

GAMEPRO

#1 VIDEO GAME MAGAZINE

MORTAL KOMBAT II!

Better and Badder Than Ever!
SNES, Genesis, Game Boy,
and Game Gear!

FREE!

Arcade ProStrategy Guide

**Super Street
Fighter II Turbo**

Tournament-Winning
Combos and Strategies!

**PLUS: Super Street Fighter II
for the SNES & Genesis!**

ProReviews!

Daytona (Arcade)
Streets of Rage 3
Double Dragon V
World Heroes 2 Jet
Mighty Morphin'
Power Rangers

PreViews!

Urban Strike
Samurai Showdown (SNES)

**SUPER
METROID**

An IBM Commodore Magazine

August 1994
\$4.95 Canada \$5.95



ISSN 1047-8506

**32X
IS HERE!**

Sega PreView...
The Year-End
Blowout!



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about getting **hacked,**

or how your
shoes hurt,

or how you
can't shoot
outdoors.

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Are you ready for Mortal Kombat II's simultaneous four-system release (SNES, Genesis, Game Boy, and Game Gear) on Mortal Tuesday in September?



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Knuckles and
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EVIL
EXISTS
IN
MANY
FORMS.

NONE
DARKER
THAN
THE
SHADOW
MASTER.

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THE SHADOW FALLS. AUGUST 5, 1994.

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WILL
SURVIVE.

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The Shadow Falls



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"Tonight I'm Gonna Party Like It's 1999"

Every year here at GamePro, the president dusts off his crystal ball and takes a crack at predicting the future of video gaming. This year, he asked 41 industry leaders from 38 companies to give us a hand. What they have to say might surprise you...and then again it might not.

The future isn't easy to predict, but when asked to look into the not-so-distant

like Toys 'R Us and Blockbuster to close their doors - they'll be stronger than ever.

- Look for a merging of the different entertainment businesses: music, games, and, of course, Hollywood.
- Game play itself will evolve, becoming more experiential, more personalized, more interpersonal, more challenging.



future and speculate on what the electronic entertainment industry will look like in 1999, the experts were unanimously jazzed. Here are some of the things they had to say...

- The electronic entertainment industry will be bigger and better than ever, probably doubling in size as compared to today.
- The dreams of the 80s will come true in the 90s as the technological limits that have held back hardware and software designers are overcome during the next several years. Say hello to 32-bit, 64-bit, and higher-bit systems with standard features like 3D capability, full-motion video, 16 million colors, graphics coprocessors, voice recognition, and more.
- CD-based systems and on-line distribution (like the Sega Channel) will win out as the predominant game-delivery systems of the near future. But don't expect retailers

more interactive, and...well...more, more, more!

- Virtual reality will be more of a reality and less of a fantasy, making for more realistic game-play experiences.
- Expect more multiplayer gaming, especially with the predicted explosion of on-line services.
- Although the biggest game players will continue to be teenage guys, we'll see more and more girls and adults enjoying electronic entertainment than ever before.

The upshot? Prince probably said it best: "I was dreaming when I wrote this, forgive me if it goes astray. But when I woke up this morning, this morning was yesterday...2000 zero, zero, party over, oops, out of time...Tonight I'm gonna party like it's 1999." Here's to the future.

By the GamePros

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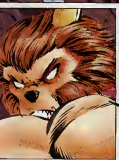


AN ANCIENT CLAN WITH THE **POWER** TO TRANSFORM INTO FEARFUL **MONSTERS** STANDS POISED TO DESTROY ITSELF FOR A GODDESS WHO WILL GRANT THEIR **EVERY WISH**...

ONE HERO MUST FIND THE **SIX KEYS** TO BANISH HER FOREVER....

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ARRRGHH!! ONE FALSE MOVE AND WE'RE HISTORY. TOAST. END OF STORY. **GAME OVER!!!**

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GET EXCITED ABOUT
A GAME LIKE THIS?
...COULD EASILY END
UP BEING THE BEST
RPG OF THE YEAR."
GAME PLAYERS-
MAY '94

THE MAIL

GamePro Readers Speak Out!

Answerin' Atari

I had to laugh at Sam Trameff's letter in your April issue. Here's what I discovered: Electronic Arts told me they have no plans to support the Jaguar, my local game stores won't carry the Jag because of poor manufacturer support, and Atan Canada went out of business!

His letter sounded more like an apology with phrases like "...and hope that they (the game makers) become publishers on the Jaguar," "there could be a creative force out there," and "We at Atari are doing all we can" (the italics are mine). He doesn't sound very optimistic, and I'm not surprised. As a former ST computer owner, I'm painfully aware of what to expect from Atari: The Jaguar will be yet another ill-supported machine that will soon be forgotten.

Darren Gray
Halifax, Nova Scotia

A lot of people are criticizing the Jaguar, but I say give it a chance! Even if it doesn't have many games available right now, it's got great potential. Shouldn't we all be hoping the Jag will be a success, rather than cutting it down and speeding its demise?

Terry McNeil
Tallahassee, FL

Cut Those Commercials

Sega's commercials are Sunfair. Not only do they portray Game Boy players as being stupid, but they compare a Game Gear action game like X-Men to a Game Boy puzzle game like Tetris. Of course they look different. Why not a fairer comparison using Kirby or Blades of Steel? Nintendo should fight back.

Tyler Rose



Brad McInair of Orincoff, Texas, knows how to get the right info.

I'm sick of commercials that lie to us. Nintendo has an ad where they say the SNES comes with four free games and the Genesis comes with none - then in the commercial, Nintendo shows the Genesis core system! Everybody knows the core system has no games, but you can buy a Genesis that comes with a free game. What's more, the SNES doesn't really come with free games - you have to send away and wait for them.

Matt Koch
Brewster, MA



Is it everything Nintendo says it is?

Fightin' Words

Ken Dal Dismore showed his complete disgust for Super SF II in your April mail. He overlooks the fact that Capcom fine-tuned what was already an almost-perfect game. They gave the characters more detailed movements - for instance, when Ken jumps, his entire body reacts to his leap. In MK II, all the characters jump the same way and have limited body reactions. Their bodies remain in the same frozen animation from takeoff to landing during a flying kick.

Jim Gordon
Windber, PA



Liv Kaepf's "brosen" flying kick.

I saw a message in MK II advertising some MK comic books and CDs. Unfortunately, I couldn't jot the addresses down fast enough. Can you tell me what they are?

Lambert Duong
Wichita, KS



Video Head replies:

Midway advertises the MK II Collectors' Edition Comic Book and Compact Disc. Here's all the on-screen info: The MK II CD is \$12.45, the MK II comic is \$5, and the MK I comic is \$3. Write a check to Midway Manufacturing and send it to:

Mortal Kombat II
1340 W. Irving Park Road
Suite 414
Chicago, IL 60613

Allow six to eight weeks for delivery. The offer expires February 22, 1995.



The rap on Rep's rap.

I'm writing about the game play and fairness of Mortal Kombat II. When MK II first arrived at the arcades, I was immediately attracted to Reptile. I liked his pose, bright green clothing, and head-gulping fatality.

In the first MK II (Version 1.0), Reptile just didn't cut it as an effective fighter. His special moves were and still are incredibly slow, especially the Forceball, which you can see coming a mile away. And the invisibility maneuver? Forget it!

In Version 2.0, Reptile was given a Sub-Zero Slide. This made Rep a little better, but he was still slow, and you could deck him after any missed Slide kick.

Version 3.0 has nothing new for Rep. He's simply not a good fighter. I rarely see anyone else ever use him. If it's generally impossible to be a winner with Reptile, then Midway has done something wrong. Is there a "Fair Play" version of MK II planned for the future?

Kenneth "Reptile" Bagwell
El Sobrante, CA



Jumpin' on the Jaguar.

Get today's awesome, totally cool music. Free!

Music by:
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Culture Beat • Exposé
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You end up with the best pens you can buy and an awesome CD or cassette you don't buy.



Offer expires March 31, 1995 and is good while supplies last.

Slasher Qwan replies:

It's unfortunate that Midway didn't truly balance the game in the newer revisions. Version 3.1 is final, so don't expect the game to change any further. Reptile really is the weakest character in the game for competitive head-to-head situations, as reported in July's MK II ProStrategy Guide. The only ways to win with him are luck, randomness, or an overmatch in skill.

Cart Queries

Most of the music in games is so boring. Why can't they just take a famous band's album and put it in the game?

Josh Tindell
Bradenton, FL

Boss Music replies:

Cost is the main reason. Game manufacturers have to pay exorbitant licensing fees to get a famous band's music, and the fees are even higher if they want the actual band to perform.

Still, some games do have reputable music. Aerosmith's in the arcade game Revolution X. Activision's X-Calliber 2097 uses the high-tech music and performance of Psychosonik. Interplay's Rock 'N' Roll Racing for the SNES uses the music (not the words or original performances) of legendary rock songs like "Bad to the Bone."

On the Sega CD, Microcosm has music from Yes keyboardist Rick Wakeman, and Tomcat Alley is backed by jazzman Herbie Hancock. JVC may have Brian May, Queen's guitarist, do the music for

Rise of the Robots for the Sega CD. By the way, Tommy Tallarico, Virgin's music composer, has his own Capitol Records CD featuring his music from Cool Spot, Robocop vs. Terminator, and Global Gladiators.



Rockin' n' rollin' with Rock 'N' Roll Racing.

Is Nintendo working on a new color handheld system?

Mike Kimball
Fairfax, VA

Scary Larry replies:

There's nothing in the works, according to Peter Main, VP of marketing for Nintendo. At a press conference on March 14 in San Francisco, Main showed off the Super Game Boy and said that sales of the Game Boy are strong enough to eliminate the need for a new color portable.



It's color, but it's not portable.

The Magazine Biz

Why don't you list ratings for games you Preview?

Tim Cross
Seattle, WA

Doctor Devon says:

It wouldn't be fair to the companies making the games. Often our PreViews are of games that are less than 50 percent complete—how would

you like to have your test graded when you're only halfway finished? That's why we only rate games in our PreViews.



Tommy Gonzalez of Longmont, Colorado, climbs to new heights when he plays Jurassic Park.

Our LamePro section of the April issue cracked me up. Will there be future LamePros?

Sam Winzar
Canberra, Australia

Bro' Buzz replies:

It's an April Fool's Day tradition! We've created a LamePro feature for several years now and probably will next year.



Anderson, Indiana, coaxes Tribbo (three years old) and Elton Smith (eight months) team up for some hot NES action!

Advertisement

COMING IN SEPTEMBER AT SOFTWARE ETC.

KNOCK OUT
"IT'S BOUT TIME BABY!"

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AND YOU COULD WIN A
MORTAL KOMBAT
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SEE SEPTEMBER ISSUE OF GAMEPRO MAGAZINE FOR DETAILS

software etc

IN EUROPE, SOCCER IS EVERYTHING. THEY EAT, DRINK, SLEEP, AND BREATHE SOCCER. SOMETIMES,

WHEN THEY NEED
A BREAK FROM SOCCER,
THEY FIND OTHER WAYS
TO WATCH IT.



**THE MOST POPULAR SOCCER
SIMULATION IN EUROPE.**
NOW AVAILABLE IN THE STATES.

"...[I]f you're a fan of soccer, you can control the spin, arc, and speed of your passes. So you can lead other players, and even curve the ball around the defense."

You can divide 51 international teams into your own league or cup competitions, and even control the weather. Choose "muddy" to slow the ball down, "dry" to speed

*"Frankly the best soccer simulation you're ever likely to see."
—Mike Rose, GamePro*



AIM YOUR KICKS WITH PRECISE ACCURACY TO ACTUALLY GO INTO A PLAYER.



SEE YOUR VIEW FROM THE CLIPPING OF TOPPER UNLESS YOU DON'T WANT! HEARS.

it up, or "icy" to let it freeze out of control.
When things get tough, try some sliding tackles and diving headers. But don't get too confident, or you'll have to put in one of your kids' (well, assuming those guys are kids for a reason).
This is soccer the way it was meant to be played. If you don't believe us, take it from the hundreds of thousands of Europeans who have made it the most popular game in Europe.
Available on Sega CD, Sega Genesis, and SNES.

Don't let it pass.
Get your Soccer 94 today!
Play it. Watch it. Love it.

