombat



Unlimited time: 7E01-2295

One-round fight: 7E01-F85E

Edward Contreras, Bronx, NY

Do You Have a Secret Weapon?

If you do, send it to S.W.A.T. Pro. Our Pros will review it. If we publish it, we'll send you a free GamePro Super Shirt! Send your best tips and secrets to:

GamePro Magazine
Secret Weapons

P.O. Box 5828
San Mateo, CA 94402

THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

Fatal Combos and Death Blows

By Erik Suzuki

Fatal Fury Special is one of the best one-on-one fighting games around. There are some combos and the death blows called Fatal Furies for the ten fight characters. (Please Note: Some of these combos require critical timing and correct fight-hip positioning, but all are unblockable after the first hit.)



Tournament Report • March 1994 •

The Midwest Super Street Fighter II Tournament
Date: March 26, 1994
Prizes: Cash prizes, t-shirts, and home game carts
Rules: Double-elimination
Location: Super Just Games, North Brook, IL
Info Line: (708) 559-8727
 Note: This is promoted as the biggest SSF II tourney outside of California. Go for it, it will be super big!

Terry Bogard

Power-Blast Combo



1) Jump in with a deep Fierce Punch.



2) Land and press Fierce Punch again.



3) Now throw the Power Wave.

Fatal Fury: The Super-Fierce Wave



1) Press Down-Away, Away-Down-Away, Toward, and the B and C buttons.



2) This move works best when your opponent is close to you.

Andy Bogard

Rising Dragon Combo



1) Cross 'em up with a deep Fierce Kick.



2) When you land, hit your opponent with a standing Light Punch.



3) Finish them off with the Rising Dragon Punch.

Fatal Fury: The Super-Sandy Spill



1) Charge Down three seconds, then press Down-Toward plus the B and D buttons.



2) This move is best used when your opponent is throwing a projectile at you.

Joe Higashi

Fatal Fury: The Super Hurricane Upper



1) Press **Toward**, **Away**, **Down**, **Down**, **Toward**, **Toward**, and **B** and **C** simultaneously.



2) This move is best done when your enemy is close to you.



Hyper Fist Combo



1) Jump in with a deep **Fierce Kick**.



2) Immediately do the **TNT Punch** for at least two more hits, and up to three more hits if you're lucky.

Next Month in The Fighter's Edge

- **Mortal Kombat II: More Fatalities and Combos**
- **Fatal Fury Special: Combos and Fatal Furies for the New Characters, Plus a Secret Surprise!**
- **Eternal Champions: Overkills and Strategy**



Kim Kap Hwan

Crescent Moon Combo



1) Jump in with a **Fierce Kick**.



2) When you land, hit **em** with a **Light Punch**.



3) Complete the combo with a **Crescent Moon Slash** for three massive hits.



1) Press **Down**, **Down**, **Away**, **Away**, **Down**, **Away**, **Toward**, and hit **B** and **C** simultaneously.



2) It's best to do this move when your opponent is landing from a jump. It lands many hits!

Big Bear

Slap Bear Grab Combo



1) Jump at your opponent and press the **Light Kick** twice.



2) When you land, do the **Bear Bomber** and you'll grab them, even if they block.



1) Press **Toward**, **Down**, **Toward**, **Down**, **Down**, **Away**, **Toward**, and **B** and **C** simultaneously.



2) You can use this move best when your opponent is jumping at you.



Cheng Sin Zan

Boye Crushing Combo



1) Jump at your opponent with a deep Fierce Kick while charging for the Boie Crusher Crunch.



2) After landing, two-up one from the light-kick button..



3) ...into the Boie Crusher Crunch for three hits.



Fatal Fury: The Super Tempest Blast

1) Hold Down-Away for three seconds, then press Down, Toward, and B and C simultaneously.

Mai Shiranui

Fatal Fury: The Rolling Bomb, Bomb



1) Press Toward, Away, Down-Away, Down, Down, Toward, Toward, and B and C simultaneously.



2) Since this move goes all the way across the screen, try to catch your opponent's guard.



2) Your projectile has the same distance as a regular Fireball, so it's best used by hitting an opponent either out of the air or from a far distance on the ground.



Flaming Fandango Combo



1) Jump at your opponent with a deep Fierce Kick.



2) When you land, do a standing Light Punch.



3) Now do a Fierce Dragon Flame Fandango for up to four hits.

Jubei Yamada

Fatal Fury: The Super Body Drop



1) Hold Down-Away for three seconds, then press Down, Down-Toward, and B and C simultaneously.



2) This move works just like Jubei's Body Drop, so remember to be within 1/4 inch of your opponent.

Cookie Cutting Combo



1) Cross up your opponent with a deep Fierce Kick.



2) Upon landing, charge for a Cookie Cutter and hit 'em with a crouching Light Punch.



3) Do another crouching Light Punch.



4) Now two-up one from the crouching Fierce Punch!



5) ...into the Cookie Cutter for a total of five hits.

**Now available, the trick shooter
designed by Syd Mead.**



So many games, so little time.



In our new action-packed shooting game, Terraforming, you'll travel through space in search of a new planet suitable for the human race. But first you must protect your ship against attacks from enemy aliens. It's one more TTI game that's guaranteed to give you a rush of adrenaline. Each of our games comes with vivid CD graphics, advanced animation and digital sound. If you can't find TurboGrafX™-16 or DUO software at your favorite retailer, call 1-800-995-9203.



"Terraforming" © 1993 BIGHT STUFF Corporation © 1991 SYD MEAD & SYD MEAD, Inc. "Terraforming" is a trademark of BIGHT STUFF Corporation. • **"John Madden Duo CD Football"** © 1990-1993 Electronic Arts. Licensed to Hudson Soft. "John Madden Duo CD Football" is a trademark of Electronic Arts. Hudson Soft and Turbo Technologies, Inc. are authorized Electronic Arts distributors. • **"Beyond Shadowgate"** © 1993 Viscom New Media. "Beyond Shadowgate" is a trademark of Viscom New Media, a division of Viscom International, Inc. • **"Dungeon Explorer II"** © 1989, 1993 Hudson Soft. "Duo" © 1992 Lucas Arts Entertainment Company. • **"SimCity"** © 1993 Maxis & 1985 Wright © 1993 Hudson Soft. Published by Hudson Soft Co., Ltd. under license from Maxis. • **"Shadow of the Beast"** © 1990 Polygram, Inc. "Shadow of the Beast" is a trademark of Polygram, Inc. • **"Rise of the Beasts"** © 1993 Hudson Soft © 1988, 1990 Broadsound Software, Inc. Jordan Mechner "Prince of Persia" is a registered trademark of Broadsound Software, Inc. • **"Rise of the Beasts"** © 1993 Hudson Soft © 1991 Westone "Rise of the Beasts" is a trademark of Hudson Soft. • **"Dungeon Master - Theron's Quest"** © 1990, 1993 Software Heaven, Inc. FTI Games. Licensed through an affiliation with J.P. International. © 1993 Victor Entertainment, Inc. "Dungeon Master - Theron's Quest" is a trademark of Victor Entertainment, Inc.

MORTAL KOMBAT II

Beginner's Survival Guide

By Slasher Quon, in cooperation with MKII designers Ed Boon and John Tobias



The Blow-by-Blow

On the following pages are all the moves we know of currently in Mortal Kombat II. This key explains the terminology used.

Tap = Push the direction indicated in sequence.

Motion = Press the indicated points in one smooth motion.

Hold = Hold down the indicated buttons for the indicated time period, then release them.

T = Toward

A = Away

D = Down

U = Up

DT = Down-Toward

DA = Down-Away

BL = Block

HP = High Punch

LP = Low Punch

HK = High Kick

LK = Low Kick

When Close = You can do the move only when you are close to your opponent.

(Moves in Parentheses) = Push all the buttons simultaneously.

