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*1 VIDEO GAME MAGAZINE

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New Hidden Characters!

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SONIC 3 Pt. 2
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not just the biggest Metroid game ever. It's **Nintendo's biggest game ever.**

But don't even think about playing it unless you've got a Super NES. Oh, and it wouldn't hurt to have a little of that mint jelly on hand either.



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How do they do it? Turn to page 26 to find out about the Mortal makers.



Then, turn to page 142 to learn more than 80 MK II Fatalities!



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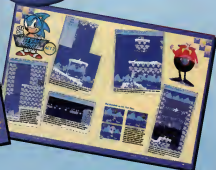
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AG2A-AA8R	Infinte chase pulls on pickup - CROPP BALLY LIVES

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000-4FD-38E	Infinte lives

BATTALION RETURN OF THE JOKER Game

044-28F-856	Start on level 4 whenever you want
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SUPER NES

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D6E5-C71E	"Ink" mode
D6E7-CA1E	All players have super dunk ability
D6E1-CD1E	All players always "on fire"
D1E4-CDCE	Set scoring percentage displayed for non-dunk shots

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D6E0-18A1	Double weapon charging (works if locked)

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STREETS OF RAGE 2 Game

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Knowledge Is Power

Ever since the issue of video game violence heated up last fall, you've heard a lot about the possibility of a video game rating system.

Well, whether or not you like the idea of a rating system, you'd better get used to it. At a March 4th Senate Hearing a newly formed video game industry association, whose membership includes Sega and Nintendo, announced that by Christmas, a comprehensive ratings system will

ing to decide what game to buy or pop your quarters into, you'll have to take the game's rating into consideration. Major retailers, such as Toys 'R Us and Wal-Mart, are heavily behind the new system and won't carry software that isn't rated. In fact, they may not even carry games with Adult Only ratings. If you're under 17, just as with motion pictures, there may be some games you can't buy or rent.

Don't panic, though. To date, only a



"If you're under 17, there may be some games you can't buy or rent."

be applied to all interactive software produced by the association's members.

And this isn't just happening in the U.S. At about the same time, the European Leisure Software Publishers Association announced a ratings system for electronic games. Legislation is pending in Canada that would turn over the rating of interactive software to the Ontario Film Board, which currently reviews motion pictures. The Board would be authorized to classify and regulate games based on explicit violent or sexual content. Down under, legislation has been introduced that would put the Australian Film Censorship Board in charge of evaluating interactive entertainment software. And, although the details are not yet clear, the arcade operators' and manufacturers' associations in the U.S. also announced a rating system that will be implemented for all arcade machines.

What does this mean for you? It means that in the future when you're try-

ing to decide what game to buy or pop your quarters into, you'll have to take the game's rating into consideration. Major retailers, such as Toys 'R Us and Wal-Mart, are heavily behind the new system and won't carry software that isn't rated. In fact, they may not even carry games with Adult Only ratings. If you're under 17, just as with motion pictures, there may be some games you can't buy or rent.

Don't panic, though. To date, only a few games have qualified for Sega's MA-17 rating. The vast majority of games released every year are considered appropriate for all gamers, so the odds are you'll have access to the games you really want to play. What will happen is that consumers across the country, including you, are going to have the kind of information they need to make sure they buy the right video game.

At GamePro, we think ratings for interactive software are essential. Game companies have a responsibility to let consumers know about the content of games. We feel we have this responsibility, too. Beginning with this issue, we'll publish Sega's and 3DO's game ratings, and when the new rating system is ready, we'll publish those ratings also. Not to restrict you. Not to encourage censorship. But to inform you. Knowledge, after all, is power. Write us and tell us what you think.

By the GamePro's

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Hot Topics - The Readers Respond

Enough with the video game violence. I like bloody games, horror movies, and Stephen King novels, but none of them will make me go kill someone. A couple of my friends have been shot by gangs - and our politicians are worried whether or not Beavis and Butt-Head are bad influences? Stop blaming society's problems on TV, movies, and video games. You don't fix anything with censorship.

Shawn Boxer
San Carlos, CA



Bad Influences? Some think so.

I'm 12 years old and I love video games. I think Sega's ratings are a great idea, because they help parents buy appropriate games for their kids. I think Nintendo should have ratings, too, because there's killing in their games, even if there isn't graphic violence.

Alan Khan
Ontario, Canada

Recently my apartment was robbed for the second time, and I lost all my video game systems and cartridges. I'm writing to tell everyone to be grateful for what you have, because in the blink of an eye everything could be gone.

Ashley Harvey
Philadelphia, PA

I'm sick of all this talk about video game violence. I was watching the 6:00 news because they were going to do a story about violent games. I expected to see them shoot down Mortal Kombat. To my amazement they criticized every game under the sun, including Street Fighter II, Jungle Strike, and Flashback. Isn't this going a little too far?

Ernie Raposa
Fall River, MA



Is Jungle Strike too violent?

The Magazine Biz

I love the ProStrategy Guides and books you guys have done. How about one for Clay Fighter for the SNES?

Nick "ClayMaster" Severson
Redmond, WA

Earth Angel says:
You read our minds! Now read our May issue of SNAPro. That's where we published a big Clay Fighter ProStrategy Guide.



Sergio Sandoval of Whittier, California, is one big-time Clay Fighter fan who'll be checkin' our ProStrategy Guide in the May issue of SNAPro.

When was the first issue of GamePro published? Is this issue still available?

Tony Wu
Oceanside, CA

Coach Kyle says:
The first issue appeared in September of 1989. This First Issue Collector's Edition is still available from GamePro Products for \$5. Call 415/330-4PRO.

Why don't you do ProReviews of old games? I often rent games that are two or three years old, and I'd appreciate knowing beforehand what you thought of these golden oldies.

Kent Hill
Fresno, CA

Andromeda says:
We probably DID review all those games, back when they first came out. Now we devote our pages to the newest games; check the index we publish each January to see which back issue had the game you're looking for.

Where can I buy tickets for CES?

Keith Grant
Santa Maria, CA

Bowhead says:
You can't, unfortunately. The Consumer Electronics Show's Consumer Day, which was the one day in June when the general public could attend, has been discontinued.

Fightin' Words

What do the words SNK stand for?

Steven Arellano
Tracy, CA

Hack 'n' Slash says:
According to SNK, the initials stand for the Japanese phrase *Shin Nihon Kikaku*, which roughly translates as "New Japanese Experience."

Samurai Showdown is awesome! But whenever I try to pronounce the names of the fighters in this Neo-Geo game, I end up with a twisted tongue. How are the names of the fighters pronounced?

Everett Jones
Browns Mills, NJ

Bro' Buzz says:
The American names should give you no trouble, of course - Charlotte, Earthquake, and Galford. As for the Japanese names, here's a quick pronunciation guide.

The letter:	sounds like:
a	ah
e	eh
i	ee
o	oh
u	oo

Thus, the names sound like Gahnahn Sheerahpooe, Tahm Tahm, Oohyoh Tatchibahnah, Nahnkahnrooo, Ho-ohmahroo, Wahn Foh, Jooby Yagyo, Kyoksheerah Selyroh, Hahn-zah Hot-tohroh.



Wan Fu, oomih' up.

In your November Mortal Kombat ProStrategy Guide, whose head is Sub-Zero holding up? Is it Ken from SF II?

Chris Cerrone
Hend, NV

Scary Larry says:
Wishful thinking, Chris. That'd be a cool trick, but it's only Kano.



Needs up, Kano.

In SF II, what does Chun Li's expression "Kikikoiem" mean?

Andrew Thorne
Decatur, GA

Slesher Quan says:

This Japanese word translates as "Energy from the palm."

My cousin got his copy of Mortal Kombat before the official release date, Mortal Monday back in September '93. How did this happen?

Raffaele Zarra
New Haven, CT

The Unknown Gamer says:

All the stores had the games before September 13, 1993, but some stores defied Acclaim and started selling them early. Acclaim was hoping to have a movie-like debut on a specific day, but evidently it's easier for studios to monitor theaters than it is for game manufacturers to monitor retailers.

New 4 NES?

For some reason I can't find any great new NES games. Aren't there any recent releases that got perfect or almost-perfect ratings from your reviewers?

Ian Luck
Darlington, WI

Captain Sepulcro says:

The highest-rated NES games of last year were Kirby's Adventure, Mega Man 6, and Rescue Rangers 2. Each was singled out in our March Editors' Choice Awards.



Kirby, Number One on the NES.

RPG for an EXP

Nearly every game you review in Role-Player's Realm is for an intermediate player. Are there any RPGs that are for experts?

David Filante
Dobbin, CA



Get an expert challenge from Wizardry for the NES.

The Wizard of Awe says: If you haven't seen many expert-level games reviewed lately in our Role-Player's Realm, it's only because most of the games released lately have been for intermediate players. For RPGs with an expert-level challenge, check out the Phantasy Star series for the Master System and the Genesis, or the Wizardry series for the NES.

Address Central

I've played some illegal versions of Street Fighter. How can I reach Capcom to tell them about these games?

Michael Beatty
South Lake Tahoe, CA

I want to tell Sega about a game they should make. What's their address?

Marcus Cannon
Pensacola, FL

I have some ideas for sports games. What are the addresses of Sega Sports and EA Sports?

Christopher Valentine
Pottstown, PA

Can you please give me Accolade's address?

Carl Festa
Auburn, NY

Toxic Tommy says: Here are the addresses you're lookin' for:

Capcom
475 Oakmead Parkway
Sunnyvale, CA 94086

Sega and Sega Sports
Consumer Services
130 Shoreline Dr.
Redwood City, CA 94065

Electronic Arts and EA Sports
1450 Fashion Island Blvd.
San Mateo, CA 94404

Accolade
Customer Service
5300 Stevens Creek Blvd., #500
San Jose, CA 95129

Plus, 3DO's got a new address
3DO
600 Galveston Dr.
Redwood City, CA 94063



News's hottest hoopster and great gamer, Jeremy Walters of White Marsh, Maryland.

Cart Queries

I recently noticed that on the back of my NHL '94 cart it said "For use with the Sega Genesis or compatible system." Is this a joke? Or is there really a system compatible with the Genesis?

Zoltan Csipke
Fullerton, CA

Video Head says:

As of this spring, the XEye from JVC will be available for about \$500. Basically, this is the Japanese WonderMega 2, repackaged for U.S. release. The all-in-one machine enables you to play Genesis carts, Sega CDs, audio CDs, and best of all, Karaoke! Pioneer's LaserActive is also compatible with the Genesis. It's a \$1400 laser disc player that has a slot for Genesis carts. You could also check out Sega's new CDX, a \$399 portable unit that plays Genesis and Sega CD games.



I spy XEye.

Just Wondering

Why are Mario and Luigi known as the Mario Bros? Wouldn't that make their last name Mario? Thus, Mario's full name would be Mario Mario, and Luigi would be Luigi Mario. If you were talking about my brother and me, you wouldn't call us the Mike Bros, you'd call us the Jones Bros.

Michael J. Jones
Sanford, ME

Doctor Devon says: No, we'd call you the Good-Point Bros. Actually, Nintendo says that their last name really is Mario, making them Luigi Mario and Mario Mario. Co figure.

Envelope of the Month



Stephen E. Smith, Jr., Vista, CA

Reader Report

Hey readers, who's your favorite fighter of all time? Tell us your favorite fighting character from ANY video game (for example, Ryu, Sub-Zero, or any other famous fighter). We're not looking for opinions about who's the strongest or the fastest—we want to know who's the most fun! We'll tally

up the results for a future Reader Report.



Is he your favorite? Then tell us who is!

Envelope Art Award



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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. Two controllers per system enable you to play from across the room with two-speed Turbo and Slow Motion.

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THE CUTTING EDGE

Taking You into the Technology of Tomorrow



By the Whizz

Remember Virtuality by W Industries? That virtual-reality arcade system is the standard-bearer for the concept it introduced last year—immersive virtual-reality entertainment. That's true VR gaming, kids.

Now there's a new series of Virtuality systems and games due out this spring. Key hardware upgrades include a new computer system that does a zillion MIPS of arithmetic power (like it or not, that's fast) and upgraded speakers (1.5 pounds versus 6.5 pounds) that give your neck a break...As it were. Here's the lowdown on the new games.

Virtual Zones

Zone Hunter will make you a 21st-century urban warrior on a deadly search-and-destroy mission. You will fight watchdog droids, killer bots, auto-laser cannons, and hideous mutant creatures. All this will be in preparation for a confrontation with the Empire's elite cyborg warriors. Two players can team up or compete head-to-head. Unlike other Virtuality games, this one enables you to score extended game time, if you can reach Bonus Time checkpoints.

Virtual Space

Wing Strike puts you at the controls of a lethal outer space starfighter. You won't be alone, but instead of a real copilot, you'll fly with a trusty droid sidekick. Your mission is to break down the defenses of the evil Empire Worlds and destroy the vital core reactor on planet Zinn. Strike will

feature VR within-VR by means of a head-mounted targeting system, enabling you to blast the opposition as quickly as you can burn your virtual noggin. In virtual space, everybody in the arcades will hear you scream.

Virtual Knockouts

Next is the type of VR game everyone's been waiting for: In Virtuality Boxing the object is to knock out your opponent...and stay on your feet. You fight three robots, and the only way to win is by knockout.

The Virtuality hand-held joystick will be your boxing glove. To toss a punch, you'll really toss a punch! Pull the stick's trigger to pick your attacking hand. However, reportedly the computer will commiserate your blocks. There will be two modes—versus the computer or versus another player. According to W Industries, all damage to the opponent's face will be delivered in "glorious" fully featured detail—flying gunshields, swollen lips, bent noses, black eyes, and all. **E**



Virtuality's new Virtuality 2 visor

VIRTUALITY
Virtual Reality's Back!!



Virtuality Boxing



X-treme Strike



Zone Hunter—360-degree-view combat!



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The coolest thing about Ms. Pac-Man on the Game Gear system is:

- Four classic arcade mazes, plus some all-new layouts.
- Super-challenging Arcade/Hard level—if you think you're really good.
- Special zoom view of the action for really graphic ghost-gobbling.
- 2-player mode that pits the mighty Ms. Pac-Man against Pac-Man himself.

ALL OF THE ABOVE



Va-Va-Va Zoom. Get up close and greet what you eat as you gobble those ghosts.



Arcade Tough, No Quarters Required. Think you're really good? Try the Arcade/Hard mode, and think again!



Pac-Man vs. Ms. Pac-Man in 2-player alternating action! That's right—Pac-Man pays a visit to prove who wears the pants.



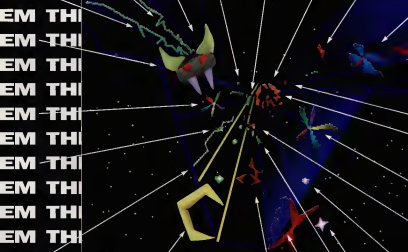
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HOT AT THE ARCADES

NBA Jam Tournament Edition (Midway)



By Colorful Commentator

Is it the shoes? NOT! The now high-earning arcade game of all time returns to the hardwoods, but this time the only way to win will be all-out skill!

Tournaments are lighting arcades across the country on fire, but the original NBA Jam simply wasn't a balanced tournament machine. Players had too many options to "cheat," such as inputting power-up codes and bringing in super hidden characters. Not only that, computer assistance would increase the losing team's shot percentage to make it easier for them to come back.

No longer, in Jam TE! A special Tournament Mode eliminates all power-ups, hidden characters, and computer assistance, so players are on their own. This is perfect for your own NBA Finals at the local arcade — prove who's best!

Of course, operators can disable the Tournament Mode, enabling all the fun (but unfair) stuff! Look for a slew of new power-ups and awesome special guest characters. Plans originally called for more than 70 hidden characters, but a few were removed by the NBA (see ProNews, page 168). This will obviously hurt the game, but it isn't the nail in the coffin.

Other new features will enhance tournaments by requiring more skill from players. All characters are now rated in eight categories on a scale of 0-9, and the scores have big-time impact — no way you'll be seeing the 7'2" mavericks shooting treys like fish in a barrel! Character interaction based on the stats is even calculated — a big Power rating is required to knock opponents down. You'll need to know your team intimately to win!

Additional bonuses, such as new dunk animations and new razzle-dazzle voices, add to a game that may now rank up there with the Street Fighter. It's of the world for long-term competitive play value.



New dunks like the fast slow will blind you.



Tournament Edition adds more players to choose from, so now it's not just a two-man roster. Over 25 percent of the NBA is represented.



TE's action is faster than the original for increased excitement.



You can even play as a cheerleader. No, really, you can!



An injury report tracks who's been jostled and bumped into the stands. The most injured player's performance takes a dive, but you can sub in from the bench at half-time.



A new meaning for the words "hang time."

New Power-Up Codes!



PRO TIP: To access the Tournament Mode, hold Right and all three buttons at the "Tonight's Match-Up" screen.

PRO TIP: At the Team Selection screen, rotate the joystick counterclockwise three times and press the Pass button. This Extended Roster will give you an extra player to choose on certain teams.



PRO TIP: To shrink the players down to small size, hold Down-Right, and press Turbo, then Shoot, then Pass at the "Tonight's Match-Up" screen. Repeat this series two more times.

Super Street Fighter II Turbo (Capcom)



By Slesher Quinn

Hyper Fighting is back—finally!

Slow-mo-Super is about to get a big burst of adrenaline. In addition to speed (around two to three stars' worth), the game has added and changed some key game play features and techniques.

For starters, a Super Power Bar is now located at the bottom of the screen, and every time you do a Special Technique the bar builds up. When the bar is fully charged, you can do a Super Death Move à la various Neo-Geo games. This is a recycled animation of one to two existing Special Techniques that trails a shadow behind. If it connects, the Super move will take off about one-half life. If blocked it's about one-fifth life. Some Super moves can be jumped. Some characters (like Sagat) can be hit or

thrown out of it. Others (like Ryu) are totally invincible.

Next, many basic moves and Special Techniques have been altered and rearranged with varying results. For example, Chun Li's Whirlwind Kick is now executed as a Sonic Boom motion, and the Flash Kick motion now does a vertical flying kick. Ryo has a dash attack. Dhalsim can do close moves by holding the stick neutral, and long moves by holding Toward or Back.

The last big addition is a new hidden character, Akuma Long (formerly known as Gouki), who is Sheng Long's brother. Rumors suggest he's a hidden boss.

Super Turbo requires you to at least partially relearn many characters. It's too early to tell whether all these changes in game play will be viewed as awesome or hokey by the SF hardcore.

STREET FIGHTER II TURBO



An early preview indicates Akuma Long is a hidden boss who waxes M. Bison and fights you in Thailand.



Not only can Akuma do the standard ground Fireball, but he can also throw Fireballs in midair!



Akuma's Hurricane Kick looks like Ken and Ryu's, but what power does it possess?



Of course, Akuma can do the most fearsome uppercut brother move—staryu-keel!

Super Death Move Codes

All the Super Death Moves are activated by doing a double joystick motion and then hitting the appropriate punch or kick button. All Fireball, Uppercut, Yoga Flame, and 360

Motions are standard, Charge Motions are slightly different. For a Double Sonic Boom Motion: Charge Back two seconds, jerk the joystick Toward, jerk Back, jerk Toward and

hit the button. For a Double Flash Kick Motion: Charge Down-Back two seconds, jerk the joystick Down-Toward, jerk Down-Back, jerk Up-Toward and hit the button.



Ryu's Super Fireball
Double Fireball with Punch.

Fei Long's Super Reika Ken
Double Fireball with Punch

Ken's Super Dragon Punch
Double Uppercut with Punch

Sagat's Super Tiger Knee/Uppercut
Double Uppercut with Punch



Cammy's Super Cannon Drill Thrust Kick
Double Uppercut with Kick

Dhalsim's Super Yoga Flame
Double Yoga Flame with Punch

T. Hawk's Super Storm Hammer
Double 360 with Punch

Chun Li's Super Lightning Leg
Double Sonic Boom with Kick



Zangief's Super Spinning Fire Driver
Double 360 with Punch

Blanka's Super Rolling Attack
Double Sonic Boom with Punch

E. Honda's Super Head Butt
Double Sonic Boom with Punch

Balrog's Super Dash Punch
Double Sonic Boom with Punch.



M. Bison's Super Scissor Kick
Double 360 with Kick

Dee Jay's Super Dread Kick
Double Sonic Boom with Kick.

Gille's Super Flash Kick
Double Flash Kick with Kick.

Vega's Super Air Suplex
Double Flash Kick with Kick.
(Throw them when close in radar.)

ALIENTM vs. PREDATORTM

Alien vs. Predator (Capcom)

By Slesher Quan



The masters of side-scroll mayhem at Capcom

bring us just what the face-hugger ordered: a massive dose of blood, combat, and shooting. *Aliens* have infested a metropolis on Earth, and if they're allowed to spread further the planet could become one giant egg nest! Enter two human cyborgs with the vengeance to kill, and a pair of Predators with only a love for the hunt. Three players choose any of the four characters in this seven-level suicide run.

Technique locks strong, with jump, shoot, attack, super move, and Street Fighter-motion special moves available

(though no block). An interesting combo system allows for standard run-in-and-rumble fumes as well as juggle hits and toe taps. Your mission won't be easy as the *Aliens* have allied with corrupt humans and you'll have to hose down everything in sight. Who's on whose side changes by the minute, and at one point the Queen even impales her human general and slices his body in half.

Look for more on *AvP* soon. Believe it or not, this one *rip!*



Power Instinct (Atus)

By Manny LaMancha



Atus' Power Instinct looks like just another fighting game copycat, but there's some unique stuff that makes it a blast to play.

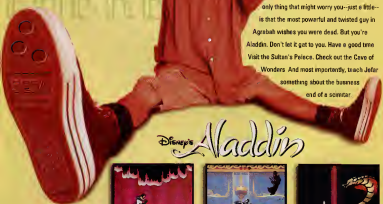
Unique to *Power Instinct* is the vast amount of aerial action. Not only can each character double-jump, but most can do special moves in the air—and multiple times! This makes for some awesome air combos that nicely complement a solid ground combo system, which uses the same principles as *SF II*.

A satirical edge adds to the game's draw. For example, the grandmotherly Gogetsuji Otane can leap on the opponent and lay a series of kisses on them. Not only does this move pull a hurt on the foe's damage bar, but it also transforms Gogetsuji into a youthful woman, with a new set of moves to use.

Another neat touch is when you bust open an obstacle at the edge of the screen and discover more room to battle.

Even though it doesn't show off improved technicals such as in *Mortal II*, your fighting instinct and funny bone may propel you toward this machine.





Your wish is our command. Did you wish for Aladdin on Game Gear? 'Cause that's what you're getting. You've got the lamp, the magic carpet and Princess Jasmine. Things are good. In fact, the only thing that might worry you—just a little—is that the most powerful and twisted guy in Agrabah wishes you were dead. But you're Aladdin. Don't let it get to you. Have a good time. Visit the Sultan's Palace. Check out the Cave of Wonders. And most importantly, teach Jafar something about the business end of a scimitar.

Disney's Aladdin



Dodge flame bursts, baring lava and rocks on your magic carpet. In short—escape the Cave of Wonders before you become a shish kebab.



It's come to this. Good vs. Evil. You vs. Jafar. Seems like a fair fight? Well, he's got the lamp. Then again, you're Aladdin. You'll give something out.



He's a cobra. A big cobra. And he's a little apert. Use that scimitar to let him know what's up. (It's the only thing he'll understand, trust us.)

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Williams Bally/Midway Part 1

The Minds Behind MORTAL KOMBAT



By Slesher Owen

Mortal Kombat is much more than a fighting game, a licensing vehicle, or a centerpiece argument for governmental regulation of video game violence—it's a legend of action and entertainment in the arcade and home game industries. Co-designer and lead graphic artist John Tobias gave us an insider's perspective on the origins of Mortal Kombat I and II and the current state of the art of fighting games.

Inspiration and Mythology

GamePro: Back in '91, fighting games were just getting reborn. What inspired you to create Mortal Kombat?

MK Characters Spring to Life

Lead artist John Tobias of Williams Bally/Midway created and evolved the Mortal Kombat characters through pencil and marker illustrations. Some made it into the coin-op, some never left the drawing board. Check out the following pages for a gallery of artwork straight from Tobias' easel. Our thanks to Tobias and to Williams Bally/Midway.

John Tobias: "We were originally approached by the people doing the movie Universal Soldier. Then we thought it would be cool to just license Jean-Claude Van Damme on his own. But that didn't work out, so we just went ahead and developed what became Mortal Kombat. Johnny Cage's character ended up being a spoof on the whole Van Damme situation."

GP: What cultures did you draw on in creating the backstory?

JT: "When you look at books on Chinese mythology, a lot of it is very vague. I drew on some of the stories and rumored events about the



Jax

Jax started as an African-American kikkboxer, but this idea was discarded due to similarities to Balrog. Then he donned a yellow costume with big metal hands that "clanged" upon contact. However, this outfit concealed much of actor John Parrot's impressive physique, so Jax went shirtless.

GP: What about Raiden?

JT: "Raiden is actually a Japanese mythological character, a thunder god. At Chicago's Field Museum the Raiden statue is a demon and he comes around a big drum. From what I've read, he was kind of a braggart and a womanizer. I basically took the name and built on that. Our Raiden doesn't carry a drum around."

The Cast of Characters

GP: How did you go about creating and visualizing the characters?

JT: "It starts out with a brainstorming meeting with Ed Boon (co-designer and lead programmer). At that point it's a vague impression. Then I do some rough pencil sketches. I'll come up with a look that I like, and a costume. Once we have the costume, the next step is to find an actor."

Shang Tsung

When Shang Tsung was granted a youthful body, Tobias sketched out the transformation from wizened old man to a spry 16-year-old. The demonic creature represents Shang Tsung's true form, which we never see in the game.



Baraka

The mutant Baraka was originally a humanoid with sharp protrusions growing from his massive arms. Considering a possible unfair reach advantage, Tobias gave him Wolverine-style retractable blades and added the trademark teeth. Refining the look further, Baraka's head was shaved for a more "Nesterati" look. The stylish red dot, which people misinterpreted as symbolizing Japan, was also added.



GP: What are the criteria for choosing the cast?

JT: "We look for guys who can do the basic moves fairly easily. They'd have to do the kick slowly and then hold it in the air, which is very difficult. I had known [the actors] for a while [from a local fitness club], so I was pretty confident [of their abilities]. There was also some shuffling of characters. Originally, I was trying to convince Richard Divizio to shave his head to play Liu Kang, who was going to be a traditional bald monk."

GP: How tough was it to get the actors to do what you wanted?

JT: "The hardest [moves] were some of the jumping kicks.

When we taped Katalin Zambor, who played Kitana and Mikeena, the bottoms of her leggings were a little slippery so she was afraid to jump too high because she didn't want to slip."

GP: Where did Kano get his metallic eye device?

JT: "I was at a costume shop just looking for some gun belts and I saw they had Mardi Gras masks hanging on the wall. I put the whole mask on [Richard's] head, and it looked like he had a metal head. Then I started thinking, wouldn't it be cool if at one point Kano got his eye shot out, and he got this metal implant to help him see in infrared. I cut one of the masks in half and used some spirit gum to stick it to Rich's face. That's how Kano became Kano."

Sounds and Voices

GP: Where the heck did "Toasty" come from?

JT: "The actual image is Dan Forden, the sound composer. It started out where we'd be playing the game and whenever anyone won, they'd yell, 'You're Toast!' Then it became 'Toasted', and then 'Toasty!' We thought it would be amusing if we stuck that in. The word he's yelling out is always 'Toasty' - it's not 'Whoopie' or anything else."

GP: What about the other voices? Who's telling you you're a pathetic fool?

JT: "That's actually a pebble game designer here named Steve Rache. He's got this deep rumbling voice, so Dan thought

he'd be the perfect Shao Kahn. He also did things like 'Fatality,' 'Babality,' and 'Friendship.' Ed also does a lot of voices, like Liu Kang's screams."

GP: What is it that Raiden is saying when he does the Superman move?

JT: "He's not saying anything! Originally we wanted sound technician John Hey, the voice of Raiden, to yell something in Japanese. It just didn't sound right. We then had him start yelling nonsense and it sounded like he meant something. Although it's amazing, people swear he's yelling 'Get back in the car.'"

GP: Yeah, my favorite Raiden misinterpretation is, "Your mother's from LA."

Shao Kahn

Originally everyone in the *Outworld* was planned to be of Baraka's race, and thus Shao Kahn started with the gnashing teeth. Tobias originally conceived the boss as a skeletal creature, but decided Kahn looked too much the part of the scheming Chinese mystic like Shang Tsung. Kahn evolved into an all-out warrior who lives for battle. Tobias even sketched out the armor that would be used to create the costume.





Meet the MK II design team! Clockwise from top-left: Ed Boon, lead programmer; John Tobias, lead graphic artist; John Vogel, support graphic artist; Tony Goskie, background and graphic artist; and Don "Joasty" Farsen, sound composer.

Fatalities, Friendships, and Censorship

GP: Why were Fatalities created for the game?

JT: "Originally we were gonna have the guy spin there, dizzy, and the player could get just one last hit—boom. Then we thought, what if you decapitated them? I bet our average player is 15 or 17. That stuff appeals to the older players."

GP: Violence in video games has become a big concern with parents and the government. What is your reaction?

JT: "It's up to the parent to decide if younger players should not be playing the machine. The parent should say no. When the game is sold into the home, there's a problem, because the age drops from the arcade to the home market. Again, it's the parent's decision."

Kitana



Kung Lao



Raiden

At one point Tobias was going to add a staff to Raiden's Mysterious arsenal, but there wasn't enough computer memory to allow it.



GP: What was your reaction to the sanitized SNES version of *Mortal*?

JT: "I didn't have a negative reaction. Nintendo sets certain guidelines and Acclaim has to follow them."

GP: Were *Friendships* created as a parody of Nintendo's attitude toward violence?

JT: "Not really, it was just mocking in general. The game is so grim, we thought, what a change of pace to see Baraka pull out a present."

GP: Do you think that Fatalities are the biggest attraction of *MK*?

JT: "Honestly, I think if we never had Fatalities, the game wouldn't have gathered the attention it did... But I think it wouldn't have made that much of a difference [to earnings]. I don't think anyone is attracted to just something red on the screen."



Mileena



Liu Kang

Secrets and Glitches

GP: How do you dream up all the secrets, tricks, and hidden characters? Why are the methods so complicated?

JT: "The thought process there – and players are gonna kill me for this – is just to make it as difficult as possible, but reasonably so. Players figure this stuff out at rapid speed. Ed tries to come up with incredible circumstances. A lot of the things aren't based on the story, they're just random events."

GP: Do players actually find these secrets, or do you leak them out slowly over time?

JT: "I think the majority are found. Ed is the only guy who knows some of the secrets. He offered to tell me, but I refused. I don't want to know because I'd feel obligated to tell my friends."

GP: A lot of times players find a glitch in MK and they really like it. Do you think these glitches are good or bad?

JT: "It depends on the glitch. In an early version of MK II Sub-Zero could do his death Freeze in the middle of the match. That's gonna go. On the other hand, Johnny Cage's three-head Fatality was intentional."