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August '94 Gallery Winner



Axel Ordo, New York, NY



Patrick Kakala, Toronto, Ontario, Canada



Yo Ivan, Cambridge, Ontario, Canada



Joseph Morrison, Bloomington, IL



Jake Woodlyshell, Boulder, CO

Reader Report

In May, we asked you to vote for your favorite character from any fighting game.



Kate McKee of Bulger, Pennsylvania, voted for M. Bison because she uses him to beat "arrogant boys who think I can't play because I'm a girl."

The readers have spoken!

The favorite fighter:

Shang Tsung!

Runners-up (tie): Guile, Scorpion, and Chun Li.



Shang stops!

GamePro Gallery Prize

Here are this month's best artworks from the more than 1000 GamePro Gallery entries we've received in recent weeks. The winning artist will receive their choice of any Tiger Electronics game from Tiger Electronics. See the next page for an exciting announcement about our special 5th Anniversary Samura Art Contest.

Whaddya Think?

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

GAMEPRO Magazine

Dear Editor

P.O. Box 5828

San Mateo, CA 94402

Sorry, but no art can be returned, and we cannot send personal replies to your letters.

This summer, GamePro marks its Fifth Anniversary, and as part of the celebration, you could win an arcade machine—free! As announced last month, GamePro and Takara are giving away a Samurai Shodown arcade machine as the first prize in the Samurai Art Contest. The contest ends August 31, 1994, and winners will be announced in our November issue, the month when Takara is releasing Samurai Shodown for the SNES, Genesis, and Game Gear.

There are four age groups for the contest: 10 and under, 11-14, 15-17, and 18 and over. GamePro will select a single finalist in each category, then we'll randomly draw the champ from those final four winners. That way, a great nine-year-old Picasso has the same chance as a terrific 19-year-old Van Gogh. Plus, we're picking 50 random winners who'll each receive a game cart or T-shirt.

SPECIAL ART CONTEST



The Prizes for the Finalists

The final winner will get a Samurai Shodown arcade machine delivered to his or her doorstep, courtesy of Takara. The other three finalists will each receive a Samurai Super Set, which includes:

1. Samurai Shodown for the SNES
2. Samurai Shodown for the Genesis
3. Samurai Shodown for the Game Gear
4. A Takara T-shirt
5. A GamePro T-shirt

Still More Prizes

- We'll also draw 50 other winners at random:
- 10 winners will receive Samurai Shodown for the SNES;
 - 10 will receive Samurai Shodown for the Genesis;
 - 10 will receive Samurai Shodown for the Game Gear;
 - 10 will receive Takara T-shirts;
 - 10 will receive GamePro T-shirts.



Da Basic Rules

1. Send in one original (not traced) hand-drawn artwork by 8/31/94.
 2. Entries must depict one or more GamePro winners (The Unknown Gears, Bro' Buzz, Manny LaMancha, etc.) in a video game setting.
 3. Draw on an envelope or a piece of paper no bigger than 8.5 x 11 inches.
 4. Write your name, address, phone number, and age on the back of your mailing envelope (and on the back of your artwork if you mail it inside an envelope).
 5. Send to: Samurai Art, P.O. Box 5828, San Mateo, CA 94402.
 6. Entries that don't have all the right info or aren't sent to the right address will be disqualified.
 7. No art will be returned.
 8. Read all the rules for the Samurai Art Contest that were specified in the July issue.
- Because of the mature content of Samurai Shodown, winners under the age of 13 will need parental permission before fulfillment. World and Takara will award their prizes.

The only thing you have to lose
playing Stunt Race FX.





Hold on to your Salisbury steak. This is gonna be the wildest ride since Aunt Bert used to drive you to swim class.

It's **Stunt Race FX**, the out-of-control racing game where you'll feel every turn in your gut. Unless, of course, your gut's still back on the last hill.



That's because you've got a **Super FX chip** under the hood. Big whoop, you say? Well, try saying **FX** that when you're hurtling off a 3-0 cliff at 130 mph or a flying boulder looks like it's about to land in your lap. You might say, "OHNOOOO!!!" or "OHMANGAH!!!!!" But we doubt you'll say, "Big whoop."



GO FOR SPEED, BATTLE HEAD-TO-HEAD OR JUST GO ON SOME AIR.
AND FORGET EVERYTHING YOU LEARNED IN DRIVERS ED.

And there's other wacky, weird stuff. In **Stunt Race FX**, you can pick your race, pick your vehicle, and pick one of **24 tracks** with hills, banked curves, tunnels, wild jumps—you name it. (The other guy's newest game has only 3 tracks, so about all you get to pick is your nose.)

But you gotta have a Super NES. And maybe an iron gut. So c'mon, what do you have to lose?

Well, besides that.

Only For
SUPER NINTENDO



HOT AT THE ARCADES



By **Manny LaMancha**

Daytona USA

(Sega)

Virtua Racing steered the evolution of arcade driving games, and now Sega has taken another leap with its latest racer, *Daytona USA*. *Daytona* combines the high-octane action of *Virtua Racing* with *Ridge Racer*'s sheer realism to

create an incredibly intense trip around the track. You won't see an empty spot on the 50-inch screen. Detailed trees and fences line the course, as well as buildings, animated animals, and signs. Although VR's polygon graphics were revolutionary, *Daytona* goes a step further with its slicker-looking, texture mapping graphics.

But you're not there just to look at the sights. Like VR,

Daytona gives you three tracks to choose from, with increasing levels of difficulty and high-octane excitement. *Daytona*'s steering is much more sensitive than VR's, and slots are much harder to recover from.

Word is that Williams is working on an amazingly realistic driving game to answer Sega's volley. Until then, you'll spend a lot of time in this driver's seat.

Thanks to C. A. Robinson of Los Angeles, California, for helping us get detailed looks at *Daytona*.



Get behind the wheel...



...or behind the car!



You'll flip over this racing game!



By **Lawrence Arcadia**

Alien vs. Predator

(Capcom)

Just when you thought that every egg was squashed, every chest buster busted, and every Queen deflowered, along comes Capcom with a new *Alien* game, and this one makes the others look like child's play.

In this three-player game, you can choose to be one of four characters: a Warrior, Predator, Lt. Linn Kurosawa, or Major Dutch Schaefer. Each character has their own special moves and screen-clearing tactics, which are reminiscent of *Final Fight*.

You'll waste a variety of different aliens (such as Warriors, Slammers, and Arachnids) with their own moves, and even the Queen Alien herself.

The graphics, sound, and controls all kick acid. The DSound audio is a treat for the ears, and the fairly simple controls (stick-and-move) are a welcome relief for your thumbs.



PRO TIP: If you're the Predator, find the Super power-up that enables you to fire your shoulder cannon without overheating the gun. Then just stay in a corner and inhale away.

Don't mistake this game for a simple walk-a-sockie, though. There are tons of different moves, and the only way to find them is sinking your quarters in and practicing. If fighting hordes of alien intruders sounds like a job you'd enjoy, then Capcom has your work cut out for you.



ALIEN vs. PREDATOR



This live it's war!



PRO TIP: Jump and shoot at the Queens, but watch out for her claws.

Alien vs. Predator By Capcom

Genre	Cost	Class	Features	Rating
Shooting	10.00	10.00	10.00	10.00
Available now	Available now	Available now	Available now	Available now
Available now	Available now	Available now	Available now	Available now

Available now
Available now
Available now

Available now
Available now
Available now

IT'S WRESTLING GONE INSANE.

When the most outrageous wrestlers in history hit the mats in Saturday Night Slam Masters, what happens is not to be believed.

It's a one-to-four player wrestling insane asylum, where the only rules are - there are no rules.

Every one of the muscle-bound maniacs enters the ring ready to execute (and we mean execute) the kind of head-snapping, bone-crushing moves that will make your body a permanent part of the mat in seconds.



El Stingray executes his flying headbutt knocking Hogger flat on his back



Gunloc gets pummeled by multiple hits of Bull Stankovich's deadly sonic fat.

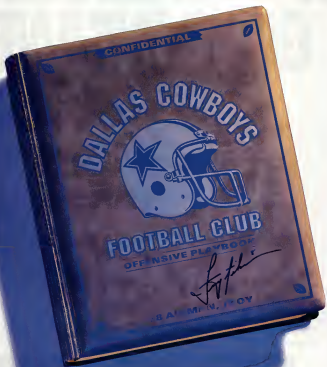


King Rasta puts the pin on Alexander "The Greater" with a super suplex.

So you better be ready with some back-breaking, spine-popping moves of your own. Ask your opponent to step outside the ring for "no-holds-barred" action. Pick up a table and smash it over his head until birds start to fly.

If you have more than a few screws loose, go single in the one-on-one tournament. Or, enter the Special Team Battle Royale where two teams of two slam until they're victorious. No wrestling game can match this one.

You can't get your hands on Troy's playbook,



But you can get your hands on a few key pages.



Troy Aikman NFL™ Football™

Like Page 7, Troy's "Pitch", the play that turned the Bills into four-time losers. And Page 21, Troy's favorite — "Lookie", the one that's made a lot of NFL comebacks consider a career change.

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design your own plays. Even custom design your whole team. A unique reserve budget, "Team Setup", lets you allocate team funds. So if you want a grind-it-out ball-control offense, invest in a monster line and a power fullback. You want a smothering defense, throw your linebackers a couple mil.

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Only Troy's game lets you control your team's lineup! Build up your offensive line, secondary or any other position—just like the pros!



Game Boy and SNES available in October



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TRADEWEST



By Slesher Quan

One year and millions of units after Shang Tsung first took on the world, *Mortal Kombat II* is being readied for a four-system simultaneous release on *Mortal Tuesday*: September 13, 1994. Acclaim and its developers, Sculptured and Probe, are charged with bringing home the most accurate, complete, pixel-perfect versions possible on the SNES, Genesis, Game Boy, and Game Gear. Okay, setting aside the handheld versions, the question is: Will the 16-bit bangers bring all the butt-bashing kombos home from the arcades, or will slow processing and pokey movements leave groaning gamers gasping for *Street Fighter 2*? Let's find out - or at least try.

A Question of Violence

First and best is the big news: The SNES and Genesis versions will have an equal level of violence (see sidebar).

What's more, as many *Finishing Moves* as possible will be crammed into both 24-meg carts. If every arcade *Finisher* makes it in, that would be 62 total moves - including ever-popular and always gory *Fatalities* such as Jax's arm puller, Kung Lao's hat split, and Kitana's fan decapitation. Let's not forget about those hilarious *Babalities* and *Friendships*, such as Johnny Cage's signed autograph and Baraka's present. Finally, there are the Pit, Tomb, and Dead Pool background-related *Fatalities*.

Acclaim's Claims

The SNES and Genesis versions will contain all 12 playable characters, plus the two bosses. The Game Boy and Game



Gear editions will have only eight playable (Liu Kang, Reptile, Sub-Zero, Scorpion, Jax, Mileena, Kitana, and Shang Tsung) and both bosses. All the arcade backgrounds plus the animations (such as clouds whipping by or a tree shivering) will be included in the 16-bit versions, while the handhelds will display only the Pit and Tomb backgrounds.

So, what about game play? Everyone remembers last

year's clunky, slow-to-respond SNES version. And let's not forget about all the coin-op kombos that didn't work on the SNES. (Of course, there was that problem with perpetual standing punch juggling in the corner.) Will these balance and playability flaws be corrected in round two?

Acclaim states that SNES developer Sculptured Software has reprogrammed the program drivers to eliminate the

awkward game-play feel. All *Mortal II* versions are purported to be as close as possible to arcade revision 3.1, which optimally includes all the crazy *Scorpion* teleport/spear/juggle kombos but omits bugs like Kitana's corner relict kombat or Sub-Zero's refreeze kombos. Acclaim didn't let us play copies of the MK II carts first-hand, so we can only hope Acclaim makes good on its word. (If they don't, we'll let you know.)

Another important factor is speed. Acclaim promises the same pace as the coin-op (pretty fast), which will be a tough act to follow. No adjustable speed settings are planned, but perhaps Acclaim should take a cue from *Street Fighter II Turbo* and consider adding this option.

Secrets and hidden characters are additional famous features of MK II. We certainly hope Probe and Sculptured will take the 15 minutes it'll require to program in the secret palette-swap brothers and sisters such as Jade, Smoke, and Noob Sabot. Pong? Hey, why not Kano, Sonya, and Goro? Yeah, well, maybe we should figure out how to do it in the arcade first!