***** = The move can be done in the air.

SUB-ZERO



Ice the Ground



Motion D, DA, A, LK



Freeze



Motion D, DT, T, LP

Slice



Hold A, (BL, LP, LK)

SCORPION



Spear



Tap A, A, LP

Trip



Motion D, DA, A, LK



Fatality #1: Flaming Bones



Hold BL, tap U, D, HP (Distance: one-quarter-screen away)



JOHNNY CAGE



Shadow Uppercut



Motion or tap A, D, DA, A, HP

High Green Flame



Motion D, DA, A, HP

Low Green Flame



Motion D, DT, T, LP

Shadow Kick



Tap A, T, LP

Fatality #1: The Torso Pull



Tap D, D, T, T, LP (Distance: very close)

Low Spin Punch



Motion D, (LP + RL)

Note: Won't work against Mileena or Kitana.

Air Throw



Jump, push RL when close to midair

KITANA

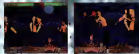


Fan Suction



Tap A, A, A, HP

Disappear and Hit



Motion D, DA, A, HP

Flight



Motion DT, D, DA, A, HP

Throw the Fan



Tap T, T, (HP + LP)

LIU KANG



Bicycle Kick



Hold LK 2 seconds, release



*High Fireball



Tap X, T, MK

Low Fireball



Tap X, T, LP

Flying Kick



Tap T, MK

Fatality #3: Dragon Food



Tap D, T, A, A, MK (Distance: very close)



RAIDEN



Electric Grasp



Hold MP 2 seconds, release when close

Electricity



Hold D, DT, T, LP



*Superman



Tap A, A, T...



Tap D, M

Teleport



Tap = Push the direction indicated in response.

Hold = Press the indicated points in one smooth motion.

Hold = Hold down the indicated buttons for the indicated time period, then release them.

T = Toward

A = Away

D = Down

U = Up

DT = Down-Toward

DK = Kick Away

BL = Block

MP = High Punch

LP = Low Punch

MK = High Kick

LK = Low Kick

When Close = You can do the move only when you are close to your opponent.

(Close = Parentheses) = Push all the buttons simultaneously.

* = The move can be done in the air.

KUNG LAO



*Flying Kick

Tap T, D, MK

Ward



Tap D, M



JAX



Fire Wave



Hold D, DD, B, HK

Earthquake



Hold LK 4 seconds, then release



Grab and Hit



Tap T, T, LP when close



Repeated Body Slams



Throw the enemy with LP, then tap MP for extra slams



Air Back Breaker

Jump, push BL when close to opponent

Fatality #1: Fist Clap



Hold LP, Tap T, T, T, T, release LP (Distance: Very close)



Dizzy Hit



Tap T, T, MP when close



Hot Spin



Hold BL, tap D, U, release BL, tap LK to Spin



Save Our Skin



Tap A, T, LP, then control



JoyStick Down

Fatality #2: Split 'Em in Half



Hold BL, T, T, T, LK (Distance: One step away from victim, not inside swing range)



BARARA



Slicing Blades



Tap A, A, LP



Blade Throw



Holden D, BT, T, MP



Fatality #1: Decapitating



Tap A, A, A, A, RP (distances vary else)

NOTE: Enter in to do if you jump first.

Head Swipe



Pull Back, MP

Jumping Punch



Jump with RP or LP

Fatality #2: Body Impalement



Tap A, T, D, T, LP (distances vary else)

Tap = Push the direction indicated in sequence.

Holden = Press the indicated points in one smooth motion.

Hold = Hold down the indicated buttons for the indicated time period, then release them.

T = Tilt

A = Away

D = Down

R = Up

BT = Back-Tilted

DL = Down-Away

BT = Block

RP = High Punch

LP = Low Punch

HK = High Kick

LK = Low Kick

When Close = You can do the move only when you are close in your opponent.

(Move in Parentheses) = Push all the buttons simultaneously.

* = The move can be done in the air.

MILEENA



Fatality #1: Slice 'n' Dice



Tap T, A, T, LP (distances vary else)

Ground Roll

Tap A, A, D, NK

Disappear and Kick



Tap T, T, BK

"Ice Sais



Hold MP 2 seconds, release

Can't get past a level? Keep getting killed? Don't get mad...

CHEAT!

with

GAME MAGE

Video Game Enhancer for the Super NES™

Special
Introductory Price!
\$49.99



**CALL NOW
TO ORDER!**

1-800-322-1261

Special Offer!

Wireless Remote Gamepad
System for the Super NES™

\$39.99

Select Solutions

P.O. Box 6512 • Champaign, IL 61826-6512

Game•Mage™ Features Comparison

Feature	Game•Mage™	Leading Competitor
Pre-Programmed Codes	Pre-Programmed with secret codes for over 50 American and 20 Japanese games for the Super NES™.	AIN'T GOT 'EM
Auto-Code Play Mode	Auto-Code Play blends volume of secret codes in the Super-Code library automatically so you can play in Super Mode!	CAN'T DO IT
Maximum Codes	6 PER GAME!	a wimpy 6
Support for New Games and Codes	Game•Mage™, combined with the Pre-Programmed™ technology, allows you to enter secret game codes for current and new games on your Super NES™ to enable codes that work on that	Current code systems if they allow it; no means, using foreign code books and the old 100% P.O. your favorite codes work fine on your Super NES™.
Upgradable	YES!	NOT!

	SHIPPING (U.S. Domestic)
Game Mage	\$49.99
Wireless Remote Gamepad System	\$39.99
Game Mage + Wireless Remote Gamepad System	\$79.98

Wireless and Super Nintendo Entertainment System are trademarks of Nintendo of America, Inc.

FOUNDED

YES! MasterCard, Discover, and Money Order stores that do not charge on credit cards. Cash is not charged with order. Prices include sales & 6.25% state sales tax. Game•Mage™ has a 1-year 100 day limited warranty. Non-defective returns will receive a 50% refund. See us. All states require a Retailer Authorization (RA) number. Customer is responsible for return shipping.

REPTILE

By Michael "Moose" Jones



Disappear



Hold B1, Tap U, U, D, HP (Repeat to reappear)

Slits

Hold A (JL, LP, LK)

Bubble Suction



Tap A, A, HP or LP

Acid Spit



Tap T, T, HP

Fatality #1: Head Snap



Distance: A little over one-half screen (the distance of one jump)

Tap = Press the direction indicated in sequence.

Hold = Press the indicated points in one smooth motion.

Hold = Hold down the indicated buttons for the indicated time period, then release them.

T = Forward

A = Attack

B = Up

HP = Down-Forward

LP = Down-Back

JL = Block

HP = High Punch

LP = Low Punch

HK = High Kick

LK = Low Kick

When Close = This one is the same only when you are close to your opponent.

(Move in Parentheses) = Push of the buttons simultaneously.

* = The move can be done in the air.

SHANG TSUNG



Fireball x1



Tap A, A, HP

Fireball x2



Tap A, A, T, HP

Fireball x3



Tap A, A, T, T, HP

Transform



Each transformation lasts about five seconds.

Suo-Zero

Tap T, A, T, HP

Scorpion

Hold B1, Tap U, U

Johnny Cage

Tap A, A, B, LP

Liu Kang

Tap A, A, T, B1

Raiden

Tap D, A, T, LK

Kitana

Tap B1, 3 times

Mileena

Hold HP 2 seconds, release

Jax

Tap D, D, LK

Baraka

Tap D, D, LK

Kangaroo

Hold B1, Tap A, D, A, HK

Reptile

Hold B1, Tap U, D, LP

Meet Our Soul Survivor.



Our guy looks like he made it through MANSION OF HIDDEN SOULS with hardly a scratch. His wired jaw works pretty well and his new dentures are shiny white. The large bald spot on the back of his head doesn't seem to bother him. All of his organs, as far as we know, are original and still in the same places. And we don't hear him complain about the hair that won't stay down or the hands that won't close. Of course, we don't know anything about his mental state.



SEGA CD™



VIC TOKAI INC.
22904 Lockness Ave.
Torrance, CA 90501

This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega CD™ System.

SEGA AND SEGA CD ARE TRADEMARKS OF SEGA ENTERPRISES, LTD. SEGA CD™ IS A TRADEMARK OF SEGA OF AMERICA, INC. ALL RIGHTS RESERVED.
© 1994 SEGA. LICENSED BY SEGA ENTERPRISES, LTD.
© 1994 VIC TOKAI, INC.

SHORT PROSHOTS

Quick Hits on the Newest Games!