GP: Any hints you'd like to reveal to our readers? (Yeah, right.)

JT: "No, but keep looking, because Ed has said six months down the line, people are still going to be finding stuff, and I think he's absolutely correct. Not one network out there has found close to everything." □

This female fighter was based on a real-life kickboxer named Kathy Long, who Tobias admired and thought to be a totally noble person. She was dropped due to time constraints.

The masked, bald fighter holding the hookwords eventually became Baraka.

Characters Who Didn't Make the Final Cut

Originally played as a regular player character, this tiger-like humanoid was based on the Japanese mythological figure, Kintaro. According to legend, he was abandoned in the mountains and grew up among the tigers. However, constructing a costume of this magnitude simply wasn't feasible. Kintaro's name and tiger stripes were retained when the new Goro-relative boss was created.



NEXT MONTH: Tobias takes us inside the technical side of developing MK, including the process of digitizing the real-life actors and actresses – from footage to computer to con-*op!*

SMASHING

THE MYTH OF SPEED & POWER

Have you ever wondered why balloons came before supersonic jets? It's simple. Hot air is easier to make. When it comes to 16-bit video games, the hot air coming out of Sega's marketing department could inflate a giant Macy's Thanksgiving Day hedgehog—well, almost. Before you make a choice between 16-bit systems, you should get the cold, hard facts.

A BLAST OF HOT AIR

This "Blast Processing" you've heard about is said to speed up Genesis games, but what is Blast Processing? When we called Sega, they said it was just a marketing buzz-word. And according to programmers we talked to who design games for the Genesis, Blast Processing doesn't exist except in the minds of Sega's marketing department. There's no Blast Processing hardware. There's no Blast Processing technology. There's no super "Blast" boost of any kind. So what about Sonic's speed? The truth is that you could put Sonic or any character on the Super NES and have it race across the screen just as fast. You could also easily scale him so large that you'd see each individual hedgehog hair (not a pretty sight) and you could rotate his background until he really turned

blue. So why don't Genesis games have special effects like that? Because they don't have the custom graphics processors that are used on the Super NES, and because Blast Processing isn't worth a hedgehog's hair when it comes to real gaming advantages.

The truth is that you could put Sonic on the Super NES and have him race across the screen just as fast!

Comparing speed on the two systems is like comparing apples to oranges. Processing speed can be measured in several ways including CPU clock speed and memory cycle time. For instance, the Super NES has a slower clock speed but a faster memory cycle

time. Even so, according to game programmers, processing power is not just a matter of CPU speed. In fact, CPU speed is only one of many factors. The only real way to judge speed is by playing the games. It is important in games like F-Zero and Street Fighter II Turbo, because the element of speed adds to the challenge. On the highest speed settings of SF II Turbo (at ten stars), only a real master can react quickly enough to throw a winning combination. On either the Super NES or Genesis you could have characters move so fast that you literally couldn't see them, but what's the fun in that? So what is this myth about Blast Processing? That's simple. Clever ads from Sega's marketing department. If you've been taken in by this myth, don't feel bad. You're not alone.

TRUE POWER PROCESSING

When the Super NES debuted, critics said that Nintendo had waited too long before entering the 16-bit market. What Nintendo had been doing, however, was creating a new technical standard for video games. The Genesis had been put together with mainly off-the-shelf parts that had been designed for generalized computing functions, not video games. But the Super NES incorporated six customized chips and a CPU with specialized, Direct Memory Access high-speed functions and two advanced PPUs or video processing units. The video processors are uniquely designed to provide graphic effects like the night independent background mode functions including the rotation and scaling effects of Mode 7. Mode 7 is a built-in function of the Super NES PPU that has revolutionized home video games. Sports games in particular have risen

to a new level with in-your-face perspectives like that of NCAA Basketball and NHL Stanley Cup. This is true Power Processing. It's wired in. And the Super NES does more than manipulate graphics—it also gives you better graphics from the start with more than 32,000 colors to choose from while Genesis has 236. The Super NES can display 256 colors at one time while the Genesis can only show 64. While 128 sprites can appear on the screen on Super NES games, only 90 appear on the Genesis. Put a Super NES game like Street Fighter II, Alion*, The Last Vikings, or Nigel Mansell's World Championship Racing next to its Genesis equivalent and you'll see the difference: the Genesis, presents a flat, pale reflection of the Super NES. It's like comparing fresh oranges to Tostitos. The Genesis just ain't got the juice.

SUPER NES

- ✔ Two video processor PPU units with eight mode effects including Mode 7 for special graphics effects like rotation and scaling
- ✔ 6 custom designed chips for video games as opposed to only 2 custom chips on the Genesis circuit board give more graphics effects, more colors and better sound
- ✔ Almost twice the internal memory for speeding up programs
- ✔ Data retrieval is 280 nanoseconds for the Super NES—80% faster than Genesis
- ✔ Sound Signal to noise ratio is 2.5 times better in the Super NES for sharper more realistic sound effects, voices and music
- ✔ The Super NES Controller has 12 buttons to eight for Genesis for greater game play versatility and better control

FOR THE SUPER NES ONLY

If speed is all that a game has, then it won't be fun for long. Involving game play is a matter of variety, challenge and depth. It might feel good to rocket through Sonic 2 the first time you plug it in, but what then? The built-in power of the Super NES gives game designers and programmers more time to sink their

teeth into. These guys are masters—they want to take their game ideas to the limits, and the Super NES is the 16-bit platform that gives them the custom graphics and sound processors to do it. Here are some of the best: *Super Metroid*, *Street Fighter II Turbo*, *The Legend of Zelda: A Link To The Past*, *Super Empire Strikes Back*, *Star Fox*, *Mega Man X*, *Super Mario Kart*, *NCAA Basketball*, *Secret of Mana*, *Final Fantasy II*, *NHL Stanley Cup*, *Tommy Moe's Winter Extreme Skiing & Snowboarding*, *Actraiser*, *Turn & Burn: No Fly Zone*, *Ken Griffey Jr. Presents Major League Baseball*, *Tiny Toon Adventures*, *Buster Busts Loose*, *F-Zero*, *Pilotwings*, *Contra III*, *Bugs Bunny Rabbit Rampage*, *Road Runner's Death Valley Rally*, *Mario Paint*, *Stunt Race FX*, *Super Mario All-Stars*, *Soul Blazer*, *Castlevania IV*, *Star Trek: The Next Generation*, *SimsCity*, *Top Gear*, *Super Bossbushman*, *Tony Meola Soccer*, *Wicked 18*, *Wings 2*, *Yoshi's Cookie* and many more classic games in every category including action, sports, adventure, RPG, puzzles and simulations. You could never duplicate these games on the Genesis except in name, and many of these games will never appear on the Genesis in any form. In other words, if you only own Genesis, you can't play these games.



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So you spent your hard-earned bucks on the Genesis and now you can't play the best games. It may not seem fair, but it's not the end of the world. For less than the cost of a couple of Genesis games, you can have the system that gives you the best fighters with lightning fast control like *Street Fighter II Turbo*, the deepest fantasy adventures from Square Soft, *Final Fantasy*, and *Nintendo*, the most challenging and creative action games like *Super Empire Strikes Back* and *Star Fox* and the most realistic and revolutionary sports games like *NCAA Basketball* and *NHL Stanley Cup*. The Super NES is the system with real power. If you don't have it, you're missing the real action. Get real. Get Nintendo.

Q&A: THE QUESTIONS THAT COUNT

Which system gives you 2 custom graphics processors?

Super NES

Which system gives you 4 times the colors?

Super NES

Which system gives you the deepest game play?

Super NES

Which system has a high central deck?

Genesis

Which system has a more versatile controller?

Super NES

Which system has the most custom chips?

Super NES

Which system has Mode 7 effects?

Super NES

Which system has twice the internal memory?

Super NES

Which system uses electricity?

Both

Which system can use the most sprites (128) simultaneously?

Super NES

Which system has a European porcelain for a mascot?

Genesis

Which system has true digital sound?

Super NES

Which system has specialized DMA architecture?

Super NES

Which system can turn you into a super man?

Neither

Which system costs about \$96?

Both

Do you really send anyone screaming in your face?

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SLAMMIN'

16-Bit Tip of the Week



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SPECIAL
3A
FEATURE

Space can be a dangerous place
— if you're into space shooters!
These five shoot-em-ups will
make you scream.

SUB
TERRANIA

GENESIS

By Sio Mo



Gravity: It's not just a good idea, it's the law. Sub-Terrania pushes the physical 'legal' system to create a great shoot-em-up.

Deep Action

The Sub-Terranian action's sci-fi-sensory. It's all underground and underwater on a far-off planet, where an Earth mining colony's been attacked by Unknown Alien Beings.

PRO TIP: Use gravity to conserve fuel by drifting down. However, you always use some fuel even when you don't fire rockets.

PRO TIP: Drop from any height without sustaining damage.

PRO TIP: Don't exit a level if you have enough fuel to go for a 1-up, such as those in Levels 1 and 2.

You control the quick and deadly Attack Fighter. Since gravity and momentum govern the movement of your ship, beating the game takes nimble fingers, strategic planning, and a feel for motion.

Each of the nine levels features several different mission objectives. You'll rescue miners, knock out alien weapons, and recover six Sub-Modules to prepare your ship for an underwater battle royale.

Down and Dirty

The Attack Fighter can burn through the underground air when it has to, but you'd better learn to fire thrusters to maneuver or you'll slam into the cavern walls. The Shields hold for a while, and there are a few shield power-ups; however, take enough hits and you'll literally be blown to teeny tiny pieces. Of course, the aliens are gunning for you, too.

PRO TIP: Identify the locations of all the Fuel Pods and the Shield Pods. As you play, the number of these left on a level will help you determine your strategies.

PRO TIP: Mission Reports contain critical clues.

Since the Fighter's blaster shots have limited range and are affected by gravity, you must pull precise maneuvers to shoot effectively. The excellent controls enable you to whip the Fighter around the screen, hover, spin 360 degrees, or slow to a crawl to make precision pick-ups.



Robots on a rampage.

Underground Movement

The animation is the star of Sub-Terrania's graphics show, especially the movement of the Fighter. This slick machine slides around the screen like a ball bearing on a steel plate, and if you're good you can make wicked turns and slick sliding stops. The sharp sprites appear in an impressive variety of sizes. Check out the minuscule running miners, then face off against a massive robot boss.



Phosphor Levels 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28, 29, 30, 31, 32, 33, 34, 35, 36, 37, 38, 39, 40, 41, 42, 43, 44, 45, 46, 47, 48, 49, 50, 51, 52, 53, 54, 55, 56, 57, 58, 59, 60, 61, 62, 63, 64, 65, 66, 67, 68, 69, 70, 71, 72, 73, 74, 75, 76, 77, 78, 79, 80, 81, 82, 83, 84, 85, 86, 87, 88, 89, 90, 91, 92, 93, 94, 95, 96, 97, 98, 99, 100, 101, 102, 103, 104, 105, 106, 107, 108, 109, 110, 111, 112, 113, 114, 115, 116, 117, 118, 119, 120, 121, 122, 123, 124, 125, 126, 127, 128, 129, 130, 131, 132, 133, 134, 135, 136, 137, 138, 139, 140, 141, 142, 143, 144, 145, 146, 147, 148, 149, 150, 151, 152, 153, 154, 155, 156, 157, 158, 159, 160, 161, 162, 163, 164, 165, 166, 167, 168, 169, 170, 171, 172, 173, 174, 175, 176, 177, 178, 179, 180, 181, 182, 183, 184, 185, 186, 187, 188, 189, 190, 191, 192, 193, 194, 195, 196, 197, 198, 199, 200, 201, 202, 203, 204, 205, 206, 207, 208, 209, 210, 211, 212, 213, 214, 215, 216, 217, 218, 219, 220, 221, 222, 223, 224, 225, 226, 227, 228, 229, 230, 231, 232, 233, 234, 235, 236, 237, 238, 239, 240, 241, 242, 243, 244, 245, 246, 247, 248, 249, 250, 251, 252, 253, 254, 255, 256, 257, 258, 259, 260, 261, 262, 263, 264, 265, 266, 267, 268, 269, 270, 271, 272, 273, 274, 275, 276, 277, 278, 279, 280, 281, 282, 283, 284, 285, 286, 287, 288, 289, 290, 291, 292, 293, 294, 295, 296, 297, 298, 299, 300, 301, 302, 303, 304, 305, 306, 307, 308, 309, 310, 311, 312, 313, 314, 315, 316, 317, 318, 319, 320, 321, 322, 323, 324, 325, 326, 327, 328, 329, 330, 331, 332, 333, 334, 335, 336, 337, 338, 339, 340, 341, 342, 343, 344, 345, 346, 347, 348, 349, 350, 351, 352, 353, 354, 355, 356, 357, 358, 359, 360, 361, 362, 363, 364, 365, 366, 367, 368, 369, 370, 371, 372, 373, 374, 375, 376, 377, 378, 379, 380, 381, 382, 383, 384, 385, 386, 387, 388, 389, 390, 391, 392, 393, 394, 395, 396, 397, 398, 399, 400, 401, 402, 403, 404, 405, 406, 407, 408, 409, 410, 411, 412, 413, 414, 415, 416, 417, 418, 419, 420, 421, 422, 423, 424, 425, 426, 427, 428, 429, 430, 431, 432, 433, 434, 435, 436, 437, 438, 439, 440, 441, 442, 443, 444, 445, 446, 447, 448, 449, 450, 451, 452, 453, 454, 455, 456, 457, 458, 459, 460, 461, 462, 463, 464, 465, 466, 467, 468, 469, 470, 471, 472, 473, 474, 475, 476, 477, 478, 479, 480, 481, 482, 483, 484, 485, 486, 487, 488, 489, 490, 491, 492, 493, 494, 495, 496, 497, 498, 499, 500, 501, 502, 503, 504, 505, 506, 507, 508, 509, 510, 511, 512, 513, 514, 515, 516, 517, 518, 519, 520, 521, 522, 523, 524, 525, 526, 527, 528, 529, 530, 531, 532, 533, 534, 535, 536, 537, 538, 539, 540, 541, 542, 543, 544, 545, 546, 547, 548, 549, 550, 551, 552, 553, 554, 555, 556, 557, 558, 559, 560, 561, 562, 563, 564, 565, 566, 567, 568, 569, 570, 571, 572, 573, 574, 575, 576, 577, 578, 579, 580, 581, 582, 583, 584, 585, 586, 587, 588, 589, 590, 591, 592, 593, 594, 595, 596, 597, 598, 599, 600, 601, 602, 603, 604, 605, 606, 607, 608, 609, 610, 611, 612, 613, 614, 615, 616, 617, 618, 619, 620, 621, 622, 623, 624, 625, 626, 627, 628, 629, 630, 631, 632, 633, 634, 635, 636, 637, 638, 639, 640, 641, 642, 643, 644, 645, 646, 647, 648, 649, 650, 651, 652, 653, 654, 655, 656, 657, 658, 659, 660, 661, 662, 663, 664, 665, 666, 667, 668, 669, 670, 671, 672, 673, 674, 675, 676, 677, 678, 679, 680, 681, 682, 683, 684, 685, 686, 687, 688, 689, 690, 691, 692, 693, 694, 695, 696, 697, 698, 699, 700, 701, 702, 703, 704, 705, 706, 707, 708, 709, 710, 711, 712, 713, 714, 715, 716, 717, 718, 719, 720, 721, 722, 723, 724, 725, 726, 727, 728, 729, 730, 731, 732, 733, 734, 735, 736, 737, 738, 739, 740, 741, 742, 743, 744, 745, 746, 747, 748, 749, 750, 751, 752, 753, 754, 755, 756, 757, 758, 759, 760, 761, 762, 763, 764, 765, 766, 767, 768, 769, 770, 771, 772, 773, 774, 775, 776, 777, 778, 779, 780, 781, 782, 783, 784, 785, 786, 787, 788, 789, 790, 791, 792, 793, 794, 795, 796, 797, 798, 799, 800, 801, 802, 803, 804, 805, 806, 807, 808, 809, 810, 811, 812, 813, 814, 815, 816, 817, 818, 819, 820, 821, 822, 823, 824, 825, 826, 827, 828, 829, 830, 831, 832, 833, 834, 835, 836, 837, 838, 839, 840, 841, 842, 843, 844, 845, 846, 847, 848, 849, 850, 851, 852, 853, 854, 855, 856, 857, 858, 859, 860, 861, 862, 863, 864, 865, 866, 867, 868, 869, 870, 871, 872, 873, 874, 875, 876, 877, 878, 879, 880, 881, 882, 883, 884, 885, 886, 887, 888, 889, 890, 891, 892, 893, 894, 895, 896, 897, 898, 899, 900, 901, 902, 903, 904, 905, 906, 907, 908, 909, 910, 911, 912, 913, 914, 915, 916, 917, 918, 919, 920, 921, 922, 923, 924, 925, 926, 927, 928, 929, 930, 931, 932, 933, 934, 935, 936, 937, 938, 939, 940, 941, 942, 943, 944, 945, 946, 947, 948, 949, 950, 951, 952, 953, 954, 955, 956, 957, 958, 959, 960, 961, 962, 963, 964, 965, 966, 967, 968, 969, 970, 971, 972, 973, 974, 975, 976, 977, 978, 979, 980, 981, 982, 983, 984, 985, 986, 987, 988, 989, 990, 991, 992, 993, 994, 995, 996, 997, 998, 999, 1000.



Study the Mission Report Map to locate objectives. It appears only once.



Master the controls at the Training Grid.

There are no audio effects, but the music moves and grooves. You get a bassy, spacey, rock score with serious back beat.

The Bottom Line

Sub-Terrania takes you down under for exceptional shooter action. You'll dig this game!

Genesis Game Preview

Sub-Terrania

By Sio Mo (America)

GA You'll dig the concept of this underground shooter. Excellent graphics and perfect controls make this one of the best games of the year.



18 levels
16 weapons
Bosses only
1 player

Shooter
8 levels
Shots only
Multi-scrolling

Alien Attack!



TEMPEST 2000

JAGUAR



By Scary Larry

If you thought the Jaguar was a cat with teeth, think again! Tempest 2000 is here for the Jag, and for fans of the arcade game, there's no way you won't love this game. For the uninitiated, this game rocks!

Tempest-uous!

Tempest 2000 is a 64-bit shooter with stunning graphics and smooth game play. The cart presents a number of variations of the original Tempest from the arcades, including a new 3D extravaganza that makes a big bang.

In Tempest 2000, you control a ship that shoots at various alien marauders, such as Tankers, Flippers, and Pulsars,

which appear to rise up along the spokes of various geometric patterns straight at you. You start off with a standard shot, but you can power-up to a Particle Laser or collect helpful items such as an A.J. Droid, Warp tokens, and 1-ups. With more than 100 levels, you need all the help you can get.



PRO TIP: When you shoot Demon Needs, they break into pieces, which are all lethal.



PRO TIP: When you shoot your first enemy, grab the power-up crystals immediately (they should give you the Particle Laser).

You can also play against a friend, using Mirrors to reflect shots back into their playing field. Two-player Tempest is awesome, and well worth the price of the cart.

Wow, the Colors!

The graphics are fantastic. As cunning fast-moving adversaries against a starry background. The enemies are super quick, well-rendered, and lethal. Even power-ups and score numbers scale out at you with unbelievable clarity and color. It's absolutely the best job of fast-moving animation that's to be seen on a game system. Even though the standard Tempest game is basically jag lines and empty polygons, it's still incredibly fast.



PRO TIP: On this shell-shaped level, avoid getting caught on the very tip of the web.

The music is even better than the graphics, with the best techno-rave tracks anywhere. There are more than 30 minutes of music in this game, and you'll hear full voice and sound effects that are crystal clear. This is definitely a speaker tweaker!

The controls are basic, although hard-core fans will miss the paddle controller from the arcade game. The

Jaguar controller handles the action well, but you must get used to the game's speed.



PRO TIP: This old Tempest brick wall works. Try to position your ship high in a corner and turn it sideways. You'll destroy anything that comes into your path.



PRO TIP: You're not done in this warp stage just because you don't see any more circles. Check above the cloud layer.

Into Tempest-ation

With multiple games and different skill configurations, this game is suitable for any age range, but intermediate gamers will make it only halfway through. If you want to finish this shooter, you'd better have nerves of steel and plenty of thumb pads.

Great sounds, stunning graphics, and arcade speed make this a must. Tempest 2000 makes the Jaguar roar!



PRO TIP: Conserve your Super Zapper until you see the Demon Needs.

Jaguar Game Profile
Tempest 2000
(By Alex)

Here's the great shooter Atari needed for its young system. The game's stunning graphics and smooth game play make the Jaguar roar!

Graphics	Sound	Control	Features	Value
				A.J.
\$49.99	16 megs	Available now	2 players 100 levels Fast-paced perspective	

SPECIAL
FEATUREREBEL
ASSAULT

SEGA CD



By Eric Lipton

What movie could inspire a whole host of video games 17 years after its release...and still find an audience? LucasArts and JVC have the answer with *Rebel Assault*, based on the movie *Star Wars*. But the Force does not rest with this game, and only the bravest Jedi will stick around 'til the end.

Rebel Without a Cause

Rebel Assault puts you in the cockpit of the best ships the Alliance has to offer...although you might find that they steer like a '57 Chevy. You're a rookie pilot when galactic civil war erupts, and you're recruit

ed to help out. You train on distant planets like Kolaador and Tatooine, shooting drone targets and avoiding obstacles like canyon walls and ice asteroids. All this is in anticipation of fighting the big boys like Star Destroyers, Darth and the Death Star.

You fly X-Wings and A-Wings, among other craft. Your skills will be divided

between obstacle avoidance and target practice. Be warned, though. The canyon walls of Tatooine and ice crystals of Kolaador seem to hold a bigger grudge against you than the Imperial Stormtroopers.



PRO TIP: In Mission 3, you can usually nail one of the TIE Fighters the minute you start chasing them through Beggar's Canyon.



PRO TIP: Shadow the Flight Commander's every movement through the Ice Crystal Canyons on Kolaador.

Here's Shootin' at You, Kid

Need a clear picture of what this game looks like? Imagine watching the flying sequences of the *Star Wars* movies after they've been dragged through the mud and re-colonized by Ted Turner. It's gramy, soupy, and very pixelated, except, oddly enough, the scenes where the ships crash, which are very well rendered.

The sounds seem to stay in synch with the movie. Fully orchestrated music, clear voice and sound effects, and great laser blasts all make you feel like you're listening to the soundtrack. Don't expect too much more, though. The voices of the characters (Darth, C-3PO, and the gang) are not from the original actors.



PRO TIP: In the Ice caves, take the tunnel to the right, or you'll be overwhelmed by Stormtroopers.



PRO TIP: Take the right-hand route through the training run on Tatooine, even though the Commander says it's hard. It's not THAT hard.



PRO TIP: Don't ignore the guns on the sides of the trench on the Death Star. You need to knock them off first.

The controls are enough to make Yoda cry. You'll crash often, even though you've taken every galactic precaution. This frustrating problem nudges the FunFactor toward the Dark Side.

Empire Strikes Out

Older fans (and they must be pretty old by now) may find the challenge worthwhile, but most everyone else will avoid the *Assault* like a rebel with a cause. Fans of the movies may find this game wistfully engaging, but fire up a tape in the VCR for a better experience.

Sega CD Game Profile
Rebel Assault
(By JVC)

NYR
REVIEW

Despite lots of flying, *Rebel Assault* crashes when compared with other

Star Wars-based games. Great music can't offset the clumsy controls and murky graphics of this disappointment.

Game	Sound	Control	Graphics	Value
4.5	4.5	2.5	3.5	A-D

Price not available
CD
Available now
Single
1 player

16 minutes
Copyright not seen
Total time
Features



PRO TIP: In the Asteroid Field, don't wait for your targeting device to lock on to Asteroids before you shoot them. Strafe the area with laser fire.



PRO TIP: To annihilate the Star Destroyers, go after the attack gun on the outside of the ship. Then go for the Fuel Pods on top of the ship.

SHOOTERS • SHOOTERS • SHOOTERS



GENESIS



By Captain Squidoo

Warm up your thumbs, jet jockeys, a hot new shooter is rocketing across the galaxy. While not as technologically innovative as Star Fox or other top space marauders, Grindstormer is still a colorful, fun, thumb-bustin' good time.



PRO TIP: These extra slide pods are invulnerable, so just concentrate on keeping your main ship out of harm's way.

Grindstory

It's just another day in the Milky Way. As the last surviving pilot of the Terran Defense Force, the fate of the Earth depends on your ability to fly the state-of-the-art fighter Grindstormer against the evil invaders from Zeta Reticule. Though your remarkable ship can pick up a terrific array of weapons, the odds are stacked against you, just like any pro pilot should want it. Ahead lie six levels of fiery frenzy, which you have to complete twice to see the true ending.



PRO TIP: In Stage One, save your Bombs for the two bosses at the end. Bombs make short work of these missile-launching foes.



PRO TIP: Be careful when you dash for pick-ups. Often a missile is aimed right at them. Speed to arrive when you do.

A Space Odyssey

Already a hit in the arcades, Grindstormer is a classic space shooter. You have an overhead view of your ship and a down-scrolling screen of enemies à la Gradius, with colorful multi-layered backgrounds à la Aelvia. A large vertical Status Bar provides easy-to-read updates on such things as your score and armaments. There's great detail in the graphics, but sometimes there's so much happening on-screen that your ship gets lost amid all the explosions. Also, you can't always tell the difference between an object you can fly over and an object you'll collide with.



PRO TIP: Unlike Stage One, Stage Two has enemies that come at you from the sides. Use Bombs against these purple ships.

The sounds are about average for shooters. Pounding music propels the action, and tons of sound effects zap around you, but there are no voices to announce your pickups, which might help when the fighter's furious.



PRO TIP: If you fire a Bomb almost immediately when you start Stage Six, you can clear the busy Playfield and snag new weapons.



PRO TIP: This is one shooter where you'll really roam the screen. Don't plan on staying safely at the bottom.

I Could've Had a V-5!

Smooth controls can make or break any shooter, and Grindstormer soars in this category. Your ship moves fluidly with pinpoint precision, enabling you to squeeze through tiny spaces to snag weapons. What's more, there's even a bonus game — V-Five — with its own unique power-up system. Practice before you attempt this tough challenge.

Hey, so it doesn't have the polygon graphics other shooters brag about. You'll still be puttin' your nose to the Grindstormer for hours.

Genesis Game Profile

Grindstormer

(By Tomcat)

GA

You'll be puttin' your nose to the Grindstormer for hours in this good-looking, overhead-view shooter. It's no technological breakthrough, but it's a thumb-bustin' good time.

Quality	Sound	Control	Value	Overall
4.0	3.0	4.0	4.0	ADJ.

Out to: 4 stars
Available April
Shooter

1 player
& local
Dashed view
Downward scrolling

Wondrous Weapons



ENTERTAINMENT FROM THE DAWN OF CIVILIZATION!



Fred and Barney are looking for the lost Treasure of the Sierra Madrock in order to win the title of Grand Poobah of the Loyal Order of Water Buffaloes! Play either character (or team up with a friend and play both), in this action-packed stone age thriller! Leap over terrible traps, swim through underwater challenges, and climb granite walls in your search for the stash of clams. Help your bosom buddy in team play to make it to the next level! It's a Yabba-Dabba-Do™ time waiting for you!

- Multiple mini-games offer a bonanza of excitement!
- Incredible intermission scenes recreate the world of Bedrock!
- One or two players rock through this 8 meg game!
- Special Features include: area maps, passwords and options!



TAITO

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SPECIAL PREVIEW

SHOOTERS • SHOOTERS

SEGA CD SHOOTERS

SOUL STAR

Super R-TYPE III

SNES PREVIEW



By Sly Mo

It's bringing the Bydo Empire back for another invasion. Six hot-side-view levels (the only way to play), include snazzy Mode 7 effects for some enemy vessels and cool scaling for the bosses.

As usual, the Bydo forces will have menacing machines and freaky biological messes. New tricks include the weirdo Eyeball Shots and the tricky Urchin Ship on rails. Vets will recognize old friends and foes, such as the Spinning Ring and the Morph creatures.



Start a retrainer course on R-Type shooting skills.



Prepare for battle by picking one of three Force Pod options.

Your R-Type fighter will be cut from the classic mold. In addition to rapid-fire, you'll still be able to hold down a fire button to build up an awesome plasma blast. However, this time you'll be able to choose from three types of Force Pods, which you'll select at the get go. The Pods blast various

types of laser beams as you gather power-ups for them. Naturally, you'll be able to connect and disconnect Pods, attach them to the rear or front of your fighter, or blast them forward into the enemy.

Super R-Type should be a force to be reckoned with. **D**

Super R-Type III By Irem Available May

The Force Pods



Round Force



Shadow Force



Cyclone Force



The Bydo bad guys don't know when to quit!



By Sly Mo

With SoulStar you'll strap into a classic shooter design, but you'll blast off into strange, new outer-space locales. As one of the Cryo-Commandos, you'll erase the Myrkooids from the galaxy.



Turn and burn planetside.



Inside battle stations, you'll spin this view 360 degrees.

You fight via a behind-the-ship view. Two players can coordinate a simultaneous attack. Alien attackers head straight at you or quickly zip in behind you. The preliminary version was ultra-quick, and the ships cutting in from the rear almost seemed to come out of nowhere.

You'll pilot three spacecraft through 40 missions. The Strike Craft will tear through the Myrks in space. The Turbo-copter will operate best when you fight in atmosphere. The Sub will motor you across planet surfaces to lay waste to enemy command posts.



Boss spacecraft will be huge.



Wipe out strange new worlds.

The scenery looks like it'll paint a pretty picture. Dodge among planets, set fire to the skies, and bump and grind along the ground. You'll even slide inside enemy battle stations, where you'll be able to fight the good fight in a 360-degree field of view. **D**

SoulStar By Core Design Available May



Will you be the Myrkooids' worst nightmare?

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Genesis



By **Ben Buzz**

Video swordfighters looking to brighten up their day can dive into *Dark Water*. The Pirates of Dark Water vividly recreates the fantasy/adventure depicted in the animated TV series and the action toy figures of the same name. *Dark Water* shipmates will recall the tale of Prince Ren, who must find the six fabled Treasures of Rule in order to dry up the sinister Dark Water, which threatens to defile the ocean world of Mer. His cohorts are the former pirate Izzy and the Ecomancer warrior Tula.

This is a hearty hack-n-slash Genesis action/adventure game cast in the near-classic mold: Have sword, will travel (but no kidnapped princess). You slice and dice through eight wondrous but deadly stages as you seek the Six Treasures to drain the Dark Water.

Dark Water Sailors

You can play any of the three characters in this single-player quest. The precise, imaginative controls put you in complete command. The game's basic two-button fighting mechanism is familiar: jump, slash,

or throw a special weapon, like Tula's Ecomancer Energy. You can stop or jump on a dime, and you can even grab onto objects to save yourself during a fall. Each character has talents that give them advantages in certain stages or against certain enemies.

PRO TIP: If an item drops out of the screen when you uncover it, immediately jump down after it. It might be intact.