Mortal Tuesday Approacheth

Last year, nothing could prepare you for the disappointing game play on the SNES and the letdown we experienced when we realized how Nintendo had sanitized the game. If all goes well, neither of those things will happen this time around, and *Mortal Tuesday* will truly be an event to remember for Sega and Nintendo players alike.

Mortal Kombat II
By Acclaim
Available September 13, 1994

What Does John Think?



John Tobias codesigned Midway's MK II arcade game (see "On Location," GamePro, May and June 1994). While he and partner Ed Boon didn't handle the home conversions themselves, they had input into the work done by Sculptured and Probe. Here's John's take on the game—believe it or not.

GamePro: Hey, John, so how's the game play?

John Tobias: It's excellent. The general feel of the game is incredibly similar to the arcade version. The certain combos and little tricks that are based on timing have been carried over to the home version, which was a problem last time.

GP: Are you pleased with the art and graphics?

JT: Yeah, it looks great. Neither version can be as good as the arcade. The Genesis looks good and the SNES looks incredible.

GP: So is it close enough to the coin-op to satisfy players?

JT: It's an excellent translation. I would go so far as to say that the Super NES version is one of the best arcade-to-home con-



A Nintendo's policy on MK II is the rule instead of the exception, arcade scenes like these could be commonplace on the SNES.

versions I've ever seen. It's on line with the Super Smash TV and Street Fighter II conversions. It's based on 3:1, so what you play at home will be exactly what you play in the arcade.



It's official and confirmed! Nintendo has reversed course: MK II for the SNES will have the same level of violence as its Genesis counterpart.

While Acclaim anticipates Sega's MA-17 rating on the Genesis MK II, the SNES version will bear the following warning on the box: "May not be appropriate for players under 17 years of age. Parental discretion advised." No formal "rating" will appear on the box because the industrywide rating system is not expected to be in effect until November '94 at the earliest.



Compare to Coin-Op!



Uta Kang's Flying Kick is fearsome, but where are Kano and Seiya? Why they're chained to the background?



Raptile's Forceball sucks enemies in for a combo. Jax is next on the hit list.



Shang Tsung's onslaught of multiple Forceballs makes Miteena cry.



Klana's Fan Lift leads to some devastating combos!



Scorpion's opponents see double when he Teleports!



Raiden's new Shocker zaps Shang Tsung in front of the Portal. (Wonder if Snake's hiding out in there?)



Uta Kang's Iron Fireball makes Jax a threat to Johnny Cage.



Sub-Zero's Frost has new animation and a cool sound effect.



Jax's Gotcha punches devastate Raiden above the PL.



Kang Lan has a new Hat Trick. Baraka doesn't want to know what it is.

COVER FEATURES MORTAL KOMBAT II

Compare to Coin-Op!



Shang Tsung nails Baraka with his Triple Fireball. If Baraka were in the air, it would juggle him for three hits!



King Lao controls the direction of his Hat Toss: up, neutral, or down.



Sub-Zero's Floor Freeze staggers Jax and sets him up for a combo.



Raiden attacks Stryker in his Acid Spit. Stryker!



Jax grabs Blazing Tornado with the Gethu Puncans.



Jax's Earthquake should be a good counter to high projectiles, such as Mileena's Sals. (If timed right, the Sals will pass over his head!)



Kitana's new Shockers tries King Lao's skills. (This move should also double as the opening animation for one of Raiden's Parallels.)



Liu Kang's new Like Air catches Stryker in the air for big damage.



Liu Kang's new love Fambal ends off with Sub-Zero.



If Shang Tsung steps into Kitana's Slicing Blades, expect a Super NES blood geyser!

Video JUKEBOX™

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Rack & Stack, Jack!

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Genesis, SNES, & Atari
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HUH?

Just pullin' yer yahrk, man. The Video JukeBox™ (nick named the "VJ") really uses a crackin' computer-driven, silicon-based ASIC that allows you to switch between 1 and 6 carts on the fly. But wait, there's more! You can attach more than one VJ together to hold 12, 18—up to 36 carts! The more VJs you snag, the more of your games are networked! Killer!

Once the carts are juiced in, you'll never have to flip 'em out. A black steel outer shell to match your stereo makes it durable with a kick-butt look! A quality product at an excellent price, would not you agree? No

doubt... at \$49.99, even your mom will ask for one! Convincing her or the old man should be easy... just tell 'em it'll keep your carts off the floor so any analysis resulting from shipping or your carts and their sub-gases into the TV would be indubitably impossible!

Grab a VJ or two or three... at Babbage's, Electronic Boutique, Software, Etc. and other popular hang-outs near you. For other store locations, pick up the portable and call.

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COVER FEATURE MORTAL KOMBAT II



Kitana's Spin Kick is a smooth upward Spin Kick.

Compare to Coin-Op!



The venomous reptile puts a hurt on Jax with the Acid Salt.



Shang Tsung has one move, but he can automatically do it three times in a row.



Shang Tsung works for Shao Kahn, but Tsung won't hesitate to turn against his master to reclaim the power.



Kitana's Fan Throw is the most devastating projectile in the game, and you can combo with it. Cool, huh?



Scorp's Spear is gonna get Jax over here!



Jax's midair Backbreaker is one of the most powerful moves in the game!



Shang Tsung's Fireballs apply the pressure to Shao Kahn.



Sub-Zero isn't the spirit of Mortal Kombat. Instead of icing and busting Blinnu into a million pieces, he turns her into a baby. Babby!



Kitana's Fan Throw can kill Sub-Zero out of his attempt to Floor Freeze.

Compare to Coin-Op!



Reptile's horrific head-shaping Fatal Blow chills you - even in green and white.

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THE CUTTING EDGE

Taking You into the Technology of Tomorrow

SEGA of America

Coming on Strong!

SPECIAL FEATURE

Sega staged a special Gamer's Day to unveil its hot new 32X Genesis upgrade along with its game lineup to the end of '94. Here's a report.

32X: On the Upgrade Path

By The Whizz

Sega of America has fired the first shot in the game system wars. Although its parent company, Sega Enterprises of Japan, and Sony will introduce \$400 standalone 32-bit game systems (the Sega Saturn and

they want it now. But they don't want to pay a lot for it, and they don't want to abandon their 16-bit library."

A Genesis Power-Up

The 32X is a Genesis add-on peripheral due in November. It

The 32X is going for speed! It uses two 32-bit Hitachi SH2 RISC chips (the basic Saturn chipset) working in parallel to pump up CPU processing speed to 23 megahertz. The Hitachi chips complement a newly designed VDP (video digital processor) chip that burns video processing at 40 MIPS. The unit will also add four megs of RAM that will work with the RAM already present in the Genesis and the Sega CD.



Ecco the Dolphin is preparing to make a splash when he swims into 32X waters next year.



Sega hopes 32X opens eyes!

The results should have visual pizzazz. 32,768 colors on-screen simultaneously, texture mapping, sharper computer polygon graphics, variable 3D perspective, enhanced scaling and rotation, and smoother video motion for the Sega CD.

For audiophiles, 32X will feature built-in Q-Sound support. This audio-programming technique shifts sound to create surround sound, which you can hear either through headphones or from speakers.

The Future Is Now

No doubt gotta-get-it-now gamers will spend the big bucks to grab Saturn or PlayStation systems and games from Japan. For the rest of us, however, 32X may well be the system of choice in '94.

32X Games! Star Wars Arcade



Pilot an X-wing fighter with Luke, Han, and the rest of the Rebel Alliance fleet through four levels of cockpit-perspective space combat! This 24-meg cart will be a faithful translation of the arcade game.

Available November

Doom



The 32X supports Genesis II and II systems.

the Sony PlayStation) this November in Japan, Sega U.S. is preparing to bring its 13 million Genesis owners along for the upgrade ride for \$150.

The 32X doesn't turn your Genesis into a Saturn, but Sega U.S. is betting that the 32X will keep power-hungry American gamers satisfied until Sega releases an American version of the Saturn in late '95. According to Haven Dubur, Sega 32X product manager, "American gamers want arcade game play, and

slides into the cartridge port of the Genesis, and it supports the Sega CD. The unit enables you to play special 32X cartridges and CDs with enhanced graphics, sound, and game play. According to Sega, Genesis 32X carts and CDs will be available for a suggested retail price of \$69.99. Sega promises 12 available games at the system's release, and says 50 games from third-party developers will appear during 1995 (see sidebar).



(PC screens shown.)

This classic first-person-perspective PC shooter will feature all the wicked gunplay and gory visuals you can stand. As a space Marine you face vicious monsters from another plane of existence.

Available November

Virtua Racing Deluxe



Sega promises that VR Deluxe will move twice as fast as the Genesis cartridge. You also get three Formula One cars and six tracks (up from three tracks in the Genesis version). You can change the four points of view on the fly.

Available November

Super Afterburner



This cart will be an almost direct port from the classic arcade jet combat game.

Available November

Super Motocross



More old-time arcade action comes with this mud-n-guts two-wheeler. You'll guide three classes of motorcycles through 15 courses.

Available November

Fahrenheit (SCD)



Fahrenheit uses real-life actors in video to set your world on fire. This CD could be hot.

Available November

32X Games in the Works for '95!

Cyber Brawl



This fighting game's a robot rumble.

Golf Magazine Presents 36 Great Holes Starring Fred Couples

Mix and match holes from actual championship courses.

Midnight Raiders



Realistic video puts you in command of an AH-64 Apache Attack chopper.

Stellar Assault



Sega plans to showcase this ultimate cockpit-perspective space-combat game.

Super Space Harrier



The run-n-gun classic is back for more thumb-burning action. Arrmgh!

Tempo

This hip-hop grasshopper must save his insect friends from a vile space octopus.

More 32X!

Also in development for 32X in 1995: Ecco the Dolphin, Tomcat Alley Deluxe, College Basketball, Metal Head, and Wirehead CD.

Look for 32X Games from 25 Companies This Year!



32X development system

Accolade	Cosball	Interplay	Sensort
Accolade	Multimedia	JVC	Takers
Activision	Core Design	Kosmos	Time Warner
American	Crystal	Playmate	Interactive
Software	Dynamics	Interactive	Two-Step
American	Demark	Rockwell Science	Century Fox
Technos	GameTek	Games	Interactive
Atari	Hi Tech	Virgin Interactive	Vic Tokai
Capecod	Entertainment	The Software	Toolsworks
		Toolsworks	Entertainment

SEGA of America

Coming on Strong!

Sega has a ton of games coming out this fall, and some of them look spectacular. Here's a rundown on the lineup we viewed during a recent visit to Sega.

Sonic & Knuckles



This year's Sonic adventure from Sega promises a revolutionary new technology exclusive to the Genesis. In addition to Sonic, the game stars Knuckles, the echidna with an attitude introduced in Sonic 3. According to



Sega, the game will also be backwardly compatible with prior Sonic cartridge games. Maybe we'll finally get to see the lost levels from Sonic 2 and Sonic 3.

Genesis, Available October

Ecco: The Tides of Time



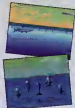
Everyone's favorite sea-going mammal is back, trying to save the oceans from evil Vortex once again. Even more gorgeous graphics span 26 huge levels of this 16-meg adventure, with game play similar in style to the first cart. New features that'll make a big splash

include two-player gaming. Ecco's new friend, Trelia, Ecco's ability to morph into different creatures like Sharks and Seagulls, and special 3D traveling scenes where you guide Ecco through suspended water tubes. (Psst... there's a password save — you'll need it!)

Genesis, Available Fall '94

Sega CD, Available Fall '94

Game Gear, Available Fall '94



Taz in Escape from Mars



Taz is back in six levels of cartoon-style action around the solar system. In addition to his trademark temper tantrum, Taz has jazzy new moves and better graphics. There's also a slew of special guest appearances by Looney Tunes stars like Wile E. Coyote, Road Run-



ner, Speedy Gonzales, Marvin the Mutt and K-9, and Yosemite Sam.

Genesis, Available September

The Adventures of Batman & Robin



This latest Batman adventure is based on the hit animated TV series. Batman and the Boy Wonder battle Mr. Freeze,

who's out to chill Gotham City. Using the digi-col technique developed for Disney's Aladdin, the cart is being created with the assistance of the Batman animation artists. The CD disc will include 15 minutes of exclusive Warner Brothers animation.