Genesis

Tennis All-Stars

(Codemasters)



This new tennis game comes with a court full of options. Play with male and female players in singles and doubles competition on a variety of



court surfaces. The action includes tactical moves for each player. A behind-the-player view helps make the action intense. You can play a one-player game against a seven-level computer opponent, a two-player regular match, or a four-player simultaneous game.

(Available April)

Sega CD

Battlecorps

(Core Design)



You'll stomp and shoot your way across 360-degree texture-mapped moons when you get behind the controls of the armored Bepoid Attack

Machine. Play as one of three characters, each with unique strengths and weaknesses, and shoot with 12 different weapons as you tackle more than 30 game objectives and nine 3D bosses. Voice-over commentary provides spoken instruction throughout the game. This first-person shoot-em-up uses the same engine as the acclaimed AH-3 Thunderstrike.

(Available April)

Soulstar

(Core Design)



You and your fellow Cryo-Commandos have a job to do—chase down and destroy the deadly Myrkoïds. The hunt



End-level bosses punctuate the action. This one-player game supports the SNES Mouse.

(Available March)

King of the Monsters 2

(Takara)



takes you from the trackless wastes of the Great Divide to the starfields of Meldrum Tau, and it is highlighted by a speed-of-light chase through the Hypergate. Soulstar offers simultaneous game play for two players, who can take on 40 missions using three different vehicles. The behind-the-vehicle perspective, 3D graphics, dramatic music, and continuous game play through three warp tunnels all help intensify the battle action.

(Available May)

Super NES

Choplipter 3

(Absolute)



The Choplipter series continues with this four-meg action/adventure game. You fight through 16 levels of side-scrolling action as you fly from the jungles to the sea and to a city in search of hostages who were kidnapped by terrorists. Your craft is the world's most sophisticated rescue chopper, and your arsenal includes guns, flamethrowers, and napalm.

Who is the ultimate King of the Monsters? Super Geon, Atomic Guy, and Cyber Woo battle it out with the aliens in this 16-meg game, which is coming to both the SNES and Genesis (SNES screens are shown here). Among the special powers at your command are Flaming Breath, Aerial Spins, and Radioactive Blasts, plus other new Super-Attacks. The seven levels feature fast-moving arcade-style action and two-player competition, either head-to-head or both players versus the computer.

(Available September)

Super Solitaire (Absolute)



Card sharks will want to sink their teeth into Super Solitaire. The 12 variations on traditional solitaire in this four-meg game include Klondike, Pyramid, Golf, and Poker, with the mad backgrounds for each game. Helpful hint screens enable novices to master the games. Tournament and Championship modes offer races against the clock. This is a user-friendly card game. Control is via a point-and-click interface, and passwords enable players to continue later. This one-player game supports the SNES Mouse.

(Available January '94)

FireStriker (ATM)



Combining pinball play with action/adventure, FireStriker offers 14 levels of varied chal-



lenges. In this eight-meg, overhead-view game, Slader the FireStriker must search out and destroy the villain Wylkie, who has veiled the world in darkness. Bating the Trialight across the playing field like an explosive pinball, you clear out obstacle-ridden areas with tennis-like smashes from your main character. With Hudson's Multitap, up to four players can join in the frenzied fun.

(Available March)

Time Trax (T+M)



Darien Lambert is no ordinary police officer. He's come back to the present from the year 2193, bringing his futuristic skills and weapons with him. Based on the TV show with the same name, this one-player, eight-meg action/adventure cart features Time Stalling, a mind-control force that puts time in slow motion. You start

in the 22nd century, then you follow your adversaries in a time machine when they escape to 20th-century Washington, D.C. In between the eight side-view, multi-scrolling levels, helpful advice comes from Selma, Lambert's holographic sidekick.

(Available March)



Dynastic Hero (Hudson Soft)

The land of Tarron has seen better days. The evil Drifkor Empire is deforesting the lush kingdom, and gentle Brenna,



the benevolent Fairy Maiden who rules the peaceful people, has been captured. Only Dyna, the Dynastic Hero, can save the

3D0

The Horde (Crystal Dynamics)

A host of Hollywood hot shots is heading to 3D0. The Horde, a fast-paced action strategy game, boasts Kirk Cameron (of TV's *Growing Pains*) as the star of its many full-motion video sequences, which are being produced by Emmy-winner Mackenzie Waggaman. The Horde is set in a medieval fantasy world where Chauncy (Cameron) must protect his village from an army of razor-fanged attackers. The nine species of voracious hordlings will eat anything, including villagers, cows, and houses! Plenty of polygon graphics, 3D texture mapping, lifelike animation, and digitized character voices will enhance the magic and the humor of the story.

(Available March)



day and defeat the five reptilian bosses in this side-view, multi-scrolling action/adventure game. Among Dyna's friends are the Insektors, cute bugs with special magic power ups. **(Available March)**

Godzilla
(Hudson Soft)



Godzilla, the original mean green fighting machine, is stomping over to the Super CD. In *Godzilla*, two players choose from among 14 classic monsters, each with its own special weapon and abilities. You compete in side-view, multi-scrolling fighting action. The fights take place in realistic settings all around the world. **(Available Second Quarter '94)**

Game Gear

C.J. - Elephant Fugitive
(Codemasters)



Travel through six zones of run-n-gun fun with the bravest little elephant ever in this arcade-style platform game targeted for younger players. Fining peanuts from his trunk, C.J. the kidnapped elephant runs, leaps, and shoots his way from a zoo and on through London, Paris, the Alps, Rome, and Cairo, finally reuniting with his herd in Africa. In addition to this one-player game, the cart includes a two-player "trunk-to-trunk" race game. **(Available Now)**

Micro Machines
(Codemasters)



This unique racing game was a hit in England. Instead of racing standard cars on the usual



courses, gamers maneuver tiny vehicles on 27 tracks, such as breakfast tables, pool tables, and bathroom floors. Among

the vehicles are miniature Tanks, Power Boats, and Helicopters. The overhead view provides a good look at the brightly colored, obstacle-hidden tracks. A special mode enables two players to compete against each other with just one Game Gear. **(Available First Quarter '94)**

Shipping in March

Genesis

- Arcus Odyssey (Revision)
- Columns III (Vic Tokai)
- The Incredible Hulk (U.S. Gold)
- NBA Action '94 (Sega)
- NBA Jam (Arenas)
- Rocko's Modern Life: Spunky's Dangerous Day (Viacom)
- Shanghai II: Dragon's Eye (Activision)
- Sketchin' (Electronic Arts)
- Socks the Cat (Kaneko)
- Sonic the Hedgehog 3 (Sega)
- Star Trek: The Next Generation (Sega)
- Sub-Terrana (Sega)
- Sylvester & Tweedy (Telegoik)

Sega CD

- Brutal (Garmtek)
- Hammer vs. Evil D in Soul Fire (Sega)
- TomCat Alley (Sega)

Super NES

- Champions World Class Soccer (Acclaim)
- Chopper 3 (Absolute)
- FireStriker (DITMC)
- F1-RDC II (Seta)
- NBA Jam (Acclaim)
- Runes of Virtue (FCT)
- SDS (Vic Tokai)
- Time Trax (T492)
- X-Caliber 2097 (Activision)

3DO

- The Horde (Crystal Dynamics)
- Sewer Shark (Virgin)

Neo-Geo

- Super Sidekicks II: The World Championship (SNK)

Duo

- Dynastic Hero (Hudson Soft)

Game Gear

- Caesars Palace (Virgin)
- GP Rider (Sega)
- NBA Action '94 (Sega)
- NBA Jam (Arenas)
- Poker Face Paul's Black Jack (Sega)
- Poker Face Paul's Poker (Sega)
- Scratch Golf (Vic Tokai)
- Spider-Man/X-Men Arcade's Revenge (Arenas)

Game Boy

- Prehistoric Man (Titus)

Arcade

- Dungeons & Dragons: Tower of Doom (Capcom)



NO PAIN, NO GAME

SUBSCRIBE TO GAMEPRO!



12 issues only
\$19.97
66% off the cover price!

For all the latest **HITS**,
KICKS, **PUNCHES**,
and **FLIPS** from the
#1 source for Video
Gaming Action!

SIGN ME UP!

YES!