PRO TIP: Don't use Izzy to swap characters unless it's critical, and always stockpile *Minga* items.

PRO TIP: If you must make a blind jump in the Pandawa Jungle, remember that the coconut *Dobby* drops always hang above a platform.

PRO TIP: You can't drop from somewhere unless there's something under you.

Water's Dark and Deep

The familiar-but-fun video swordfighting is cut and dried, but it's challenging enough to make you cut and cry. Even though accomplished adventurers will wade through much of the *Dark Water* opposition, each stage eventually stalls you with massive evil heat and some cool curveballs, such as the Dark Water's living blobs of yuck that chase after you. Three lives don't leave much room for error, but at least you get passwords.

THE PIRATES OF

DARK WATER



PRO TIP: Nets have limited range, and you can cut your way out of them.

PRO TIP: For some reason there are plenty of silly hiding places, but you never find anything in them.

PRO TIP: You can survive up to a three-story drop.

Since bad guys drop items when you slay them, the game's inventory system comes in handy. You carry Keys to open doors, Food to recharge energy, and four Potions that give you important tactical advantages. The

Gravity Potion, for example, zips you across the screen when you jump.

Every stage is populated by unique-looking foes. Villainous pirates, vile spider creatures, and skeleton soldiers are among the aggressive gangs. If you whack them, they reappear when you backtrack. You'll also curse the net-tossers of the Pandawa Jungle, the Bobo Mountain spearmen, and the freeze-spell genie in the Andorus caves. The bosses, unfortunately, are not so tough. They generally succumb to pattern attacks, if you can figure them out.

PRO TIP: You can stockpile some items by using the old back-the-enemy-then-leave-the-screen-and-return trick.

PRO TIP: One projectile nails two foes if they're close together.

Genesis Game Profile

The Pirates of Dark Water

(By Bennett)



This wild hack-n-slash adventure will pump your reflexes. *Dark Water* isn't cutting edge, but it's mighty sharp.



MSX 50 15 megs
Available in split disk or disk
1-player

3 stages
Side view
Multi-scrolling
Passwords

Pirate Punishers



Spinnahai Baloo



The Freezer Genie



Net-Tossing Goon



Bobo Spearman



PRO TIP: The Spin-Jump (press a direction and hit B, B) extends your height, and it makes a great escape move.



PRO TIP: To beat Kank in the Port of Pasadena, repeat this attack sequence: Charge, slash, and leap over him. Beat him quickly or he'll launch sharp staff.

PRO TIP: Unlike his cohorts, Iz can dispatch foes with one swordstroke.



Skeleton warriors guard the Citadel.

Eyes Water

The primo cart art stars character graphics from the TV show. The parallax-scrolling backgrounds are absolutely otherworldly. The animation features some nifty (if sporadic) CPU-controlled fighting moves. For example, Tula

pulls a nice backward judo throw and Iz has a nasty stab-and-lift sword strike.



Seek the Six Treasures of Rale.



The sky above, the creeds below.

The Dark Water audio is a little wet, though. The music sounds good, but while the opening tune locks, the stage tracks are much too repetitive. The effects, on the other hand, are sparse. All the evil dudes voice the same "ughhh" when they get hit. Moreover, the character description screens show favorite phrases for each hero, but you never get to hear them.

A Pirate's Life for You

This hack-in-slash game is a cut above the rest of the crew. You may have to channel surf to find Dark Water on the tube, but if you're looking for video adventure, Pirates is prime for plunder. **C**



The Lands of Mer



Ren must save his father, King Prius.



By Download

You like hockey? You like mutants? You like bloodshed? Then this is the cart for you! Anyone who enjoyed last year's *Mutant League Football* will get the same thrills and laughs from EA's latest creepy creation.



PRO TIP: Don't skate where you see thin-ice cracks or holes. Players will fall through and disappear for the rest of the period.

PRO TIP: Practice against the weak *Nightly Weenies* before you take on harder teams.

Mutant Mayhem

Here's hockey the way it's played in some demon's bloodiest nightmare. Players with names like Spew Puke and Gremly play for sci-fi teams such as the Cadavers and the Derangers, in alien stadiums with names like Madress Square Garden and St. Mucus Arena. Mines explode on the

ice, chainsaws and axes are allowed, players disappear into holes, and sharks patrol the ice.

Oh, yes, there's a hockey game, too, with an adjustable Death Index so you can control the violence. Hockey punks can set the Index to Rough if they want more hockey than bloodshed, while Mutant maniacs can play at the Annihilation setting for maximum carnage.



PRO TIP: You can win by Forfeit if you set the Death Index to a high number and focus on knocking out opposing players so they can't field a team.



PRO TIP: Injure or kill the opposing goalie with one of the weapons you pick up.



PRO TIP: Try to pick fights. When you win, your opponent will stay in the penalty box longer and you'll have a Power Play.

MHL Hockey '94

Just as fans of *Mutant League Football* will recognize the players and teams, fans of

MUTANT LEAGUE HOCKEY



There's gore galore when you score on a Demon Net.

NHL Hockey '94 will recognize the game play. You use the same button presses, and get the same One-Timers that are in the realistic hockey games. The controls aren't as efficient, however, making it harder to complete passes and play tight defense.



PRO TIP: Check opponents into the spikes at Madress Square Garden and they'll be Impaled, giving you an Instant Power Play.

The gruesome graphics are uneven. They're best when they're conveying humor—the giant slug that works as the Zamboni, for instance. Unfortunately, the skaters are hard to tell apart, and you can't always identify the weapons.

The sounds are appropriately rockin' for this grim fairy tale. The music cranks along with rowdy defiance, and the sound effects have the right ugliness to complement the gory graphics. Commentary would've helped you follow the game, though.



PRO TIP: At the Face-Off, use your weapon against your opponent. You should be able to knock him out and take off with the puck.

Scary Fun

It's creepy, it's sickening...it's hilarious! *Mutant League Hockey* has the most brutality seen on a rink since Tonya Harding tried out for the Olympics. This one takes a medal, just not a Gold. **B**

Genesis Game Preview Mutant League Hockey (By Electronic Arts)


What Tonya Harding is to figure skating, this game is to hockey.

Combining hockey with war, *Mutant League* is bloody, hilarious fun, but it's no champion.

ESQUIRE	SLASH	SLASH	SLASH	SLASH	SLASH
1	2	3	4	5	6

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**LOOKING FOR
A GAME WITH
SOME TEETH?**

Genesis

By **The Unknown Gamer**

In a gaudy turn of events, Asterix's faithful pooch, Dogmatix, and his druid buddy, Getafix, have been kidnapped by the Romans. In this brutal puzzler with an action/adventure twist, you'll quickly feel ready to rend your toga into shreds.

When in Rome...

As Asterix or his buddy, Obelix, you must navigate six levels and more than 50 areas. To rescue your compatriots, you simply have to get to the end of each area. Along the way, you face a gauntlet of dangerous enemies and obstacles, like spikes and falling pillars. You must figure out how to dodge each obstacle, smack each enemy, and get to the end of the area to quaff a special potion before time runs out.

Sounds simple, and it is... at first. Even with adjustable challenge, Asterix ramps up so quickly, challenge-wise, that beginners may feel like letting the kidnappers keep

the pooch. Experience with Lemmings or similar puzzle carts is necessary battle preparation.



PRO TIP: Asterix and Obelix play virtually the same, except it's a little easier to maneuver and jump with Asterix, since he's a thinner sprite.

PRO TIP: The password for Level 2 is INSULA.



Power-ups like this invisibility loop are essential for survival.

Obelix, and the enemies are all large sprites, and maneuver fairly well, although the pixels don't always line up precisely, especially when you jump. Clever backgrounds add the final touch. The sounds are standard, but don't detract from the action.



PRO TIP: After you punch the giant snowflake in Level 5, jump over the small snowflakes that are left behind to avoid damage.



Asterix's ability to jump precisely becomes a deadly annoyance.

The secrets to success are the Special Weapons you get when you drink special potions in addition to standard power-ups like invisibility, Extra Lives, and Extra Health; you can also snag points by grabbing Coins, Money Bags, Helmets, and by finishing off enemies.

Stix It to 'Em

Asterix's graphics are bright and colorful, capturing the popular character's cartoon-style animations. Asterix,

In the early areas, making Asterix move and swapping between the weapons seems fairly straightforward. However, as the levels get tougher, you'll find it's annoyingly easy to mix up the button for swapping Special Weapons with the button for using the Special Weapons. Even worse, the hard-to-control jumps become a downright handicap and a big frustration when you need to jump precisely, but can't.

You'll Go Down in History

Asterix the Gaul is an acquired taste. If you hated Lemmings, Krusty's Fun House, and the like, then climb aboard your chariot and ride in the opposite direction. Warriors who like tough puzzle action that lasts eons should get a fix with Asterix. **B**

Special Game Profile Asterix and The Great Rescue

(By Sage of America)

GA Cartoon hero Asterix the Gaul rises in a tough puzzle-style game with action/adventure elements. If tough puzzle challenges are in Lemmings are your thing, you'll quickly become an Asterix statistic!

Genre:	Year:	Cost:	Rating:	Developer:
Adventure	1991	\$49.95	ES	A.D.J.

Start Up: 16 megs
Available on: Sega Genesis
Play it again! adventure

1 player
Multi: none
Special: Passwords

The Potion Power-Ups



Use the Cloud as a stepping-stone or to climb over tall obstacles.



Use Levitation to fly to hard-to-reach spots.



Use the Fireball to take out enemies and destroy obstacles.



The Disguise makes Asterix invisible to enemies.

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Every player performs like his flash and Mead
casualty yet. Bottom line: If a guy can't do
this in real life, we won't cut him any slack.

Join the line to help out on 0 Run
full-court pressure. And forget about
playing safe. This isn't Jif hot.



This year we've added a unique
free-throw perspective. So even if
you have a bad night at the office,
you'll still enjoy the view.

IN THIS LEAGUE PLAYERS ARE (KIND OF LIKE) THAT CAN



No a food. No a place. Actually, it's the
Warrior's new hot. No also throw in Mulder's
ketchup. Great's grapes. It's gonna, and
more. You'll see!

Tell your point guard
which play to run. Drop
your defensive end all
over their go-to guy.
Nurse the coach.
And hey, you don't
even have to stink
your hair back.



Sega CD



By **Kamikaze**

Tomcat Alley does an excellent imitation of the high-altitude action in the movie *Top Gun*. Naww, we're not talking about putting a lip lock on Kelly McGillis...or Tom Cruise, for that matter. We're talking about putting a major missile lock on super-sonic bad guys in turn 'n' burning, mach-speed interceptor duty, featuring real F-14 Tomcat video footage! Of course, like any flight sim, Tomcat Alley requires a jet-fueled imagination, so ground soldiers (and pretty boys) should hit the ejector-seat button right now.

Rogue Russian

They're tremblin' in the Kremlin. A Russian hard-liner has just decided to take a Mexican vacation...with two MiG squadrons, a couple of bombers, surface-to-air missiles, scary-sounding stuff called Strontium 19, chemical weapons, and who knows what else! This guy's cuckoo plus, and major U.S. cities are within his strike envelope. As part of an above-top-secret U.S. air defense squadron, you've been assigned to eradicate the newfound Red Menace.



PRO TIP: Listen to the pilot. He sometimes indicates the best missiles to use.

PRO TIP: If you fail to lock on the enemy and fire, you suddenly become the target.

PRO TIP: You have very little time to release a shaft, so get familiar with the MOD...soon!



Cruisin' with the Tomcat

First off, serious stick jockeys should know that you are not the pilot in this game. You're the Radar Intercept Officer, which means it's backseat action all the way. However, the computer-controlled ride is a roller coaster knockout. Tomcat Alley uses actors, sets, and outstanding aerial footage to create a breathtaking aerial battlefield. You must keep the mission flying by maintaining communications, navigating to areas called Waypoints, and ultimately launching missiles to obliterate enemy aircraft.



PRO TIP: Listen carefully during the mission briefing. It's easy to miss an important objective.

Back Alley Fighting

If you think modern war's an electronic push-button affair, Tomcat Alley does nothing to change your outlook. At key times during the action a Heads Up Display (HUD) flashes on the screen. You get just a few seconds to react, using the directionals to move an on-screen cursor called the Reticle to either click on six HUD icons, hit a Waypoint indicator, or lock onto a long-range target indicator. No sweat, especially with these super-precise controls.

PRO TIP: If there's a bogey on your tail and you've run out of shaft, vector in on a long-range target if you get the chance. You might outrun the missile.

PRO TIP: Selecting the wrong Waypoint can be fatal.

The control action heats up when you catch up to the bogies. A cockpit view places you behind the enemy aircraft. Now you try to place the Reticle on the engines in order to fire heat-seeking air-to-air missiles as the ship careers wildly around the screen. You get only a few seconds...then you, the hunter, become the hunted.



The model work is *flawed* realistic. Hey, you don't think they blow up real aircraft for a game, do you?



The Commander and Lt. Fighters are intense.

PRO TIP: If you can't lock on with heat-seeking Shrewtwiners, quickly switch to radar-guided Phoenix missiles.

Sega CD Game Profile

Tomcat Alley

(By Sega of America)



Tomcat Alley is an awesome ride for jet fighter fans, even though you have to manage the combat action from the backseat.



Station	Score	Depth	Surface	Control
INT.	10	10	10	10

100% 1 player
 CD Multi-link screen
 Available now Multi-scrolling
 Control/light gun Unlimited continues



Too close for comfort.



PRO TIP: If you fail to place the Reticle on a target as you're vectoring in from long range, you become a target yourself.

Now, as your pilot tries to evade pursuit, you listen for the menacing tone that your enemy has missiles locked on to you. Then you have mere microseconds to move the Reticle onto the Countermeasures icon and press a button to release radar-scrambling stuff called chaff before your aircraft is dust. Don't fret, good guys don't die, they eject.



Move in for the kill!



If you dig jet-jock rap, you'll dig your wingman, Ratchet. She talks the talk.

'Cat's Gonna Howl

The action may not sound like much, but when you add the awesome graphics, Tomcat

Alley will seriously hype air combat freaks. Moreover, this is the best real-actor, full-motion video Sega CD game yet!



The command center



You fly over a secret subterranean airbase.

The flying footage makes the eye-catching show. It's by Grumman Aircraft, the company that makes the real F-14 Tomcat. You won't even mind the typically grainy Sega CD pot. The awesome display is every bit as slick as any jet movie you've ever seen. Sam Nicholson, director of *Ghostbusters* and *Star Trek: The Motion Picture*, gets the credit for crafting the excellent footage.

The sounds are supersonic. The roar of jet engines sends chills up your spine. The radical radio vocals are electronic-sounding, yet crystal clear. The music enjoys the master touch of Herbie Hancock, keyboardist supreme.

Tom-CAT, Not Tom Cruise

Time to scramble, jet jocks! Maybe you've always wanted to soar with the Blue Angels... maybe you've always wanted to shoot down the Blue Angels. You can fly your fantasy either way through Tomcat Alley. ☐



Tomcat!



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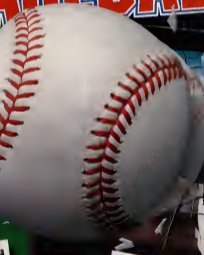
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RBI™ '94

BASEBALL



DARIN LEWIS

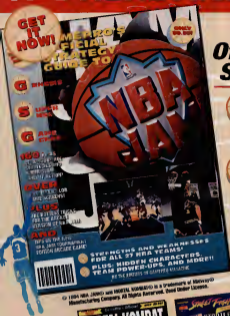


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THE NINJA WARRIORS



By Ste Mo

In the black and blue tradition of side-scrolling gang-beaters like *Final Fight* and *Double Dragon*, *The Ninja Warriors* struts out of the arcades and into the SNES. This bruising beat-em-up has plenty of style and enough substance, but it drops its guard slightly in the challenge department.

Ninja Robotics

A mean little tyrant named Banglar has a once-great nation in his grip, but a determined band of underground freedom fighters is battling desperately to free their homeland. The ace up their sleeves are three untested androids, who have been programmed with the skills of ancient ninja warriors.



PRO TIP: Robots are susceptible only to rear attacks.



PRO TIP: When the reels begin falling in Stage 1, watch for their shadows on the ground and move! The right edge of the screen is generally safe.

As you might surmise, the battlin' bots are the stars of the *Ninja Warriors* show. As with most *Final Fight*-style games, these hard-wired heroes come in three predictable sizes—large, medium, and small. Ninja's big and slow, but he packs a powerful punch and nasty nunchakus. Kunoichi's a fast, fierce female with two hand-held daggers. Kumatechi's all blades and business.

Cut and Waste

The Ninja Warriors borrows a little from fighting games by offering multiple controllable techniques and some defensive strategy. Each robowarrior

has an imaginative assortment of 11 individual moves, and all three bots share a crouching block that you can turn into a too-cool escape jump. This block-and-flip counter helps set *Warriors* apart from one-dimensional, offense-only beat-em-ups.



PRO TIP: The long blade of Stage 2's *Clawswallow Boss* makes it hard to get close for an attack. Be prepared to leap over his charge, but jump onto him when he dips his blade. Throw henchmen into him from long range.



PRO TIP: Containers, Gas Tanks, and Computers sometimes hide Energy Pods.

PRO TIP: The yellow crate in the beginning of the *Final Stage* (just before you meet Banglar) contains a power-up that maxes your energy meter.

The moves require concentrated practice, but the controls handle all the moves, save one, with ease. The problematic move is called the Quick Cut, which is a great-looking, powerful "cut"

but it isn't very "quick." To pull it off you must press Y and Up simultaneously like a maniac, while the on-screen maniacs manhandle you.



Kunoichi blows her circuit!



Can you say "Sayonara"?



PRO TIP: Use your Warrior's formidable long-range *Fishing Attack* to cream crowds. It's especially effective if you attack from a crouch.

Warrior Worriers

Warriors whips up a wicked workout, but the long-term challenge is strictly intermediate. The regular rats are an okay mix of the usual suspects—knife-wielding troops and eye-patched punchers—and a few unusual characters (monkey-men with metal claws and firebrothers). The bosses are the best of the bad

Super NES Game Profile

The Ninja Warriors

(By Taly)

The robotic Ninja Warriors are the hottest beat-em-up title to hit the side-scrolling turf since the *Final Fight* gang.



10 mins. per level
12 mins.
Available April
Beat-em-up
1 Stage

4 Stages
Side view
Multi-wielding
Selectable costumes

bunch, especially the impossibly tough bruser twins and the crafty, invisible boss.

Banglar's gang fights dirty, and the final stage will put you in a murderous mood. However, fighting fanatics should blow this sucker out in a couple of full days...or take a refresher course at the Double Dragon Dojo. Unlimited continues give you more than a fighting chance.



PRO TIP: The Stage 1 Boss 'bot is susceptible to a high-low attack. Jump in to make him block high, then hold down Down and press Y repeatedly to tag him until he recovers.



PRO TIP: You can throw goons into other goons to hurt them, or you can be thrown, which damages them, too.

PRO TIP: Kumatachi's the best all around 'bot.

Looks Sharp

If the challenge leaves you cool, the graphics and sound help this cart earn a spot in your collection. The character sprites have style, and they look ultracool. The animation is smooth! As with most beat-em-ups, the combatants approach each other on a direct line, but at least they don't dis-

play the moony Moonwalk characteristic of most games in this league. Veteran creep-crawlers will dig Kumatachi's awesome-looking spinning scythe attack! The sounds play hard and work hard with plenty of grunts, groans, and body shots.

PRO TIP: A good escape/attack tactic is to jump over a guard and attack from the rear before he turns around. As you jump, hold down the directional control in the direction your victim is facing. For example, if you jump over someone standing to the right, hold down Left as you're in the air.

PRO TIP: Most bad guys are vulnerable below the belt.

PRO TIP: Kumatachi's Tornado Finish spinning blade attack (which fires up when he hits someone four times from a standing position) also really awesies behind him.

PRO TIP: When a boss goes down, all his bodyguards go down with him.

Ninjitsu for a New Age

Ninja Warriors is great, but it falls one difficulty level short of GREAT! It takes a lickin' and keeps on kickin'—booty! Not bad for a bunch of 'bots. **B**



Ninja!



Power Slam

Munchkin Finish

Power Spilt



Heavy Crush

Spin Attack

Kumatachi



Kani Slab

Kani Cut

Jumping Slash

Jumping Side Kick

Body Slam

Kumatachi



Tornado Finish

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Diving Slash

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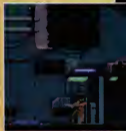
USA-GOLD!

Available for Super Nintendo Entertainment System® and Sega® Genesis™

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NEW WASHINGTON: You found your memory. Now if only you could lose those mutants. . .

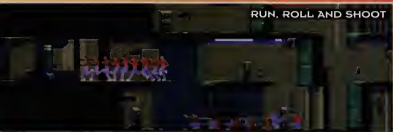
PARADISE CLUB: Funny, for a nightclub it looks a lot like a prison. And where's your gun when you need it?



PLANET TITAN: Bohut traps. Bohun mutants. And keep your eyes open; It's a jungle out there.



RUN, ROLL AND SHOOT



RUN AND JUMP

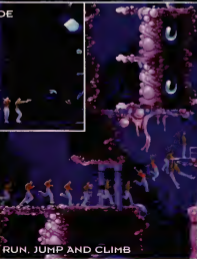


LEAP, READY MODE



CYBER TOWER: The game show where you compete with violent replicants for the grand-prize—your life.

PLANET MORPH: In this planet of oozing, form-changing aliens enemies come in all shapes and sizes.



RUN, JUMP AND CLIMB

Super NES



By Colorful Commentator

In Mega Man Soccer, Capcom replaces human players with robots. Unfortunately, the limited game play and quirky controls eliminate this one before the medal round.

Dr. Willy Conquers the Wide World... of Sports

Crazy old Doc Willy takes his schemes to a new battlefield—the soccer field, that is. Dr. Light strikes back by sending a Mega Man team to oppose Willy's robo-dubs. You can play in the Capcom Cup story mode, where you can play only as the Mega Man team, in Tournament where you can play as any team in single-elimination, or in League mode for a full season schedule.

Any Mega Man fan can at least get into the clean graphics and sounds. The cart has some 20 popular MM bosses and allies rendered in the squat, cartoony Capcom tradition. The small graphics don't excite, but the 12 fields provide variety. The tunes are good, but they sound like

they were lifted from an NES game. No way the audio approaches the mind-blowing sounds of Mega Man X.



A familiar match-up scene, only this time your weapons are cleats and balls instead of guns and dogs.



PROTIP: A 3-1-2 formation is strong on both sides of the field. Pass to a wing, and have them center it for a header or a super shot.



PROTIP: When passing downfield, the defense always has the advantage. If you're on offense, try for a quick mixer trap and then another pass.

A Soccer Game in Robot's Clothing

Game play borrows down to run-of-the-mill soccer. The rules are standard, except that fouls are never called, the field boundaries are defined by high walls, and your players can fire up to nine Super Shots per match. Although each robot's Super Shot looks different, the effect is identical—



a near-guaranteed goal within close range. Requiring little skill, the Super Shots don't add much.



PROTIP: The computer slide-tackles in predictable patterns. Dribble down until just before he reaches you, then dump it off.



PROTIP: You can confuse the CPU by passing back and forth rapidly between players.

Stripping away the unexciting Super Shots, you're left with some shoddy soccer mechanics. The action is sluggish and slows down. There are some cool moves, such as an effective clearing/centering mechanism, but you'd like more of them. The controls need tweaking, and often the wrong move happens. Also,

the player programming is archaic—the computer opponent repeats the same patterns over and over, and your CPU teammates aren't intelligent enough to trap or block.



When you beat an enemy team, you earn a password, but it's incomprehensible.



PROTIP: Never use a Super Shot for any reason other than to score a goal.

Sudden Death

With all these yellow cards, MM Soccer remains fun only as a repetitive exercise in beating up the CPU, or as a decent two-player Versus contest. Inexperienced players looking for simplicity might consider a rental. **D**

Super NES Game Preview: Mega Man Soccer

(By Comment)

The humorous robot soccer concept is creative and has potential, but slow game play and limited technique reduces a good idea to sub-mediority.



Price and availability: 12 maps, Available via Sports
 2 players, 12 levels, Against computer only, Passwords



PLAYED FIRST
GAME OF
EQUINOR.



AFTER YEARS
OF PRACTICE,
STILL TRYING
TO CONQUER
THE THIRD
DUNGEON.



HAD TO SKIP
GRADUATION
CEREMONY,
BUT FINALLY
CONQUERED
THE THIRD
DUNGEON.



STILL LIVING
AT HOME,
NO JOB,
NO FRIENDS,
NEVER KISSED
A GIRL, BUT
FINALLY
DEFEATED THE
GREEN HOBBS
IN THE FIFTH
DUNGEON.



HAVING
TROUBLE
STEERING THE
SCREEN,
AND NEED
TO TAKE
NAPS
BETWEEN
DUNGEONS,
BUT YOU
CAN NOW
GET TO
THE SIXTH
DUNGEON
WITH EASE.



CAN'T SEE
THE SCREEN,
CAN'T HEAR
THE SOUND
EFFECTS,
CAN'T WORK
THE JOYSTICK
AND HAVING
CHEST PAINS
AT THE
THOUGHT
OF THE EVIL
EMPEROR.
FEELING THE
END IS NEAR,
YOU VOW TO
SOMEDAY
COMPLETE
YOUR QUEST
AS YOU
BRIQUATH
YOUR JOYSTICK
TO YOUR
GRANDSON.



BEING TO THE 7 DUNGEONS OF
EQUINOR IN AN UNDISCOVERED WORLD
FULL OF MONSTERS, TREASURES AND THE
MAGIC OF EQUINOR, NOW IT'S YOUR
TURN TO TAKE IT PERSONALLY.



YOUR JOURNEY TO REVEAL THE REAL
WILL START OVER THE SECRET
DUNGEONS. WITHOUT YOUR MAGIC
BRINGER, IT WILL START ABOUT
TWO SECRET DUNGEONS.



AFTER A LONG BLOOD BATTLE WITH
YOUR CHARACTER'S OWN GUARD, YOU'VE
EARNED A STRONG AND GLORIOUS
WARRIOR. IT'S A SMALL GLORIOUS, BUT AT
LAST YOU'RE NOT DEAD.



YOUR STRONG WILL AND WILL WITH
MAGIC, YOU CAN EMERGE, WORKING CAN
KEEP YOU FROM SUFFERING THE SAME
DUNGEONS BUT THAT WANTS TO GAME IN
YOUR NEXT BLOOD BATTLE.



(sure, it's just a game.)

SONY



Super NES



By Captain Squirrel

Super Scope owners can rejoice!

Metal Combat - Falcon's Revenge is here, and it's explosive! Although last year's Yoshi's Safari was charming, it was so easy that you didn't really need to play it more than once. "Charming" and "easy" aren't words you'd use to describe Metal Combat. It's much tougher, faster, and ultimately better than any Super Scope game before it, including Battle Clash.

Metal Safari

It's the 21st century, and the evil Emperor Anubis is threatening world domination with his 12 Chiefs. Armed with the shoulder-mounted Scope (\$29.95), you blast away at the Chiefs as they dash onto the screen in their metallic Standing Tanks. You have to take out whatever shots they fire at you while blasting apart their high-tech tanks one piece at a time. The duels are progressively tougher and faster - by the end you have to be a genuine sharpshooter to survive.



TIP: Always try to hit your enemy's shots as soon as he fires them.

PRO TIP: Pay attention during the extensive Training mode. You'll get valuable instructions - how to use your Scope.



TIP: Don't waste your time shooting at the ground. This game is all about the air.

Your Super Scope packs plenty of effective armaments. You have a standard Laser Cannon, high-speed Turbo shots, powerful charged-up Energy Bolts, and special weapons that include

Plasma Bombs and Homing Lasers. To help you understand the capabilities of each weapon, a lengthy seven-step Training mode takes you through some strategies and gives you a chance to practice. For good variety, there's also an involving two-player head-to-head game, with one player using the Scope and another firing back with a standard controller.

PRO TIP: Don't fire your Energy Bolts until your enemy is stationary. A miss with these time-consuming shots might be fatal.

Scope It Out

The graphics are a blast. There's good detail in each ST, and you can watch each one closely to pinpoint weak spots (you usually have to hit a hand or foot before you can nail the torso). Metal Combat offers a lot to look at, especially when the fight gets furious, and explosions and shots fill the screen. The repetitive text that pops up between enemies might get annoying, but the game is visually impressive, nonetheless.



PRO TIP: Shoot at anything but Anubis' stomach. If you hit his stomach, he launches a massive attack.



TIP: Don't waste your Scope. Always use Rocket Kicks. This blast him with Energy Bolts.

Sonically, Metal Combat is M.C. - Mostly Creative. The shots and explosions ring true, and fast-paced music propels the action along. But some of the voices are garbled, and you'll wish each new enemy had distinctive, snarling roars to accompany the distinctive graphics.

Get Over Here!

There are Moral thrills in Metal Combat. This shooter is the most fun you can have with a big plastic gun that's not filled with water. **A**

Super NES Game Profile Metal Combat - Falcon's Revenge

(By Nintendo)

Mass excitement and varied gameplay make this the best Super Scope shooter yet. Duel head-to-head with a friend for some high-powered thrills.



\$49.95
16 megs
Available now
DuoStar

2 players (1 Super Scope required)
16 stages
First-person view
Battery backup

Super NES



By **Henry Lowmance**

If most video games are right, the future isn't going to be much fun. There will be invading aliens, and Earth will be populated by weapon-laden vehicles. Spectre makes the same forecast, and makes you responsible for saving the world from the seat of your tank.

Tanks for Everything

Much like a twisted version of "Capture the Flag," the one-player port-over from the Mac requires that you grab flags while avoiding enemy fire. As you progress from level to level, things get more intense; The opposition is more relentless, and it takes more shots to destroy them. Also, there are obstacles around the flags.



PRO TIP: When you customize your tank, keep in mind the game, your needs, and your playing style.

In the two-player game, each player has a split-screen view of the action, which fea-

tures competitive and cooperative contests. Working with your tank is easy and intuitive. When you're driving, all the feedback you need comes through the tank's windshield, thanks to a heads-up display that shows where you're going and provides other status updates. The hardest part is learning which button does what—but don't worry, that's a snap.

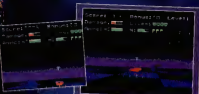
Don't Tread on Me!

The through-the-windshield perspective shows a checkerboard battlefield that's simple, striking, and smoothly animated. The terrain is speckled with basic shapes, like spheres and cubes, and different-colored enemy tanks are scattered around in your path. It's a bit bothersome when you're very close to enemy craft, because they pop in and out of view. But that's a small flaw.



PRO TIP: If the last flag is surrounded by enemies, go for it if you have little damage. Completing a level erases your damage.

The music is subtle, but it creates an ominous mood for the game. What really shines are the sounds of otherworldly



PRO TIP: Enemies are quick to line up on your tank, but there's a throttle that can help you. Use your color to spot an enemy before he targets you, then jump toward him and pivot to evade. When you land you'll be ready to mull his track behind.