Genesis,

Available Christmas '94

Sega CD,

Available Christmas '94

Dynamite Headdy



This platform cart stars Headdy, a cool character who swaps heads in order to get past a ton of wacky obstacles. As he journeys through towers and mazes in search of the Dark Demon, Headdy, well... uses his head to grab objects, push them away, smash an enemy, and do anything else he needs to get done.



Genesis,

Available September

Game Gear,

Available September

Mighty Morphin' Power Rangers



Guess it's no surprise that the Rangers are making the Genesis scene. The Fox TV phenoms will star in a fighting-style game. Morph into action in two styles of play. There's a Story Mode or a head-to-head Battle Mode, where you can battle as any of the five

Power Rangers, the three Power Zord characters, or seven enemy characters. Rita Repulsa doesn't stand a chance.

Genesis, Available Fall '94

**Game Gear,
Available Fall '94**

Sega CD, Available Fall '94



Jurassic Park Rampage Edition



fast-paced one-player game play, and excellent graphics are featured in this completely different and much more ferocious version of last year's hit Genesis cart. Play as Grant and try to escape from the island before you're lunch for the T. rex. When you play as a razor-clawed Raptor, it's survival of the fittest as you try to evade human traps.

Just when you thought it was safe to go back to the park, they're back. New dinosaurs,

Genesis, Available Fall '94

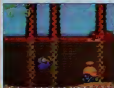
Desert Demolition Starring Road Runner & Wile E. Coyote



Authentic, hilarious graphics and sound FX highlight this platform adventure for the famous duo. During more than 21 levels of game play, you can speed across the landscape as the Road Runner, hunting for bird seed and evading the ever-present Wile E. Or, for a totally different game, play as Wile E., and use all kinds of wild ACME inventions to try and snag the bird.

Genesis, Available Fall '94

Sonic the Hedgehog: Triple Trouble



Sonic and Tails return to the Game Gear in a new adventure. Play as Sonic or Tails, each with different abilities (just like in the last cart). The game sends the duo to six zones and five sub-zones, including a new 3D stage in the air, and water and snow scenes where they ride a jet skateboard. Knuckles and a new character, Nack the Weasel, also appear.

Game Gear, Available Fall '94

Shining Force: The Sword of Hajya



Journey to the Castle of Cypress and help Prince Nick recover the stolen Sword of Hajya. This four-meg RPG includes cinematic battle scenes and 18 quest-mates. You can also play up to 12 characters at one time.

Game Gear, Available Fall '94

Eternal Champions



The Eternal Champions are back, accompanied by four new fighting characters. Each fighter has new moves, including a restyled combo system and three new kits: Sudden Deaths, Vendettas, and Carefests. The champions battle with 11 martial arts styles, including Kenpo Karate, Hapkido Cane Fighting, and Ninjitsu. Make your moves at three speed levels and then check 'em out with Instant Slow Mo replay. Eternal Champions also fights back with Dynamic Play

Adjustment depending on the fighter's skill level, a Training Mode, and, of course, Tournament Play to see who'll be the champ. Look for at least six hidden characters in the game, including fighting beasts like a snake, a chihuahua, and a chicken who packs a mean right wing

Sega CD, Available Fall '94



Wirehead



Ned was an average guy until a brick dropped on his head. Now he can't control himself without a little help from you. Thanks to a brain implant and a wireless controller, you're in charge. You can help out Ned or make him look like a fool! The idea behind Wirehead is to create a game that gives you full interaction with a live

character. You decide what Ned will do, and then sit back and watch the consequences in full-motion video

Sega CD, Available Winter '95



Shadow of Atlantis



Climb aboard the Nautilus and voyage undersea to investigate the ruins of Atlantis. Here you'll encounter a strange underwater city filled with nasty mutant sea creatures and water-breathing zombies. Live-action video clues help you solve the mystery of Atlantis. Spectacular 3D



graphics and animations, along with eerie submarine sound FX, lend a very realistic feeling to the game. Hope you aren't claustrophobic.

Sega CD, Available Fall '94

Midnight Raiders



A top government official's been kidnapped, and you have to man an AH-64 Apache Attack helicopter and rescue him. Using TruVideo in the style of Tomcat Alley, Midnight Raiders plans to combine shooting action with adventure and fighting game elements. For example, you'll destroy an enemy target with an aerial attack, then, when you locate the enemy hideout, you battle your way through the building until you locate the hostage. The hostage's location will change with every game

Sega CD, Available Fall '94



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No-Shows With Possibility

Sega didn't have much to show on these games, but they're on the way.

Fahrenheit



The building's engulfed in flames, people are trapped inside, and it's up to you to rescue them and put out the fire. Using TruVideo, Sega puts you behind the hose and challenges you to save the day from burning apartment complexes, train wrecks, and chemical plant explosions. There wasn't anything to see yet on this disc, but it sure sounds interesting.

Sega CD, Available Fall '94

Surgical Strike



Urban terrorists are on the move. It's your call to hunt them down before they kill

more innocent civilians. This game plans to use live-action video for that "you are there" feeling as you climb aboard five different high-tech strike vehicles. Sega wasn't ready to show it, but the game play style sounds similar to other discs that have used TruVideo.

Sega CD, Available Fall '94

Baby Boom



Waaaaah! It's New Year's, 1999, and you've pulled baby sitting duty. No pity, though, 'cause you're getting paid a million bucks. Only problem in this one-player puzzler is that the babies—hundreds of 'em—are running amuck. Keep 'em out of trouble as you race around a high-tech apartment building. There's a password save when you need a break.

Genesis, Available Christmas '94

Sega CD, Available Christmas '94

Game Gear, Available Christmas '94

Sega Club



Sega's also rounding up a bunch of games for the younger set. Check 'em out yourself or pass 'em on to the rug rats that roam your house.

All these carts are available in Fall '94.

Stester Bear Here they go fishing, camping, hiking, and defending themselves with the Bear Bottom Bounce. It's available for the Game Gear, too.

Richard Scarry's BusyTown



Based on the hit PC game, this one's for the youngest kids. It includes Sega's six favorite BusyTown playgrounds.

Crystal's Pony Tale



Girls love horses, magic, and adventure. Sega combines all these loves in a game starring Crystal, a magic pony.

Ecco Jr.



Ecco Jr. pals around with his undersea buddies in an easier version of the Ecco game for younger kids.

Creative Antics



Kids use their favorite Sega characters to animate their own worlds. The game comes bundled with a mouse and a mousepad.

Disney's Bonkers



Join Disney's cartoon star Bonkers D. Bobcat in a search for bad guys throughout Hollywood.

Berenstain Bears Camping Adventure



Come on, admit it—you remember Brother Bear and

PREPARE YOURSELF



MORTAL KOMBAT™ TRADING CARDS These Cards May Save Your Life

Introducing Classic's MORTAL KOMBAT Trading Cards with the tips you need to stay alive.

► Highlighting the 100-card set are Classic's "Fighter vs. Fighter" cards, in which playing tips are offered on the seven Kombatants' battle strategies against other video opponents.

► Also featured are "Secret Moves" cards with each



Kombatants' unique fighting attacks.

► "Story Line" cards, with scenes from Midway's MORTAL KOMBAT comic book, trace each fighter's path to the MORTAL KOMBAT Tournament.

► In addition to the 100 cards, Classic has inserted preview cards of MORTAL KOMBAT II with player tips for the newly released arcade game.

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SEGA Sports

NFL '95



NFL '95 isn't an upgrade of last year's Joe Montana cart. This game boasts a new engine, plus the ability to see 65 yards down-field during passing plays. The rosters tout 28 NFL teams with real players and team logos, but you can also create up to 60 of your own players to build a dream team. SportsTalk is gone, but trash talk is an important part of the game, and actually impacts the players' performance and stats. The play-calling interface has been streamlined, battery backup's



on hand to keep stats and save an entire season of play, and up to four players can hit the gridiron for multiplayer gaming. You can also take to the field with a Game Gear version.

Genesis, Available Fall '94

Game Gear, Available Fall '94

College Football's National Championship



Think you know what the top college football squad is? Put your money where your mouth is and take to the gridiron with 32 of the top college teams, including Notre Dame, Michigan, Penn State, Washington, USC, and Alabama. With rosters using last year's team stats, up to four players can compete in Exhibition play, an 11-game season, a race for the number one ranking, or a National Championship Tournament. Just to make sure you display the proper school spirit, Sega's also thrown in college playbooks, rules, and even fight songs and stadiums.

Genesis, Available August '94

NHL All-Star Hockey '95



Take to the ice for hockey action with 26 National Hockey League teams and all-stars from the NHL Players Association. There are 650 players in all, including the likes of Lemieux, Gretzky, Lindros, and Yzerman. Especially large sprites and digitized animation combine with an unusual scaling perspective to give this cart a different look. Skate a 42- or 84-game NHL season and win the Stanley Cup Playoffs, or skate against up to four friends for head-to-head competition. This cart is also coming for the Game Gear.



Genesis, Available Christmas '94

Game Gear, Available Fall '94

Golf Magazine Presents 36 Great Holes Starring Fred Couples

With the help of Golf magazine, Sega's gathered the 36 best holes of golf from around the country, including Freestone, Bay Hill, and Doral. Make a foursome with Fred Couples and Payne Stewart, shoot a round of 18

on Fred's favorite holes, or better yet, design your own perfect round of 18. Up to four men or women golfers can play Skins, Medal or Match Play, Exhibition, or Tournament golf.

Sega CD, Available Fall '94

World Series Baseball '95



Grab your Gear-to-Gear and go head-to-head against a friend in this game with the famous up-close batting perspective. This version of World Series Baseball boasts 28 Major League teams with real players, including the actual 1994 opening day rosters. The six-division



alignment culminates in an eight-team playoff and the Series. An edit feature lets you create your own roster.

Game Gear, Spring '94



TAZ IN ESCAPE FROM MARS



Busting loose this August on SEGA Genesis and this October on Game Gear!



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Genesis



By Slesher Quan

Last year, you were promised a Champion right away, but instead you had to wait forever just to get something Special. Remember the pixel blur and less-than-defined colors? Remember the tinny music? Remember the phlegm-in-your-throat voices? Once again, all this and more can be yours if you purchase Super Street Fighter II for the Genesis instead of for the SNES. Oh...did I mention this game has only four stars of speed, whereas Special had ten?



PRO TIP: Ryu's red Fireball has an increased hit range, so you can use it as a "shield move" to trade hits more effectively.

Genesis Game Profile

Super Street Fighter II

(By Capcom)

NA3 If you own Special Champion Edition, Super is not a must-buy. Rent it first; if you don't mind the speed and you like the new characters, then get it.



Price not available
48 mins
Available July
Need to load floppy

2 plays
11 characters
5vs view

ADJ.
4.5 4.0 3.5 3.0 2.5 2.0 1.5 1.0

Super Sega

Super SF II for the Super Nintendo outdoes the graphics, music, and voices of its Sega counterpart. Buyers who own both systems beware: Get the SNES version! (Unless one star is all that important to you.)



PRO TIP: Ken's three-hit Flaming Dragon Punch often dizzies, especially if used in a combo.



Super Street Fighter II has test rewards for first attacks, reversal attacks, and multi-hit combos.

Overall, Super for the Genesis is still an extremely high-quality, value-packed, solid translation of the coin-op that includes tons of extra (though not necessarily worthwhile) features. The game brings home all 16 characters from the arcade, including the fabled New Challengers: Cammy, Dee Jay, Fei Long, and T. Hawk.

Game Play All the Way

Super SF II feels very solid and responsive, just like its Special Champion Edition predecessor did. Which Super actually plays better—the Genesis or SNES—is a toss-up. Unfortunately, Super was never the game it could have been in the arcades, and the same imbalances and flaws that hurt the coin-op still



PRO TIP: The only way to break the record in the Time Challenge mode is to hop a fireball and do a rare-dirty combo followed by a sure-killing combo.

affect the home versions. What happened to Ken's Roundhouse/Hurricane Kick air combos? Where is Guile's double-hitting Flash Kick?

As far as new features go, Super Genesis is a jack of all trades but master of none. Most of the options are pretty cosmetic or just downright boring and unimportant. For example, you can play a Time Challenge mode where you try to beat the computer in the shortest time possible. Gee, why is this fun when breaking the record is blind luck (the CPU must expose itself by throwing a fireball) and the game doesn't save high scores?