Enter my one-year subscription to GamePro
(12 action-packed issues) at the incredibly low price of
\$19.97. I save over \$39.00 (66%) off the cover price!

Name _____

Address _____

City _____

State _____

Zip _____

Bill Me

Payment Enclosed

GamePro, PO Box 55527, Boulder, CO 80322-5527

©1994 Time Warner Entertainment Company, L.P. All rights reserved. GamePro is a registered trademark of Time Warner Entertainment Company, L.P.

OVERSEAS PROSPECTS

An International View on Video Games



**By the Fractman
in Japan**

The New Year in Japan ushered in a pack of new games. Here's a look at a few

promising Super Famicom carts due out in Japan in the beginning of 1994.

Super Godzilla (By Toho)



A one-on-one fighting game starring Godzilla and his many huge enemies? Wrong!

The Japanese love Godzilla as much as they love their strategy/simulation games. In this one, you roam the Japanese countryside in search of helpful items and monster-seeking information. You can find Godzilla or other famous movie monsters and take him

on in Battle mode. There's a little city trampling and arcade-style fighting action, but mostly you mobilize various military forces with a familiar point-and-click interface.

Timed to take advantage of the release of the movie *Godzilla vs. Mecha-Godzilla*, Toho hopes *Super Godzilla* proves their games are as fun and exciting as their movies.

Ardy Lightfoot (By Ascii)



Ardy's not just another side-scrolling action game, it's a serious attempt by Ascii to create a signature character to rival Mario and Sonic.

They just might succeed, too, as Ardy has a lot going for him, including smooth moves and super cuteness (although his constant smiling

in the face of extreme peril might unnerve some). Reportedly there are 17 stages based around imaginative traps and obstacles. Ardy has all kinds of special attack moves, but this is really a fun, mind-bending game that pushes your puzzle-solving abilities to the limit. Ardy could be a sleeper mega-hit.

Dragon Ball Z Cho-buto-den 2 (By Bandai)



何と、んよくカクモ
はかいされたかったセルは、
はるかにパワーアップして



Most Japanese players, like most Americans, can't seem to get enough fighting games... and so we have DBZ2. Based on the animated series and an earlier fighting game, there's very little new here.

In this one-on-one fighting format, combatants balance life and power meters to beat the other guy. The cart features the now-familiar Dragon Ball Z dual screen display for aerial attacks. Fighters can



ward off special attacks by counter-attacking with their own killer techniques. Fans of Dragon Ball Z and other fighting gamers shouldn't be disappointed.

Katsuya Onizuka Super Virtual Boxing (By Sotek)



Unlike Riddick Bowe and Evander Holyfield, Japan's boxing hero Katsuya "Sparky" Onizuka actually held on to his world bantamweight title prior to the release of the game bearing his name.

However, the main thing that separates this boxing game contender from some of the pretenders is the first-person fighting perspective.

You actually step into the ring, where you see your gloves and your opponents up-close and ugly. It takes time to develop a feel for the fighting, but before long you're crossing, jabbing, and uppercutting your way to victory. If you don't, you get a good look at the arena ceiling when you're laid out on the mat!

Kamen Rider (By Bandai)



Here's another Bandai cart based on a famous Japanese TV show. The Kamen Riders are hard-fighting superheroes. In this fast-paced side-scrolling action/fighting game, the vile adver-



saries also come from the Rider episodes.

The game's two-player mode is the best, since it takes two fighters to beat down the opposition. Those who tough it out to the end get to take on an original evil character drawn by Rider cre-



ator Shotaro Ishimori just for this game. Trust me, in Japan, that's super cool!

There probably aren't enough Rider fans in the U.S. to ever convince Bandai to send this rough-and-tumble action cart over, and that would be too bad. Banzzai!

Major Stores Pull Night Trap

Two weeks before Christmas, Toys "R" Us, the nation's largest chain of toy stores, pulled **Night Trap** from its shelves. The controversial Sega CD title is rated MA-17 by Sega for its violence. A few days later, **Key-Bee**, America's second-largest toy chain, also stopped selling the game. The game depicts a woman being pursued and choked by a group of hooded men, and includes live, video-taped footage.

Toys "R" Us removed **Night Trap** from its shelves after receiving numerous complaints. Carol Fuller, spokesperson for the chain, said that the complaints seemed to be part of an orchestrated telephone campaign, but she had no further details. Sega offered no comment on the action. Both Toys "R" Us and Key-Bee will continue to sell **Mortal Kombat**.



Night Trap gets the boot.

New Genesis/CD System from Sega

Sega continues to redesign its existing video game systems into new products. The company will be showing its **Sega Genesis CDX Multimedia CD-ROM Entertainment System** at Winter CES in Las Vegas. The entire library of Genesis cartridges and Sega CD games can be played on the compact system. Audio CDs can also be played on the lightweight

unit, which weighs two pounds and is small enough to be carried as a portable audio CD player. The CDX (\$399.95) will be available in March.



New you can play Genesis and Sega CD games on one unit.

Reality Check

Dissuading doubts that **Project Reality** would ever become a reality, **Nintendo** is forging ahead with development of its 64-bit game machine. The unit, which is expected to arrive in 1995, will use chip technology supplied by three major Japanese electronics firms—NEC, Toshiba, and Sharp. More than 8 million new RISC (reduced instruction set computing) processors are being shipped to Nintendo as it works on what it considers to be the "next generation" video game system.



Yet One More 32-Bit System

NEC Home Electronics is joining the race to produce a successful 32-bit video game system. The company plans to have its own 32-bit game machine on the market by the end of 1994. The system will offer a CD-ROM drive and an advanced color motion picture

board. According to NEC, the machine will be as powerful as Sega's still-unreleased 64-bit unit, and it will cost approximately \$290.

Mega Cartoon

Mega Men is coming to TV. **Capcom** announced in late December that it will be financing and producing a cartoon series starring its popular video game character, **Mega Man**. The still-untitle show will most likely be based on the game **Mega Man X** and will feature most of the characters found in that SNES title. Capcom couldn't say if Dr. Wily would make an appearance. With the first show targeted to air in Fall '94, Capcom has lined up **Ruby-Spears**, a top animation company, to head production. Ruby-Spears is the award-winning company responsible for many animated shows in the last 15 years, including *Alvin and the Chipmunks*, *Mr. T*, and *RoboForce*.



Capcom's captivating character now has a cartoon.

Sega Channel Adds Subscribers

Three more cable companies have signed on with the **Sega Channel**, raising the number of U.S. subscribers to more than 20 million. The addition of **MeuroVision** in Atlanta, Georgia, **National Cable Television Cooperative** in Lenexa, Kansas, and **Simmons Communications** in Dallas, Texas, added 4 million new subscribers to the interactive video game TV channel.

The Sega Channel, which

is set to launch this summer, is the cable industry's first interactive service, supplying Genesis games on demand 24 hours a day, previews of upcoming titles, tips, news, contests, and promotions. "The Sega Channel concept has been enthusiastically received," says Stanley B. Thomas, president and CEO of Sega Channel. "We're delighted to have attracted such outstanding partners for our launch plans. Their early commitment is a testimony to future success."

Accolade Signs On with 3DO

Accolade, a leading worldwide publisher of entertainment software, recently announced that it will be bringing several of its top sports titles to the new **3DO Interactive Multiplayer** system. Although it won't release any game titles yet, Accolade says it will definitely have golf, hockey, and football games for 3DO available by the end of this year.



Dr. Jack Nicklaus' Power Challenge Golf for the Genesis heading to 3DO? Possibly.

"Sports games lend themselves to the 3DO technology," said Mike Matheson, vice president of product development for Accolade. "It is important to Accolade that we maximize the realism and take full advantage of our sports personalities," he added, "and the 3DO technology will contribute greatly to our ability to accomplish this." Megan Hampal of Accolade further notes that "if the system takes off as we hope, Accolade could conceivably bring some of



ARCADE ACTION HITS HOME ON SUPER NES.[®]



You made your mark in the arcades. Now the lethal action is available on your Super NES,[®] with intense graphics and sound. It also hits big on Sega CD[™] and Sega[™] Genesis![™] So be on the lookout for Lethal Enforcers[™] in your neighborhood.