SPECTRE

combat, which you can set up two ways. The first gives you the "classic" audio accompaniment of Spectre for the Mac. The second has spacier effects. Both are extremely cool, and they signal different events, like extra lives, recharge pads, and nabbing a flag.



PRO TIP: In two-player mode, you can watch each other maneuver around, but it's best if you head in opposite directions to quickly nab the flags.

The only problem with the game—and it keeps Spectre from being perfect—is that the difficulty curve rises too quickly. Just the same, it pushes you to try again—and compete harder.



In Spectre it's a case of "shoot or be shot."



PRO TIP: You can slide the stages you've already mastered by using the level jumps found in certain rooms.

The Way We War

Spectre is a strong simulation that increases your stress level by leaps and bounds. When a shot comes at you, you'll find yourself moving to get out of the way. While the game has a few flaws, they barely affect your enjoyment. Spectre is one wild ride! **B**

Super NES Game Profile

Spectre
(By Kawabata)

This first-person perspective futuristic tank game puts you on the edge of your seat, challenging you with heated combat and fast-paced action.

Game	Sound	Control	Graphics	Theme
84.0	8.0	8.0	8.0	8.0
4 stars	4 stars	4 stars	4 stars	4 stars
Available May	Price: \$49.95	Play: 2 players	Includes: levels	Play: 2 players
Text: excellent	Text: excellent	Text: excellent	Text: excellent	Text: excellent

Super NES



By Manny Lohman

Time Trax is science fiction action at its best. The game's based on the TV show of the same name, where Mordecai Sahmbi, a demented scientist in the 22nd century, sends criminals back in time to change history.

What Sahmbi doesn't count on is that Captain Darien Lambert has followed the criminals back to 1993 to thwart their time-twisting activities.

Past Away

As Captain Lambert, you must cut through wave after wave of time-traveling criminals, using your pellet gun to transport lawbreakers back to 2193. Your expertise in Mash-Ti, an effective martial art, helps in the effort. And when the going gets really tough, you can create a Time Stall, which slows down everything around you.



PRO TIP: To find a Level 2 hidden bonus, crouch here and fire.



PRO TIP: To pass Level 2, you have to defeat Sahmbi's laser wall. You can find some safe spots until the laser is in firing range.



PRO TIP: Push the busts hard to get past them. But be careful—the forklift is hot on your heels!

The game's eight levels take you from Sahmbi's lab in 2193 through various challenges in the past. The adventure leads to a final deadly confrontation in Hawaii with one of Sahmbi's assassins.

Watch Your Time

It's easy to take Darien through the bullets and fists flying around him. Familiar controls enable you to avoid obstacles and use weapons. It's a bit more work to hang from pipes and flip around them, and

when you get to the bike and jet-ski stages, the controls change. It takes some getting used to.

Time Trax features smooth sounds and above-average visual effects. A good example is the sick screen shimmer during a Time Stall, a welcome sign that Malibu Games is pushing its programmers to create new details.



PRO TIP: When the laser sight appears, run to the right until it disappears, then backtrack to pick up what you missed.



PRO TIP: To blast the 'copter's tail, drive your cycle fast to the right. The whirlybird will follow you. Back off and nail the tail.

Where Time Trax really flies is in the FunFactor. Between unexpected bonuses and the high level of challenge, Time Trax will stay in your cartridge slot for a while.

Tick Tock of the Town

Time Trax doesn't push the envelope, but it certainly pushes your imagination. If a juicy sci-fi plot and hot shooting action punch your clock, Time Trax is a good way to pass the time. **A**

Super NES Game Profile

Time Trax

(By Mattias Garraway)

This action platform game tests your shooting eye and serves up loads of hidden bonuses to keep you digging.



ESR Rating: 1 player
 # of Tapes: 8 levels
 Available May: Side view
 Release/Producer: Side-scrolling

Hidden Room in Level 1



PRO TIP: To enter Level 1's hidden room, find the key right below the game's starting point, then jump up where the ceiling's a different color.

J.R.R. TOLKIEN'S EPIC SAGA



COMING SUMMER '94

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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!



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Irvine, CA 92714
(714) 553-6678

Super NES



By Earth Angel

Those who live by the sword have long awaited another game in the tradition of Golden Axe. Imagine a combination of Golden Axe and Magic Sword, but with only the weaker elements of each. That's King of Dragons. This cart boasts a lot of mindless hacking, and very little fun.

Choose from five warriors, each with unique strengths and weaknesses. Their individual fighting abilities help to vary the otherwise repetitive game play. Once the action begins, your fighter basically hacks everything that moves. Similar to Golden Axe, groups of different enemies can attack simultaneously. At the end of each level, you fight a giant boss.



It Really Drags On

The mighty red dragon, Gold-iss, loves to scorch the Earth and wreak havoc in the land of Malus. Although the nasty beast's temporarily slumbering, you must destroy him before he awakes and comes looking for a snack.



PRO TIP: When you're battling a flying boss, like a Dragon, use its shadow to slow your attacks.

One of the best parts of Magic Sword was the ability to choose different companions to assist you in combat. The buddy system is gone in this game, although simultaneous two-player action teams you up with any of the other fighters. The power-up system is similar to Magic Sword, with special items hidden in treasure chests, and improved weaponry earned for each level completed.



PRO TIP: Each fighter has different abilities. The Wizard isn't the strongest, health-wise, but his Magic enables him to fight from a distance and avoid unnecessary damage.



PRO TIP: When a Magic Orb appears that destroys all the enemies on-screen, wait until as many enemies as possible appear before you use it.



PRO TIP: Enemies are stronger or weaker depending on their color. When you're battling a group, first eliminate enemies with projectile weapons like arrows or spears.

Out of Control

Sluggish controls make it difficult to maneuver your fighter, especially when you're trying to jump and slash simultaneously. Combined with heavy-duty slowdown, especially in the two-player simultaneous mode, it's enough to make you turn in your sword.



PRO TIP: Watch out for these snowy blobs. When they grab you, they'll siphon energy until you release their hold. Rapidly tap Left and Right on your control pad to escape.

Although small, the sprites are nicely drawn. Unfortunately, the size in combination with the slowdown makes it frequently impossible to see what's going on. The background graphics and huge enemy bosses are nicely drawn, although occasionally repetitive. Average tunes accompany the action.

Give It the Axe

Warriors thirsting for some good old hand-to-hand combat in the tradition of the greats will have to wait a little longer. King of Dragons may temporarily satisfy your yen for adventure, but it won't slake your thirst. **E**



PRO TIP: Watch out for booty-trapped treasure chests. Some hold bad power-ups, like the Instant Freeze. Other treasure chests will attack you when you get too near. Either way, rapidly tap Left or Right to escape.

Super NES Game Profile King of Dragons (By Capcom)

All first hack. King of Dragons looks like a classic hack-n-slash. However, by the second or third slash, you might just decide to let the dragon rule the day.

Graphics	Sound	Control	Features	Challenge
8.5	8.1	8.2	8.3	8.4

ADJ.

\$49.99
12 Mega
Available April
Hack n slash

3 players
12 levels
Star area
Star leveling

TAKE CONTROL OF THE ENTERPRISE™ AND ITS CREW!



THE MOST IMPORTANT THINGS IN THE UNIVERSE ARE BEING UP TO THE POINTS! YOU MUST GET TO THE GALAXY AND YOU LOCKED IT BEFORE IT'S TOO LATE!



ISSUES CONTAIN! THE CHANGE OF THE STARSHIP'S SYSTEM AND ALLOCATE RESOURCES AS DEMAND!



UNUSUAL! BEEN IN STANDING PLACE! BUT BE CAREFUL, WHO YOU CHOOSE TO TAKE BATH YOU!



PROCESING ON STAY VENTURE OR DANGEROUS FRUIT! THUSING THAT KEEP THE FACTORY INTERSE!

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Have you always wanted to take charge of the Starship Enterprise?™ *SEGA Genesis™* makes it happen! Dive headlong into intergalactic adventure at warp speed - and you're in command! Journey through strange new worlds to unravel the secrets of the mysterious IIB before this powerful device falls into the wrong hands! Play any of seven major officers of the Enterprise™ and its crew. **STARFLEET IS DEPENDING ON YOU!**

SEGA

GA
RATED BY ESRB
GENERAL AUDIENCE
ALL AGES

Super NES



By Sly Mo

WARNING: The following video game depicts scenes of violence. Parental discretion is advised...and how it got past Nintendo's review committee, we'll never know!

Magnum Force

You've been warned! Lethal Enforcers is a serious shoot-em-up game that puts the "gun" in SNES gun games in more ways than one. As a rookie cop you're out to stop an urban crime spree by cleaning out the scum from five murderous levels. Konami supplies the gun (called "The Justifier," bundled with the game), the cartridge, and the criminals.



PRO TIP: In Level 5, the Chemical Plant, watch out for gunmen who hide behind other gunmen.

PRO TIP: Two players should split the screen. You take one side while your partner takes the other.

PRO TIP: Watch the backgrounds for runaway thugs. You can see some bums saunter into the scenes.

PRO TIP: On a small TV screen, the concave edges will affect the accuracy of your shots.

Die Hard

Bank robbers, street gangsters, hijackers, drug dealers, and terrorists are your moving targets...and you're theirs. They pop up out of the scenery everywhere. There are three skill levels. "Hard" is the level to beat; it's fast and literally murder!

Enforcers is only a game, but the digitized graphics look so real it hurts, especially if

you nail a hostage or a fellow officer. If you take a slug, there's a cool bullet-through-the-TV-screen effect. The sounds are right on target, with great gunshots and appropriately hyper music.



Practice at the shooting range.



PRO TIP: You can shoot the wheels and gas caps on the cars if you like, but it doesn't help, and it can hinder your promotion by lowering your accuracy percentage.

Great Guns

No arms controls here! If you have any qualms at all about guns, the life-sized, plastic .357 magnum replica will be unmercifully realistic, but...well, you wouldn't even be reading this. If you dig a good gun game, Lethal Enforcers aims to please. **D**

LETHAL ENFORCERS

Veteran gunslingers are familiar with this first-person-view gun game from the arcades, the Sega CD, and the Genesis. Is it just as good? You bet your bullet-proof vest!

Lethal Weapon, Too

You can play Dirty Harry, or Dirty Harry and Dirty Mary. Two-player gun battles are a major kick, made possible by adding a controller or by purchasing a second gun (a special weapon you plug into the first Justifier). However, you should take on the sloooow controller interface only if you have a death wish.

The Konami Justifier is the perfect SNES weapon. It's smooth, accurate, quick, and deadly. During the conflict, you can also blast icons to upgrade your firepower.

Wearing Sunglasses Is a Criminal Offense!



PRO TIP: You can blast any projectile you see coming at you.

Super NES Game Profile

Lethal Enforcers

(By Konami)

Shooting several people...either you like it or you don't. If you do, you'll really like this game.

Stamps	Icons	Codes	Hardware	Difficulty
1	1	1	1	1

Price not available 2 players
 12 icons 8 levels
 Available now First-person view
 Shoot on-up Side scrolling

SUPER™

**WE OWN
THE STREETS
THIS SUMMER.**

GENESIS®

CAPCOM®

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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By Baseball

if you already like Joe and his buddy Mac, you'll like 'em even more after playing this long, colorful game.

JOE & MAC 2 LOST IN THE TROPICS

Dino Dudes

Ever cheerful, and ever popular, Joe and Mac have appeared in several other incarnations, and this is as good as any. Their prehistoric world is filled with more enemies than ever, and the boys have some new weapons. Not only can they whack baddies with their clubs, jump on small enemies, and throw some weapons, they can spit seeds, bones, and fire when they eat the right items. As usual, a two-player mode offers simultaneous cave licks. Plus, in Super 2P mode, players can bop each other. The controls are quick and effective throughout.



PRO TIP: *Not this Stegosaurus only when his mouth is open.*

Good Graphics

The graphics are what you expect from this prehistoric pair: big, cartoony sprites,

Joe & Mac 2: Lost in the Tropics
(By Data East)

Genre	Year	Platform	Rating	Score
Adventure	1992	SNES	1.5	80
Adventure	1992	SNES	1.5	80
Adventure	1992	SNES	1.5	80
Adventure	1992	SNES	1.5	80
Adventure	1992	SNES	1.5	80

200 MS
 8 megs
 Available on
 Action/Adventure
 2 player

7 levels
 Side view
 Multi-scrolling
 Platform

Stone Age grouches, and colorful, multi-scrolling back grounds. The large, stiff-moving monster bosses are right out of Jurassic Park, but they're easier to beat than the tough dinos in that game.



PRO TIP: *Joe has to jump up in his cave kart to collect goodies. Be quick, though, because obstacles lie ahead.*



PRO TIP: *Find the big dino's weak spots. Bop this one in the mouth while dodging its breath.*

The music pulses with fast-paced, tropical rhythms that complement the action nicely. The sound effects have been diminished from the first J&M adventure, however. You'll wish there were more growls and roars from the menagerie of enemies.

Prehistoric Pranks

There's not much to think about in this easy-going game. Just bop everything in sight, admire the scenery, and have fun. It's a blast in the past! **B**

PRO REVIEW

Super NES



By Lawrence of Arcadia

Choplifter was in the first wave of video games during the Golden Age of Gaming (which included such classics as Pac-Man, and Qix), and it was the precursor to Desert Strike. This side-scrolling continuation is fast and addictive!

Blades of Bitterness

In Choplifter II, you must complete various missions, all of which involve gathering a specified number of U.N. Hostages.

CHOPLIFTER III



PRO TIP: *Keep your chopper in the desert because you have a square of anti-tank missiles. They do double damage.*



PRO TIP: *Buy up anti-air and anti-tank missiles to reduce problems, and cover close of them when landing, or you'll take lots of damage.*

You set out in a chopper, armed with a machine gun, but you pick up various projectiles like Scatter Bombs, Air-to-Air Missiles, and Anti-Tank Missiles. You go up against Tanks, Bazooka Fire, Surface-to-Air Missiles, and other choppers.



PRO TIP: *Beats hanging with anti-tank missiles. They do double damage.*

The graphics in Choplifter II are beautiful and varied. Desert campaigns, jungle missions, and urban warfare are all nicely represented. Although the chopper itself is small, you face some giant bosses.

The sounds are all death and destruction, firing right into this game. There are no real rockin' explosions, though. You can hear muffled rotor noise, but enemy death screeches would've been more effective.

Take It for a Spin

The controls are tricky until you get used to them. You can't obliterate your own people (a change from the original), so the challenge is in getting from place to place alive and avoiding the enemy.

You'll be addicted to the game play in no time, and this fast, great-looking game shouldn't be overlooked by fans of Desert/Jungle Strike. There's more here than meets the rotors, and Choplifter III lives up to its predecessor. **B**

Choplifter III: Rescued Hostages
(By Electronic Entertainment)

Genre	Year	Platform	Rating	Score
Adventure	1992	SNES	1.5	80
Adventure	1992	SNES	1.5	80
Adventure	1992	SNES	1.5	80
Adventure	1992	SNES	1.5	80
Adventure	1992	SNES	1.5	80

200 MS
 8 megs
 Available on
 Action/Adventure
 1 player
 Side view
 Multi-scrolling
 Platform

BUILT TO
DESTROY
ALL ENEMIES
AND
PROGRAMMED
TO SHOW

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weapons!
Superhuman
android reflexes!
Masters of
the Ninja Arts!
And burning
for
combat!

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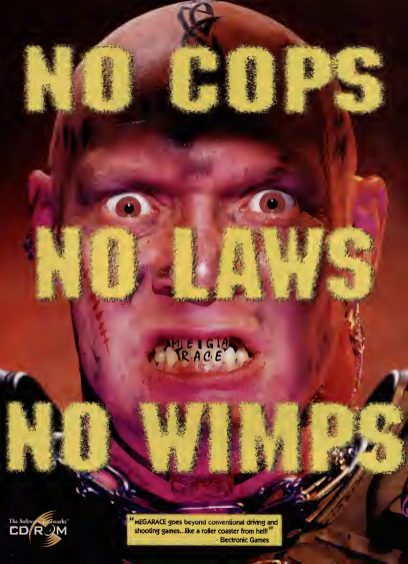
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Nintendo



By **Manny LaMancha**

Software Toolworks' new NES puzzle game is chicken – Alfred Chicken, that is. The plot doesn't beat around the bush: Floella, Billy, and Billy's brothers have been "eggnapped" by the Meka-Chickens for evil laboratory experiments. Alfred is their fine-feathered hope. Who is Floella? Who's Billy? Who cares? Let's just play the game!

No Yoking Around

Alfred Chicken is a classic platform puzzler that challenges players with expansive mazes. It's filled with treacherous jumps, elaborate traps and obstacles, secret rooms, and bird-beating enemies. The object of the game is to move Alfred through the playfields, to peck and release a certain number of Balloons, and to beat the clock.

Finding a safe route to the Balloons ruffles your feathers, but it's even more challenging with the Meka-Chickens' cranky creatures hungry for Chicken Alfredo.

Luckily, Alfred can use his pointy bionic beak to spear most enemies in a dive-bomb

attack, but some foes are impervious to his offense. When you confront the occasional Meka-Chicken boss, you get a good dose of control-pad aerobics as you struggle to find its weaknesses.



PRO TIP: After getting the last Balloon on Stage 1, grab all the Presents to score an extra life.



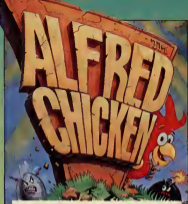
PRO TIP: When you hit a set of snails in Stage 2 that are one row above another, work up the right until you're at the top. Then dive-bomb the snails from the top down, which will save you from bouncing up into a snail and losing a life.

Fowl Play

For an NES game, Alfred Chicken's graphics sparkle. Most of the characters have a cartoony look – simply drawn, but with googly eyes and other funny features.



PRO TIP: This intersection in Stage 4 can be difficult to traverse. It's not imperative to hit the up-down platform; just drop down.



Bombs Away!



PRO TIP: Bombs have different explosion patterns, so watch out for the fragments when a bomb blows.



PRO TIP: When you're battling the first Meka-Chicken, stay near the top of the screen. From there, it's easier to avoid him when he speeds up.



PRO TIP: If you have to make a drop, hold down A to slow your fall, so you can scoop out enemies and hazards.

The game's audio is equally enjoyable. The bouncy, loopy audio sounds as goofy as the characters look. Crystal-clear effects fill out the aural experience.

Most puzzle games require unusual control-pad manipulations, beyond the standard jumping and character movement. In Alfred Chicken you must learn to time dive bombs and peck at blocks to make things happen. Thankfully, the crisp controls aren't too intricate, and it doesn't take long to master the action.

Just Winging It

There aren't many NES games being released these days, so eight-bit fans ought to flock to Alfred Chicken. This is no throwaway game. You'll be cooped up with Alfred for a while.

NES Game Profile
Alfred Chicken
(By Software Toolworks)

With a name like *Alfred Chicken*, don't expect a serious game – but you can't ignore this wacky puzzler. This chicken's a merry addition, especially to the alive NES pickings.

Genre	Year	Series	Features	Company
\$19.95	1988	1 player	8 stages	ADW
1 mng			Side view	
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GAMEPRO

PROSTRATEGY GUIDE

SONIC 3

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Part Two

1-UP PLUS



After you pass the first rotating-magnet pole, look for this pair of balloons. You can use them to vault to a platform up and to your right. To the right side of the ledge, you'll find a secret room hiding two Ring Monitors and a 1-up.

Defeat Dr. Robotnik



This is one of Dr. Robotnik's stranger appearances. To destroy him, you've got to Super Spin Attack the main part of the ship. In the meantime, you must dodge the spinning-top-like weapons that ricochet around the screen. The safest way to fight this boss is to have Sonic jump on top of the small robot, and then use Tails to attack Dr. R's main craft. Just remember to leap off the robot when it bounces too close to the main part of Dr. Robotnik's attack ship.

PUT A NEW SPIN ON IT



Sonic can loop onto the spinning wheels in this Zone and take a ride. The wheel takes you to a ledge. Leap to it and you'll find a huge secret cache of Rings.

GOING UP



When you reach the three consecutive rotating-magnet poles, let them carry you all the way to the right, but stay at the top of the third pole. Then, jump off onto a ledge to your right. You'll find a Rubble Shield, and to the right, a Special Stage Ring row.

A LEAP OF FAITH



The colored balloons scattered throughout this Zone aren't just for decoration. When you see a series of them, use them as steppingstones to reach hidden platforms and higher areas.

SPECIAL STAGE RING



When you reach the pair of rotating-magnet poles, leap off the one on the right into the wall. You'll discover a hidden room with a Special Stage Ring inside.



SPECIAL STAGE RING



When you reach the first red-and-white striped pole, drop underneath it. Zip up and to the left, and you'll find a hidden tunnel with a Special Stage Ring inside.

TAKE A SLIGHT DETOUR



When you reach this spinning wheel, you can proceed to the left, or use the disk to spin around and vault to a small ledge up and to the right. If you go to the right, use the Spin Dash. As you let fly, press Right on your control pad. You'll enter a hidden room with a Special Stage Ring inside. Afterwards, drop back down and proceed to the left of the disk.

JUST FOR U



Pass the area with the three rotating-magnet poles, you'll reach a U-shaped area. As you spin around the U, press Right on your control pad. You'll enter a secret room with two Ring Monitors and an Electricity Shield.

TAKE THE HIGH ROAD



At the top of the first red-and-white striped pole, jump to the right onto the ledge with Rings. Proceed right, and you'll discover a hidden tunnel with two Ring Monitors and a Bubble Shield, along with more Rings.

Meet Dr. Robotnik, One More Time



The bad doctor's way to beat at the end of the Carnival Night Zone. Just dodge Robotnik until he drops the large green magnet ball, then steer clear until he stops trying to pull you in with the magnet. Then loop and Super Spin Attack him. Finally, back off and repeat the entire procedure until he's done for.

Give Me Some Air



When you dive underwater in this Act, keep an eye out for colored balloons. When Sonic needs air, pop them, and gulp the resulting air bubble.

IT'S EASIER THAN IT LOOKS



To make it through the Carnival Night Zone, you must learn to ride the barrels. The trick is to hop on board, then press Up and Down to get the barrel moving. Remember, jump just once to get onto the barrel. Then, as the barrel goes down, press Down; as the barrel goes up, press Up, and so on. Some barrels will rise higher than others. Experiment and see what happens.

TAKE THE LOW ROAD



After you fly down the first red-and-white striped pole, walk to the right while pressing Down and Right. You'll walk into a secret tunnel with two Ring Monitors and a Bubble Shield inside. You can then go back the way you came, or go through the other side of the tunnel. It's a shortcut to a later area in the Act.

GROUND-FLOOR 1-UP



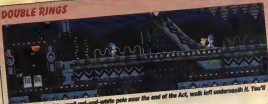
After you pass Knuckles, head down and to your left. When you reach this barrel, use the special barrel technique to ride it down. Underneath, you'll find a 1-up on the ground.

NO WAY OUT



When you reach this spot where the door closes behind you, you have to use the special barrel technique to escape. Ride the barrel down, then jump right onto a ledge. There's a second barrel below the first one. Ride it down to reach an Invincibility Monitor. But wait, there's more! Head to the right from this spot to discover a secret room with an Electric Shield inside.

DOUBLE RINGS



When you reach this small red-and-white pole near the end of the Act, walk left underneath it. You'll find a secret room hiding two Ring Monsters.

1-UP



There's a hidden 1-up just after you ride up one of the vacuum tubes. Head to the right at the top of the tube, fly across the air bars, and drop down and to your left. The 1-up is under the bars.

GIVE ME A RING



At the beginning of the Act, you'll zip down a red-and-white striped pole. Just underneath it you'll find three Ring Monsters.





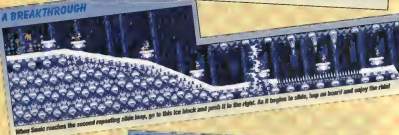
ACT 1

SLIP AND SLIDE



When you reach the first slide, leap off to the right toward this wall. Inside, you'll find a secret room with a Special Stage Ring.

A BREAKTHROUGH



When Sonic reaches the second repeating slide loop, go to this ice block and push it to the right. As it begins to slide, leap on board and enjoy the ride!

SPECIAL STAGE RING



When you reach the first frozen silver button, walk past it and cross the ice ledge. Through the wall to the right is a hidden room with a Special Stage Ring inside.

TICKET TO RIDE



To escape from the first slide, jump to land on this ledge. Hide the ledge, and it'll break through the ice walls and free you from the endless loop.



A TRICKY MANEUVER

It's Smashing



Watch out for the ice pillars. Many of them slide up and crush Sonic if he doesn't get off quickly enough.

To escape from these moving pillars, leap onto the second one, wait until the first pillar lifts to the ceiling, dodge under it, and then immediately dodge to the right, under the second pillar. A second's hesitation, and Sonic's fatter than a pancake.

A SURPRISE



Near the end of this Act, just after the platform flies off and places Sonic near the entrance of a tunnel, jump down and to your left. You'll find a hidden Invisibility Monitor on the ledge below.

Put Robotnik on Ice



To defeat Robotnik's snowball incarnation, dodge Miss while the snowballs are rotating around his craft. Then, after the snowballs fly off, jump and bank the ship as many times as you can, and prepare to dodge the falling snowballs. Repeat this procedure until Robotnik's done for.

Be a Swinger



To make these platforms swing, Spin-Dash onto them.



ACT 2

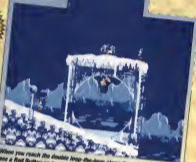
MAXIMUM POWER-UP



At the end of the Act, just before you enter the final tunnel that leads to Robotnik, use the slide (or have Tails airlift you) to reach the trampoline vault above you. Use it to jump to a secret area with many Rings.

Jump off to the right in this area to enter a Special Stage Ring room.

GO FOR THE GOLD



When you reach the double loop-the-loop along the upper route, you'll see a Red Button on top of the second loop. Have Tails alert you to the button, then vault off it to reach tons of Rings.

FREEZE-DRIED SONIC



Press Right on the control pad as you leap off the final ice floe in the underwater area. If you miss the jump to the higher ledge, you'll plummet off a hidden red button underneath the water to safety. Otherwise, it's instant death to the icy waters.

LOOP-THE-LOOP TO A 1-UP



After the double loop-the-loop, you'll reach three successively higher ledges. Have Tails assist you in the highest ledge for a 1-up.



DOUBLE TROUBLE



After the ice zone, watch out for the double Robotnik Mentors. Leap over them and use the purple transporters to vault to lots of Rings, as well as up and out to the upper arm of the Act.

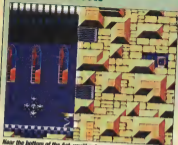
Put Robotnik on ice, Part Deux



Put Doctor Robotnik on ice in seconds at the end of this Zone. His craft will lower a platform, and it'll begin shooting jets of spray that freeze Sonic or Tails. Dodge the spray, leap onto the platform, and Super Spin Attack Robotnik from below. Leap off, and repeat this procedure until Robotnik's a goner.



BURST YOUR BUBBLE



Near the bottom of the Act, you'll enter a purple pit in a building. Go to the right of the pit, use the button to leap up, then use the second button to leap up again, landing down right on your control pad. You'll enter a secret tunnel with a Bubble Shield inside. This Shield comes in handy in Act 2.

FIRE IT UP



About midway through the Act, you'll find this secret tunnel. Enter it to find a Fire Shield and a Ring Mover.

SPECIAL STAGE RING



Just after the beginning of the Act, when you reach the first rotating metal cylinder, drop below it to the ground. Walk left until you reach this hidden tunnel. Jump inside to find a Special Stage Ring.

Don't Be a Square



When Sonic reaches these warning lights, watch out. If you jump over them, you face only one of Robotnik's enemy planes. If you hit the warning lights, you face two or three planes.

ANOTHER SPECIAL STAGE RING



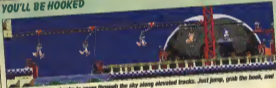
Whizby through the Act, head up and to the left. There's a secret tunnel on your left at the top of one of the rotating elevator platforms. Leap inside to find a Special Stage Ring.

YET ANOTHER SPECIAL STAGE RING



There's one more Special Stage Ring in this Act. It's to the far left on the very upper level of the Act.

YOU'LL BE HOOKED



Sonic can use these hooks to zoom through the sky along elevated tracks. Just jump, grab the hook, and hang on for the ride.

OPEN SESAME



In this Zone, Sonic often encounters these red platforms with green stripes. They usually block his passage or wall off a secret area. To move the platform, search for a nearby red-and-green wall reactor. When you find it, destroy it. The platform will move, and you're ready to roll.



Ivo-Lution



Robotnik lives the scene, but he leaves behind a gear-riding boss that's easy to beat. Just wait until the gears stop rotating, then Jump and Spin Attack the creature. Knock off both its arms, and attack one final blow to turn this boss into a pile of nuts and bolts.

SPECIAL STAGE RING



At the beginning of the Act, drop down to the pipes, head right, and drop into the water. Move left underwater to locate a secret tunnel. Inside, you'll find a Special Stage Ring.



ACT 2

Hidden Surprises



Always check behind the pillars on these floating platform-like forms. They often have power-up Monsters hidden behind them.

How to Open that Dam Door



Near the end of this Act is a strange metal door that's seemingly impossible to open and a red platform. Don't knock yourself out trying to get inside. The word is that the programmers were planning to add another route through this Act, but didn't!

1-UP



When you reach this rotating metal cylinder midway through the Act, drop beneath it and head to the left. You'll discover a hidden tunnel that leads to a secret room with a 1-up inside.

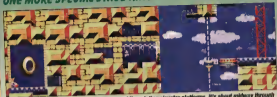


BREAK DOWN THE DOOR



There's a red platform in this Act that blocks your passage. To find the working box that lifts the platform, head to the left until you find a secret tunnel. Watch out for the two Robotnik Monsters of the entrance to the tunnel. Jump inside, head left, rise the platform safely across the spikes, and destroy the working box. The platform is up when you return to it.

ONE MORE SPECIAL STAGE RING



Search for this hidden tunnel to the left of one of the rotating elevator platforms. It's about midway through the Act. There's a Special Stage Ring inside.



MORE POWER-UPS



There's a Ring Monitor and a Bubble Shield hidden in a tunnel about midway through the Act. It's just past a rotating metal cylinder, to the left at the bottom of a series of pipes.

Splash Down



There are two enclosed pipe loops in this Act. If you bust through the loop into the center, the water gushes out of the pipe. Sonic can ride the water stream to a different area of the Act.

ROBOTNIK, ONE MORE TIME



To defeat Robotnik in this final Zone appearance, leap onto the bejagged platform and donk the dome. Be sure to dodge the cannonball that flies out from the wall.

When you've finished with Robotnik here, Sonic flies off to the final battle with the Doc. Along the way, Knuckles gets his counterpart!

YET ANOTHER SPECIAL STAGE RING



When you reach the first faucet, don't break through it, but have Tails abduct you above it. When you're on top of the faucet, head to the right and leap up to a hidden tunnel with a Special Stage Ring inside.