PRO TIP: You can trade hits with Fei Long's Rising Dragon Kick if you hit him deep enough.

How about the new Tournament Battle, with one-round matches and the inability to use real-life tournament rules? The most potentially interesting mode is the Expert mode, which pits you against all 16 opponents instead of just 12. There better be a special ending for beating this mode!



PRO TIP: Doing Zangief's Spinning Pile Driver motion with a kick is safer than with a punch, because you can get either the Siberian Suplex or the Siberian Bear Crusher to come out.

All the Frames, Less Filling

Super seems to have retained almost all the graphical candy and animation quality of the



coin-op, from Ryu's heart-quickenng fireball intro to Cammy's winking poses. However, it's still the Genesis, so prepare for some color loss.



Check out the new animation for Genji Irbah! This move is now a Saneic Boon motion.



PRO TIP: T. Hawk's Rising Hawk is essentially an approach that counters most jumping or standing moves.

The audio is pretty much what you'd expect - raspy but still the familiar awesome tunes. The voices range from passable to grainy; some seem to have been sampled at higher rates than others. (Cammy's "Thrust Kick" is just awful.)

Stars and Secrets

With four stars (five speed settings total, one more than the SNES), the Genesis version is

reasonably fast. Unfortunately Capcom hasn't confirmed the existence of codes for more stars, so if you're a speed demon, you may want to stick with your ten-star Special Champion Edition version.



New Vega can fly off the wall with his new slow rate.

Any chance this game could have a Super Turbo code? No, according to Capcom. That's really too bad, because this 40-meg cart should have been the ultimate version of SF. Personally, I would rather have lost the Ryu cinematic and all those lame option modes if I could



The Tournament Battle mode has a special reward for the winner - an actual voice says, "You are the champion."



Both Sagat's Tiger Knee and his stage have an awesome new look.



Hawk's Storm Raveer can plant even Zangief into the pavement.



Cammy's Cannon Drill is a guaranteed double-hit when close.

Super SF II for the Genesis has many different game-play modes to challenge players.

have gained Super death moves, the new moves in ST, or even just Akuma.

The Final Street Fight?

After so many versions of Street Fighter, one initially would have hoped that Super would be the last, the best, and the most complete. Unfortunately, from the looks of things none of those three wishes have come true. Regardless, Super is still Street Fighter, Street Fighter is still the best fighting game ever made, and if you don't own a SNES, you probably will enjoy a purchase or extended rental of this Genesis product. E

PROREVIEW

Genesis



By Steve M.

Yo, Ragas! It's dlobberin' time again in the grand tradition of side-scrolling, moon-walking mayhem, Streets of Rage 3 definitely has combat charm — it may even knock you out.

Walking the Wild Side

In SOR 3, Mr. X is back to replace key city officials with robot replicas, Axel, Blaze, and Skate track X from SOR 2 to 3. This time, Dr. Zan, a renegade cyborg, joins the team, and if you're lucky, you'll find Rob, a marsupial friend. Punch in for one- or two-player action against X's gang, or if you just want to get it on against a pal, pull up Battle mode.



PRO TIP: To beat the three cloaky red Taurus at the end of Stage 4, quickly Dash (press **Down**), then press and hold **Down** and Roll (press **Up** or **Down** twice) to intercept them and avoid their running charges.

Generate Game Profile Streets of Rage 3

(By Steve)



Does this fighting formula still work? A few hops in the brain will confirm that it does. Wade into these mean Streets like you never left SOR 2.



Genre: Action
ES Rating: 16+
Available on: Genesis
ESD: 60+ min
Europe: Yes

But if it's a street fight you want, then it's a street fight you'll get. X's X-metacos come at you in droves throughout seven mean stages. You must figure out how to outfight low-lives like punkers with electro-whips, ninjas with throwing stars, and pistol-packing hit men. The stage bosses give your ego a good bruising, too, particularly jet the aerial assassin and the mad robot maker.



PRO TIP: A Stationary Attack breaks a bad guy's hold, but if your Strength Gauge isn't maxed, the Attack ends your Life Gauge.

PRO TIP: The Dash Attack is almost unstoppable.



PRO TIP: Look for two hard-boose 1-Ups in Stage 5.

The Streets fight is familiar, fun, and ferocious. There are four endings depending on your final score. The challenge, even set on Easy, will knock out intermediate gamers. Don't hang at Easy, though — you only play to Stage 5 at that setting.

Déjà Vu Destruction

Crossing from Streets 2 to Streets 3 is a breeze. Many moves are lifted straight out of Streets 2; however, a few SOR 2 standards are gone. For example, Skate has lost his slick Corkscrew kick.



PRO TIP: To avoid back crashes, keep your back against a wall or the screen edge.

At least Streets vets won't mourn lost moves for long. Not all the moves are listed in the manual, so you can discover them yourself. Great new moves include a Dash attack and directed energy punches and fireballs. Defense-minded fighters will like the new Duck and Roll that enables you to escape to the top or bottom of the screen. The game continues to put a nice mix of effortless moves at your thumbs' tips. You'll have a good time con-



PRO TIP: If someone grabs you from behind, hit **A** to use the Stationary Attack.

The Streets of Ragas



Axel



Blaze



Skate



Zan

Skate's Slickest



Dash Attack! Press **Down**, then press and hold **Down** **Toward**, and hit **B**.



The Head-heel Move behind a foe and hit **B**.



STREETS OF RAGE

3



Blaze's Best!



Fireball Directed Attack!
Press **Toward** and hit **A**.



Pull a Dash Attack, but start it at least one body length away from your opponent.

Zan's Zappers!



Electroshock Directed Attack! Press **Toward** and hit **A**.



Power Shoulder Dash! Tap **Toward**, then press and hold down **Toward**, and hit **B**.



Robot madness!

Rage 3 Craziest!



Steve



Graze



Kasagi Ninja



Your evil clone

Axel's A-moves!



Dash Attack! Press **Toward**, then press and hold down **Toward**, and hit **B**.



Use the **Stationary Attack** with a full **Strength Gauge** hit **A**.

rolling your rage. Six-button controller support is a decided advantage over SOR 2's three-button finger-fiddling.



PRO TIP: Zan bows energy balls when he picks up weapons.

An A/V Rematch

The graphics and sounds are in line with the Streets tradition. It's a third go-round for most of the regular evildoers, though the invisible samurai bosses are definitely cool. At least the Japanese MegaDrive version, Bare Knuckles 3.



PRO TIP: The Bulldozer at the end of Stage 5 won't harm you during a power attack.

dressed some enemies in hipper (some would say racier) costumes. Slowdowns sometimes rears its woolly head during crowded two-player co-op combat. The audio raves on the strength of Yuzo Keshiro's now famous techno-rock Streets of Rage tunes.

Rage 3 and Thee

Streets of Rage 3 is like an old friend—an old friend who won't stop trying to kick your butt! The fighting formula is still feisty, if familiar. But no one wants the Streets to be too safe, do they? **B**

Roo, Roo, Roo!





By Lawrence
of Arcadia

Some games are so simple that you just plug 'em in and go. *Outrunners* falls into this category. There are no tires, engines, or hood-mounted machine guns to buy. Just take your favorite road machine out and eat blacktop 'til Judgment Day.

On the Fast Track

Outrunners doesn't ask much of you, so don't expect a lot back in return. This game just puts you behind the wheel of fortune of one of eight mean machines in a race through some pretty standard tracks.

OutRunners



PRO TIP: Watch the entire demo at the beginning of the game for a useful profile on each car.

In the Arcade version, you try to make it past certain checkpoints within an allotted time. In the Original mode, you just race your opponent to the finish line.

Hot Wheels

The graphics are about as fast as you could want for a driving game. The scenery whizzes

PROREVIEW

Genesis

by, but you still notice plenty of details, like the Conestoga wagons in the old West. The drawback is all the empty spaces with nothing to see.



PRO TIP: You'll advance far in the game with the Speed Buster.



PRO TIP: If you round a corner and start to lose control, ease off the gas rather than braking.

The sound effects are good but muffled. You'll hear some bad voice translations and some fairly decent music. All in all, you'll snap your fingers while you grit your teeth.

Accident-Free

The game won't annoy you with its easy controls and smooth game play, but it will challenge you. The Arcade version demands some skill. Overall, this driving game will keep you glued to the wheel. **B**



By Lawrence
of Arcadia

It's fight time. In one corner we have pumped-up Japanese monsters. In the other corner...more pumped-up Japanese monsters. If you're thinking you'd like to be somewhere else right about now, you're not alone.

Monster Mash

You can choose from Super Geon, Atomic Guy, Cyber Woo, or any of the bosses.



PRO TIP: When an opponent slips, turns, or moves away, get out of the way. Super move combo!

But wait...it's not like you're going to play against your best friend, because *KOM 2* is a one-player game. That's right, Takara gives, and it takes away. Add to this the difficult controls, and you have a classic case of sequel syndrome—the second game is not as good as the first.



PRO TIP: After a number of hits, an opponent will stall after getting hit or thrown. Use the opportunity to inflict more damage.

Gimp Graphics

King of the Monsters 2 also suffers from an image problem (the problem is, the images are

terrible). The graphics are tame renderings of short sprites in poorly realized backgrounds.



PRO TIP: Come into a fight from an angle. The opponent will have a hard time reacting.



The sound effects are fairly monstrous, but thankfully, fairly intermittent as well. You'll hear some shuffling, groaning, and whining...at the rental check-out counter where you'll see this game!

The King Is Dead

So, fight fans, look elsewhere for your thrills. *KOM 2* couldn't keep Gerry Cooney up long enough to take a swing. Until Takara finishes *Samurai Shodown*, somebody there should dethrone this monarch. **B**

King of the Monsters 2 By Takara

Developer	Genre	Genre	Platform	Rating
Takara	Fighting	Fighting	Genesis	B

\$24.99 1 player
18+ mgp Side view
Available now Multitasking
Action/Adventure

Outrunners By Data East

Developer	Genre	Genre	Platform	Rating
Data East	Racing	Racing	Genesis	B

\$24.99 2 player
18+ mgp First-person view
Available in July



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



By Bro Buzz

Electronic Arts is ready to fly its hard-hitting helicopter combat cart from the Desert and the Jungle into the city—Urban Strike!

Future Fight

The game will be set in 2006—12 years have passed since the United Nations, and your futuristic allies will include some former enemies: Iraqis, Iranians, and Nicaraguans. The cart will feature 13 levels in locations across North America, such as New York, San Francisco, and Las Vegas.

Genesis pilots will be able to fly two choppers, wheel in an armored personnel carrier, and exit vehicles for infantry action. Don't worry—you



Here's a preliminary design for the APC. The General Chaos foot-soldier is just a placeholder.

won't have to control one of those teeny-weeny sprites (ten pixels high, remember?). According to EA, your character will be at least three times as big.

The main aircraft will fly and fight faster. The other helicopter will be heavily armored, with a 20-person capacity

URBAN STRIKE



The Excelsior Hotel under fire in Las Vegas!



Fight dirty on the oil rig.

City Flights

Urban Strike—you'll fly, you'll die, you'll likely cry. At least let's hope that's life flyin' choppers in the big city. ☐

Urban Strike
By Electronic Arts
Available October



Top Secret: the new Urban Strike fighter, unnamed at press time.



By Bro Buzz

Boy, when Michael Jordan decided to get out of basketball, he really decided to get out of basketball! Chaos in the Windy City is a new eight-meg Genesis game from Electronic Arts that stars His Ainess in an action/adventure game that's not a round-ball sports game.

Players in Pool

The story will have Michael on his way to practice for a charity game when the evil Professor Max Cranium kidnaps his

Michael Jordan: Chaos in the Windy City



Jordan Expressions for Health Status

Jordan-face icons will mean damage.

teammates. Mr. Jordan will search out his friends throughout actual Chicago (the Windy City) locales. There will be five locations with five massive levels per location.

This time, MJ shoots basketballs to take out freaked monsters. He'll use eight types of balls, which he powers up by slam dunking them through hoops scattered throughout the levels.



Jordan powers the B-balls.

Basketball Madness

Anticipation for this cart should have sports fans and action gamers in Chaos. But they must still be scraped the guys at EA Sports off the wall.

Michael Jordan: Chaos in the Windy City
By Electronic Arts
Available September



Dr. Max Cranium: He hates basketball!



This mean dude ain't Charles Barkley.