For one or two top cops.
(2nd player can use controller or mail in for another game gun. See special offer inside package for details.)

KONAMI[®]



its other popular titles, including **Bubny**, to 3DO."

3DO Sales Slow, Stock Suffers

Because of slow sales of the \$699 3DO system, stock in the **3DO Company** has plummeted from over \$37 per share in November to around \$23 per share in late December. The company remains optimistic, however, and claims that more than 100 additional software companies have signed licensing agreements since the first system, made by Panasonic, hit the shelves in October. More than 500 software companies have now signed on to provide software for 3DO.

Gateway System Gets Shanghai'd

Nintendo's Gateway System, the interactive entertainment, shopping, and information service that's found on select airlines, has begun including games from third-party developers. Among the first third-party titles is Activision's **Shanghai II: Dragon's Eye** for the SNES. Ten Nintendo games are already included in the Gateway System and are playable on approximately 20 Northwest, Virgin, and China Air flights. Included in the ten are **Super Mario World**, **Street Fighter II**, and **Legend of Zelda**. Shanghai II was chosen for its puzzle-solving aspects in hopes that it would be more attractive to adult players.



Go airborne with Shanghai II for the SNES.

Atlanta Chosen as Site for New Trade Show

Atlanta, Georgia, will be the site of the initial **"Electronic Entertainment Expo,"** the first international trade show dedicated exclusively to entertainment software titles, programming, and licensed properties. Scheduled for April 7-9, 1995, the event will be produced and promoted jointly by **Infotainment World** and **Knowledge Industry Publications**. Infotainment World is the company that publishes GamePro, SWATPro, and Electronic Entertainment magazines, among other projects. Knowledge Industry Publications produces leading conferences and annual trade shows such as Smart Media International and IMAGE WORLD.

Representatives from all the major retailers and over 30,000 top-level buyers of interactive software are expected to attend the show. More than 300 exhibitors will be present to display their products. With the thousands of titles debuting in 1994 for an ever-expanding list of game systems, Patrick Ferrell, president of Infotainment World, feels the time is right for a new trade show. "The content side of the home electronic entertainment industry is exploding, requiring a dedicated trade-buying event at the right time of the year for both retail buyers and vendors," he claims. Adis Ebot Minsker, chairman and CEO of Knowledge Industry Publications, "Readers have pointed to the need for an interpretive event that will help them make smarter buying decisions by interacting with a wide range of publishers, vendors, industry influencers, and opinion leaders in a focused show setting."

At the Deadline



The big N will be showcasing hot new SNES titles at Winter CES in Las Vegas. Three of the most eagerly awaited are **Stunt Race FX**, **Super Metroid**, and **Ken Griffey Jr. Presents: Major League Baseball Nintendo** will also be updating the media on its new technological products, including the 64-bit **Project Reality** and the arcade/video game machine known as **Life Fitness**.



T+M, makers of **Home Alone 2** and **Wayne's World** for the various Nintendo and Sega systems, continues to find popular properties for its games. Coming later this year will be **Akira**, based on the hot Japanese animated movie; **The Mask**, taken from the current comic book; and **seaQuest**, spun off from the TV show produced by Steven Spielberg. Previews of these three games will be shown at the Winter Consumer Electronics Show.



Coming soon from T+M.



Another hot rumor is the possibility that **American Sammy** will bring its great Neo-Geo shooter, **Viewpoint**, to both the SNES and Genesis. If current negotiations go well, a July or August release of a 16-meg translation is likely.



Spectrum + MicroProse = MicroProse Inc.

MicroProse Inc. is the new combined company that has resulted from the December merger of Spectrum HoloByte (makers of Soldiers of Fortune for the SNES) and MicroProse (Super Strike Eagle for the SNES). The new MicroProse Inc. will develop, license, publish, and market interactive entertainment software primarily for use on Nintendo's and Sega's video game systems, as well as for IBM-compatible personal computers.



MicroProse's Super Strike Eagle for the SNES.



Virgin, best known as the publishers of Aladdin and Super Slap Shot for the SNES, has formed a new company that'll focus exclusively on CD-ROM entertainment. As its first objective, **Virgin Sound & Vision** will publish next-generation interactive software and interactive music products for kids and adults.



Virgin's Super Slap Shot for the SNES.



Jumping into the 16-bit arena is **Playmates**, the company best known for making Teenage Mutant Ninja Turtles action figures. The first offerings from the company will be **Star Trek: Deep Space 9** (based on the popular TV show), and

S.W.A.T. PRO

**From the *PASSWORD*
to the *LAST WORD*!**

Get **SWATPRO**, the magazine dedicated to strategies, tips, tactics, and passwords, delivered to your door and pay half the cover price. A winning strategy!

Don't miss a single issue!



**1/2
PRICE
OFFER**



SWATPRO **Half-price Coupon**

YES!

Enter my one-year subscription to **SWATPRO** for the unbeatable low price of just \$14.97 – a savings of 50% off the cover price. That's just like getting two issues for the price of one!

Name _____

Address _____

City/State/Zip _____

Bill Me

Payment Enclosed

Send to: **SWATPRO, P.O. Box 50309, Boulder, CO 80322-0309**

Magazine delivered bi-monthly. Send foreign and Canadian orders prepaid, in U.S. funds, with \$10/year additional postage. Annual resubscribe rate: \$29.70. Please allow 6-8 weeks for delivery of your first issue.

Master the **GAME**®

specials listed in color

Post Office Box 702, Essex, MA 01929
FAX (508) 283-9172

Many more titles
in stock!

call us for
hard-to-find titles...

OVERNIGHT SHIPPING available!



ATARI
JAGUAR SYSTEMS

1-508-281-0178

SEGA GENESIS

GENESIS ACCESSORIES

- Price List
- \$124 System W/Sonic II
- \$124 Syst. W/Bl. Rage II
- \$229 CD Player /Sw/Strk
- \$ 49 Menacer W/IT2
- \$ 52 Mortar
- \$ 29 Acxi Pad
- \$ 29 Turbo Touch 360
- \$ 34 Game Game
- \$ 34 STD Program Pad
- \$ 79 Proaction Replay
- \$ 19 B Button Controller
- \$ 29 E.A. 4-Way Play
- \$ 49 ASCH Fgng Pwr Sto

GENESIS GAMES

- In-stock & Coming soon
- Price List
- \$48 Aodan
- \$55 Barkley Basketball
- \$46 Barney the Dinosaur
- \$38 Bar's Nightmares
- \$52 BattleTech
- \$52 III Toad/Del Dragon
- \$24 Bo Hazard Battle
- \$44 Blades of Vengeance
- \$36 B O B
- \$54 Best Hull Hockey
- \$49 Buboy
- \$29 Bulls Vs Blazers NBA
- \$48 Cavewarrior Bloodline
- \$50 Caesar's Palace
- \$40 Chokn
- \$51 Clay Fighter
- \$43 Crash Demmes
- \$41 Dash'n' Demperados
- \$51 Dracula
- \$37 Elemental Master
- \$56 E.S.P.N. 88 & Fd
- \$56 Elmal Champions
- \$49 F15 Strike Eagle II
- \$49 F-17 Night Storm
- \$43 G-Lo
- \$49 FIFA Intnl Soccer
- \$56 Gouat IV
- \$39 General Chaos
- \$29 Haunting
- \$54 Incredible Hulk
- \$43 Itchy & Scratchy
- \$43 J. Maddon '94
- \$43 James Pond 3
- \$19 Jewel Master
- \$46 Joe & Mac
- \$29 John Maddon '93
- \$46 Jungle Strike
- \$48 Juristic Park

SEGA

GENESIS CD GAMES

- \$45 Adv. of W. Beismah
- \$36 Alter Burner II
- \$62 B. Walsh Col. Fball
- \$38 Batman Returns
- \$48 Chuck Rock II
- \$50 Cool Spot
- \$43 Dark Wizard
- \$50 Dracula
- \$49 Dragon's Lair
- \$43 Dungeon Master
- \$43 European Racer
- \$51 ESPN Fball & Bball
- \$43 Final Fight
- \$49 Ground Zero Texas
- \$43 Hi-tech Aircraft
- \$44 INXS
- \$49 J. Montano NFL
- \$51 Journey Ctr Earth
- \$49 Juristic Park
- \$51 Last Action Hero
- \$47 Lunar
- \$46 Mad Dog McRay
- \$43 Morky Island
- \$43 Mortal Kombat
- \$48 NBA Basketball
- \$48 NFL Greatest Teams
- \$52 NHL '94
- \$48 Night Trap
- \$50 Out of the World
- \$43 Powermonger
- \$43 Rage in Cage
- \$46 Rebel Assault
- \$43 Ren of the Dragon
- \$38 Road Avenger
- \$49 Sonic Hedgehog II
- \$43 Star Wars 3D
- \$45 Stalshor
- \$50 Terminator
- \$43 Wing Commander
- \$43 World Series
- \$38 Wonder Dog

GENESIS Look for soon.