GAME GENIE CODES



Here are a few Game Genie codes to give Sonic 3 some variety:

Rings worth five:

SCGT-DYYL

Get three 1-ups for each 100 Rings:

HCGT-DNZY

Shield activated multiple times:

ACAT-CAB6

Invulnerability lasts twice as long:

986A-CAB6

GO SUPER SONIC



Once Sonic's collected all seven Chaos Emeralds, he can go Super Sonic.



After you collect the Emeralds, grab 50 Rings, and then - when you don't have a Shield or an invincibility power-up - rapidly tap any button. Sonic turns golden and is nearly unstoppable.



He's impervious to enemy attacks, he can move very rapidly, and he can even stand on spikes.

However, though, he still can't breathe underwater and can be crushed by moving platforms. Sonic stays Super Sonic until his Rings count down to zero. You can become Super Sonic again and again.

THE FINAL BATTLE



Once you've beaten Robotnik at the end of the Launch Base Zone, you must defeat him in his large rocket ship. When he appears in a giant rocket, Super Spin Attack the dome four times. Watch out for the lasers and the rotating satellite.



Once you destroy the first stage of the rocket, the rocket transforms into a smaller craft. Fight it with the Super Spin Attack.



Battle the final stage of Robotnik's fighting ship the same way.



When you've disposed of that ship, Robotnik climbs aboard a strange, spilt rocket. Leap and Spın Attack the dome area of the ship.



Watch out for the claws. They grab Sonic and smash him into the ground.



Destroy the ship, and Robotnik's history... until the next time.



The End



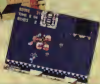
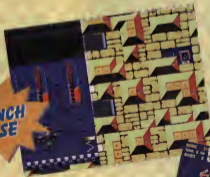
When Robotnik is destroyed, Sonic gets to watch as the evil vessel blows sky-high. Enjoy the scenery, but this ending's not nearly long enough.

You can use your saved game to view the credits anytime you like. **ZZZZZ...**

CARNIVAL NIGHT

ICE CAP

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By Game Over Man

When you've been raised by cows, you've got something to prove. In *The Horde*, you play Young Chauncey as he rises above his bovine birthright by cutting down the horrible Hordlings in this top-flight strategy/action game. Maybe 300 games have something to prove, too.

In a Murderous Mood

The fanciful quasi-medieval kingdom of Franzpovanki is overrun with voracious red creatures called Hordlings. As Chauncey the serving boy, you used the Heimlich Maneuver to save the king from choking. Now as Sir Chauncey, boy Knight, don't choke against the Horde.



Welcome to Franzpovanki!

300 Game Profile

The Horde

(By Crystal Dynamics)

The Horde will chop its way into your game-playing heart. It spreads great strategy, mean broadsword-swinging action, nasty monsters, and humor across 100 stages.



300 30 **INT.**
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 1 page

THE HORDE



Rumor has it that the High Chancellor has dark ties to the Horde!



PRO TIP: Cows really bring in the mooks, if you can protect them.

PRO TIP: Since few Hordlings attack when you first arrive at a territory or just after you pay your taxes, you can usually get away with not spending any cash to beef up your defense.



Periodically, FMV News flashes special reports and other useless information on your crystal ball TV set.

The Horde combines tactical planning, resource management, and thumb-numbing hack-n-slash. You receive a parcel of land which you must develop over several seasons by attracting villagers, nurturing crops, and raising cows. These resources produce cash,

Your primary weapon is your mighty sword, Grimthwacker. Since you're just a little guy, you swing Grimthwacker in a full circle with both hands. If you make three swings too quickly, you become dizzy...and vulnerable.

which you use to improve the village. The game covers five villages and a whopping 100 stages!

Standing in your way to fortune and glory is the Horde. Hordlings have insatiable appetites, and they eat almost anything in sight—crops, cows, houses, and especially people. There are eight types of Hordlings, including toothy Piranha Hordlings and huge Juggernaut Hordlings.



PRO TIP: Chauncey runs slowly across certain terrains, such as rocks, but he looks down the stone paths.



PRO TIP: Since Forest Hordlings can become temporarily invisible, use the Horde radar to find them, or swing Grimthwacker at their last visible location.

As you build up cash flow, you can buy additional Hordling-destroying goods. Le Bomb and the Flamethrower are effective weapons, but the most important and most expensive resources are Mercenary contracts. With these you can buy CPU-controlled Knights and Archers, and position them throughout the village to automatically hammer Hordlings.

Chauncey Controls

The game's excellent controls put you in complete command. You can make Chauncey cover territory in any direction through terrain that spreads across several screens. The easy-to-read Hordling radar is a key tactical tool, indicating where Hordlings are attacking. A cool, easy-to-access, overhead satellite view enables you to quickly plan your defenses.



PRO TIP: You can save villagers who have been seen if you can whack the Hordling before it burps.



Defeat by a bold front of wild eyes, Gloggosity is an aspect of low bridge and ancient cowboys.

PRO TIP: Stay alert – some Hordlings draw you away from their comrades.



PRO TIP: The Jaggernast Hordlings require eight Grimtackler vehicles.

PRO TIP: Listen! Gurgling sounds means Hordlings are attacking by water. Low roars mean the Jaggernast Hordlings are about.



You buy items and save games here. The picture of Hore is yours for free.



You can plan defenses quickly with the overhead view.

PRO TIP: Spend your money wisely. You must always have enough to pay taxes and to pay for mercenaries and special items.

PRO TIP: Hordlings like to attack by crossing water.



PRO TIP: Archers are the best mercenaries because they automatically launch arrows in a 360-degree radius.

PRO TIP: Watch for Desert Hordlings, who unexpectedly pop their heads out of the ground before an attack.



Tree Spirits! Don't cut trees!

Hordlings!



Chauncey to the Rescue!



Chauncey (Kirk Cameron) uses the Heinrich Maresver to save the King... meet the evil High Chancellor's ditzzy.

PRO TIP: Hordlings tend to make their attacks from one direction. However, they change directions if they find your defenses are too tough.

Monster Sights and Sounds

You can really sink your teeth into The Horde's 3DO graphics and sounds. The story line sequences are nicely done full-motion video clips starring real actors in full feudal regalia. Kirk Cameron, formerly "Mike Seaver" of TV's *Growing Pains*, stars as Chauncey, but Kirk's not the game's only TV connection. Periodically, the Hordlings break into the on-screen action with their own pirate propaganda TV. These outrageous "Infomercials" use excellently animated computer graphics to tout such potentially lethal but funny fare as the Adopt-a-Hordling Program (for unwary humans only).

During the fighting/village-building sequences, the game switches to cool sprite animation. The Hordlings move with exquisite action, bouncing, trotting, and lumbering fluidly. Look closely for screwball details like the dizzy cows.

Tune in to the game sounds, because the excellent effects are the stars of the audio show. Archers and Knights voice reassuring encouragement (in terrible but hilarious French accents). Listen to Hordlings marching and cows mooing for help, and soon you'll know exactly what's going on even if you can't see it happening.

To Horde or Not To Horde

This imaginative game tries to do something different, and it works. The brain-to-thumb action will keep your head in the game. The Horde deserves a top spot in the 3DO herd. Remember, you Horde it here first. ☐



By Spinning Lancer

Good news for the few who enjoyed Art of Fighting, and those who were let down, but saw lots of potential. SNK's sequel has arrived and, while it doesn't quite top its stiffest fighting competition, it doubles the excitement of its predecessor. With 12 characters to select from in both the one- and two-player modes, the game has lots more to offer than before.

Twice the Art

The cliffhanger plot from the first Art of Fighting is continued in this sequel. Just as Ryo is about to finish Mr. Karate, his sister Yuri begs him not to do so. Once the mask is removed from Mr. Karate, the stunning truth is revealed: Mr. Karate is Ryo and Yuri's father, Takuma, who was set up to fight his own son by Mr. Big.



Ryo was tricked into fighting his father.

After Ryo's victory, most of Mr. Big's South-Town Syndicate members become free agents. This allows you to choose your favorite fighter and enjoy the story line in the one-player mode. In the original, you could play only as Ryo or Robert.



There are 12 great characters to play as in both one- and two-player modes.



PRO TIP: Use Yuri's crouching Strong Punch to upstart enemies and keep them out when they jump in.

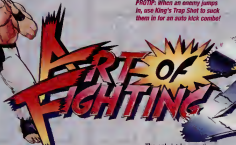
ACF 2 takes the original's strengths to new heights and improves on most of its weak-

nesses. The characters are still awesomely big and the screen still zooms in and out, but now the scaling is less choppy. The action is at least two times faster than the original!

A combination system has even been added, but the combos are still underdeveloped (many of them are blockable during the sequence). There is also a big limit on juggling the enemy with hits that keep them in the air.



PRO TIP: When an enemy jumps in, use King's Trap Shot to suck them in for an auto kick combo!



The character control news is mostly good. Characters now have both weak and strong punches and kicks, doubling your arsenal of basic attacks. What's more, it's now possible to actually counter an opponent's move. And, if you're tired of being thrown in other fighting titles, now you can safely land after a throw. This makes throwing less cheap.



If the enemy is defeated by a special technique on the final hit of a match, you'll see their special animation as they fall! It's always worth a few extra style points to perform this special technique.

The only letdown in the controls is the two-button World Heroes configuration. SNK could have gone with four attack buttons (dual-button presses accommodating throws and taunts).



PRO TIP: You can use Eiji's Blade rapidly for a combination.

That's the Spirit

Art of Fighting 2's technique and Spirit system is enhanced, and works very well. Each character has more than four special techniques, most of which require the use of Spirit, the inner power of your character. The Spirit system is well

Neo-Geo Game Profile

Art of Fighting 2

(By SNK)

Although lacking in a fully developed combo system, AOF 2 is a big improvement, with amazing graphics and sound, solid technique, and characters with personality.

Graphics	Sound	Gameplay	Value	Overall
4.5	4.5	4.5	4.5	4.5

1500
180 plays
Art with raw
Must-beat timing
3 items

balanced as you can restore your own Spirit, and also take it away from the enemy.

Beyond normal special techniques, such as fireballs and suck-in slaps, every character has two types of death blows that require almost a full Spirit to execute. The regular death blow can be used any time, while the super death blow can be performed only when your health is very low. Either will remove half of the opponent's health if not blocked correctly.



PRO TIP: To land safely and take minimum damage from a throw, tap any attack button just before you hit the ground.

Finally, each character possesses an auto-combo, which is executed as a special technique. These can often be linked onto a normal combo,

such as a jumping Strong kick into a standing Weak punch. This often creates a lengthy, though partially blockable, combo attack.



PRO TIP: To do Yui's super death blow when your life bar is flashing, tap **Toward**, **Back**, **Toward**, then immediately swing the joystick for a backward half-circle motion (**Down-Toward**, **Down**, **Down-Back**, and **Back**), and simultaneously hit **B** and **C**.



PRO TIP: To do John's super death blow when your life bar is flashing, do a backward half-circle motion (**Toward**, **Down-Toward**, **Down**, **Down-Back**, **Back**), immediately do a forward half-circle motion (**Down-Back**, **Down**, **Down-Toward**, **Toward**), and simultaneously hit **A** and **C**.



There are many graphic details, such as losing your shades or mask when you're hit.



You can remove Spirit from an opponent by tapping the Psycho button to taunt.

Looks & Sounds Great!

Art of Fighting 2 has to be the most artistic fighting game yet! All 12 characters are nicely animated and have great detail. Every background is a masterpiece, with cool, moody settings, like an airport runway.

Every stage has terrific sound details, such as a horse whinnying when someone gets hit. Unlike most fighting games, every character has a personalized voice for every groan, roar, and taunt. There

are also more than 12 super soundtracks with high-quality sampled instruments.



PRO TIP: To do Mickey's regular death blow, do two forward half-circle motions and hit **A**.



PRO TIP: Use Mr. Big's Spinning Lancer for three unexpected hits. If you suck in from a surprising range!

Unavoidable Confrontation

ADF 2 plays and feels tons better than its predecessor, but needs a bit more refinement to give it the lasting value of, say, the Street Fighter II games. Still, this game is so rich in graphics and sound, you should give it a test-drive.



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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"

—*Diskard Game Fan*

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Do you know where your pods are?

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The evil Permia 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.

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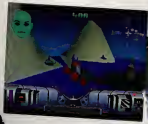
Cybermorph is packed in every Jaguar 64-bit system and packed with intense 3-D texture-mapped graphics, CD-quality sound and real-time, real-world action that'll help you explore 50 separate worlds of canyons, valleys, vortex towers, force fields, power stations and fast-flying hostile enemies aiming to blow you away.

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—Electronic Gaming Monthly

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Mother Earth has fallen to deranged, militant aliens. As pilot of the Raiden Superionic Attack Fighter, it's up to you and you alone to mount a daring counter attack.

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With brilliant sound, exceptional speed and shoot 'em up motion that showcases Jaguar's 64-bit capabilities, Raiden 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 taken and it's up to you, Corporal Trevor McFur, to return the planet Cosmolivia to its citizens.

With your trusty sidekick, Cutzer, you'll blast through five worlds filled with monster asteroids, killer Starbots, deadly Gundings, savage Cyber Cherubs, and bosses that confront you on the screen.

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INTERACTIVE MULTIMEDIA SYSTEM



BASEBALL BONANZA



Sega Sports' World Series Champ!

World Series Baseball Genesis

By The King Fisher

World Series Baseball is without a doubt one of the best Sega Sports titles to date, and it's arguably the best baseball cart ever. Those are some big words, but this is a heavy-hitting game. Sure, baseball is baseball, but playing this game is like playing in the Majors, while most other baseball carts are like playing Pee Wee League. Which would you wanna play?

This cart is full of hot graphics, big-league sounds, hard-hitting action, all your favorite teams and players, and enough stats to excite even the most jaded fanatics.

Batter Up!

In some ways, World Series Baseball is like any other baseball game: You hit the ball, you catch it, and you throw it. In addition, you can steal bases, bunt, pitch out, align your defense, adjust your lineup, and so on. Like other baseball carts, World Series gives you exhibition games, a home run derby, batting practice, and league play with variable season lengths up to 162 games.

Unlike many other carts, however, World Series Baseball has actual teams, players, and stadiums, with stats from '93 and performances based on those numbers. This cart is loaded with enough authentic features to make any baseball fan delirious.



Hitting, catching, and throwing the ball are easy in this game. As the pitcher, you have a choice of three pitches (Splitter, Curveball, and Fastball) that you can throw at three velocities. You can also select precise targets in or out of the strike zone. The batter, meanwhile, has a normal swing, a just-make-contact swing, and a go-for-the-fences swing. If you like bashing those monster home runs, a tape measurement shows just how far that ball went. You can even get a replay of those awesome smacks.



For you hard-core hardballers, you'll find stats galore in World Series Baseball.



Get ready to play ball with all the Major League teams and their star-studded lineups.



PRO TIP: While batting, you have a choice of three swings. If you have a home run hitter, swing for power. If you have an average batter, swing normally or just make contact. Use a contact swing when you're trying to execute a hit-and-run play or when you're trying to knock in a run from third base.

It's Outta Here

World Series Baseball has some of the most awesome digitized and non-digitized graphics out there. The true-to-life ballparks are so impressive at their detail and accuracy that you can actually tell you're in Fenway (with that Green Monster) each time you go to Boston. Best of all, the large pitcher and batter sprites move fluidly and are well-detailed.



PRO TIP: If you need to move a runner, sacrifice bunts work well. Just remember, if you bunt the ball foul with two strikes against you, you're out!



PRO TIP: Throwing a Splitter for a strike can be difficult. If you pitch the ball high and out of the strike zone, it may drop in for a strike.

The game gives you a dramatic catcher's-eye view as the pitch is thrown. The view completely immerses you in the action. You can even feel that menacing stare from Dave Stewart of the

Toronto Blue Jays! Once you connect with the ball, you switch to a standard aerial view of the field. Although the infield and outfield players' sprites are small, they're more than adequate and have very fluid movement, even when making awe-inspiring plays.



PRO TIP: Late in the game, when your pitcher's stamina begins to slip, start warming up relief pitchers. Get a righty and lefty up so that you'll be ready for either a right- or left-handed batter.



PRO TIP: If your opponent looks like he's gonna steal a base, throw over to the base he's on when his lead gets too big. An occasional pitchout also might help you catch a base burglar.

PRO TIP: Be sure you move the ball around the plate while pitching. If you pitch constantly to one part of the plate, the CPU will catch on, especially in later innings.

Likewise, the sounds in *World Series Baseball* are virtually above reproach. Digitized commentary adds excitement to this cut, as do the umpires calling strikes and outs. The play-by-play is fairly accurate, but a lag at times.



For you monster backers who wanna know how far that ball just traveled, check out the scoreboard for a quick take of the tape.



Pitching and defense win games, not home runs.



PRO TIP: Strategy is an important part of this game. Adjust your defense to each opposing batter, especially when you're playing at more difficult levels. For example, when the opposing team has a runner on first with no one out, set your infield for the double play.

The music is limited to song-game-playing sections of the game it's upbeat and perfectly suited for baseball (no techno rhythm beats here). Even though sounds and graphics can't make a bad game great, they certainly add an extra level of realism to this already wonderful cut.

Home Run Champion

If you're looking for a hot baseball game that's fairly easy to play, *World Series Baseball* is your best bet. It delivers impressive graphics, outstanding sounds, real names, and tons of options. Get plenty of batting practice, and then start swingin' for them fences. **B**



RBI Baseball Soars to Playoffs

RBI Baseball '94 Genesis

By Ben D. Rales

It's already a popular series, but this year *RBI Baseball '94* has been improved to become one of the top baseball games available. New features put this one right into the World Series.

It's Going...

The features that made *RBI '93* a hit are still here. You get all the actual major league players, teams, and stadiums, tons of stats from the '93 season, and a variety of options for length of season, player swaps, and more. You also get the popular Home Run Derby. If you want to see Cal Ripken, Jr. jerk one out of Camden Yards, this is the game for you.



Telling details, like these fountains at Kansas City's stadium, make each ballpark easy to recognize.



PRO TIP: Use Spinballs with caution. They don't always drop, and often turn into slow, easy-to-hit pitches.

The improvements are dramatic. The field is much bigger, the game is much faster, and the stats are more complete. You get new, more realistic rules, such as the Infield Fly Rule, a new Pickle game for practicing your base running, and a 162-game season that

matches the '94 schedule exactly. The computer is also smarter and will now steal bases on your pitcher if you're not careful. Plus, there's a new and improved Tengen team—bet these high-rated designers of the game, and you'll face an even more awesome Decem Team!



PRO TIP: The players perform according to their '93 stats, making Bonds the most complete player at the game. He should always swing hard, whereas weak hitters can sometimes try to beat their way on base.

...Going...

The graphics and sounds have also been cranked up to new heights. The players are smoother than ever and have a wider variety of motions (pitchers have additional sidearm deliveries). Also new are the up-close player portraits. As for the sounds, they're top-notch and feature the recognizable voice of Jack Back. Coneyball sound effects add humorous Looney Tunes boums to the action, a nice touch for younger players.

...Gone! A Home Run!

It's a homer, all right. *RBI Baseball '94* stands with *World Series Baseball* as the best baseball games of the year so far. **B**



A Major League Contender

MLBPA Baseball
Super NES

By The King Fisher

MLBPA Baseball by EA Sports is a strong contender in the baseball market. It boasts great sounds and easy controls, but it comes up a little short otherwise.

An Average Hitter

If you're a die-hard baseball fan who loves stats and real teams, you may be disappointed with MLBPA Baseball. Although this cart has real Major League players and '93 stats, the team names are gone—no Oakland A's, just Oakland. You can play a full sea-

son, playoffs, or a series, but the stats aren't updated to gauge your current performance.



Play a full season, with all your favorite players.



PRO TIP: Adjust your lineup so that a majority of your hitters are righties if the pitcher is a lefty, and vice versa. Also be sure your three, four and five hitters have the highest base run numbers on the team.



PRO TIP: When you have a home run hitter at bat, swing a little early to pull the ball.

To its credit, this cart has some of the easiest game play controls around, which makes this a good game for beginners. You can also control the ball once it leaves the pitcher's hand, something you can't do in high-profile games like World Series Baseball for the Genesis.

Good Atmosphere

MLBPA's graphics are clean and colorful, but they're nothing to get excited about. Although they're better than the graphics in

some other games, they don't add much atmosphere. The sounds of MLBPA, on the other hand, are outstanding. From the clear digitized voices calling strikes and outs, to the ballpark-style music throughout the game, the sounds give you the feeling that you're really in the game.

Solid Baseball

MLBPA Baseball is a good, no-frills baseball game, lacking only the graphics and the full licensing to be a true champion. It may be a better game for novices than it is for veterans, but there's still plenty of fun in this cart. **B**



Number III Is Best Hardball Yet

Hardball III
Super NES

By The King Fisher

Sport Accolade's Hardball III is the best game in the Hardball series yet. The game is loaded with stats and options, but its graphics reduce this to an above-average baseball game.

Give Me Options

Hardball III is loaded with so many options that some players may be intimidated. You can alter everything from your players' stats to their team logos. No Major League teams are included here, but all your favorite Major League players are present and accounted for, along with their 1993 stats and game performances true to those numbers. The controls are easy to use in Hardball III, and no previous Hardball experience is required



PRO TIP: Take lots of batting practice to improve your hitting skills. To make your day at the park easier, learn to pull a pitch, bunt, and go with a pitch.

PRO TIP: If you need to move a runner from first to second base, try a hit-and-run play. Be sure you hit the ball, though, or your runner may be gunned down as he steals second.

A Colorful Game

Unfortunately, Hardball III's graphics are merely average. While the images are definitely colorful, they lack detail. In addition, the character movement is choppy, so that the pitcher and

batter sprites lack fluid motions when pitching and batting. On the plus side, digitized grace of your favorite players grace the game, but even those enhancements are somewhat pixelated.



tear up your favorite player's stats to turn that All-Star player into the hottest name in the league.

Hardball III's sounds help the game out of its low-tech rut. Clear digitized speech adds an extra level of realism to the game, but the music can become annoying. At least there's an option to turn it off.

Not a Bad Team

Although Hardball III has a good combination of options, stats, atmosphere, and sounds, you can't help but feel disappointed by the graphics. The choppy players will



frustrate you if you've played smooth, graphically superior baseball games like World Series Baseball and RBI Baseball '94. **C**



Bases Loaded for Simple Fun

Super Bases Loaded II Super NES

By Tom D. Ralston

It doesn't have name players or teams. It doesn't have the best graphics. It doesn't have great sounds. What *Super Bases Loaded II* does have in abundance, however, is playability. This is simply a fun and easy game to play.

Talkin' Baseball

The biggest flaw in the game is the lack of real-life teams and players. While other video baseball games sport complete Major League rosters and actual stadiums, *SBL II* gives you teams like Urbana and Rockford, leagues called Alpha and Omega, no-name players, and three fictional ballparks. At least your players get complete ratings in everything from power to speed, plus there are lots of topers. But it's still hard to get emotionally attached to these never-weres.



PRO TIP: If you're having trouble getting the ball around on fastballs, move your batter back in the batter's box to gain an extra split second.



PRO TIP: The computer's runners are aggressive — your outfielders can often catch them trying to take an extra base on hits to the gap.

PRO TIP: Watch the computer pitcher's feet — if he moves along the rubber, adjust your batter's position accordingly.

Balancing these shortcomings are strong graphics. Though not as involving as the up-close view in *World Series Baseball*, the stadium behind-the-batter view works well, and the Mode 7 rotation gives you a good look at the field. This is especially true when you watch balls hug the foul lines. The players move with some choppieness and slowdown, and it can be hard to gauge where a fly ball will land, but these troubles don't impede game play.

The sounds are serviceable. That signature whooping noise on fly balls is intended to help you judge distance, but it's still annoying. Other sound effects — the crack of the bat, the ball thumping against the wall, the umpire's calls — are clear and effective.

Fair Ball!

The *Super Bases Loaded* games have always been popular, and this one will be, too, no doubt. For all its flaws, it's still a nice, uncomplicated game, as easy to enjoy as a relaxing day at the ballpark. **B**

Super Bases Loaded II By Jeffrey

Graphics	Sound	Control	Difficulty	Strategy
8.0	8.0	7.0	7.0	8.0

Price: \$49.95
 11 discs
 Activision April
 Baseball

2 players
 Multi-tilt view
 Battery-backed



NHL '94: CD Perfection!

NHL Hockey '94 Sega CD

By Coach Kyle

Everything that made the Genesis version of *NHL Hockey '94 GamePro's* Sports Game of the Year as is the new Sega CD version, but best of all, this isn't any mere rebash of an already great game. It's EA Sports' best NHL yet, with more style and substance than ever.

NHL - New Hot Look

Fans of the SNES and Genesis versions will recognize the game play immediately. You still have a quick-moving game for up to four players (using the 4 Way Play), with penalty shots and an optional shootout mode. And you still have all the real teams and players from the National Hockey League. But now the One-Timer shots are a little easier to make, and the goalies are a little easier to control, making the game smoother, better, higher-scoring, and more fun!



PRO TIP: If you're looking late in the third period, take out your goalie and bring in an extra skater.

The view is familiar. A clear 3/4-overhead view puts you behind the goal, with windows to get close up to some of the action. But this Sega CD also has visual extras, among them are 300 video clips of actual NHL footage. Humorous details include hats being tossed onto the ice after a hot trick.



NHL footage punctuates the action.



PRO TIP: Scoring can be tough, so master the art of the tricky One-Timer shot.

PRO TIP: When editing your line, go for the fastest players. These speedsters are usually better checkers and will beat the opposing goalie on breakaways.

This game has sonic superiority, as well. Besides the realistic voices of announcers and commentators, you get nice surprises, such as the clever organ music customized for the different rinks.

Stanley Cup Champs

Everything in the NHL is in the Sega CD — everything, that is, except the fights, which the league had EA Sports remove. In every other way, though, this is the hockey game you always wanted to play. **D**

NHL Hockey '94 By EA Sports

Graphics	Sound	Control	Difficulty	Strategy
9.0	9.0	9.0	9.0	9.0

Price: \$49.95
 CD
 Activision Nov
 Hockey
 4 players (using 4 Way Play)

3/4-overhead view
 Multi-scrolling
 4 battery-backed
 Sega rating: AA
 General audience

Another Trophy for Bill Walsh

Bill Walsh College Football



By Athletic Supporter

It's good to see that EA Sports goes by that old saying, "if it ain't broke, don't fix it." Thankfully, they haven't tampered with an already top-notch game. With only a few exceptions, Bill Walsh College Football on the SNES plays just like the earlier, highly acclaimed Sega CD and Genesis versions. If you liked those, you'll almost surely like this new addition to the series.

Like the other versions, the SNES cart features 24 of the highest-ranked college teams of all time, plus 24 of the top programs from the 1992 season. However, since the game isn't licensed by the NCAA, all the teams are ficti-

tious, so you'll see teams like Los Angeles for UCLA and South Bend for Notre Dame. Using the Hudson MultiTap, up to five gamers can beat heads, including five-versus-five computer matchups. Passwords enable you to pick up where you left off.



PRO TIP: To avoid being tackled, press Button C, and you'll high-step out of a defender's grasp.

The computer opponents are pretty easy to beat, but the computer calls its offensive plays quickly, which might leave you scrambling to pick the right defense. The game supplies you with plenty of statis-

tics and, unlike the Genesis version, it also gives you individual defensive and offensive game stats to aid your play-calling.

Heisman Winner

The graphics are considerably better than those on the Genesis. The players are a little sharper and more detailed, and it looks like there are more colors. As for sounds, you get all the grunts and hard hits minus the repetitive soundtrack found on many other carts.



PRO TIP: When running the Triple Option, pitch the ball just as your QB is about to be hit. This'll give your running back more room to run.

Best of all, this game uses Mode 7 rotation on punts and turnovers, a feature that's especially helpful during a fumble or interception, because you know instantly which way to run. You need that

little assistance from the game, too, as the controls here are not as precise as they are on the Genesis. The players' movements seem choppy and unresponsive at times.



PRO TIP: Jump and run on defense. Try to knock receivers off their pass routes, but don't be too flagrant or you'll draw a flag.

Bill Walsh College Football has a few minor flaws, but don't let that keep you from putting it at the top of the Heisman Trophy list. EA Sports has done it again. **D**

Bill Walsh College Football
By EA Sports

Control	Game	Control	Package	Boxset
5/5	5/5	5/5	5/5	5/5

5/5 Overall

5/5 SNES
16 megs
Available on Genesis
5 players (using Hudson MultiTap)

5/5 Overall

5/5 SNES
16 megs
Available on Genesis
5 players (using Hudson MultiTap)

Behind the quarter
Best value
Multi-writing
Passwords
5 players (using Hudson MultiTap)

NBA Showdown Scores

NBA Showdown '94



By Athletic Supporter

NBA Showdown '94 might not be F-A-N-T-A-S-T-I-C, but it's definitely cool!

Real Roundball

EA Sports' latest ball game for the Genesis is an improved version of NBA Showdown for the SNES. Added features and more realistic game play make this one of the top NBA carts available.

The best part of NBA Showdown '94 is its similarity to the actual pro sport. The game is licensed by the NBA, so you get all 27 NBA teams and all the actual players, who are rated in five categories. Appropriately, the stars rise to the top in this game.



PRO TIP: A third player won't be as effective as a rested player. Substitute often to keep your stars fresh.

What's more, you get to call your own offensive and defensive plays during each possession, plus there are fatigue factors and tons of stats for each player.

It Must Be the Graphics

The graphics for NBA Showdown are clear and crisp, EA Sports, which is noted for its detailed games and for using actual graphics of players, gets a high five for some of the player graphics — note

Dennis Rodman's blond hair. The sounds, though, are just slightly above average. The crowd noise and players' sound effects are cool, but the music is a bench warmer.



PRO TIP: The computer won't call illegal defenses, so keep your center or power forward in the lane to block layups or inside shots.

The controls are inconsistent. The players move responsively enough, but passing can be a problem, especially during in-bounds plays. And coordinating four players on one team is almost impossible, so when you're using the 4 Way Play adaptor, go two-on-two.

Winning Time

Overall, NBA Showdown makes it to the Genesis playoffs. Although it doesn't have NBA Jam's Fun-Factor, it has better realism, which alone makes it worthy. **B**



PRO TIP: If a player makes more than two shots in a row (not layups or dunks), he's on a hot streak. Have him rotate one-on-one against a defender.

NBA Showdown '94 By EA Sports

Control	Game	Control	Package	Boxset
5/5	5/5	5/5	5/5	5/5

5/5 Overall

5/5 SNES
16 megs
Available on Genesis
4 players (using 4 Way Play)

5/5 Overall

5/5 SNES
16 megs
Available on Genesis
4 players (using 4 Way Play)

Behind the quarter
Best value
Multi-writing
Passwords
5 players (using Hudson MultiTap)



Take a look at Rangers' home run champ, Juan Gonzalez, and you'll see how fast a player can become a superstar. Take a look at this year's Triple Play, and you'll see that our time has come, too.

A TOTAL REDESIGN with full-bleed big name action, UV coating and quality stock.

ROOKIE REVUE—17 of the game's hottest newcomers.

3 NEW RANDOM INSERTS: Medallions,

94
DONRUSS
TRIPLE
PLAY

Nicknames, Bomb Squad.