BRIEF

MAN



AERO ACRO-BAT



SUPER NINTENDO.



SUNSOFT™



This official seal is your assurance that this product meets the highest quality standards of the Super Nintendo Entertainment System. It is the only seal that they are compatible with the SEGA™ Saturn™ system.

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Sega CD



By Captain Squishee

Up for a little pillaging? Step into the power-hungry boots of PowerMonger's conquest-crazed Captain and try to take over a medieval world one piece at a time. Just don't hope for great graphics to show you the way.

Power Play

PowerMonger will be familiar to anybody who's played the previous versions on the PC or Genesis. There's also a resemblance to the Populous games, but here the goal is more savage: You want to conquer everyone in your path, whether that means enslaving them, recruiting them into your army, or slaughtering them.

A point-and-click interface accesses information and executes 16 different commands, while tiny 3D graphics show

you the results. To succeed, you'll have to do some spying, invent new weapons, trade goods, kill animals for food, and buddy up to helpful locals. The point-and-click controls are slow at first as you try to understand all the icons, but they quickly become comfortable. An interesting aspect of the control is the Posture setting, if your legions perform their tasks with an overly

aggressive Posture, they're likely to kill a few too many innocent villagers. But if their Posture is too passive, they might not kill enough, or they won't invent weapons that're strong enough. Decisions like these are the heart of the game.



PRO TIP: You can keep enemies from making inventions by chopping down trees.

Battle Fatigue

Cutting into whatever enjoyment the military strategy offers are relatively weak graphics. There's almost no introductory footage, and the maps are so pixelated that you can barely see what's going on or who's

of marching soldiers, for instance rouse your fighting spirit. A few of the sound effects are unclear, however, and you'll wish you had good voices coming from the on-screen characters.



PRO TIP: Full stomachs help an army march well, so keep your store of food well supplied by slaughtering sheep you find.



There's lots of slow accessing in this game, so expect to see this screen.

PRO TIP: Conquest is easier when you're well armed. Your men can invent superior weapons for use against larger forces.



PRO TIP: Constantly refer to the Captain's Window and scroll around the Overview Map to help keep your bearings.



A brief view is one of the few graphical goodies.

Sega CD Game Profile

PowerMonger

(By Electronic Arts)

MS-R If you like your games slow and strategic, this game of conquest might be your cup of meat.

Quality	Value	Control	Interface	Features
4.0	3.0	3.0	3.0	3.0

ADV.

MS-R
344 GB
3-Days activation
CD
Available now
1-player
PowerMonger



PRO TIP: Don't be too aggressive, especially at the beginning when you have few resources. If you kill everyone you're trying to conquer, you won't have any new soldiers to recruit or people who can perform tasks for you.

who. After going through lots of slow strategy, a nice visual payoff of your decisions being executed would've really added to the FunFactor.

The sounds do what the graphics don't: They help and entertain you. You can tell what's ahead from faint sounds in the distance, and all kinds of martial sounds (the stomp

Military Intelligence

It's complex, it's time-consuming, and with 195 territories to conquer, it's big. All of which means it should adequately satisfy advanced gamers who love strategy simulations. Look elsewhere if you want high adventure and intense action, but look to PowerMonger if you're in the mood for a long, slow pillage. □

VIDEO GAMES ARE

LIKE HIGHTOPS.



THE NEW ONES

ARE COOL,

BUT AFTER

AWHILE THEY

START TO STINK.

**BLOCKBUSTER
VIDEO**

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WHERE THE CHALLENGE NEVER ENDS.

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U.S. GOLD

PRESENTS

MARVEL
COMICS

THE INCREDIBLE

HULK™

HE'S BIG... HE'S MEAN... HE'S GREEN...
AND HE'S GONNA...



...SMASH, BASH, CRASH, AND TRASH EVERYTHING IN MY PATH!

HEY, SURE HULK GETS A LITTLE DRANKY, BUT SO WOULD YOU IF YOU WERE BLASTED BY GAMMA RAYS THAT TURNED YOU INTO A HUGE, POWERFUL, GREEN CREATURE EVERY TIME YOU GOT A LITTLE TICKED-OFF.

SO COME ON, GIVE HIM A HAND BATTLING SOME REALLY NASTY CLASSIC MARVEL VILLAINS... LIKE RHINO, TYRANNUS, ABBRIDING MAN AND HULK'S GREATEST ARCH VILLAIN, THE LEADER! HULK WILL PROVIDE THE BRAIN, YOU PROVIDE THE SKILL AND BRAINS FOR HOURS OF THE MOST HULKED-OUT ACTION YOU'LL EVER BE A PART OF.

Oh... oh, it looks like the Leader has given mild mannered Bruce Banner another migraine... and you know what that means!
AAAAAAAAARRRRRRRRGGGGGGHHH!!!!



Travel high above the city with Hulk and help him put a serious hurt on Rhino and his henchmen!
**WOOMP!
THWAAP!**



COME ON... IF YOU THINK YOU'RE TOUGH ENOUGH!

Available for Sega™ Genesis™, Game Gear™ and Super Nintendo Entertainment System®



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By Lawrence
of Arcadia

The Bogard Boys and their brawling band of bruisers are back in action on the SNES. Need some more of that Fatal attraction? You'll get it with this cart, which features new characters, new backgrounds, and new moves from the previous Fatal Fury. Want some great fighting and knock-out moves? That you may have to search for in this lopsided, two-dimensional game.

Fightin' Words

Translated directly from the Neo-Geo, this game's song remains the same. You fight against a brawler' bud or against the computer in a best-of-three slugfest to determine who's the king (or queen) of the Fatal fiefdom. There's a diverse make-up of fighters, from an old man (who's butt-kickin' abilities are still sharp) to a young, noble martial arts Madonna (who makes Lorena Bobbitt look like a schoolmarm). Each character has their own unique personality, along with a range of special moves. Some of the moves are very pretty to watch,

FATAL FURY 2



ANDY BOGARD



PROSPERITY Andy is back, baby! Why did you think you were gonna get a new character? He's still the same old Andy. He's still the same old Andy. He's still the same old Andy. He's still the same old Andy. He's still the same old Andy.

KIM KAPWAN



PROSPERITY Kim is back, baby! Why did you think you were gonna get a new character? He's still the same old Kim. He's still the same old Kim. He's still the same old Kim. He's still the same old Kim. He's still the same old Kim.

RIG BEAR



PROSPERITY Rig is back, baby! Why did you think you were gonna get a new character? He's still the same old Rig. He's still the same old Rig. He's still the same old Rig. He's still the same old Rig. He's still the same old Rig.

YUREI YAMADA



PROSPERITY Yurei is back, baby! Why did you think you were gonna get a new character? He's still the same old Yurei. He's still the same old Yurei. He's still the same old Yurei. He's still the same old Yurei. He's still the same old Yurei.

like Mai Shiranui's Fan Toss, while others are standard fireball-tossin' fighting staples.

You play as one of eight characters and tear through the other seven opponents to find that you have to contend with three bosses. The last boss, Wolfgang Krauser, is a huge fighter with super-fast moves (or at least faster than yours), so it ain't over 'til the fat lady breaks out the bandages.

Gorgeous Gorges

The graphics definitely don't live up to their Neo-Geo heritage, and the character sprites seemed to suffer in the translation. For instance, when Mai does her flaming fan, the opponent doesn't even catch on fire, which they do in Fatal Fury Special (see the PreView at the end of this PreReview). The background graphics are great, with full-palette renderings of Mount Rushmore, the Canals of Venice, the Australian Outback, and even a magnificent ballroom complete with a full symphony.

It's too bad they didn't use a real symphony for the sound,

Super NES Game Profile Fatal Fury 2

(By Takashi)

WHD more characters and more backgrounds than the previous Fatal Fury, this cart has a lot going for it. Does it rank among the heavies in the fighting arena? Not really.

Gameplay	Sound	Control	Graphics	Dialogue
4.0	3.5	3.5	3.5	4.0

ADJ.
4.0 3.5 3.5 3.5 4.0
5.0 5.0 5.0 5.0 5.0
5.0 5.0 5.0 5.0 5.0

TERRY BOGARD



After a lot of the old-timey, home-style, go-as-you-please fighting, it's a relief to see an arcade fighter who's got a real, professional feel to his moves, particularly when it comes to the combos.

MAI SHIRANUI



After a lot of the old-timey, home-style, go-as-you-please fighting, it's a relief to see an arcade fighter who's got a real, professional feel to his moves, particularly when it comes to the combos.

JOE HIGASHI



After a lot of the old-timey, home-style, go-as-you-please fighting, it's a relief to see an arcade fighter who's got a real, professional feel to his moves, particularly when it comes to the combos.

CHENG SINZAI



After a lot of the old-timey, home-style, go-as-you-please fighting, it's a relief to see an arcade fighter who's got a real, professional feel to his moves, particularly when it comes to the combos.

because it's tiny and useless. It doesn't add anything to the game, and the yellings and mutterings of the characters are unrecognizable. Better dust off the Walkman—you're going to need it.

Broken Battle

The control in this game really makes you furious. Some of the special moves are hard to perform, and even though you repeat the identical joystick command twice for a specific move, you get two different results. Study that manual, grasshopper.

The game's speed really affects the fighting action; compared to other brawlers on the market (and even the preliminary version of Fatal Fury Special), it's so slow you'll swear you were battling Mrs. Butterworth. The final problem is the game's too easy. You can battle through on the normal setting without a hitch, setting this game up as a "Renter Wanted" commodity.

Combo with Cheese

Are there combos in this game? If you're lucky, you'll find a way to string a couple of moves together for some good hits. Better get your licks in early, because a character like Big Bear can get lucky and override the skill of any player by just jump kicking his way to victory. Hey, who said life was fair?

The numerous flaws shouldn't turn you off to the Fatal family forever. This game is just a step up from the previous Fatal Fury, but a couple of flights down from a great fighting game like Super Street Fighter II. If you love the Fatal fighters and you want more bang for your brawlin' buck, then hold out and wait for Fatal Fury Special, which contains everything this game doesn't—speed, combos, and great graphics. Until then, scrape up the three bucks and head out to rent this one. ■

FATAL FURY SPECIAL

PREVIEW



By Lawrence of Arcade

Most fans of Fatal Fury are going to be inundated with other fighting choices soon (Super Street Fighter, Fighter's History, etc.), but they shouldn't give up on their favorite furious fighters just yet. Fatal Fury Special is coming, and boy, does it look good.

Oof! There It Is!

Fatal Fury Special is big—in up to 32 megs! What's more, it has all 15 fighters from every previous Fatal Fury, all playable! Now you can see what Wolfgang Krauser or Laurence Blood are really like as fighters, not just as bosses.



Tug Pu Kue channels his anger.



Ryo from Art of Fighting. Would you kill you about something like that?



Mai is just catching up with an old flame.



Axel still packs a powerful punch!



Laurence Blood packs a blast...and that's no hot!

At the end, you'll get a special-sauce surprise. You'll fight Ryo Sakazaki from the Art of Fighting (no kidding, this time we got pictures!) So get those thumbs conditioned, because Fatal Fury is back in town, and this time, it's going to be something Special!

Fatal Fury Special
By Takara
Available January 1993



By So Ho

Billy and Jimmy Lee were street fighters before there were Street Fighters. But now the Double Dragon Dojo's finest disciples have gone '90s on us. They've metamorphosed from pudgy, politically incorrect, back-alley, beat-em-up eight-bit outlaws to soon-to-be movie star, 16-bit fighting hunks. At least one thing remains constant: The Double Dragon boys know how to put up a good SNES fight.



PRO TIP: Blade busts a screen-length spear attack if you hold Back, then press Forward and any Punch.

PRO TIP: Once you figure out the control-pad moves for an unadvertised special move, try the sequence with other characters.

PRO TIP: Special Techniques cancel each other out.

Super NES Game Profile Double Dragon V: The Shadow Falls (By Williams/Trademark)

Too much Street Fighter can make Jack a dull boy. Jimmy and Billy teeter on the edge of SF II clone doldrums, but thumb-battering action, cool characters, and sharp graphics save their asses.

Platform	Genre	Control	Language	Developer
SNES	Beat 'em up	16 buttons	English	ADJ
Price and availability	24 hours	12 shops		
Available August	Side view			
Fighting genre	Super-collider			



PRO TIP: Kopykck picks a cool, cool close-in header when you hit Forward, Forward, and Medium Punch.