- \$50 Feline Goes West
- \$45 Road Pilot
- \$49 World Series Bball

MORTAL



KOMBAT

SEGA

GENESIS CD GAMES

- \$48 Adv. of W. Beismah
- \$36 Alter Burner II
- \$62 B. Walsh Col. Fball
- \$38 Batman Returns
- \$48 Chuck Rock II
- \$50 Cool Spot
- \$43 Dark Wizard
- \$50 Dracula
- \$49 Dragon's Lair
- \$43 Dungeon Master
- \$43 European Racer
- \$51 ESPN Fball & Bball
- \$43 Final Fight
- \$49 Ground Zero Texas
- \$43 Hi-tech Aircraft
- \$44 INXS
- \$49 J. Montano NFL
- \$51 Journey Ctr Earth
- \$49 Juristic Park
- \$51 Last Action Hero
- \$47 Lunar
- \$46 Mad Dog McRay
- \$43 Morky Island
- \$43 Mortal Kombat
- \$48 NBA Basketball
- \$48 NFL Greatest Teams
- \$52 NHL '94
- \$48 Night Trap
- \$50 Out of the World
- \$43 Powermonger
- \$43 Rage in Cage
- \$46 Rebel Assault
- \$43 Ren of the Dragon
- \$38 Road Avenger
- \$49 Sonic Hedgehog II
- \$43 Star Wars 3D
- \$45 Stalshor
- \$50 Terminator
- \$43 Wing Commander
- \$43 World Series
- \$38 Wonder Dog

GENESIS Look for soon.

- \$149 GG Sports System
- \$129 System W/Sonic II
- \$119 TV Tuner
- \$ 49 RetroGie B. Pack
- \$ 29 Ace Suttler
- \$ 36 David Robinson
- \$ 36 Ecco the Dolphin
- \$ 39 Juristic Park
- \$ 34 Land Illusion WMM
- \$ 39 X-Men

SUPER NINTENDO

Accessories

- Price List
- \$141 System W/Sonic
- \$ 79 Proaction Replay
- \$ 41 Acxi Supr Advngm
- \$ 24 Acxi Pad
- \$ 29 Turbo Touch 360
- \$ 34 STD Program Pad
- \$ 64 Fighting Powerstat

SUPER NINTENDO

- In-stock & Coming soon
- Price List
- \$52 Actracer II
- \$49 Arcan Odyssey
- \$56 Aladdin
- \$58 Art of Fighting
- \$54 Asterisk
- \$30 Battle Cars
- \$31 Battle Clash
- \$30 B. Walsh C. Fball
- \$35 Bles Tda/Del Dragon
- \$48 Bulls Brothers
- \$50 Baseball
- \$55 Brett Hull Hockey
- \$51 Buboy
- \$38 Bulls Vs Blazers
- \$44 Championship Pool
- \$48 Chopster Bowling
- \$44 Chrazier II
- \$55 Clayfighter
- \$49 Claymators
- \$51 Daily & Marvin
- \$48 Denise the Menton
- \$51 Dracula
- \$49 Dream Probe
- \$59 Empire Strikes Back
- \$55 ESPN Baseball Fball
- \$58 Eye of Beholder
- \$49 First Samurai
- \$54 Fireback II
- \$59 Golden Empire
- \$53 Goal Troop
- \$6 G Pro Mrcycle
- \$56 Hand Battle II
- \$54 Incredible Hulk
- \$49 Itchy & Scratchy
- \$50 Jaguar
- \$54 Jeti Power 3D
- \$38 John Maddon '93
- \$52 John Maddon '94
- \$56 Juristic Park
- \$50 Kendo Ringo
- \$43 Labyrinth AC
- \$59 Lethal Entrer w/gun
- \$54 Lord of the Rings
- \$60 Lulu
- \$52 Mania Time Machine
- \$51 Mecha Robot Golf

SEGA

GENESIS CD GAMES

- \$58 Mega Man X
- \$53 Mickey's Playtown
- \$55 Night & Magic II
- \$57 Night & Magic III
- \$50 M.L.B.A. Baseball
- \$59 Mortal Kombat
- \$44 MUSA
- \$62 NBA Jam Session
- \$57 NBA Showdown
- \$52 NHL '94
- \$53 Operation Logic
- \$45 Pro Action
- \$50 Pink Panther
- \$44 Power Moves
- \$53 Ramon 1/2 Hard Bte
- \$51 Ren & Stimpy
- \$59 Return of Jedi
- \$50 II Bowe Boxing
- \$58 Secret of Mana
- \$55 Seventh Saga
- \$49 Shanghai Showdown
- \$39 SkullJagger
- \$50 Sky Blazer
- \$48 Snow White
- \$44 Sorcerer
- \$56 Speedy Recor
- \$50 Speedy Gonzales
- \$58 Star Trek
- \$45 Street Combat
- \$39 Sweet Fighter II
- \$44 Super Soldiers
- \$52 St. Fighter II Turbo
- \$46 Super Battleship
- \$43 Super Battle Tank II
- \$59 Super Bomber Man
- \$39 Super High Impact
- \$54 Super Mario All Stars
- \$42 Super Ninja Duo
- \$59 Super Vals IV
- \$55 Suzuki 88 hours
- \$50 T-2 Judgement Day
- \$57 Techno Super Bowl
- \$49 Techno Wrestling
- \$59 TMNT Trent Fighter
- \$53 Turs & Burn
- \$56 Ultima: Falso Prophet
- \$51 Utopia
- \$51 Wicked 18
- \$49 WCW SuperBrawl
- \$50 WWF II Ry Fumble
- \$49 Zombies ate Neighbors

Super N. Look for soon

- \$50 Equinox
- \$60 Golden Fighter
- \$49 Hyper Volleyball
- \$52 Radio Flyer
- \$50 Robo Saurus
- \$54 Sports II: Fball/3
- \$55 Ultimate Fighter
- \$54 Warrior of Rom 3



\$20.00 Bonus

Receive a \$20.00 Bonus when you purchase 10 or more Super Nintendo or Game Boy cartridges. The bonus may be included with your cartridges. If bonus shipping, limit to 10 Super Nintendo cartridges. Bonus may be received on orders by mail.