MEDALISTS—All-foil fronts award Gold, Silver and Bronze medals to 3 of the top players in their positions over the last 2 years.

NICKNAMES—Superstars superimposed over bigger-than-life team symbols with foil-embossed fronts.

BOMB SQUAD—Power hitters stand out on sepia-toned cards with an air power theme. Foil-embossed fronts.

SOME PLAYERS GET BETTER EACH YEAR



©1994 DONRUSS INC.

PGA Delivers Europe

PGA European Tour Genesis

By Weekend Warrior

Bring your golf fans! Pack your clubs for a tour of five of Europe's most challenging golf courses with EA Sports' PGA European Tour for the Genesis. Using the same, easy-to-play game engine as PGA Tour Golf, plus sharp graphics and extensive detail, this cart is accessible to golf die-hards and novices alike.

Europe or Bust

On this tour, up to four players compete for pounds, liras, and francs on five actual courses (two in England and one each in Spain, France, and Switzerland). In addition to playing your friends, you can also compete against 50 European pros, with recognizable names like Seve Ballesteros. Their performances are continuously tracked by the computer. Two new game formats include an Elimination Tournament and a four-player Sudden Death hole.

Where's the Windmill?

Just like EA Sports' other titles, PGA European Tour is as realistic a golf simulation as you can get. You have full control of which clubs to use, how hard to hit the ball, and how to line up your shot. Responsive controls enable you to get the most out of your skills. Adding to the realism are uncontrollable variables, including gusting winds and uneven terrain



PRO TIP: Note the measuring distance of the club you're using when you place your aiming cursor on the

course. Don't aim at the hole if it's far beyond the reach of the club you're using. Play for position instead.



PRO TIP: Timing is everything. Achieve the maximum swing by exactly hitting the 100-percent mark on the strength meter and exactly zero percent on the follow-through.

Sharp graphics provide three useful views: overhead bird's-eye, behind-the-player; and a rotating, 180-degree, topographical grid of

the putting green. Every option is represented by easy-to-read on-screen icons. These solid graphics help compensate for the game's average, lackluster sounds.



PRO TIP: When putting, remember to compensate for dips and inclines by hitting with extra power.

Viva la PGA

While golf can sometimes be an uninviting game to watch or play, this video game is perhaps the most user-friendly, engaging

golf sim available. After a couple of rounds, you'll discover the subtleties that make golf such a challenge. Golf fans will love this cart, and curious novices will be able to jump right in and play. **D**

PGA European Tour By EA Sports				
Graphics	Sound	Control	Features	Options
5/5	4/5	4/5	4/5	4/5
\$49.99	5 players	Multiple views	Battery saving	ADV.
2 meg	Available now	Deep editing	CA	General Audiences
Golf	4 players			



Pebble Beach Hits an Ace

Pebble Beach Golf Links Genesis

By Mister Blister

With Pebble Beach Golf Links for the Genesis, Sega Sports continues to chip away at EA Sports' hold on high-quality sports games. Impressive graphics, smooth game play, and a detailed interface carve a top position on the leaderboard for Pebble Beach.



PRO TIP: Always go for the bird's-eye view on your first shot. Many holes have sharp angles and tall trees that block your regular view.

PRO TIP: Use the compass at the bottom of the screen and your foot placement to compensate for strong winds.

PRO TIP: Call upon your caddy for straight advice in tight situations.

Fore!

The game presents an exact replica of the world-famous coastal California course. Up to four players can join in five types of game play, including Skins, a sudden-death hole-by-hole challenge, and a Tournament against 48 pros.



PRO TIP: Placing your right foot forward will cause a left curve on your drive, and vice versa.

One of the main attractions is the player interface. Well-placed interactive windows inform you of your stance, strength of swing, and wind. Each unobtrusive window is easy to read—and these windows are crucial as you try to make your best shot.

What a View!

Pebble Beach's fantastic graphics deserve special mention. In addition to faithfully replicating the real golf course, the players and the environment are well-rendered, with great attention to detail. While most golf games offer a couple of set angles from which to view the course, Pebble Beach gives you 360-degree views, both from where you are standing and from the hole. You can also elevate the view to six different angles, ranging from a ground-level look to an aerial overview.

Tee Time

Pebble Beach Golf Links is one of the most comprehensive golf carts available. Golfers of all skill levels will want to take this cart out for a couple rounds. So ya in the clubhouse! **D**

Pebble Beach Golf Links By Sega Sports				
Graphics	Sound	Control	Features	Options
5/5	4/5	4/5	4/5	4/5
\$49.99	Multiple views	Battery saving	Deep editing	CA
16 meg	Available now	Deep editing	CA	General Audiences
Golf	4 players			

EVERYTHING ELSE IS JUST PRACTICE.

INTRODUCING ESPN BASEBALL TONIGHT.

ESPN Baseball Tonight, the video game, has arrived, and it blows the other games right off the field. We started by filming real baseball players. Then we digitized them. The resulting animation is smoother than a well-oiled mitt. With unprecedented batter control, super responsive "touch," and Chris Berman in the booth, this is the most realistic baseball simulation ever.

So if you've been playing those other baseball games, put them away. You've had enough practice. (Now available for Sega Genesis. Coming soon for Super Nintendo and Sega CD.)



Actual players filmed against blue screens for the most fluid player movement ever.



Unheard of bat control. Normal, high and low swings.



Chris Berman reports "live" from SportsCenter and Dan Patrick calls the play-by-play.



Get Ready to Race

Suzuka
8 Hours

Super
NES

By Ben D. Rader

Wrecks, racers, and radical controls — what else do you want from a racing cart? There's a fine time to be had with Namco's Suzuka 8 Hours.

On Your Marks...

After you've taken other racing games for a spin, hit the motorcycle track with Suzuka 8 Hours. The "8" in the title refers to the monster race at the end, an eight-hour blitz that'll make you most dazed. You ride a sleek racing bike with a 250, 400, or 750cc engine. Once aboard, get that knee down on the tarmac, or you'll go flying over the handlebars in a wild animation. Fortunately, you have responsive controls — they require some practice at first, but ultimately they enable you to master the tough Suzuka course

...Get Set...

The sharp graphics immediately suck you in to the race. Your behind-the-racer view puts you right on the track, and your on-screen gauges make it easy to check your race status. All that's missing is a map to show what's ahead, or a way of knowing who's closing in from behind. The horizon details aren't much, but you'll be too busy to notice.



PRO TIP: In many racing games, you can slow down by exiting corners, but that's hard to do here, because you're also slow too much or lose control altogether.

The game's sounds are above average, but they could've been better. You get the whine of your own engine but not your competitors' engines, so you don't know how close someone is behind you. You get some tire screeches and the pop of a wreck, but the frantic music is too distracting.



PRO TIP: Use the options screen to customize your bike. Go for the 750 with what you can handle; speeds will over 200 mph.



MONSTER 22222222!



...Go, Speed Racer, Go!

While not state-of-the-art racing, Suzuka 8 Hours still provides a thrilling race. Gentlemen, start your 16-bit engines! **B**

Suzuka 8 Hours By Namco

Options	Save	Level	Options	Game
24	10	10	10	10
200.00	4 credits			
8 maps	4 tracks			
Available July	Behind-the-scenes film			
Motorcycle racing	Forward-scrolling			
3 players	Power-ups			

Strong Fighter — Weak Game

Chavez

Super
NES

By Ben D. Rader

Mexico's most popular sports hero is now Mexico's most popular video game hero. Julio Cesar Chavez the boxer is a devastating 140-pound tiger. Unfortunately, the video game is a routine 16-bit cart.

Campion del Mundo

You'd better be up on your Spanish, because the screens and most of the manual are in that language. The abundant options are the game's strong points. You fight as one of the 24 challengers or as Chavez himself. Each boxer is ranked in power, speed, and condition, so you know if you've selected a top-ranked fighter like Speedo Garcia or a brawler like

Ron Ronaldo. Despite his recent loss, Chavez is rated el supremo in every category. You can also create and customize seven boxers of your own, to be saved on the battery back-up and used in the Career mode.



Use the Options screen to create your own fighter.

Fightin' Words

The fights themselves should be dominant, but regrettably they aren't. The actual battles are ordinary. Fighters lumber around the

rotating ring and throw the usual assortment of punches with moderately effective controls. The side-view graphics, seen before in Riddick Bowe Boxing, also keep you uninvolved — there's absolutely no blood or visible damage as these big, cartoony boxers get pummeled, and the on-screen meters are only somewhat helpful. The sounds also lack any life. Thunderous sound effects, rowdy crowds, and a better variety of taunts would've enabled this game to go the distance.



PRO TIP: If you're in danger of being knocked out, retreat and your energy will build back up — but so will your opponent's.



PRO TIP: Work the body. This is usually the key to scoring a knockout.

This game's certainly no burn, but it's not the SNES champ it wants to be. Take away the hero worship of the title character, and you've got an average fighting game that finishes in the middle of the pack. **B**

Chavez By American Softworks

Options	Save	Level	Options	Game
24	10	10	10	10
\$10.00	2 players			
4 maps	Side view			
Available now	Battery backup			
Boxing				

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

or how your
shoes **hurt,**

or how you
can't shoot
outdoors.

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



SHUT UP AND JAM! The only basketball game endorsed by Charles Barkley.
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Get In The
Game.™

Caesars World of Boxing: No Contest

Caesars World of Boxing

By Bev Beaz

The "Caesar" in the title is the world-famous casino, Caesars Palace, not the famous Roman general. Likewise, this CD-I game is about glitz and glamour, not fighting and tactics.

On Biddness of Boxing

The strength of this game is an excellent and entertaining Career mode. As with other boxing games, you can pick appearances from skin color to hair type. You allocate energy to four categories—Power, Conditioning, Stamina, and Hand Speed.



PRO TIP: You have to hire and fire several Trainers to learn everything needed to win fights.

PRO TIP: Always check out The Book. It compares the strength categories of you and your opponent, and until you build yourself up, it reveals the type of beating you can expect to take.

Unlike real prize fighting, Training is where most of the fun begins and ends in this disc. It features excellent full-motion video of actors playing out the roles of the people in your corner. Various Trainers, Managers, Reporters, Promoters, and even Groupies make appearances as you work out. They help you prepare to win or distract you from your purpose. You can check the press coverage of your career in the newspapers, a boxing magazine, and a TV guide. All this stuff looks great, and as in real



life it actually affects your fighting skills. It's also fun to fantasize about weaving your way through the chaotic world of a fighter's life



PRO TIP: Train, train, train. Building up your Power, Stamina, Hand Speed, and Conditioning is the only way to win.

However, Caesars goes down for the count once you step onto the ring. The fighting action is strictly side-view, and the controls are severely limited. Press Up to throw punches to the head; press Down to throw shots to the body; and, yes, two buttons control your right and your left hands. The boxes move forward then backward as they fight. Moreover, you see the fighters only from about the waist up. The entire bottom half of the screen is taken up by an energy meter, a round indicator, and your names...that's it!

Caesars Takes A Dive

Considering the fine Training section of The World of Boxing, it shoulda been a contender. Instead, it's a one-way ticket to Palookaville. **D**

Caesars World of Boxing
By Philips Interactive Media

Playable	Sound	Colors	Features	Controls
1 to 16	16	16	16	16
1 to 16	16	16	16	16
1 to 16	16	16	16	16
1 to 16	16	16	16	16

1 to 16
16
16
16
16

CD-I Tennis Hits Winners

International Tennis Open

CD-I

By No No

If you haven't looked at a Philips CD-I lately, you ought to get into the swing of things with International Tennis Open. This CD is a premiere stop on the electronic Grand Slam.

All-World Tennis

This excellent game was developed by Infogrames of France. There's something cool happening over there, because International Tennis displays awesome, realistic, rotoscoped graphics and animation similar to, but more fluid than, Delphine Software's Flashback, a hit among SNES and Genesis action gamers. You can even choose from nine nationalities for your on-screen persona.



PRO TIP: As in real tennis, you make a better shot if you can anticipate your opponent and quickly move into position.

Like the graphics, the sounds are pro quality. The CD makes the scorekeepers sound just like the guys on TV. You even get an impressive Wimbledon pariah echo in the enclosed covers. For real international flair, you can make the announcers speak French. *Foibles!*

Complementing the stylish look and sound are excellent action and top-flight CPU competition. You play four opponents, with nary a weekend hacker in the bunch. The on-court movement is ultra smooth, and the controls are quick and responsive.

The CPU can assist your accuracy with four modes. For example, get a computer assist at hitting the ball—forehands, backhands, lobs, and volleys—or positioning for defense. The best, and hardest, mode is Manual, where you control position and hitting. Manual gives you the most control over your shots by making them respond to your position at the point of contact. You can also pick three playing surfaces: Grass, Concrete, or Clay.



PRO TIP: The trajectory of the first serve is lighter than your second serve, so aim higher.



PRO TIP: In general, pressing Button Two to make a shot produces more aggressive play.

The equally fun Training mode features a serving machine and service practice. The computer pros are absolutely merciless, so practice with a purpose.

International Tennis, Everyone

If you appreciate the sport of tennis, especially as it's televised, this CD serves aces. Game, set, and match go to International Tennis Open. **G**

International Tennis Open
By Philips Interactive Media

Playable	Sound	Colors	Features	Controls
1 to 16	16	16	16	16
1 to 16	16	16	16	16
1 to 16	16	16	16	16
1 to 16	16	16	16	16

1 to 16
16
16
16
16

NO KNIGHT CLUB HAS EVER SEEN THIS MUCH ACTION.

When the medieval kingdom is ransacked by a mysterious Army, Merlin charges King Arthur, Sir Lancelot and Percival with procuring the Holy Grail to rid the land of evil. On their quest, these Knights of the Round encounter more than their share of nefarious evils, putting their swordsmanship



and bravery to the ultimate test.

As they engage in combat with the leader of the dark army, they'll require every attack and defense maneuver they can muster. It's the very same fantasy action as the hit arcade game. Except you don't have to wait in line to play.



While King Arthur prepares for battle, Lancelot fights an enemy soldier.



Lancelot gets his clothes on in Bradford, whose flying holo already hurt Percival.



King Arthur puts his Excalibur to the test as he escapes his James "mega slicer".

Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games • May '94

Role-players who have a mind for facts, figures, and war get a double Koel bonus this month: Liberty or Death and Nobunaga's Ambition. For the rest of us, new games are sparse, but Wizardry and Eye of the Beholder are just around the corner...

Nobunaga's Ambition

By Bret Buzz

Nobunaga's Ambition is another solid Koel historical simulation, but compared to the company's existing games it's by no means ambitious.

An Ode to Oda

Nobunaga's is based on the 160-year effort of various Japanese warlords, or "Daimyos" (the most famous being Oda Nobunaga), to unite hundreds of warring feudal states in ancient Japan. The can't-four scenarios begin from 1467 to 1600.



PROMPT: Daring battles, try to deploy your units in advanced and "double-team" individual enemy units.

PROMPT: Build up your army as quickly as possible, especially during the initial Scenario 1: Battle for the East.



You can randomly select Daimyo characteristics — Health, Defense, Luck, Charisma, and Intelligence.

PROMPT: Trade ships often. It costs only a few, and builds battle strength.

This game's great for brainiac number-crunchers, which makes it an acquired taste for everyone else. You pick a state and then "build" a Daimyo by randomly generating five character values. You must enrich the economic base of your territory in order to build an army and conquer your neighbors. Of course, other, more powerful Daimyos are after your assets, too.



Choose from 80 Japanese states.

Veteran Koel samurai know that you'd better have a head for numbers! The cart tallies everything, including soldiers,

gold, rice, loyalty, and even productivity-potential. As the digits rise and fall, so does your empire.

PROMPT: Set a 40 percent tax rate. The people may complain, but it's workable.

PROMPT: Success or failure is based on food-raising as much as fighting.

PROMPT: Give rice to soldiers to build up Morale and make them less likely to defect during battles.



These numbers mean business.

At least the swift computer blows the doors off other Koel games in terms of speed: However, Nobunaga's still requires a major time commitment. Games can span 40 years, and unlike other Koel games, you basically make one move per category per turn.

You use an efficient menu-driven, point-and-click interface to run your state from four main menus—Military, Domestic, Diplomatic, and Control (which manages vassal states). The individual options are too numerous to list, but among your activities you can deploy Ninjas to crash enemy states, propose a strategic marriage, sell rice for profit,

and even take out a loan.

When it's time for war, Nobunaga's becomes an entertaining game of strategy and tactics. Gone are the cartoonish, hokey graphics. Instead, you get an excellent grid combat system, where you merely maneuver icons representing five military units. Since every state features different terrain, you must plan attacks and defenses according to the geography.

Nobunaga No-Nos

The graphics and sounds are in the Koel tradition: sparse but sharp. However, Nobunaga's contains even less animation and fewer graphics than usual. The sounds are similarly lean, dominated by crystal clear but repetitive Asian-sounding music.

Same As It Ever Was

Nobunaga's Ambition is another entertaining Koel recounting of Japanese history played by the numbers. □

Liberty or Death



By Andrew Owen

The few, the proud, the brave who have marched into combat in Koei's excellent series of historical RPGs will know that up until now, the battles have taken place in faraway Asian lands, featuring history that isn't familiar to most Westerners. Well, dust off your American history text and shoulder your musket—the British are coming!

Up the Revolution!

Liberty or Death is a mind-boggling strategy simulation that takes you back to the British colonies, circa 1776. Although you won't find much in the way of stimulating scenery, Koei's done their usual outstanding job of re-creating historical events by putting you in charge of rewriting history!



PRO TIP: Study the battle terrain to decide which troops to bring along. For example, only artillery units can build bridges.



PRO TIP: When an officer's loyalty flags, try giving him a bonus or sending him home on a furlough.



PRO TIP: Keep at least as many food units and about twice as many Gunpowder units as you have troops on hand.



Special screens provide useful information about the colonial government and sympathies within each district.

You can march off to fight the American Revolution as either the Colonial Army or the British Redcoats, battling the CPU or another player. Per usual with Koei simulations, you'd better bring a head for numbers, and a willingness to worry about minor details. You won't learn as much about American history (unless you read the informative manual) as you will about the annoying details of keeping a rebel army solvent and happy.



Study the map and strategies.

The game play relies on Koei's standard point-and-click menu system. The variety of options is extremely complex, and a detailed read of the manual is essential. In

addition to the obvious, like troop movement and battle sequences, you must also keep an eye on morale, recruit new troops, pacify the occasionally testy Colonial government, borrow money to keep your army fed, and all the other minutia of making sure your Minute Men head for the battlefield and don't desert.



PRO TIP: It's easy to build Morale with Parades and Gazettees. Officers with high Tactics scores carry out Gazettees most effectively.



PRO TIP: Before you attack a neighboring district, send in a spy to assess the number of enemy troops and the battle terrain.

Per other Koei classics, you won't find a concentration on revolutionary graphics or sozzly sounds. Once you've mastered the details, the menu system is easy to read, although highlighted text doesn't alter its color clearly enough. The repetitive music is guaranteed to send the troops into retreat.

Yankee Doodle Dandy

Despite the more familiar history, Liberty or Death is still probably foreign fare for most gamers. The huge amount of detail makes these absorbing simulations an acquired taste. But don't dump this dart into the harbor—you might just find it a revolutionary change of pace. **C**

One If by Land, Two If by Sea

The main focus of the game play is to either drive the British out of the colonies or, if you're playing as the British, subdue the rebellious colonists. Winning a battle is all about knowing the numbers; since numerical superiority is usually the key to victory. This means knowing not just how many enemy troops guard a fort, but also their battle preparation, sup-

Young Merlin Strategy Guide

PART
3

By Lawrence of Arcadia

Welcome back, brave young apprentices! We have another installment of Young Merlin for you to ponder. This month we will take you through the Dungeons and finally into the Enchanted Forest.

We think you're pretty far along now, and we don't want to spoil your adventures with Young Merlin, so we'll make this our last installment. May the road open before you like an ancient scroll...long, dusty, and dry!

The Dungeon



In the room with the prisoner is a large gaping hole. Jump in and you'll ride a mining cart. Find the exit in the upper left-hand corner.



Near the exit is a large lump of Raw Ore. Grab it and jump on the carts behind you. You'll end up back on the first floor.



Put the Ore in the machine and you'll get the Purple Gem.

Walk south and you'll see the Dwarf King. Use the Mirror to attract his one-eyed bats, then go after him.



Take the gem to the waterfall and receive the Match and the Rainbow Gem. Take the Rainbow Gem to the doorway near Casolaf's house.



Be careful when using the Match. It takes a few seconds to recharge.

The Enchanted Forest



Your first priority in the Enchanted Land is to find Wooden Hearts. When you find a Heart, search for the Rainbow and exit. Now take the Heart to the tree stump and place it in the middle. Plant the flower as the tree instructs and you'll receive another item. The first is the Silver Shooting Star.



Be on the lookout for hidden areas among the flowers, like this path which leads to a Heart container.



If you walk into open flowers, they will teleport you to different parts above the caves. Crawling into hives will transport you to different parts below the cave. Check an area around you. If you see an inaccessible area, you may need to go above or below ground to get there.



Try squeezing through areas that look inaccessible in the caves.



The second Wooden Heart gives you the Golden Comb. When Merlin brushes his hair with the Golden Comb, most enemies, awed by his dashing good looks, will stop in their tracks for a while.



Remember where this row of mushrooms is located, because you'll need them when you get the Snow Flake.



Don't go against Spyder just yet, but if you do happen to fall into her lair, use the Mirror to fool her offspring. ☐



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RPG Industry Interview

One-on-One with D&D's Real Dungeon Master

By *Indiv the Incredible*

Capcom's *Dungeons & Dragons*: Tower of Doom arcade game took the enthusiasm of a player and the wisdom of a grand Game Master (GM) to create. That GM was Alex "Raven" Jimenez, Capcom USA's in-house RPG guru, D&D player, GM for more than 17 years, and co-designer of *Tower of Doom*. Here are his thoughts on the development of the coin-op.

GP: How did you test your story ideas?

Raven: First I wrote the entire game into an actual D&D scenario. Then I took it to my gamers group at Planet 10 in San Jose and actually had them play it, with me GM'ing. We learned what did and didn't work by what the players liked. One revision we made was increasing the starting level of the characters, but there's still a big challenge to progress.

GP: How did you make D&D rules translate into game-play-mechanics?

Raven: We wanted players to have actual control over the game while still using the rules. For example, we did saving throws by having the player quickly shake the stick. This motion actually feels like rolling a die!

GP: How was your approach to design different, given that the GM is the CPU and not a real live person?

Raven: The biggest difference between a human and a CPU is that a human will fudge. They'll fudge a die roll, or give the players or the monsters a break to increase the challenge. With that in mind we put two innovations into the game. One, the player has more control over his character. Two, we branched out the story with multiple pathways. There are different sub-adventures, and the game doesn't go stale too quickly. In every adventure I've ever written as a GM, the most frustrating thing is knowing there are parts the PCs [Player Characters] never get to play. The satisfaction I'm going to feel with the coin-op is immense.

GP: How has response been from real D&D players?

Raven: The best compliment I received was when a player at Gen-Con [the world's largest role-playing game convention] said, "This is D&D that was written by a DM [Dungeon Master]." The other thing that cracked me up was when a group of four players had beaten an ogre and started arguing over the treasure. That's when I knew we had captured the true essence of D&D.

GP: Will the game appeal to players who have no D&D experience?

Raven: When I created this game, I wanted people who had never played D&D to feel

that they had after they played. If you're new to RPGs, remember that this is an epic fantasy. A little common sense and a lot of bravery will get you through. And think like your character.

GP: Any chance *Tower of Doom* will be published as a module?

Raven (smirking): Ask Jim Ward at TSR. We'll have to see how it does in the arcades.

GP: What's next in the future of the Raven?

Raven: I want to bring some of my other favorite RPGs to the game screen, such as *Vampire: The Masquerade* (my favorite), *Werewolf: The Apocalypse*, or *Cyberpunk*. ☐



GP: How did you become involved in the project?

Raven: Capcom of Japan needed someone in the States who could be the intermediary between Capcom and TSR [the publisher of D&D] — someone who spoke the language. I joined in November '91. When we met with TSR in January '92, we discussed the difficulty of doing an arcade RPG that wasn't purely a punch/kick/slash game. Something very unique happened instead. We decided that we should write the story first and build the game around the story.



Dungeons & Dragons



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SUNSOFT™

PREVIEW

Game Boy



By Ross MacIsaac

Mario's home is his castle, and when Wario tried to swipe the plumber's palace in Super Mario Land 2, he got flushed down the toilet. Now Wario figures that if you can't steal happiness, you can buy it. Super Mario Land 3 returns Wario to his dastardly quest of trying to acquire the biggest castle on the planet, but this time you get to help the big bad boss man on his mission.

Now You're Playing with Evil

Wario looks like a twisted, crooked, demented version of lovable Mario: conniving smirk,

munching wimpy mushrooms or fireflowers, Wario powers up by donning some stylish hats. Not only does he look debonair, but he can also use them to fly, overpower enemies, or breathe fire.

The look and feel of the game is similar to SML 2, but this game's four big megas promise to enhance many of its predecessor's top qualities. The graphic sprites are very large and bold by GB standards, and more detail is noticeable in the facial expressions and animation. The overlaid maps are as good-looking as they are comical, with names like Sherbert Land and Parsley Woods.

Wario's enemies in this cart are the Pirates of Kitchen Island, who possess stolen treasures beyond any greedy creep's imagination. Wario must find all these secret items. The game ending varies according to how much wealth you find—you can build a birdhouse or a fortress, it's up to you! (And it won't be easy with bad bosses like Dastardly Duck and Buck-et Head in your way.)

Wario's Revenge

You don't know what it's like to be a crook until you've walked a few levels in Wario's shoes. Maybe Wario's a pretty nice guy after all...NOT!

Wario Land: Super Mario Land 3

By Nintendo

Available April

WARIO LAND

SUPER MARIO LAND 3

misshapen nose, snake-like eyes. Ain't he great? You play this game as Wario and explore 40 levels (seven worlds) of exciting Mario-style action with a twist. Your goal is to amass enough treasure to buy a retirement home that would make Donald Trump jealous.

Wario's moves and techniques are original, but they stay within the standard Mario side-scroll format. Instead of



WARIO'S HAT TRICKS!

Regular Wario



The Garlic Hat is Wario's annual attire when he's big. If he gets hit, he becomes small Wario.

Jet Wario



Fly into the wild black-and-white yonder. You can press B to deactivate the flight.

Dragon Wario



Wario can breathe fire to toast enemies in his path.

Bull Wario



Wario can charge at blocks and bash them, increase his attacking power, and slam the ground to stun enemies. Also, he can stomp to the ceiling while enemies pass under him.



RICE BEACH
 Mario begins his adventure on Rice Beach in World 1. The overhead-view map is similar to Super Mario World and enables the big W to explore several paths.



MT. TEATOP
 Mt. Teatop looks just like a giant pot, ready to boil over. Click out the teatop!



It's a tight squeeze inside the passageways of Syrup Castle.



PARSLEY WOODS
 In Parsley Woods, Mario has to jump and weave fast enough to keep up with a railroad car, or he'll get crushed on the ground. This is similar to the airship stages of SMB 2.



STONE CANYON
 Mario's journey really heats up in Stone Canyon.



Mario has to boogie up the ladders, or he'll be blown sky-high by the statues.



Big "W" flag mark areas Mario has completed.



Get ready for some underwater fun aboard the SS Tea Cup.



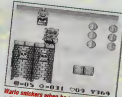
A knight in shining armor is the boss of one section of Syrup Castle.



Look for secrets on Sherbert Land.



Mario stands at the gates of Syrup Castle, the final area of the game.



Mario sneezes when he sees all the golden coins waiting to be snatched up by his greedy hands.

Game Boy

Spider-Man and The X-Men in Arcade's Revenge

By Doctor Devon

Imprecise controls might make you want to squash this Spider-Man, but good graphics will keep you playing.



WOTIP: Memorize the order for *Flouting the Level 1 security system*.

As in last year's Genesis game, you start as Spider-Man, who web-slings his way toward the X-Men and the evil Arcade. After Level 1, you play as any of the X-Men, each of whom has a special attack. The first level is a tedious maze that you must re-solve every time you restart. Passwords would've helped, especially since frustrating controls make your jumps clumsy and your shots hard to aim.

The sprites are small, but there's good detail in the backgrounds. Average sound effects contribute little.

You'd have to be a devoted spider-fan to love this game.



WOTIP: Wolverine's claws can slice through scene walls.

Spider-Man and The X-Men in Arcade's Revenge (By Arcadia)

Genre	Score	Level	Surface	Controls

521 pp. 1 player
Wigg net available
See who's new
Music: Video link
Multi: scrolling

Game Boy

Sports Illustrated for Kids: The Ultimate Triple Barrel

By Coach Kyle

Other games enable you to ride skateboards, snowboards, or bikes—SI for Kids enables you to ride all three! You compete in six events. It's tough, but it's fun!



WOTIP: Your skateboarder needs to be pointing down to land safely in the Halfpipe.

The variety of game play and the multiple views ensure that you won't soon tire of this game. For example, you watch from behind the skateboarder as Halfpipe and get an overhead view of your urban skateboarder. Some events have dense graphic detail, others are spare. Throughout, you'll wish there were livelier sound effects.

The game is deceptively difficult and may frustrate some kids. With practice, though, you'll find a sport worth working up a sweat for.



WOTIP: Bridges look safe for your mountain biker, but they aren't. Jump 'em all.

Sports Illustrated for Kids: The Ultimate Triple Barrel (By T+K)

Genre	Score	Level	Surface	Controls

523 pp. 1 player
1 disc
Includes new
Online view
Multi: scrolling

Game Boy

Chase HQ 2

By Soory Larry

Chase HQ, that run-'em-down-and-crash-'em-into-submission racing game, is back with a Game Boy sequel. If you're a fan, you'll like it. If not, keep your eyes on the road.



WOTIP: Try to stay tight inside the corners, and you won't hit anyone rounding the bend.

In Chase HQ 2, you're back crashing into the bad guys and arresting them. Unfortunately, it looks like the same bad guys and the same car as the first Game Boy Chase HQ. You're not going to see anything that you haven't seen before.

The music is no dance-hall jerby either, so all you're left with is the game play, which isn't too complicated. Steer with the directional pad, hit Turbo and Gas with the buttons. If you like Game Boy driving games, you may get a kick out of this portable "Cops." If not, you're in for one long drive.



WOTIP: When you see the bad guys, trap them in a corner for maximum damage.

Chase HQ 2 (By T&K)

Genre	Score	Level	Surface	Controls

Price not set in this
1 disc
Includes new
Rating
273 pp. 2 player
Game Link
Four games
\$49.99/\$29.99

Game Boy

Stop That Roach

By Lawrence of Arcadia

Koal's not messin' around with army generals or samurai chefs! They've got something even more wily and cunning...cockroaches.



WOTIP: Your first priority should be to scatter the roaches like the Slipper Smack.

You battle for control of the rooms in this twisted puzzler. Keep the roaches away, and you advance. Let the roaches wear the goodies, and they'll raise the Roach flag.