PRO TIP: To see Bones' Eye Zap, press Down, Down-Back, Back, and hit any Punch.

PRO TIP: Increasing power to Special Moves at the character-select screen means you can fire them off faster.

Double's Troubles

Double Dragon V: The Shadow Falls jump flips into Street Fighter II's footsteps - and therein lie its strengths and weaknesses. The one-on-one, side-view martial arts feature standard SF II moves with Special Techniques. In addition to Light, Medium, and Hard kicks and punches, you get throws, blocks, fireballs, torpedoes, hundred-hand slaps, and electric charges. You can put together some SF II-like combos off of jumps and kicks, but you won't chain the attacks together into Special Techniques for two-in-ones. It's a good offense, just not original.



PRO TIP: Since most opponents should be wary of Trigger Nappy's long-ranga cannon arm, they won't respect his Force Field (press Light Kick repeatedly) when they attack inside. Their mistake!



PRO TIP: To unleash Billy Lee's Dragon Shot, hold Back three seconds, then press Forward and hit any Punch button. The shot's speed increases for Light, Medium, and Hard punches.

The Butt-Kickin' Part

Once the action begins, most players will be too busy to notice Dragon's similarities (or lack thereof) to SF II. The cart's ten playable characters dish out a mean combination of hand-to-hand and weapons combat. As in the Saturday

DOUBLE DRAGON V

The Shadow Falls



morning cartoon, the Lee Bros. swing swords, and the other guys wield an imaginative arsenal that includes a machine gun, an arm blaster, an ice sword, double sickles, and even good old-fashioned spit.

The controls cruise nicely. You can quickly drop into crouching moves and then jump into airborne attacks. The Specials respond just a wee bit unevenly; some are easy, some take touch.



PRO TIP: Jimmy Lee's devastating Dragon Uppercut is almost unskippable. Press Forward, Down-Forward, Down, and hit any Punch button. Light, Medium, and Hard punches alter the height of the Uppercut.

BLE GON

ow Falls

In the Tournament and Quest Modes, the computer controls 12 challengers in fights of two to five rounds each. Your evil twin and the infamous Shadow Master show up for fighting fun as you progress through the CPU competition. Two human competitors pick their champions for similar nastiness in the Vs. Battle.

The Quest Mode story line is really secondary to the action. The Shadow Master plans to pollute Metro City's water supply with the Shadow virus. Depending on your character, you're either for or against the plan.



PRO TIP: Jawbreaker puts on the big-blue bite if you move in close and press Forward, Forward, and Hit Hard Kick.



PRO TIP: Skille's Energy Blade is a sharp long-range weapon. Hit Down, Down-Forward, Forward, and any Punch button. The Punch you pick affects the Blade's traveling distance.

Make Your Own Custom Mayhem

DD V also offers a nice variety of options that enable you to customize the challenge. There are four skill levels, four time limits (including infinity) for Rounds, and zero to five continues. Before a fight, you can allocate your power to Strength, Defense, and Special Techniques at the character-select screen. After that, you have to figure out Special Techniques for yourself.

Shadow Style

The graphics are sharp, but their cartoon origin dictates a flat, two-dimensional style, especially if you're comparing them to SSF II or Mortal Kombat. However, the character sprites shine. Weird-looking fighters, great winner/loser poses, and awesome individual fighting frames abound. Check out Bones's head-tossing move and the Shadow Master's bssaaaad out-Fie!

The sounds are serious. The rockin' soul 'em rock music track leads the audio charge.



PRO TIP: Countdown's Rockin' Dive (press Forward, Forward, and Hit any Kick) is a nasty sounder against crouching attacks.

PRO TIP: Be cautious with air attacks. They are vulnerable to quick counter moves.



PRO TIP: Sekka's Boonze Kick (Jump Forward, then press Down and Hit Medium Kick) is a neat psych move.

PRO TIP: This game has secret codes!



Looking looks good, too.

Is Dragon Draggin'?

This is a well-crafted take-a-break-from-the-SF II-action fighting game. If you dig the cartoon show, go for this game. If you already have a stack of hey-we-got fireballs SF II clones, Double Dragon V has theicks to muscle its way into that gang. Still, veteran GamePro's will miss Marlon. **D**



The old Double Dragon Gojo with a faceoff.



Each fighter has a Deviler.



Super NES

THE DEATH AND RETURN OF

SUPERMAN



By Lawrence
of Arcadia

Some say that the Man of Steel has lost his luster. Others say that the new breed of superheroes looks too much like flying Fabrics, and only the original can save the day. In *Death and Return of Superman*, which is based on DC Comics' *The Death of Superman* and *The Reign of Superman*, the only thing that will need saving is your thumbs.



Colorful, Triaxx animates both backgrounds to create items.



Colorful animates all flying enemies in this stage to get blue health-ups.



Tales From the Krypt(onite)

The *Death and Return of Superman* is ten levels (each with about three stages) of side-scrolling, rock-em-sock-em action at its best. Although the Master of Metropolis may be one of the older superheroes

on the block, Sunso's interesting adaptation of the comic-story line gives you more than enough to stay interested.

It seems that if Clark Kent has written his last article. While fighting a creature named Doomsday, he's killed by the force of its blast. During Metropolis's reconstruct-

tion, four pseudo-Supes appear, all lined up for Superman's job. There's a half-robot, half-robot Supe. The Cyborg; a mysterious Supe named The Eradicator; and even Super-boy, a Krypton kid who has more attitude than Roseanne Arnold. Finally, there's the mysterious Man of Steel, a liquid-metal heavy who doesn't look like he has the best of intentions for Metropolis. The cool thing about these Supes is that you play as each character in different stages—the only way to discover the real Superman and find out the story's ending is by surviving the game in the guise of each Superman wannabe.

Super NES Game Profile

The Death and Return of Superman

(By Sunso)

The Man of Steel has returned in this cart based on last year's infamous *Death of Superman* series by DC Comics. Prepare for onscreen action in this hard-as-Kryptonite game that's similar to *Fleet Flight* and *Batman Returns*.



\$49.95
15 megs
Available September
Action/adventure
1 player
Side view
Multi-screening
Walked cartoon

SUPER MOVES!



The Super Slammer



The Side Winder



The Background Pounder



The Flying Flat

When the action begins, you slug your way through some nice-looking but repetitive stages, knocking off chain saw-wielding maniacs, bomb-throwing lunatics, and armored futuristic soldiers —



PHOTO: Fly up and around areas to reveal health-ups and one-ups.



PHOTO: Beware of enemies carrying weapons, especially *Mobov* and *Defender*. They can hit you from a distance.



PHOTO: Trap bosses off-screen and whack away.

just to name a few. And that's just on the Metropolis subway! You also travel through a ravaged laboratory, some mean streets, and other desolate landscapes. Most of the action is straightforward combat, but there are some hokey flying/shooting sequences that seem to have been thrown in as an afterthought. At the end of the stage, you'll square off with some square-jawed (or multijawed) comic boss, like *Doomsday* or *Man of Steel*.

While *Doomsday's* nasty mutants hunt you down, you've got only your reputation behind you — along with

some stammin' aerial and ground maneuvers. Each *Superman* is equipped with the standard punches and kicks, along with eight different moves like standard combinations, jumping attacks, shooting attacks, screen-clearing wipe-out attacks, and four different grabs. During different parts of the games, the super dudes can also hover or fly and perform attacks from midair. All are done with controls that are so simple, you won't even have to think as you fight. Just stick and move, bob and weave.

It's Plain to See

Although *Sensoft* worked hard to capture the look and feel of the comic, the graphics in *Death* and *Return* don't really dazzle. The main character sprite suffers from superhero shrinkage. If *Superman* is larger than life, then life seems pretty small on the screen. The backgrounds, though well drawn, are standard back-alley drops, and the



PHOTO: Let your opponents do the work for you, especially those that throw or shoot. Live yourself up and move quickly, and they'll end up shooting one of their own.



PHOTO: Getting too crowded on the rooftops? Throw some opponents over the edge. They'll come crawling back, but you buy some time.



PHOTO: When going after the *Elite* flying enemies, fly just below them and hit them around the knees. You'll have to do it twice to kill them, so keep an eye on your cape.



PHOTO: In stages where you fight both ground and airborne enemies, take to the skies and plow the flying enemies first. They're bothersome and will do great damage.

enemies are uninspired. The bosses are a little more fearsome, but nothing that'll melt your Kryptonite. The cinema cut scenes stand out and are better illustrated than anything else in the game.

The sounds are average, with decent clashing do-good disco music. All the other sound effects are pretty nondescript, so maybe a *Walkman* is in order. You sure won't be missing anything.

Truth, Justice...and The American Game

Superman is good, though maybe not quite as good as another walk-n-sock fighter featuring a different caped hero (*Batman Returns*, *Super NES ProReview*, *GamePro*, May 1993). However, the ability to play as the different characters, plus fun, diverse, challenging game play, make it a real contender — you decide which cart you think is better.

If you're crazy for *Clark Kent*, or you're a *Man of Steel*

maniac, then you'll want to add this to your collection of *Supermemorabilia*. Good comic book game translations are few and far between, and this one's a lot better than most. It's a bird...it's a plane...it's the *Death* and *Return of Superman!* **G**

SUPERMAN LIVES?



Which Superman will save the day?



The Beast



Belle



Mrs. Potts



Lumiere



By Earth Angel

If you've seen the movie, you know this tale is as old as time. After being transformed into a hideous beast by a nasty sorceress, the prince has to find somebody who will love him before his magic rose loses all its petals and...oh, you know the rest. But don't let that trick you into thinking this game is kiddie fare — it's startlingly entertaining and challenging.

Beauty Calls

As the Beast, you rampage through four chapters of hop-n-swipe action that roughly follow the movie's story line. The Beast must search the castle halls, defend Belle from wolves, and, of course, face a final climactic battle with Gaston, all before time runs out.



PRO TIP: Don't try to kill the bats in Chapter One. It's easier to just jump over them.

In each chapter, the Beast wipes out animated enemies, such as spiders, wolves, and



bats, with swipes of his giant claws. He also navigates past enchanted obstacles, including secret passages, moving blocks, spikes, and other standard platform fare. In addition to walk, jump, and swipe moves, the big guy's got a Stomp, Super Stomp, and Roar (the last two damage enemies and sometimes reveal hidden objects).



PRO TIP: Look for objects to pick up or move. Use these blocks to wipe out enemies or stand on them to reach other areas.

His spine is fairly easy to control, though precision jumping is not his forte, especially when he must leap onto tiny bats and quickly vault to higher platforms. Also, watch out for some nasty slowdown when the Beast's trying to throw objects at his enemies.

An Ancient Fable

Although B&B's graphics are not quite as spectacular as those in Surssoft's *Roar of the Beast*, the animations and graphics capture the mood and humor of the movie with a lovely flair. Look for special touches like the darkening of rooms in the Castle when the Beast moves too far away from Lumiere.



Warning: Bitten



PRO TIP: Watch out for breathing snakes. If you stand too close to them, they'll damage you.

The sounds are not particularly memorable. The game does contain some of the movie's music, and the Beast roars with appropriate scarness, but the rest of the FX are standard.



PRO TIP: Freeze the bats with your Roar, then use them as platforms to higher levels.

A Beauty of a Beast

At the high challenge setting, some areas of this game will cause even advanced gamers to roar with frustration. But there's enough entertainment value to keep you playing. While not as enchanting as *Aladdin*, B&B has the kind of Disney magic that'll make you want to keep it around your castle. It's a beauty. □

Super NES Game Profile

Beauty and the Beast

(By Hudson Soft)

Hudson Soft's SNES version of Disney's classic animated flick is a surprisingly good platform-style action/adventure game.



SNES \$49.99
 E rating
 Available July
 Action/adventure

1 to 2 players
 4 chapters
 Size: new
 Subscribing

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PREMIERE
EDITION
OF



When Peter Parker was bitten by a radioactive spider, he gained the superpowers of strength and agility of the arachnid. But he refused to use his extraordinary abilities to help others, resulting in the death of his beloved Uncle Ben. Realizing that with great power there must also come great responsibility, Peter vowed to devote his life to justice and to use his spider-like abilities to help and save that city forever.