SEND US YOUR OLD CARTRIDGES

RECEIVE A CHECK BACK OR PURCHASE OTHER TITLES OF YOUR CHOICE

Used **GAME BOY** Cartridges
Used **SUPER NINTENDO** Cartridges

Game Title	Price
101 Super Mario Bros.	1.99
102 Super Mario Bros. 2	1.99
103 Super Mario Bros. 3	1.99
104 Super Mario Bros. 3 (Japan)	1.99
105 Super Mario Bros. 3 (Europe)	1.99
106 Super Mario Bros. 3 (Australia)	1.99
107 Super Mario Bros. 3 (South Africa)	1.99
108 Super Mario Bros. 3 (New Zealand)	1.99
109 Super Mario Bros. 3 (Singapore)	1.99
110 Super Mario Bros. 3 (Hong Kong)	1.99
111 Super Mario Bros. 3 (Taiwan)	1.99
112 Super Mario Bros. 3 (Philippines)	1.99
113 Super Mario Bros. 3 (Thailand)	1.99
114 Super Mario Bros. 3 (Malaysia)	1.99
115 Super Mario Bros. 3 (Indonesia)	1.99
116 Super Mario Bros. 3 (Singapore)	1.99
117 Super Mario Bros. 3 (Malaysia)	1.99
118 Super Mario Bros. 3 (Indonesia)	1.99
119 Super Mario Bros. 3 (Singapore)	1.99
120 Super Mario Bros. 3 (Malaysia)	1.99
121 Super Mario Bros. 3 (Indonesia)	1.99
122 Super Mario Bros. 3 (Singapore)	1.99
123 Super Mario Bros. 3 (Malaysia)	1.99
124 Super Mario Bros. 3 (Indonesia)	1.99
125 Super Mario Bros. 3 (Singapore)	1.99
126 Super Mario Bros. 3 (Malaysia)	1.99
127 Super Mario Bros. 3 (Indonesia)	1.99
128 Super Mario Bros. 3 (Singapore)	1.99
129 Super Mario Bros. 3 (Malaysia)	1.99
130 Super Mario Bros. 3 (Indonesia)	1.99
131 Super Mario Bros. 3 (Singapore)	1.99
132 Super Mario Bros. 3 (Malaysia)	1.99
133 Super Mario Bros. 3 (Indonesia)	1.99
134 Super Mario Bros. 3 (Singapore)	1.99
135 Super Mario Bros. 3 (Malaysia)	1.99
136 Super Mario Bros. 3 (Indonesia)	1.99
137 Super Mario Bros. 3 (Singapore)	1.99
138 Super Mario Bros. 3 (Malaysia)	1.99
139 Super Mario Bros. 3 (Indonesia)	1.99
140 Super Mario Bros. 3 (Singapore)	1.99
141 Super Mario Bros. 3 (Malaysia)	1.99
142 Super Mario Bros. 3 (Indonesia)	1.99
143 Super Mario Bros. 3 (Singapore)	1.99
144 Super Mario Bros. 3 (Malaysia)	1.99
145 Super Mario Bros. 3 (Indonesia)	1.99
146 Super Mario Bros. 3 (Singapore)	1.99
147 Super Mario Bros. 3 (Malaysia)	1.99
148 Super Mario Bros. 3 (Indonesia)	1.99
149 Super Mario Bros. 3 (Singapore)	1.99
150 Super Mario Bros. 3 (Malaysia)	1.99
151 Super Mario Bros. 3 (Indonesia)	1.99
152 Super Mario Bros. 3 (Singapore)	1.99
153 Super Mario Bros. 3 (Malaysia)	1.99
154 Super Mario Bros. 3 (Indonesia)	1.99
155 Super Mario Bros. 3 (Singapore)	1.99
156 Super Mario Bros. 3 (Malaysia)	1.99
157 Super Mario Bros. 3 (Indonesia)	1.99
158 Super Mario Bros. 3 (Singapore)	1.99
159 Super Mario Bros. 3 (Malaysia)	1.99
160 Super Mario Bros. 3 (Indonesia)	1.99
161 Super Mario Bros. 3 (Singapore)	1.99
162 Super Mario Bros. 3 (Malaysia)	1.99
163 Super Mario Bros. 3 (Indonesia)	1.99
164 Super Mario Bros. 3 (Singapore)	1.99
165 Super Mario Bros. 3 (Malaysia)	1.99
166 Super Mario Bros. 3 (Indonesia)	1.99
167 Super Mario Bros. 3 (Singapore)	1.99
168 Super Mario Bros. 3 (Malaysia)	1.99
169 Super Mario Bros. 3 (Indonesia)	1.99
170 Super Mario Bros. 3 (Singapore)	1.99
171 Super Mario Bros. 3 (Malaysia)	1.99
172 Super Mario Bros. 3 (Indonesia)	1.99
173 Super Mario Bros. 3 (Singapore)	1.99
174 Super Mario Bros. 3 (Malaysia)	1.99
175 Super Mario Bros. 3 (Indonesia)	1.99
176 Super Mario Bros. 3 (Singapore)	1.99
177 Super Mario Bros. 3 (Malaysia)	1.99
178 Super Mario Bros. 3 (Indonesia)	1.99
179 Super Mario Bros. 3 (Singapore)	1.99
180 Super Mario Bros. 3 (Malaysia)	1.99
181 Super Mario Bros. 3 (Indonesia)	1.99
182 Super Mario Bros. 3 (Singapore)	1.99
183 Super Mario Bros. 3 (Malaysia)	1.99
184 Super Mario Bros. 3 (Indonesia)	1.99
185 Super Mario Bros. 3 (Singapore)	1.99
186 Super Mario Bros. 3 (Malaysia)	1.99
187 Super Mario Bros. 3 (Indonesia)	1.99
188 Super Mario Bros. 3 (Singapore)	1.99
189 Super Mario Bros. 3 (Malaysia)	1.99
190 Super Mario Bros. 3 (Indonesia)	1.99
191 Super Mario Bros. 3 (Singapore)	1.99
192 Super Mario Bros. 3 (Malaysia)	1.99
193 Super Mario Bros. 3 (Indonesia)	1.99
194 Super Mario Bros. 3 (Singapore)	1.99
195 Super Mario Bros. 3 (Malaysia)	1.99
196 Super Mario Bros. 3 (Indonesia)	1.99
197 Super Mario Bros. 3 (Singapore)	1.99
198 Super Mario Bros. 3 (Malaysia)	1.99
199 Super Mario Bros. 3 (Indonesia)	1.99
200 Super Mario Bros. 3 (Singapore)	1.99

To Sell Cartridges

Send 10 or more Super Nintendo or Game Boy cartridges to: **Buy/Sell**, P.O. Box 100, Redwood City, CA 94063. We will pay you \$1.00 per cartridge. We will also accept Super Nintendo and Game Boy cartridges for trade-in. Send us your old cartridges and we will give you a check back or purchase other titles of your choice. **CALL 415-332-APND**

To Buy Cartridges

Send us your money and we will send you 10 Super Nintendo or Game Boy cartridges. We will also accept Super Nintendo and Game Boy cartridges for trade-in. Send us your old cartridges and we will give you a check back or purchase other titles of your choice. **CALL 415-332-APND**

BVE Software

352 W. Redwood Ave., Suite 104, Redwood City, CA 94063

Credit Card Orders (203) 32-2684

Send \$1.00 for complete Buy/Sell price list

Back Issues!**GAMEPRO**

The ultimate source for the best tips and reviews of the hottest games for all home video game systems



- #10 May '90 Bank Adventure
- #11 Jun '90 My 101 Survival Skills: Bank Traps Exposed
- #12 Jul '90 Teenage Mutant Ninja Turtles
- #13 Aug '90 Michael Jackson's Moonwalker
- #14 Sep '90 Full Football Action: Game Game Prose
- #15 Oct '90 101 Follow-up Games: Controversy II
- #16 Nov '90 Gamers 2: Mega Man 3
- #17 Dec '90 The Simpsons: Household Goods & Guide
- #18 Jan '91 Street Fighter II: Super Turbo
- #19 Feb '91 CD ROM Games: Game Boy's Mega Man
- #20 Mar '91 99 Game Stop Games: Rocky Mountain
- #21 Apr '91 101 Best NES Prizes: Super Oregon
- #22 May '91 GameCube: Game Gear Thriller
- #23 Jun '91 101 Best NES Hiding: 100 Best Buy's Guide
- #24 Jul '91 91 Special Prizes: TurboGuide: 100 Best Buy's Guide
- #25 Aug '91 Super NES Super & Guide: Super-Man
- #26 Sep '91 101 Star Wars: Super Special: 100 Best
- #27 Oct '91 The Adams Family: California II
- #28 Nov '91 Football Prose: Best's Best
- #29 Dec '91 100 Best NES Games
- #30 Jan '92 100 Best NES Games & Guide
- #31 Feb '92 100 Best NES Games & Guide: Best of Best
- #32 Mar '92 100 Best NES Games & Guide: Best of Best
- #33 Apr '92 100 Best NES Games & Guide: Best of Best
- #34 May '92 100 Best NES Games & Guide: Best of Best
- #35 Jun '92 100 Best NES Games & Guide: Best of Best
- #36 Jul '92 100 Best NES Games & Guide: Best of Best
- #37 Aug '92 100 Best NES Games & Guide: Best of Best
- #38 Sep '92 100 Best NES Games & Guide: Best of Best
- #39 Oct '92 100 Best NES Games & Guide: Best of Best
- #40 Nov '92 100 Best NES Games & Guide: Best of Best
- #41 Dec '92 100 Best NES Games & Guide: Best of Best
- #42 Jan '93 100 Best NES Games & Guide: Best of Best
- #43 Feb '93 100 Best NES Games & Guide: Best of Best
- #44 Mar '93 100 Best NES Games & Guide: Best of Best
- #45 Apr '93 100 Best NES Games & Guide: Best of Best
- #46 May '93 100 Best NES Games & Guide: Best of Best
- #47 Jun '93 100 Best NES Games & Guide: Best of Best
- #48 Jul '93 100 Best NES Games & Guide: Best of Best
- #49 Aug '93 100 Best NES Games & Guide: Best of Best
- #50 Sep '93 100 Best NES Games & Guide: Best of Best
- #51 Oct '93 100 Best NES Games & Guide: Best of Best
- #52 Nov '93 100 Best NES Games & Guide: Best of Best
- #53 Dec '93 100 Best NES Games & Guide: Best of Best
- #54 Jan '94 100 Best NES Games & Guide: Best of Best
- #55 Feb '94 100 Best NES Games & Guide: Best of Best
- #56 Mar '94 100 Best NES Games & Guide: Best of Best
- #57 Apr '94 100 Best NES Games & Guide: Best of Best
- #58 May '94 100 Best NES Games & Guide: Best of Best
- #59 Jun '94 100 Best NES Games & Guide: Best of Best
- #60 Jul '94 100 Best NES Games & Guide: Best of Best
- #61 Aug '94 100 Best NES Games & Guide: Best of Best
- #62 Sep '94 100 Best NES Games & Guide: Best of Best
- #63 Oct '94 100 Best NES Games & Guide: Best of Best
- #64 Nov '94 100 Best NES Games & Guide: Best of Best
- #65 Dec '94 100 Best NES Games & Guide: Best of Best