You get a variety of roach-appers (like the Slipper Smack and the Broom Bash), but you get only a limited number of moves, so plan wisely. The grainy, steady graphics fit right in, and the animations when the roaches win are very funny. Good music sets the pace for a very funny offbeat game.

Stay away if you can't stand bugs, but jump right in if you want a mild strategy game for your Game Boy.



These roaches are in it for the *you* (and the sweets!).

Stop That Roach (By Koal)

Genre	Score	Level	Surface	Controls

521 pp. 1 player
1 disc
Includes new
Over 500 dice

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The Nineties"

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NES™, SNES™, G-
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Game Gear



By Anandwade

You know the story... boy meets girl, boy loses girl to evil sorcerer, boy vanquishes sorcerer and gets girl back. No, it's not Prince of Persia, it's Aladdin. This hand-held version of the Disney flick mimics Prince of Persia with some of its moves, but unlike the former, it's definitely for beginners only.

Disney's

Aladdin

You've Got Three Wishes

As Aladdin, you run, jump, creep, crouch, and fight your way through the game's seven levels. Throughout, Aladdin has to navigate past obstacles and dodge the Sultan's guards. The game play for each level varies, and it's very different from the Genesis version. Some levels are like a steeplechase, with Aladdin leaping over barrels, across rooftops, and over pits. Others are Prince of Persia-style mazes, where Aladdin has to find keys, open doors, and escape from a labyrinth of passages.

Aladdin lives or dies by a simple damage system, and the only special items he can find along the way are food, keys, rocks to throw in the Palace, and Scarabs (continues). The strategy is in figuring out how to use Aladdin's various moves, which require different combinations of button presses. The only hard part about the game is mastering the moves. They're easy to learn, but not to execute, due to the Game Gear's sluggish controls.



PHOTO: If you fall into a hole, you lose a life. It's more important to jump over the holes than to avoid them.

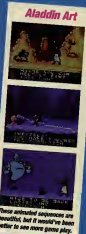


PHOTO: When you reach the low crawlpace in the cavern, tap left twice on the control pad to run, then hit button 1 to slide.

Come to the Kasbah

Aladdin's graphics are beautiful. Nicely drawn backgrounds and beautifully animated characters highlight the action. The game also features attractive animated sequences that tell the story of the movie.

Soundwise, recognizable tunes from the flick jazz up the action. Hum along to "Whole New World" and other award-winning songs.



These animated sequences are beautiful, but it would've been better to see more game play.



PHOTO: When you reach the Palace, run to the right as fast as possible to avoid being discovered by a guard.



PHOTO: The Prince would've had a harder time avoiding death.

One Step Ahead of the Broad Line

Although it's a great-looking game with some good moments, Aladdin's not gonna be what you've been wishing for unless you're a beginning gamer. A whole new world it ain't. ■



PHOTO: Climb through the Gate of Wonders in the upper area, because the lava jets spray out of the bottom.

Like the Genesis version, this cart's definitely aimed at younger and beginning gamers; intermediate or advanced players will sail through the game in an hour or two, though some levels, like the Palace, are pretty complicated. It would have been better to spend less memory on the animated sequences and more on putting better game play into the cart.

Game Gear Game Preview

Disney's Aladdin

(By Sega of America)



This latest version of Aladdin looks great, but it's NOT the wishes of beginning players only.

Aladdin	Scarab	Genie	Princess	Challenge
1.0	1.5	1.0	1.5	1.0

\$29.95
4 discs
Available now
Action/adventure
1 player

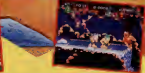
2 levels
Side view
Multi-scrolling
Favorites

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SUPER NINTENDO
ENTERTAINMENT SYSTEM

Game Gear

Captain America and the Avengers

By Nancy LaMancha

Comic books like Spider-Man and Captain America can make exciting video games if they have adequate game play. Sadly, Captain America is a forgettable scroller.

You can choose from one of four superheroes: Iron Man, Vision, Hawkeye and Captain America. The characters are similar, but each has different firing and jumping abilities. The control is comparable to other shooters.

Unfortunately, the game is nondescript. The animation and sound are mediocre and don't push the hardware. As far as game play, you're gonna get gassed, so just dive into the action, and bully your way through the enemies.

Overall, Captain America is not very innovative or exciting. This superhero isn't even a super-hero-o.



PRO TIP: Keep some distance between you and your foe.



PRO TIP: When you reach the right side of the screen, back up and analyze your enemy's firing patterns.

Captain America and the Avengers
(By Software Technology)



ESR 10
Available now
Best on up
1 player
3 levels

Box view
Multi-scrolling
Sega rating: GA
General Audiences

Game Gear

Cosmic Spacehead

By The Terminator

If you're looking for a great point-and-click text adventure for the Game Gear, there's no need to look to the stars. Cosmic Spacehead is now on the Game Gear, and it's futuristically fun.

The story line remains the same. Cosmic wants to get to Detroit to see the car races, and you have to help him find all the ingredients to get there. To accomplish that, you scroll through items and pick up passwords just like in the Genesis game (see ProReview, February '94).

The graphics retain their cartoon charm and include some colorful backgrounds, while the music is fairly effective. If you have a Game Gear and time to spare, you should check out what's up with Cosmic and help him along.



PRO TIP: Leave passwords where they are until you go through the more difficult stages, then return to them.



PRO TIP: Take that balloon that's offered as a consolation prize. There's a certain monster that may need a lift.

Cosmic Spacehead
(By Codemasters)



ESR 10
7 maps
Available now
Graphic adventure
1 player

Box view
Passwords
Sega rating: GA
General Audiences

Game Gear

Ms. Pac-Man

By Lawrence of Arcadia

She's back, and she's badder than an Olympic contender! Ms. Pac-Man brings all the fun and excitement of the arcade game to the Game Gear.

If you loved the Pac-Man games, then you loved Ms. Pac-Man, and if you loved Ms. Pac-Man at the arcades, you'll love her here, too. It's just as good as the arcade game, and it has the music, to boot.

Younger players who don't remember the original will be fascinated by the maze game that made millions. The controls are easy to learn, and this is one game you don't need a manual to play.

Ms. Pac knows her stuff, and she's ready to show it on the Game Gear. You go, girl!



PRO TIP: Use the tunnels to slow down fast-approaching monsters.



PRO TIP: Listen for audio clues when your enemies are about to change from edible blue walls to their original colors.

Ms. Pac-Man
(By Namco)



ESR 10
1 map
1 player
Box view
Sega rating: GA
General Audiences

Game Gear

Zool

By Nancy LaMancha

Zool, star of the acclaimed Genesis game, has been shoehorned into a Game Gear version. The transition doesn't seem to have hurt him one bit.

Throughout four worlds of puzzling action, Zool has to grab as many candies as he can. Along the way, his progress is impeded by various cronies of his arch-enemy, Krozol. They get in the way, but they turn into health-saving hearts if jumped on.

Great graphics and sound abound, and the game play is snazzy, requiring careful navigating to avoid the bothersome foes and hazards. Once the end appears, the directional arrow guides you, but it usually requires controller calibration to exit before time runs out.

Zool is a great game-on-the-go for Game Gear owners.



PRO TIP: Practice clinging to walls and making jumps from the sides of platforms. These skills are essential to saving your life count.



PRO TIP: Don't get too out of control on the ice slides. There may be a hazard at the bottom of a hill.

Zool
(By Coreltek)



ESR 10
Available April
Action/adventure
1 player
3 levels

Box view
Multi-scrolling
Sega rating: GA
General Audiences

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animation and sound.

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ACTIVISION

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Genesis

Pink Panther in Pink Goes to Hollywood Stage Select, Invincibility, and Restore Health Meter



To get great cheats, plug in two control pads. Turn on the Genesis and then simultaneously press and hold Buttons A and C on Controller One, and Button B on Controller Two. If you hear a crash sound after the TecMagik logo fades, the trick worked.

When your game begins, press Start to Pause, and then use Controller One to activate the cheats. Press Button C to make the cheat menu appear. Press Left or Right to choose the number of the stage you want to play. Press Button B to become invincible, and press Button A to restore your health meter. Press Start again to unpause the game and return to play with the cheats in effect.

Perry Marshall, Norford, CT



Genesis

Battletoads/Double Dragon Level Select and Extra Lives



This ho-daddy hot level-select trick also gives you extra lives. At the character-select screen, press Down, Up, Up, Down, C, A, then B. Select your Toad or Dragon, and then press Start. A Select Level screen will appear. It enables you to choose any level and gives you ten lives, to boot.

Brad Miller, Darien, CT



Genesis

Jurassic Park Debug Mode



This prehistoric password will get you into a Debug mode. When the password screen appears, enter NYUKNYUK. The words "Second Controller Enabled" will appear. Plug in Controller Two, and you can use it to go to any point within the game. If you push Start on Controller Two, the game will reset to normal play.

Jamie Christensen, Park City, UT

Genesis

Micro Machines Infinite Lives



Rev it up with infinite lives in Micro Machines. When the title screen appears, press B, Down, C, Down, Up, Down, Left, Right. Now you can drive with reckless abandon.

Jay Grunowski, Nordrhein-Westfalen, Germany



Sega CD

Sonic CD

See the Game
Designers' High Scores



SCORE	TIME	DATE	BY	TIME
87000	1-1	90	12/70	002
87000	2-2	90	12/70	007
87000	1-4	90	12/70	009
87000	2-1	90	10/70	102
87000	2-5	90	12/70	107
87000	2-4	90	12/70	012
87000	0-1	90	10/70	012
87000	0-2	90	10/70	012

This game's designers think they're hot stuff. To check out their scores, press Right, Right, Up, Up, Down, then Button C.

Stan Crespy, Chico, CA



Super NES

NHL '94

Password



Here's a password that'll let you play in the Stanley Cup Finals as the LA Kings vs Montreal. Just enter

BJFC1CCM1XX9VJDC

Ned Storm, Cleveland, OH

Super NES

Run Saber

Change Your Character's Colors



For a character of a different color, press Start to pause the game anytime during play. To change your character's colors, press Select and watch 'em change.

Rick Garson, Sterling, VT

Super NES

Teenage Mutant Ninja Turtles Tournament Fighters

Rev Up the Action



Here's a hot tip to speed up the action in Tournament Fighters. At the Game Select screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A on Controller Two. If you've done it correctly, you'll hear Aska's voice. Now, go to the options screen. You'll have a Third Hi-Speed setting, which gives the game almost 50% Turbo speed.

Ramzi Nasebeh, Aurora, IL

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Taz-Mania

A Devil of a Trick



These awesome tricks get you extra continues and a stage select for Taz-Mania. At the title screen, press Select to go to the Options menu. At the Options menu.

For ten continues, press B, A, Y, A, X, A.

For 20 continues, press Y, X, B, X, A, X, L, R, B, A, Y, A, X, A.

To Activate a Stage select, press A, Y, A, Y, X, Y, B, A, R, L.

Robert Fortney, Huntsville, AL

Super NES

Battletoads/ Double Dragon

Level Select and
Extra Lives



Double your fun with this level-select trick that also scores you extra lives. At the Select Character screen, press Up, Down, Down, Up, X, B, Y, then A. Select a hero and press Start. A level-select screen will appear that you can use to choose any level. You'll also get ten lives!

Brian Morse, Cleveland, OH

Super NES

Rocky Rodent

Unlimited Continues



To snare unlimited continues for Rocky, wait until he's running across the title screen, and then press Y, A, Right, A, B, and A. If you've done the trick correctly, an Options screen will appear. Go to Continue, and change the number to 9. This gives you unlimited continues.

Haosen Dhanje, Winnetka, CA

Super NES

Super Baseball 2020

Password



Need some help getting to the final game of Super Baseball 2020? Stop up to the plate with this password that'll put you in the final with the Tropical Girls. Enter the password 6A57BBC439E7, and prepare to swing away.



Super NES

Pink Panther in Pink Goes to Hollywood

Debug Mode, Invincibility, and Super Slow Motion

Basic Tutorial

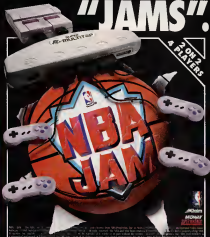
PINK GOES TO HOLLYWOOD



Slide into this slick code that'll give you a Debug mode, Invincibility, and Super Slow Motion. To access the Debug mode, plug in Controller Two. When the Pink Panther is standing still, **press Button B on Controller Two**. Then, move him around with the directional pad on Controller One. To exit the Debug mode, **press Button B** again. To activate invincibility, simply **hold down Button Y on Controller Two**. As long as you continue to hold Button Y, the Pink Panther remains invincible. To move in Super Slow Motion, **press and hold down Button R on Controller Two**.

Pat Riker, Harris, GW

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Hey, here's a great "NBA JAM"™ game tip: now 4 of you can jam together. With Super Multitap.

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S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Super Empire Strikes Back

Just for Fun



The Force is with you in this just-for-fun trick. As the title screen, **press Button Y four times**. If the trick works, you'll hear Darth Vader say, "Impressive." Go to the intro screens, **press different buttons**, and watch the strange things that happen to the screen.

Isaac Erickson, Woodinville, WA

Super NES

SimAnt

Change into the Queen



You can change into the Queen ant at any time during the game. Go to the area in the house between the TV and the Chair, and shock yourself in the electric socket closest to the colony. The word "change" will appear on the screen. You'll reappear in the colony as the Queen.

Justin Stone, Yukon, OK



Super NES

Super Empire Strikes Back

Seven Credits



This awesome trick gets you seven credits in Super Empire Strikes Back. When the title screen appears, **press Button X, Y, A, B, X, then X**. Now get ready for some laser-blasting action.

Sam Nino, Boston, MA



3DO

Crash 'n' Burn

Good Strategy



If you don't place in the top three finishers in the Tournament mode, select Quit rather than using a Continue. Then, return to your game, and reload your saved game. You'll get another chance without using a Continue. You don't get to keep the cash for kills you just earned, but you can repeat this trick as often as necessary until you reach the end of the game.

Richard Harding, Novato, CA

Super NES**GAME GENIE****Secret of Mana**

Game Genie Code



Gain a level after you destroy
an enemy: 16DE-A91B

Aaron Healy,
Germantown, MD

GAME GENIE**Super NES****Super Mario Kart**

Game Genie Code



Change Donkey Kong Jr. into a
different-colored Toad:

35B6-44DD

Garvin R. Bristol, Northbrook, IL

"SECRET OF" MULTITAP.

An advertisement for the Super Multitap adapter. It features a white Super Multitap adapter connected to a Super NES console. Three Super NES controllers are shown floating around the adapter. The background is a lush green forest scene from the game Secret of Mana. The text "SECRET OF MANA" is written in a stylized font. A diagonal banner in the top right corner says "3 PLAYERS". Below the image, there is a quote: "Here's a great 'Secret of Mana' game tip...with Super Multitap, 3 of you can uncover the secret together!"

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A product shot of the Super Multitap adapter and three Super NES controllers. The adapter is white and has five ports for controllers. The controllers are white with black buttons. The background is a red and black gradient with the text "SUPER MULTITAP" and "SUPER ADAPTER" visible. A red circle with the number "5" is in the bottom right corner.

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S.W.A.T. PRO

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Genesis

GAME GENIE

**ToeJam & Earl:
Panic on Funkotron**
Game Genie Codes



Infinite lives: AJ4A-CA9G

Infinite Funk Vacuum:
BA3T-CA54

Start on Level 10:
BE8A-CAGT

Start on Level 11:
BJ8A-CAGT

Start on Level 12:
BN8A-CAGT

Start on Level 13:
BT8A-CAGT

Start on Level 14:
BY8A-CAGT

Start on Level 15:
B28A-CAGT

Start on Level 16:
B68A-CAGT

Start on Level 17:
CA8A-CAGT

Rocco Peterson, Atlanta, GA



Genesis

Aladdin

Pro Action Replay Codes



Always have three lives:
FF7E3-C0033

Infinite energy:
EEEEF-A0008

Always have 17 apples:
EEEEF-10037

Always have nine Gems:
EEFEF-90039

Play the three Abu bonus levels:
FFF17-600FF

Chris Gray, Overijse, Belgium

Game Gear

GAME GENIE

Mortal Kombat

Game Genie Codes



Each Round is 60 Seconds:
063-7B4-C4E

Each Round is 24 Seconds:
023-7B4-C4E

Infinite time:
00B-40C-3BE

Infinite credits:
004-2D6-19E

Blood:
DEB-9F6-5D3

Player 1 is invincible:
003-45B-179

Player 1 starts with half health:
240-BFD-C4B



PRO ACTION REPLAY

PRO ACTION REPLAY

Genesis

Sonic the Hedgehog

Pro Action Replay Code



Debug Code: FFFFF-A0001

After you plug in the Debug

code, Button B turns Sonic

into part of the scenery. Button

A flips through the sprites, and

Button C places the selected

sprite in the level. Cool!

Chris Gray, Overijse, Belgium

Super NES

**Robocop Vs.
The Terminator**

Pro Action Replay Codes



Infinite lives: 7E02-0405

Full life bar: 7E10-C50A

S.J. Nardozzi, Jr., ML Vernon, NY

Super NES

PRO ACTION REPLAY

Super Mario All-Stars
Pro Action Replay Code



Invincibility in Super Mario Brothers: 7E07-5606

Chris Gray, Overijse, Belgium

Super NES

PRO ACTION REPLAY

The Adventures of Dr. Franken

Pro Action Replay Codes



Infinite lives: 7E0B-3303
Infinite Smart Bombs:

7E0B-3203

Infinite energy: 7E0C-021A

Freeze timer: 7E0C-0C39

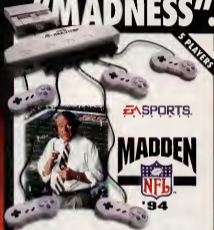
S.J. Hinkovsz, Jr., Mt. Vernon, NY

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A Behind The Scenes Look At SUNSOFT'S

BUGS BUNNY RABBIT RAMPAGE





LOONEY TUNES



SUNSOFT

SUPER NINTENDO

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THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

Arcade



Mortal Kombat II is officially out, and the final upgrade chips (version 3.1) have shipped to arcades across the country. With that in mind, our top fighting aficionados have

compiled a complete and accurate list of all known Fatalities, hidden characters, and other assorted secrets in MK II. Please note that many of these tricks will not work on games that are not

equipped with revision 3.1 chips. If the machine is below version 3.1, ask the arcade manager to contact their local distributor or Midway for the upgrade chips.

Fatalities and Secrets for Version 3.1

By *Sinister (Dawn, To-Ryu-Uta, and Ghar-U)*. Special Thanks to Steve Warwick, Paul McIntroy, and the contributors to the Internet FAQ listing. For info on Internet, contact Andy Eddy at eddygame@vertoons.com.

All artwork courtesy of John Tisdale of Williams Rely Motors.



To check the version, reset the MK II machine by flipping the power switch (located on the top left corner of the cabinet). After the ROM check, the version number will be displayed. It should be ver. 3.1.

Fatality Distance

Distance is extremely important to correctly do a regular Fatality in MK II. Learn how to eyeball the different distances. Study the following chart, which shows the six distances used.

Very Close



Move as close as possible to the opponent. This is the most common distance.

One Jump Away



Get close to the enemy and jump away from them. You will land in the exact position for this distance.

Just Inside Sweep Range



An easy way to eyeball this range is to do a Low Kick sweep from as far away from the enemy as possible. A half-step inside the maximum range of your sweep is the position for this distance.



Just Outside Sweep Range



Just outside the maximum range for your Low Kick sweep is the position for this distance. This is often known as "Sub-Zero distance," because Sub-Zero's Deep Freeze is the only Fatality that uses this distance.



A Full Step Outside Sweep Range



A full step or a step and a half outside the maximum range for your Low Kick sweep is the correct position. This is known as "Scorpion distance," because Scorpion's Flaming Bones is the only Fatality to use this distance.



Full Screen



Move as far away from the victim as possible for Full-Screen distance. You can jump back to cover the length quickly.

Finishing Move Basic Training

Over the following pages you'll find a thorough breakdown of all known Finishing Moves for Mortal Combat II. Every character has at least six Finishing Moves: two regular Fatalities, one Friendship, one Babality, one way to knock the opponent into the Pit and Tomb, and the Dead Pool. First, though, you need the basics—how do all the Finishing Moves work? Here's the answer, so study up.

You never have to do quarter-turns or other smooth, circular joystick motions. If you Tap the directions too fast or too slowly, the Fatality won't work. Try for a moderate to quick sequence of Taps.

Positioning Yourself Easily



It's hard to get your character to stop walking when you're mashing

down your position, especially with characters like Kung Lao, who can't take little steps. The easy way out is to walk forward or backward and press Block to stop your movements. Now you're ready for the Fatal maneuver!

Blocking and Doing It

You can do any Fatality while Blocking, which stops you from moving about wildly. If the Fatality requires you to push Up as part of the Taps, you should hold Block during the entire sequence. If a press of Up is not required, you must release Block before you hit the button at the end of the move. If you charge a button while Blocking, you must release Block before you release the button.

Overkill of the First Tap

Although all Fatalities must be very precise, you can hit the first button or direction in the sequence as many times as you like. This includes rapidly hitting Block for Kratos's Fan Decapitation or Tapping Toward many times for Jax's Fist Clap.

Charging a Button

Several Fatalities require you to hold down a button for many seconds.

longer than the time period to do the Fatality. This means you must start Charging well before the fight ends. Always think ahead about your Fatality.



Shang Tsung's Kitebare Fatality requires you to Charge Low Punch before the fight ends. You can still use the other buttons to attack.

KEY TO MOVES

T - Toward	BL - Block
A - Away	HP - High Punch
D - Down	LP - Low Punch
U - Up	HK - High Kick
BT - Down-Toward	LK - Low Kick
DA - Down-Away	

(Moves in brackets) mean "Tap in sequence while holding down the preceding button."

The Tomb/Pit Fatalities

Each character has a Fatality movement that is activated by two backgrounds: the Kombat Tomb and the Pit II. All Tomb/Pit Fatalities require you to stand close to the opponent. They are essentially the same as regular Fatalities, except they are available only on those two stages.

The Kombat Tomb



On the Kombat Tomb, you will uppercut the enemy into the spikes hidden on the ceiling where they become impaired. (BONUS HINT: To make them slide off the spikes, immediately hold Down on both joysticks when you do the uppercut. This will make their body slide to the ground with a bone-crushing thump.)

The Pit II



On the Pit II, you will uppercut the victim off the bridge where they will scale to a blood-splattering demise on the ground below.

The Universal Dead Pool



Although each character has their own movement to do the Tomb/Pit Fatalities, everyone uses the exact same sequence to do the background Fatality in the Dead Pool: Hold Low Punch and Low Kick, get very close, hold Down, and hit High Punch. This will uppercut the victim into the acid, where their skin will dissolve and leave a floating skeleton behind.

Friendships and Babalities

Friendships and Babalities require that you not push either Punch button during the final round of the match. You may use punches during preceding rounds, but in the final round only Block and Kicks are allowed. You can do Friendships and Babalities from any distance.



No punches allowed during the final round if you want to be friendly. Rely on Kicks instead.

KUNG LAO

Fatality #1: Split 'Em in Half



Tap T, T, T, LK. (Distance: just inside sweep range)

Fatality #2: Hat Decapitation



Step 1: Hold LP, (Tap A, T), release LP. (Distance: a full screen away)
Step 2: Guide the Hat up to their head with the joystick.



Friendship: Pull a Rabbit out of the Hat



Tap A, A, A, Q, HK.



Babality



Tap A, A, T, T, HK.

Tomb/Pit



Tap T, T, T, HP.

SUB-ZERO

Fatality #1: Deep Freeze and Uppercut



Step 1: Tap T, T, Q, HK. (Distance: just outside sweep range)
Step 2: Move in, then Tap T, Q, T, T, HP. (Distance: very close)



Fatality #2: Gut-Busting Ice Grenade



Hold LP, (Tap A, A, Q, T), release LP. (Distance: full screen)



Friendship: Buy a Sub-Zero Doll!



Tap A, A, Q, HK.

Babality



Tap Q, A, A, HK.

Tomb/Pit



Tap Q, T, T, BK.



KITANA

Fatality #1: Kiss of Death



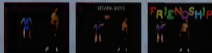
Hold LK, [Tap T, T, D, T], release LK. (Distance: very close)

Fatality #2: Fan Decapitation



Tap BL, BL, BL, NK. (Distance: very close)

Friendship: Birthday Cake



Hold BL, [Tap D, D, D, U, LK].

Tomb/Pit



Tap T, D, T, NK.

Babality



Tap D, D, D, LK.



JAX

Fatality #1: Fist Clap



Hold LP, Tap T, T, T, release LP. (Distance: very close)

Fatality #2: Rip Off the Arms



Tap BL, BL, BL, BL, LP. (Distance: just inside sweep range)



Friendship: Paper Dolls



Hold BL, [Tap D, D, U, U, LK].



Babality



Hold BL, [Tap D, U, D, U, LK].

Tomb/Pit



Hold BL, [Tap U, U, D, LK].



JOHNNY CAGE



Fatality #1: The Torso Pull



Tap **B, D, T, T, LP**. (Distance: very close)

Tomb/Pit



Tap **B, D, B, NK**.

Fatality #2: Uppercut Decapitation



Tap **T, T, D, U**. (Distance: very close)

Knock Off Three Heads



When you do Cage's Uppercut Decap Fatality, immediately hold Down on the joystick and hold the lever three buttons (**LP, LK, and BK**). This will knock off three heads instead of just one.

Friendship: Autograph a Portrait



Tap **D, D, D, D, NK**.

Babality



Tap **A, A, A, NK**.



MILEENA

Fatality #1: Slice 'n' Dice



Tap **T, A, T, LP**. (Distance: very close)

Fatality #2: Suck 'Em Dry, Spit Out the Bones



Hold **HK** two seconds, then release. (Distance: very close)
Alternate, easier method: Hold **BK** and rapidly tap **NK**.

Friendship: Grow a Flower!



Hold **BK**. [Tap **B, D, D, U, NK**].

Babality



Tap **D, D, D, NK**.

Tomb/Pit



Tap **T, D, T, LK**.

LIU KANG



Fatality #1: Dragon Food



Tap D, T, A, A, HK.
(Distance: very close)

Fatality #2: Uppercut Combo



Rotate joystick 360 degrees away from opponent. (Distance: very close to one jump away)



Friendship: Disco Dance



Tap T, A, A, A, LK.



Ballability



Tap D, D, T, A, LK.

Combo/PK



Tap A, T, T, LK.



SHANG TSUNG

Fatality #1: Fire Explosion



Hold HK two seconds, release. (Distance: just inside sweep range)



Fatality #2: Head the Ball



Hold RL, [Tap U, D, U, LK]. (Distance: very close)



PK Jump



Fatality #3: Kintaro's Super Slam

Kintaro is an unplayable boss character but with this secret trick you'll be able to do his Fatality!

Unplayable: Kintaro's Juj



Tap A, A, D, T, HK.



Combo

Tap A, T, D, HK.



Hold LP 30 seconds, then release. (Distance: just inside sweep range)

BARAKA



Fatality #1:
Decapitation



Tap A, A, A, A, HP. (Distance: very close)

Fatality #2: *Body Impalement*



Tap A, T, D, T, LP. (Distance: very close)

Tomb/PIH



Tap T, T, D, HK.

Friendship: *A Birthday Present*



Hold BK, (Tap U, T, T, HK).



Babality



Tap T, T, T, NK.

SCORPION

Fatality #1
*(Regular Method):
Flaming Bones*



Hold BK, (Tap U, U, HP).
(Distance: a full step outside sweep range)

Fatality #1 (Alternate Method): *Toasty!*



Hold BK, (Tap D, D, U, U, HP). (Distance: anywhere on screen!)



Note: Always says Toasty!



Fatality #2: *Jugular Cut*



Hold HP, (Tap D, T, T, T), release HP. (Distance: very close)



Friendship: *Buy a
Scorpion Doll!*



Tap A, A, D, NK.

Babality



Tap D, A, A, MK.

Tomb/PIH



Tap D, T, T, BL.

RAIDEN

Fatality #1: Electrocutation



Step 1: Hold LK for six seconds, then release. (Distance: vary close)

Step 2: Rapidly tap BL and LK.

Fatality #2: Uppercut Explosion



Hold HP for eight seconds, release. (Distance: very close)

Friendship: Kidd Thunder!



Tap D, A, T, NK.

Babality



Hold BL, (Tap D, D, D, NK).

Tomb/Pit



Hold BL, (Tap U, U, U, HP).



REPTILE

Fatality #1: Head Snack



Tap A, A, D, LP. (Distance: one jump away)

Fatality #2: Disappear and Slice Them



Step 1: Hold BL, (Tap U, U, D, HP) to turn invisible.

Step 2: Move in and Tap T, T, D, NK. (Distance: vary close)



Friendship: Buy a Reptile Doll!



Tap A, A, D, LK.



Babality



Tap D, A, A, LK.

Tomb/Pit



Tap D, T, T, NK.

Jade and Smoke

Jade and Smoke are the easiest hidden characters to find in MK II. They occasionally poke their heads out from behind a tree in the living forest, or drop in

between rounds to give you a clue as to their whereabouts. Their true role in the tournament is unknown, and there is no known benefit to finding or defeating them (other than fun).

Jade



Play up to the match before the question mark on the Battle Plan. It doesn't matter how many continues you use getting there.



In the match before the question mark, you must win one round against the computer opponent using only the Low Kick button. You cannot touch any other button. Use low sweeps and cross up kick patterns for your best chance. Keep trying and continuing until you win a round. (It doesn't have to be a Flawless.)



As soon as you win the round, you'll warp back to Goro's Lair to encounter Jade.



Jade is a green palette-swapped female ninja who can throw Kitana's Fan and is very fast. She is also completely immune to any projectile attacks.



If you uncover the secret of either Smoke or Jade, you will be transported from the Outworld back to Earth. Inside Goro's Lair you'll fight Jade or Smoke, who are mysteriously described as "Undiscovered Warriors from Mortal Kombat One."

Smoke



Smoke is a palette-swapped gray male ninja who uses Scorpion's Spear and has blinding speed. He's super cheap, and will run and throw you again and again. As his name implies, smoke constantly emits from his body.



To play as Smoke, play to the Portal Stage. You can be fighting either against another player or the CPU.



Do the crouching High Punch (the Uppercut) until Dan "Toasty" Forden's face appears in the lower-right corner of the screen. When Toasty appears, hold the joystick Down and tap the Start button. In a one-player game, you must tap your own Start button. In a two-player game, whoever holds Down and hits Start first gets to fight Smoke. (HINT: Since Toasty's appearance is totally random and may not happen at all, increase your odds by trading uppercuts with a friend while jamming on Start!)

Corrections

The following errors were made in the MK II Beginner's Survival Guide (GamePro, March, 1994). We apologize for any confusion.

Scorpion's Leg Grab:
Motion T, DT, D, DA, A, LK.

Cage's Low Spilt Punch:
Push BL + LP (no need to push Down).

Kang Lao's Flying Kick:
Hold D + HK in the air.

Kang Lao's Fire Wave:
Motion T, DT, D, DA, A, HK.

Ravaka's Sliding Blade:
Tap A, A, A, LP.

Ravaka's Blade Throw:
Motion D, DA, A, HP.

Shang Tsung's Mephit into Jax:
Tap D, T, A, HK.

Sub-Zero's Freeze and Slide:
These were described correctly, but the screen shots were accidentally transposed with Scorpion screens.

Noob Saibot

Backwards for "Boon" and "Tobias" (the designers of MK II), Noob Saibot is the third hidden character. He is yet another palette-swapped male ninja, this time appearing as a black shadow. Here's how to discover him.



You must win 50 matches in a row, all against a second player. This will require either amazing skill at beating opponents, or an amazing bankroll to join in on Player Two's side 50 times.



As soon as you hit your 50th victory, you'll be transported to Goro's Lair to meet Noob Saibot. You will be allowed to fight Noob Saibot as many times as you wish, as long as you abide by these rules (breaking any of them will reset your win streak).

- DO NOT join in on Player Two's side during the match with Noob
- DO NOT win only one of three rounds against Noob. If you win only one, you'll reset the win streak.

You must win two of three rounds to be victorious. If you lose the first round of the match, your best bet is to throw the second round and try again.



Here's an effective Johnny Cage pattern to beat Saibot. Crouch without blocking until Noob rushes in. Nail him with the Low Split Punch, follow with an Uppercut, and repeat.



Noob is extremely fast and cheap. Much like Smoke, Noob's main weapons are Scorpion's Spear and his throws. Noob is also very hard to distinguish against the dark background.



SECRETS AND CODES

Random Select



To make the computer decide who your character will be, hold Up and Start when the Choose Your Fighter screen appears. This makes for a more exciting challenge, since you could end up with one of the weaker characters. It's also an easy way to test if a machine is version 3.1, since this feature was not in any previous version.

Disable Throws



After choosing your fighters in a two-player game, immediately hold Down and HP on both controllers when the portrait screen appears. When the fight begins, a text message above the status bars will indicate that throws have been disabled. This code is also a good way to test for 3.1 chips.

Play Pong



Yup, the classic quarter-slurper that spawned the electronic gaming industry more than 15 years ago is back - Pong! All you have to do is play 250 battles. When you reach the 250th battle, the match will be interrupted for a quick game of Pong. The first to score seven points wins.



More Secrets to Come?



We're not done yet! Clues point to several more characters hidden in MK II. We've received word that a fanatic player decoded the game's programming and found the

line "___ Wins" for the following characters: Kano, Sonya, Tanya, Ermac, Ed Boon, John Tobias, Mark Turmell, and Sal Divita.

Additionally, in the bookkeeping menu is a line that says "Kano Transformations." At the end of the game, the question "Where is Goro?" is raised. We want the answers as

badly as you do! If you find anything new for MK II or any other fighting game, send it to:

The Fighter's Edge
P.O. Box 5678
San Mateo, CA 94402
FAX: 415/349-8347

Or, call Torio and Charles at 310/948-4020

Next Month: The ultimate combo guide for MK II!

1994



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Basic card back

249

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ML Totals 330 1080 2403 134 1044 175 34 63 237 24 500 817

A Player's Guide to Power Peripherals



By The Lab Rat

May...a time when a young rat's fancy turns to thoughts of...cheese! And to the new products that have shown up at the lab this month. We've got hot joypads from STD and Naki, and news about a new Pro Action Replay game enhancer (with info about where to buy it). Let's check 'em out!

Action Accessories

The Pro Action Replay is a game-enhancing device similar to the Game Genie, but with a marked difference: You can program it to do different things, like give yourself infinite lives or unlimited ammo, and you aren't dependent on a separate company to invent the codes for you.

Although it's been widely available in the U.K., the Pro Action Replay has been elusive in the U.S. We reported an address previously in the Lab, but that company has since stopped carrying the P.A.R. Now the manufacturers, Date! Electronics, have plans to market the peripheral more widely, and Tommo Inc., a reliable import company, has started carrying Date!'s complete Game Enhancer product line.

The Pro Action Replay 2 is even better than the original. With it, you can create your own codes, and its Universal Cheat System enables you to use the same cheat on British, American, and Japanese games. Now when you see a cheat in a foreign mag, you can use it at home.



Pro Action Replay 2

Type: Game Enhancer
System: Genesis, SNES, NES, Game Boy, Game Gear, and Sega CD
Features: Create your own codes to activate special abilities, such as unlimited lives, unlimited fire power, and infinite energy at the flick of a switch.
Price: Call for price
Available: Now
Contact: Tommo Inc. 213/620-8280

Noteworthy

Always wondered where to buy a Pro Action Replay? You can now order it through the sole U.S. distributor.

Tommo Inc.
 823 East Third Street, #402
 Los Angeles, CA 90013
 213/680-8889
 FAX: 213/621-2177
 FAX: 213/628-8202

Jammie' Joysticks

STD is back at it, with the SG ProPad6, a solid six-button control pad for the Genesis. The ProPad6 features autofire settings and assignable "Synchro fire." This enables you to program a set sequence of button presses to the Left or Right triggers located on the top of the pad. Will it fly in Peoria? It's not amazing technology, as joypads go, but the action is dependable and an ergonomic design enhances the pad's great features.



SG ProPad6

Type: Joypad
System: Genesis and Sega CD
Features: This six-button pad has assignable Synchro fire buttons - it looks better than anything STD's done yet.
Price: \$18.95
Available: Now
Contact: STD 410/785-5861



Pro Control 6

Type: Joypad
System: Genesis, SNES, Super Famicom, and Mega Drive
Features: A dual pad cots down on cord clutter...and cost. This pad from Naki has great features, but it would have benefited from a more bold design.
Price: \$18.99
Available: Now
Contact: Naki 800/824-8800

Naki has an answer for multi-system cord clutter. The company has come up with a two-system, six-button joypad, the Pro Control 6, for both the Genesis and the SNES (along with the Super Famicom and the Mega Drive). To top it all off, this joypad's programmable, and it has Auto Fire and Slow Motion. You can select Turbo and Auto Fire for all six buttons independently, and speakers are built into the joypad.

Pretty neat stuff, but the Turbo/Auto Fire/Slow Mo design in the center of the pad is clunky, and the buttons are a little too close together. ☹

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SHORT PROSHOTS

Quick Hits on the Newest Games!

Genesis

The Magical Quest Starring Mickey Mouse

(Capcom)



One of the most popular Disney SNES games is finally coming to the Genesis. In this non-violent, side-view, multi-scrolling game, one or two players search for Mickey's lost pooch, Pluto, who's been dog-napped by Pete, the evil Emperor. The six spell-binding levels include the Dark Forest, Pete's Peak, Snowy Valley, and finally Pete's Castle. Mickey can spin objects and hang onto them for a quick flight over nearby obstacles. He also wears various magical costumes that give him special powers.

(Available April)

Operation Europe: Path to Victory 1939-45

(Koei)



World War II's legendary battles—the Battle of the Bulge, Normandy, and Berlin—and legendary generals—Patton, Montgomery, and Rommel. They're all in the two-player Operation Europe. Defend Europe against the Axis onslaught by devising a victorious plan. The six historical, overhead-view scenarios enable you to destroy enemy bridges, assassinate opposing generals, drop paratroopers into occupied cities, and more. A SNES version comes out the same day, June 6 (D-Day).

(Available June)

Battletech

(Absolute)



Military strategy meets military might in the 28th century. Monstrous armored vehicles march across the land and engage in multi-scrolling com-

Sega CD



Space Ace

This eagerly awaited game comes from Don Bluth, the man behind the acclaimed animated film *An American Tail* and the recent Sega CD hit *Dragon's Lair*. This play as Dunder, a valiant space war-



rior who's trying to save the voluptuous Kimberly and the planet Earth from the attack of the big bad blue Boff. When nailed by Boff's Infanto-Ray, the brawny Dex transforms into a kof! This colorful, action-packed, multi-scrolling game has been popular in the arcades and looks even stronger on disc.

(Available Second Quarter '94)

Sega CD

Battle Fantasy

(Absolute)



No one has ever challenged the awesome powers of the sinister X-Dark—until now. Battle Fantasy combines fighting action with the fantasy worlds of role-playing games to deliver a unique CD experience. This one- or two-player game



bat. Based on the hit board game, this 16-megger has two game play modes: One-player mode pits you against five formidable enemy clans, and two-player mode presents a tactical Mech-on-Mech fight highlighted by intense shooting. The 25 missions are conducted over five different terrains, all viewed on good-looking 3D battlemaps.

(Available July)

PRETTY COOL FOR A GUY NAMED DEXTER!



Life as a space hero can be pretty miserable sometimes. Like now,

for instance. The evil Commander Borf has blasted you with his Infanto Ray and turned you into a little kid, captured your gal, Kimmy, and is threatening

to conquer the Earth. On top of all that, your name is Dexter. Your mission? Rescue the girl, save



the world, run the bad guy out

of the galaxy, and regain your manhood (not necessarily in that order)!



Now all the extraterrestrial action of the smash-hit arcade game comes to your Super NES® with 14

wacky and challenging levels of intergalactic mayhem! Over 50 video sequences from the original game put you in the action!



ABSOLUTE



SUPER NINTENDO
ENTERTAINMENT SYSTEM

empire
SOFTWARE



offers three modes of play and ten characters to choose from as you fight your way to the X-Dark's mountain castle. The side-view, multi-scrolling screens create a strange world filled with warring beasts and far maidens.

(Available Now)

Super NES

Popeye

(American Technos)



Everybody's favorite cartoon sailor has lost his love, the spindly Olive Oyl, to the evil Sea Hag. While trying to save Olive, Popeye must battle past Brutus and fight through seven stages of side-view, multi-scrolling action/adventure. Armed with an anchor, Popeye jumps, climbs, punches, digs, and crawls his way to spinach-powered victory. This eight-meg game features more than 50 sub-stages, bonus stages, and split-screen competition. Expect a Genesis version in July and a Game Gear version in August.

(Available June)

Addams Family Values

(Ocean)



If you saw the '93 film, you'll recognize the '94 game. In this one-player sequel to last year's SNES hit, Gomez and Morticia's son has been baby-napped by the diabolical Debbie Jelinsky. Chills, thrills, spills, and laughs are spread over 14 multi-scrolling action/strategy levels. Playing as Uncle Fester, gamers venture into swamps, caves, and a ghoulish mansion, solving puzzles and battling oogie, kookie ghouls along the way.

(Available Second Quarter '94)

Knights of the Round

(Capcom)



Role-players will welcome the good-looking graphics and unique puzzles found in Knights of the Round. Adventure lovers will like the dramatic fights and



the variety of attack maneuvers in this lively one- or two-player game. Set in King Arthur's medieval world, Knights involves Lancelot and Percival's search for the other Round Table members and their quest for the fabled Holy Grail. Twelve levels of side-view, multi-scrolling fantasy RPG action await in this 16-meg game.

(Available Now)

Warrior of Rome III

(Absolute)



Journey back to the days of Ancient Rome in this four-meg sequel to a popular strategy game. Choose from 25 Mediterranean regions, including Persia, Egypt, and Arabia, and conquer them with your Roman legions. The three-quarter-overhead views are well detailed, with plenty of multi-scrolling maps to help you plot your campaigns. Two players can dash head to head for some split-screen action, and a battery back-up enables them to save their progress.

(Available May)



Game Boy

Taz-Mania

(Sunsoft)



That wild and crazy Taz has escaped from the Aome Zoo and is looking for a new home. Zoo keepers and big-game hunters are behind him, while lakes, collapsing bridges, and spinning towers are ahead. This two-meg side-view game is spread out over five islands and totals approximately 20 levels. Each island has its own style of game play, with some of the stages (the 3D road scene, for instance) echoing the game play in the SNES version.

(Available May)

It's time for another run, Chummer!



Enter the ultimate psycho-cyberpunk fantasy! You witnessed your brother fall to enemy fire.

Now you travel the streets of the Seattle Sprawl to find your brother's killers and bring them to justice.

Sega® Genesis™ puts you in the heart of Cyberspace on the heads-up run of your life!



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of the Matrix and get ready for intense cybercombat!



Fight Back!
Real-time combat lets you actively control characters as the action heats up.



Search the Sprawl!
Uncover valuable clues while you're constantly building your character's quickness, strength and charisma!

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FASA



You've got the Skill... You've got the Guts... and Sega® Genesis™ has all the Magic and Technology you need!

Daffy Duck

(Sunsoft)



It's the twenty-four-and-a-half century, and Duck Dodgers is still battling Marvin the Martian. In this two-meg game, Earth is blocking Marvin's view of Venus, so he's armed his PS8 Space Modulator at Earth and targeted it for disintegration. Only Daffy (aka Duck Dodgers) and his shrinking ray gun stand in Merv's way! The four stages and 25 levels of side-view fun feature many of the goaty enemies from the classic cartoons

(Available April)

Game Gear

Scratch Golf

(Vic Tokai)

This two-meg golfing game has a surprising number of options for a hand-held. One or two players can attempt three game play modes, try two 18-hole courses, choose Metal, Carbon, or Wooden clubs, and jump to any of the holes up ahead. Adjust your stance,



select your club, and swing to match the lie of the overhead-view, side-scrolling course and the wind conditions, then watch your ball fly over hazards to the green.

(Available Now)



Neo-Geo

Spinmaster

(Data East)

Spin your way to a hidden treasure with this fast-moving, two-player action/adventure game. You're in search of missing map pieces that will lead to mucho dinero. The side-view, multi-scrolling search takes you to exotic lands and settings (such as the Egyptian Pyramids) and against legions of cartoony enemies, some of whom attack via plane. Your weapons are a powerful yo-yo, an unstoppable boxing glove, fiery bombs, freezing ice, and a thunder move that homes in on assailants.

(Available Now)



Shipping in May

Genesis

Jammit Basketball (Virgin)
Liberty or Death (Koei)
Mario's Magic Soccer (Domark)
Might & Magic III (FCI)
StarQuest (Namco)
Sylvester & Tweety (TecMagik)
World Cup USA (US Gold)

Sega CD

Hammer (Domark)
Soulstar (Core Design)
World Cup USA (US Gold)

SNES

Jammit Basketball (Virgin)
Liberty or Death (Koei)
Lord of the Rings (Interplay)
Might & Magic III (FCI)
Ren & Stimpy Time Warp (THQ)
Sound Fantasy (Nintendo)
Spectre (Gametek)
Speedy Gonzalez (Sunsoft)
Suzuka 8 Hours (Namco)
Ultima Races of Virtus II (FCI)
Ultima: The False Prophet (FCI)
Warrior of Rome III (Absolute)

3DO

The Eleventh Hour (Virgin)
Theme Park (Electronic Arts)

Game Boy

Stop That Roach (Koei)
Tax-Mania (Sunsoft)

Game Gear

Disney's Aladdin (Sega)
Humans (Gametek)
Mario's Magic Soccer (Domark)
Pinball Dreams (Gametek)
World Cup USA (US Gold)

BRUTAL

Paws of Fury



SEGA CD



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GAME GEAR



PC



AMIGA



NES



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VideoGames magazine
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the challenge of five hectic
arcade challenges!

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unique cartoon adventure"
EGM magazine

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Amiga • NES

*Titled The Fantastic Adventure of Dizzy



GENESIS



GAME GEAR



PC



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The action's reached boiling point! Codemasters, one of Europe's hottest games companies, has launched its scorching software in the States and is already recognised as one of the best in the U.S!

Grab a piece of Codemasters' action and take your game playing to red-hot temperatures!

ST GOT HOTTER!



Dino Basher! Join Bignose the Cavewoman in Dino Basher's new, prehistoric platform race to catch his fast-moving dinner! Dash 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, sabre-tooth tigers and more - let's go clubbing! Great cartoon look and graphics, brilliant music and, most importantly, excellent fun! **AVAILABLE: MAY**



GAME GEAR GAME GEAR GAME GEAR GAME GEAR GAME GEAR

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DINO BASHER!

OVERSEAS PROSPECTS

An International View on Video Games

By Slesher Quen

The Castlevania crusades continue! In Japan, where the series is known as Dracula, Konami has produced a silver disc worthy of the PC Engine Super CD. Declaring Dracula X to be the greatest Castlevania of all time would be a slap at Castlevania IV for the SNES, but earmarking X as one of the ten best side-scrollers of all time is a no-brainer. Says a lot about Castlevania games, huh?



A full opening sequence depicts the roots of Dracula's evil!



Dracula X returns you to the re-established ruins of Dracula's original castle.

Fresh Blood, Old Evil

Dracula X mixes familiar technique and layout with original presentation and game play depth that'll have you howling with delight. The Super CD begins with a breathtaking animated cinema sequence of classic vampiric horror. Good luck understanding the German voice and Japanese subtitles, but heck, the language of fear is universal.

The action is a cross between NES and SNES styles. The game play is more like the NES carts, featuring smaller sprites, a whip that can't be swung diagonally, and greater emphasis on the supplemental weapons. However, the rich backgrounds and screen-filling bosses speak of 16 bit, and the jazzy, creepy, orchestral CD music screams it. All-encompassing gothic horror atmosphere sets this game apart from the pack.

You play as another Belmont, but you can also play as a young female whom you rescue. Although one wishes for the diversity and ingenuity of the four

PRO TIP: You don't need a converter to play Dracula X on your Duo or Turbo-CD if it's equipped with a Super System card.



You may think it's a bad nightmare, but you must return to several towns from Simon's Quest.

characters from the four-meg Castlevania III on the NES, the second character here adds fun, technique, and comic relief. Not only can she double-jump and throw birds, but she also has personalized supplemental weapons, such as musical notes and hearts. Very anime!

Dracula X

(PC Engine, By Konami)



Good to the Last Drop

Dracula X is a long and fulfilling quest that adds terrific replay value with many paths to explore. Instead of simply choosing a path at the conclusion of the level, in X you can actually find new areas and new directions during game play! Secrets abound, and you'll want to uncover them all, much like playing an RPG.



Rescuing the young lass will help your mission immensely. You'll need to use a key here.

Praying for TTI to bring X to the U.S. is as futile as asking the Count to spare the neck of his latest victim. Therefore, anyone who plays video games and owns a Duo or an Engine would be crazy not to stake out a copy of this one from an import store. ☐



Secret areas and new passages that come before the real boss add to the danger and excitement!



The huge, horrific mini-bosses add to the danger and excitement!



The crow's patterns can become very annoying unless you can psyche them out.

GANBARE GOEMON 2 (Super Famicom, By Konami)

By The Trackman in Japan

Ganbare Goemon may be the most Japanese of Japanese games, with gorgeous Mt. Fuji backgrounds, traditional samurai weapons, even ancient Japanese money. Toss in the giant robot fighting and you've got a highly original, seriously entertaining cart.

Gargantuan Goemon

Goemon's story line is simple in any language: Travel across Japan, beat the mad Shogun, and save the girl. Got it? What makes this game exciting are the massive stages, which are packed with a variety of game play.

Goemon covers six areas with five stages each. The first and third stages are side-scrolling combat contests. Careful elimination of some enemies reveals unusual vehicles, such as the weird armored fish.



Bosses are big.

The second

stage is an imaginative village rest area, where you can sleep off those aches and pains and get paid for helping old ladies walk straight (no lie). The fourth stage is a high-speed side-scrolling mechanical slugfest where you guide your giant Goemon Impact Robot to smash anything in sight.



Fight fish with fish!



Don't take the cute-looking combat lightly.



But so are you.



Time for a little R&R.

In the fifth stage, you sit at the controls of your giant robot and trade metallic blows with one of the Shogun's giant 'bots.

The best feature of the entire game is the ability to return to any completed stage. That's right, you can do anything you want all over again. Collect money, meet geishas, do that giant robot fight (my fave!), but when you get a chance, move on and save the girl, will ya?

ZOKU: THE LEGEND OF BISHIN (Super Famicom, By Masumi)

By Game Over Man

Zoku is part driving game, part fighting game, and all action. You play Koji or Risa, who have a nasty difference of opinion with a gang of nine hard cases. There are several ways to fight this pretty good fight. If you play the adventure mode, you have to drive to work. If you prefer to skip the driving, you can pick one-on-one fights versus the computer or a sparring partner.



The behind-the-car ride is a breeze, unless you get lost.



For one-on-one fighting you can pick any character.



If you drive, you'll ride right into a gang war.



If you don't drive, you fight the bosses one at a time.

SF Lite

The fighting won't fire up the Pros, but it has flair. Each Zoku combatant has eight offensive moves but no defense. Fireballs by Ryoko and Lei-Fan, Flame-throwing by Miyabi, and Hundred Hands slapping by Flare will definitely ring a bell with Street Fighter fans.

If you hit the road, the combat commute covers eight roadways with a Zoku fighting boss awaiting you. The behind-the-car driving's no sweat, but each road has a time limit, and you have to figure out how to reach your destination by using an indispensable satellite-view map window.

Reach the end of a road... and it just might be the end of the road for you. A gang of road warriors disses you big time during the cool-looking cut scenes, then it's up to you to beat or be beaten. Americans aren't the only people who like to head out on the highway, looking for adventure.



In adventure mode you play Risa or Koji.

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NBA Jam Tournament Edition News Flash

No, you're not going crazy. There were some hidden characters in the original test version of **NBA Jam Tournament Edition** that didn't make it into the final game. At the request of the **NBA**, **Midway** removed eight secret characters, including the Green Reaper, two Elvis characters, Kong, Radden, Replic, and Sub-Zero. In addition, players can't shatter the backboard in the final version of the game.



Elviscos



Green Reaper



Kong



Radden



Replic



Sub-Zero

Despite the changes, thousands of players have already gotten their hands on the unapproved version of the Tournament Edition - and they've discovered a ton of hidden characters as well. **Midway** is planning to update all test versions of the game, but if your local arcade has one of the original



A lower price and more software.

test versions, you might get the chance to check out some of the following characters before they disappear into oblivion.

3DO Prices Drop

The **3DO Company** has cut the price on **Panasonic's REAL 3DO Multiplayer** Introduced last October at \$699.95, the system has been dropped to \$499.95. This decrease will also affect the price of the Japanese release. The original price was to be 79,800 yen (approximately \$712 U.S.), but this was lowered to 54,800 yen (approximately \$500 U.S.).

3DO also announced that it would have 23 new software products out for the machine by the end of May, bringing the total number of titles in its library up to 43. The new batch will include such game products as Sid Meier's **CPU Bach** (MicroProse), **Out of This World** (Interplay), and **John Madden Football** (Electronic Arts).

EA/Brøderbund Meet Halfway

In what many industry insiders see as the making of a major software presence, **Electronic Arts** has announced that it will purchase **Brøderbund** in a \$400 million deal. The merger gives EA the strength of Brøderbund's "edutainment" product line, headed by the highly successful **Carmen Sandiego** series. It also serves to improve the distribution of Brøderbund's products.

Movie Studio Invests in Software Studio

MCA, parent company of Universal Studios and owned by **3DO** partner Matsushita, has made an investment in **Interplay Productions**, best known for **Clay Fighter**, **The Lost Vikings**, and various **Star Trek** games. This deal marks another in a flurry of companies investing in software producers.

MCA's Executive VP Skip Paul said of the deal, "We will be working through our newly formed Universal Interactive Studios unit to develop MCA properties with Interplay. Not only will we be a bridge to the motion picture, music, and theme park businesses, but we

New Hidden NBA Jam Characters

Baker	FCB, MAY 9
*Elviscos	ELV, JAN 8
*Green Reaper	GRN, OCT 31
Kem Hoskins	KER, OCT 10
*Kong	KNG, JAN 16
Linda Deal	LTD, APR 30
Lorraine Oliva	LOR, FEB 20
*Radden	RAD, JUL 9
*Replic	RPT, NOV 11
Roger Sharpe	ROG, AUG 1
*Sub-Zero	SUB, DEC 5
Tobias	TOB, AUG 24

Special Characters

Birdley	BRD, FEB 20
Coleman	DC, JUN 21
Ewing	PAT, AUG 5
Lofredo	ML, MAY 25
Olaywan	HAE, JAN 21
Pippen	PIP, SEP 25

Hidden Characters from the Original NBA Jam

Art Morris	WIL, JAN 1
Carleton	JMC, AUG 5
Divitt	GAL, FEB 1
Goske	TWG, DEC 7
Hey	JWH, SEP 20
Lpsak	SL, JUN 24
Meek Turnell	MJT, MAR 22
Newcomer	JRN, JUN 18
Ouzler	BNO, JAN 3
Peter	GMP, OCT 8
Rivet	RJR, JAN 17

Special thanks to Thomas Korda for his FAQ, and the rest of the Internet contributors.

At press time, the above codes were valid when tested.

*Not in final version.

will also provide access for interplay to Mitsubishi technology." Mitsubishi has such brands as Panasonic and Technics.

Sega's Theme Park

In a related story, **Sega Enterprises**, according to UPI, has signed a deal with **MCA** to build an "entertainment attraction" at Universal Studios in Hollywood. Though no firm

plans were announced, it's expected that the project will be between 30,000 and 50,000 square feet.

In addition to its plans to create "high-tech arcade parks" in two Japanese locations this year, Sega has its very popular—and expensive, with a \$5.5 million price tag—VirtualLand in the recently opened Luxor Hotel in Las Vegas.

Project Reality

Nintendo has announced further details on the specifications of its **Project Reality** 64-bit game system, which it is making in partnership with **Silicon Graphics**, the computer-graphics powerhouse whose best-known work was on the movie *Jurassic Park*. One of the surprises is that the system will continue with cartridge-based software. "The choice we made is not cartridge versus CD," Peter Mann, Nintendo's vice president of

marketing, explained, "it's silicon over optical. When it comes to speed, no other format approaches the silicon-based cartridge."

In creating what Nintendo bills as "the most realistic games ever," each cartridge will contain a minimum of 100 megabytes of data, five to six times more than current SNES games, yet still remain in the same price range as 16-bit carts. According to Nintendo, Project Reality will be rolled out in arcades late this year, with a worldwide introduction for the under-\$250 home version slated for 1995.

Video Games 101

Ever want to create video games, rather than just play them? There's a school in Vancouver, British Columbia, that'll teach you how: **The DigPen Applied Computer Graphics School** is now offering a two-year course of

study for high school graduates and college students who want to create interactive multimedia programs. In the first year, students will learn computer graphics and video game programming techniques. Students then create and implement their own video game ideas in the second year.

To support the new program, Nintendo has supplied DigPen with special modified Super Nintendos. Approximately 60 students, 18 years and older, will be accepted for the new school year beginning in September. The school will start reviewing applications in June. Call Jason Chu (604/682-0300) for more info.

At the Deadline...



Street Fighter II Movie News

Capcom has announced that Jean-Claude Van Damme will play Guile in the upcoming SF II film. Joan Chen, co-star of



Sonic could be a star at Universal Studios.

BLOCKBUSTER VIDEO

Top 10 Video Game Rentals

Nintendo NES

1. Mega Man 0
2. Kirby's Adventure
3. Teenage Mutant Ninja Turtles: Tournament Fighters
4. Tetris 2
5. Zoda's Revenge: StarTropics II
6. Ken & Kirby Show: Budweiser
7. Jurassic Park
8. Mario Is Missing!
9. WWF King of the Ring
10. Tennis NBA Basketball

Super Nintendo

1. NBA Jam
2. Ken Griffey Jr. Presents MLB
3. Mega Man X
4. Lethal Enforcers
5. MLBPA Baseball
6. Mortal Kombat
7. Disney's Aladdin
8. Duke Dunny Rabbit's Rampage
9. Clay Fighter
10. Star Trek: The Next Generation

Sega Genesis

1. NBA Jam
2. Beavis the Hedgehog 3
3. Mortal Kombat
4. Eternal Champions
5. World Series Baseball
6. NBA Action '94
7. Disney's Aladdin
8. Street Fighter II Special Champion Edition
9. Sonic Spinball
10. Tennis NBA Basketball

Sega CD

1. Mortal Kombat
2. NFL '94
3. Mad Dog McCre
4. Tarzoo Alley
5. WWF Rage in the Cage
6. Sonic CD
7. Dragon's Lair
8. King of the Dragon
9. Jurassic Park
10. Ground Zero, Texas

This information was provided exclusively to GamePro courtesy of Blockbuster Video.

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On Deadly Ground, is being tapped for the lead female, presumably Chun Li.


 The 32-bit Sega Saturn is reportedly slated for release in Japan at the end of this year with the U.S. version sure to follow soon. Now Sega has announced a 32-bit upgrade for Sega Genesis and Sega CD systems called the Genesis Super 32X. The device will cost \$149 with worldwide availability targeted for the Fall.

The Sega 32X is a hardware unit that will attach to the Genesis. It's designed to play Sega CD discs and Genesis carts specifically developed to use its new technology. The unit will house the two Hitachi SH2 RISC chips and the new Video Digital Processor that will power the Saturn. Promised Genesis performance perks include faster processing speed,

higher color definition, texture mapping, improved polygon graphics, enhanced scaling and rotation, and CD-quality audio.

At press time no software titles were available. However, Sega announced that it has more than 30 Super 32X games under development for release during the unit's first year, and that third-party licensees are expected to produce a similar number.

 This June the Game Boy is getting color and SNES owners will be able to play Game Boy games on a TV! Nintendo's Super Game Boy is a SNES cartridge with a Game Boy adapter. A built-in paint program will enable players to add colors to Game Boy games. New Super GB games will display 256 colors. Donkey Kong will be the first.

 The winners of the "Blockbuster Video Game Challenge" are Terry Autrey on the Genesis and Alex Jebadon on the SNES. Both champs are from Orlando, Florida, where the competition was held. The winners each get trips for four to San Francisco, where they'll get tours of Capcom USA and the GamePro labs.



 Be sure to check out the June GamePro for the official tournament guide to the Blockbuster Video 1994 World Game

Championship. Sign-up begins May 10, 1994 at participating Blockbuster stores, and features Genesis and Super NES competition. Two Grand Prize winners will fly with their families to California to become GamePro editors for a day, reviewing a game for a future GamePro, tour local game developers (like Sega and Electronic Arts), receive tickets for a local sporting event, and be digitized into an upcoming EA Strike Series game for the Genesis and Sega CD. This is one contest you won't want to miss out on!

 The Game Gear Code Contest held at the end of last year has produced a Grand Prize winner: Herb Tommy Hall of Hot Springs, South Dakota. Second Prize went to Shannon Mooney of Jacksonville, Arkansas, and Damon Russell of Wilkes, New York.

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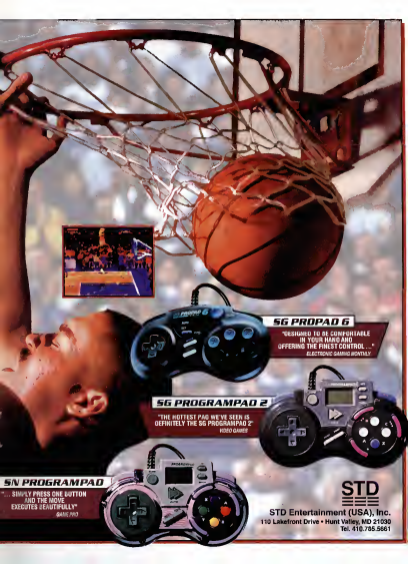


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