SWATPRO

The ultimate source for the best tips and reviews of the hottest games for all home video game systems

- # 6 (July '90) Street Fighter II
- # 7 (Aug '90) Teenage Mutant Ninja Turtles IV
- # 8 (Sep '90) Super Nintendo
- # 9 (Oct '90) Road Runner & Death Valley Party

- #10 (Nov '90) Sonic the Hedgehog 2
- #11 (Dec '90) Road Runner 2
- #12 (Jan '91) X-Men: The Best of Best
- #13 (Feb '91) Super Nintendo Pro Strategy Guide
- #14 (Mar '91) Super Nintendo Pro Strategy Guide
- #15 (Apr '91) Super Nintendo Pro Strategy Guide

Price will depend on the number of issues you order

Back Issues
 Call for prices
 P.O. Box 100
 San Mateo, CA 94402
 or CALL 415-332-APND

Credit Card MasterCard Visa

Card # _____

Signature _____ Exp. Date _____

Name _____

Address _____

City _____ State _____ Zip Code _____

Magazine Issue # _____ Quantity _____ Price for each _____ Total _____

Total Number Ordered _____

Shipping _____

OK and I authorize your appropriate for _____

TOTAL _____

Advertiser Index

Accadem	15, 81
Accolade	10, 1, 55, 69, 123
Activision	61
Activision	2, 3, 4th Cover
Atari	133, 134, 135, 136
BRE Software	190
Codemasters	40, 41
Data East USA	138
Electro Brain	25, 145
Electronic Arts	20, 21
Flarecorp	63
Flying Edge	9, 119
FunGo Inc.	178, 177
Gallop	82
Game Discount Warehouse	14
Hudson Soft	131
Interplay	1, 84
Konami	2nd Cover, 58, 59, 147
LJM	63
Lucas Arts	71
Masler the Game	189
Micro-PACE Inc.	173
Naik	5
Nemco HomeTek	111
Quickshot Technology	73
ReadySoft	148
Sega of America	16, 17, 26, 27, 30, 31, 64, 65, 112, 113, 154, 155
Software Toolworks	116, 117
Sony Imagesoft	48, 51, 63
STD	182, 3rd Cover
Sunsoft	7
TGR	45
Turbo Technologies	167
Upper Deck	75
US Gold, Inc.	134, 125
Vic Tokai	175
Virgin Games	79
Working Designs	77

The index is provided as an additional service. The publisher does not assume liability for errors or omissions due to the inevitable changes

Advertising Sales

National Advertising Director
 Adm. Sales (415) 349-4320

Sales Associate
 Tiffany Wilson

Advertising Coordinator
 Wanda Whittington

National Accounts Manager
 Jim Stroup

Sales Associate
 Kyla Proton

Central Region/Eastern Region
 Ross H. Porter (714) 441-0771

Sales Associate
 Sheryl Helling

Credit Sales
 Dorothy Credit Manager
 Jay Toward

Senior Credit Manager
 Judy Collier

Single Copy Sales
 Renee Sanders, Inc.
 (802) 524-0224

Fully Loaded.



It's the most appealing screen magnifying, night lighting, fire button engaging, thumb stick controlling, compact, easy carrying accessory for your Game Boy®—whew! Try saying that three times fast—it's a mouthful! But that's what you get when you have it all. Other Game Boy® accessories leave you with nothin' to say. Hey, there's only one worth talkin' about. **Handy Boy™—don't settle for less.**



STD
STANDARD TRADING

We Can Help You Win

Available At:



BEST.



Game Boy® and Handy Boy™ are trademarks of Nintendo of America. Game Boy® is sold separately.

Blow 'Em Away!

Licensed by Nintendo® for use with the
SUPER NINTENDO
ENTERTAINMENT SYSTEM



**Also Available:
The SN
Programmable with
battery back-up!**



The SN ProgramPad blasts through your *Street Fighter™ II* & *Fatal Fury™* opposition one by one. You can do a Dragon Punch*, Spinning Pile Driver*, Sonic Boom*, Hurricane Uppercut**, Burn Knuckle**, Dragon Bullet** & many more by hitting one button. When you're done sticking it to these tough games, use the ProgramPad's 6 memory spaces to program your favorite moves from *Mortal Kombat™* and other hot games. But moves aren't all you get. Activate the secret code to play any character against himself. And check out the LCD screen, independent auto-fire, slow motion & extra long cord!

**POWER UP
WITH THE
SN PROGRAMPAD**



Make your own rules!

STD

110 Lakeland Drive
Hunt Valley, MD 21030
410-785-5661

*Street Fighter™ and Fatal Fury™ are registered by Capcom Corp. **Street Fighter™ and Fatal Fury™ are registered by Capcom Corp. Street Fighter™ is a trademark of Capcom Corp. STD is a registered trademark of STD. © 1991 All Rights Reserved. Super Nintendo Entertainment System and SN ProgramPad are registered trademarks of Standard of America. 1-800-875-5661 (STD) Int'l.

SUPER NINTENDO

BECAUSE LOSING SUCKS



SUPER ADVANTAGE.

That "it's not whether you win or lose, it's how you play the game" stuff is a bunch of garbage.

That's why we've got two ways to keep you winning: the

Super Advantage and *seoPad*,™ both for the Super NES.® They've got the kind of enhancements you need for today's fastest games—features like TURBO-FIRE (up to 32 shots

per second), hands-free AUTO TURBO and SLOW-MOTION CONTROL. With all these killer features and cool styling, it's no wonder they're the #1 enhanced

controllers for the Super NES. So take your pick, and then take on the neighborhood. With this kind of power, you'd just better learn how to be a gracious winner.

IT'S HOW TO WIN.



The *seoPad* Controller is the joys of your hand.



*Our goal is to try and preserve classic videogame magazines
from years gone by before they are lost forever.*

*Thanks goes out to all the people who make this possible.
From the original editors and writers,
to everyone involved in acquiring and digitizing these magazines.*

*People interested in helping us out, in whatever way possible.
Either by donating classic magazines, scanning, editing or distributing them,
visit us at <http://www.retromags.com>*

*We are only interested in preserving classic magazines
that are at least 5 years out of print.*

*We have no desire or intention to profit from these in any way.
So please, if you come across people trying to sell these releases, don't support them!*

Thank You and ENJOY!