SPIDER-MAN
124



**MARVEL
CARDS
UNIVERSE
1994**

AUGUST 1994

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By Bonehead

Cartoon characters are popping up all over the video game world these days. The disaster-prone Ek is the latest to jump from the Saturday-morning TV lineup. He's a pretty slow kitty at times, but he's also got some genuine comic charm.

EEK! The Cat



Ek...



...in action?

Cat Nap

Plodding game play makes this game seem boring at first. Ek's main goal is helping others survive each level, and when he escorts a slow-walking Granny through a maze by pushing her past obstacles and steering her onto platforms. Later levels redouble the task to save his girlfriend from aliens and deliver a lost Christmas present. The emphasis is on puzzle solving, not action—you must maneuver Ek and his defenseless charges past various enemies with only limited resources. Inaccurate controls complicate matters: Ek can pound on



Super NES

enemies, but it's hard to get him to make solid contact. Pushing Granny to jump at the right time takes practice.



PRO TIP: Use Ek as a bridge so other characters can safely cross gaps.



PRO TIP: When you're pushing Granny around, she's easier to control if she's facing you because she can't walk away.

Humorous graphics and sounds make the game involving. Ek's funny expressions and the cute animations of him getting squashed or stalling in midair really live up to the game. Beyond these graphical standards, however, the game has a flat, cartoony look, with bright colors but not enough detail. Sonically, Ek's own voice and corny sayings ("Kumblye") add the charm that's missing from the droning music.

Feline Groovy

You might not want to spend nine lives playing as this cat. Still, he's got enough personality to make him worth rescuing from the pound. **A**



By Captain Squideo

Ah, the good ol' days, when simple space shooters ruled the arcades and dogfights lit the screens. Aero Fighters recalls those glory days effectively.



PRO TIP: Most enemies fly down the screen toward you, but these small helicopters will dash at you from the side.

Aero the Aero-Jet

The plots of overhead-view shooters are virtually meaningless. All that counts is the action: How imaginative are your weapons, and how impressive are the enemies? Aero Fighters scores on all counts. You get eight modern fighter jets, each with special weapons and power-ups. You skim over targets, battling fleets of helicopters, jets, and tanks. Big bosses and 12 different ending sequences await you. Aero Fighters' crisp controls keep you in the fight, enabling you to maneuver precisely.



PRO TIP: When flying with a partner, keep your jets out of each other's way so you can sweep the entire screen clean.

The game loses altitude with its graphics and sounds. There's almost no introductory footage at the beginning to build up the military mood. And the on-screen combat action is only slightly above average—nothing extra special makes these backgrounds or bosses truly overwhelming—and some minor slowdown impedes the adrenaline rush. The sounds are weak, dragged down by monotonous music, average sonic effects, and a lack of voices to announce power-ups.

AERO FIGHTERS



PRO TIP: Anticipate where the power-ups are heading and shoot your way toward that area.

Straight Shooter

Lovers of shooter games won't be able to resist a play or two on ten. But Aero Fighters' action won't stay with you—it's a temporary thrill that eventually retreats to the hangar. **B**

Aero Fighters by Moby New				
Genre	Cost	Series	Features	Controls
Shooter	\$49.95	1	10 levels	ADJ.
2D to 3D	1 player	1 player	8 levels	ADJ.
Available now	Available now	Available now	Available now	Available now
Action/shooting	Action/shooting	Action/shooting	Action/shooting	Action/shooting

BRUTAL

Paws of Fury



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Parental Discretion
Suggests Caution

PREVIEW

Super NES



By *Shane Coon*

The clash of sword against spear cuts through the air. All in attendance bow in homage to the arrival of the fistiest weapons-based fighting game ever: *Samurai Shodown*. Will Takara's \$2.99 conversion retain the true Neo-Geo quality, or will the SNES version be a watered-down, censored, pale reflection of the original? Here's a first look.

A Neo-Geo Champion

Samurai Shodown features 12 fierce weapon warriors in a one-on-one fighting game similar to *Street Fighter II*, but SNES has many unique qualities. Since all the characters use weapons, the blade-to-blade action is developed and requires different strategies. Your weapons can "ting" against each other, resulting in a lock-up and shove battle for superiority. You can be disarmed, and your weapon can even break if it's weak (for example, Nakoruru's dagger).



Choose from 12 samurai at the character-select screen.



Based on the SNES? Yes! But Fatalities? Maybe. They weren't in the previous version.



A six-button game, just like SF II, *Shodown* features some wild special techniques. In a surprising and exciting twist, some really cool two-in-one combos, such as Genan's *Fierce Slash Into the Boiling Fire Attack*, are included.



When your POW bar builds up, you can inflict huge damage.

Real Scaling Feat

The 25 percent preview version we saw only had three characters working: Jubei, Ukyo, and Charlotte. Not only that, the scaling from the arcade (which zooms the screen in when the characters get close) was not operational. It's hard to say how closely the SNES version will compare to the arcade. ■

Samurai Shodown
By Takara
Available November



Jubei's dashing aerial attack scores multiple hits.



Ukyo's Apeitokko maneuver is a sight for sword eyes.



Charlotte slacks Charlotte with the Power Gradation.

Apparently,
1 out of 10 people
is a blithering
idiot.



(The other 9 chose the 3DO™ system over other home gaming systems at the 3DO Challenge.)

We invited visitors at 3DO promotional displays to check out a side by side comparison with other home gaming systems. 9 out of 10 people who completed the Challenge chose the 3DO system. (The other 1 probably still likes disco music too.) They were asked about stuff like graphics, sound quality, and blitheness of play. But hey, you're a '90's guy. You don't believe everything you read. Fine. Good. Come and see for yourself then. Take the 3DO Challenge. Unless of course you're too busy watching Disco Fever reruns.



3DO. THE MOST ADVANCED HOME GAMING SYSTEM IN THE UNIVERSE.

Nintendo



By **Bonhead**

Virgin's bombarding Nintendo and Sega systems with Jungle Book games this summer. Thankfully, one of 'em is a decent eight-bit version, giving you a new reason to pull the ol' NES out of the closet

You'll also know the story line (Mowgli the Man Cub, raised in the Indian jungles by animals, is trying to reach civilization). Unfortunately, you won't recognize the meandering game play, which plods along at a pace much slower than the rollicking movie.

THE JUNGLE BOOK

Bungle in the Jungle

If you saw the Disney animated flick, you'll be familiar with the characters (including Mowgli, Baloo, and Bagheera).



Flirt! watch the lengthy demo. The many game-play tips will help you anticipate and solve problems ahead.

Unlike the SNES version, the NES game relies more on standard hop-n-bop, run-n-gun action than it does on vine swinging and parrot flying. Mowgli bounces his way through the 15 levels, fires banana at the many annoying monkeys and snakes in the jungle, and at times uses

catapults to fling himself up to new platforms. An added strategic element is the new clock he has to beat, which is supposed to add some intensity to the action. It doesn't add much. Still sorely missed is Baloo, whose movie humor could've livened up each level.

Considering the few buttons on the NES controller, Mowgli can perform lots of moves. He jumps, runs, throws bananas, climbs, swings on vines, and even flies through the air. He's not always as accurate as you'd like, but he's versatile enough to make Tarzan jealous.



Flirt! Go your swingside from the bottom of the vines to get the most distance on your jumps.

The Jungle Look

The graphics are good by NES standards. The sprites are big enough to enjoy (watch Mowgli climb those vines), and their moves faintly echo the movie's memorable animations. Bright colors fill the jungle, and varied backgrounds define the different levels.

The sounds, however, will drive you nuts after awhile, especially the repetitive "Bare Necessities" song. The minimal sound effects don't add anything to the action.



ProTip! A well-timed banana or tree will take out virtually all enemies, even swarms of bees.



ProTip! Using enemies you only see in the Level 15e tree. Some parts of the game can't be done.

THE JUNGLE BUNCH



ProTip! When floating down the river on Baloo, walk back and forth along his outstretched body so the jumping fish will miss you.

A Good Read

Sure it's slow, but this Book has an easygoing charm (and a pretty easy challenge) that'll make it appeal to young gamers. Older players will probably give it a read, but it's doubtful they'll give it a prime spot in their library. **B**

Nintendo Game Preview
The Jungle Book
 (by Trial)

There's still life in the ol' NES yet, thanks to this decent platform action game. Join Mowgli and the movie gang for some rock-jumping, vine-swinging, jungle-explorer adventures.

Genre	Age	Style	Platform	Developer
Platform	7+	2D	NES	ADJ

\$29.95
 Available now
 Action/Adventure
 5 pages

15 levels
 Solo play
 Multiplayer

EXCITING DYNAMIC POWERFUL

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- ★ Brain Buster
- ★ Reverse Shrimp Hold
- ★ Rolly Art

- ★ Sleeper Hold
- ★ Pyle Driver
- ★ DDT
- ★ Avalanche Hold
- ★ Shoulder Through
- ★ Powerbomb

- ★ Backdrop
- ★ Kitchen Sink
- ★ Guillotine Drop
- ★ Kneedrop



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What makes Jaguar games so awesome? The raw power of 64-bit technology that adds CD-quality stereo sound, 16 million colors, and incredible 3D animation. No wonder it was voted the best hardware system in Europe and America. And it's the only system made in America.

This is just a preview of what's to come. The Atari Jaguar. 64 bits. Do the Math.

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INTERACTIVE MULTIMEDIA SYSTEM

Neo-Geo

By Spinning Lancer

World Heroes 2 is back, but it doesn't quite take off like a world-class fighter should. Even so, it's worth a test flight or two. With two more playable characters, WH2 Jet's 16-player lineup should keep your blood moving with a variety of combat options. The game also includes a great new one-player option, the Tournament Mode. With these and other improvements, Jet steps into the ring as a solid NeoGeo contender.

Join the Tournament

The story line hasn't changed much since World Heroes 2. All the characters are still a part of the World Heroes championship, but the game feels more like a real tournament.

In the Tournament Mode, you'll fight against each of the Heroes, one round at a time. You must defeat two out of three opponents to continue to the next battle. Fighting just one round against each opponent keeps the one-player games fast and exciting. Although the tourney mode is fun, it doesn't compensate for the absence of the Death Match mode, which was left out of WH2 Jet.



Now you can really confuse opponents with Madman's arching fireball attack.



In Tournament Mode, you must fight three different Heroes per fight - see round with each!



PRO TIP: In the Tournament Mode, you'll test your skill against a bull during the bonus round. For the best results, knock him down with a special technique.



PRO TIP: To execute Jaeger's new Firebird technique, press Forward, Back, Down, Back, Down, Down-Toward, Toward, then Button A.

Neo-Geo Game ProFile

World Heroes 2 Jet

(vs 1992)

If you like fun Neo lighting without a ton of depth or speed, you may want to check this Jet.

Genre	Scale	Game	Feature	Rating
Fighting	3.5	3.5	3.5	3.5

INT. 100%
 175 Mega
 Available on Neo-Geo
 2 Players
 Side view

Improved Moves

The enhanced characters alone may make an upgrade from coach to jet worth the expense. Every character has two or three exciting new moves. Janna crushes her foes with an awesome Firebird attack — she flies across the screen with deadly, bird-shaped flames surrounding her. Kim Dragon blasts his opponents against the walls with a dashing, multihitting kick. Muscle Power grabs attackers from out of the air with his Anti-Aircraft Giant Swing and twirls them to defeat.

A Jet or a Blimp?

WHZ Jet definitely doesn't shatter the sound barrier. In fact, it still moves at that old WHZ pace — too slow! The game lacks a way to speed up the overall game play, but a new customizing feature enables you to choose special attributes for characters, including normal, offensive, defensive, or speedy. Two speedy players make for a faster game, but speed freaks will still feel shorchanged.



PRO TIP: Crush your opponent with K. Dragon's Leaping Foot Slice for multiple hits. This technique is good for a multiple-screen defeat.

Other new features refine the game play a bit further. For instance, you can pull a fake dizzy with Button C, which can psych the enemy into attacking when you're really setting a trap.

Also, you can taunt your opponent with three different expressions by using the joystick and Button C. These



J. Maximian can't lose footbals, but now he has a deadly Diving Taunt!



To claim your fame near the end of the Tournament, you will have to defeat Captain Kidd, as well as others, in full three-round fights!

moves can even be linked together for an extended taunt, but sadly, they don't affect the game play.

Another important new feature is the players' ability to exchange equal-strength hits without damaging one another. Unfortunately, it happens too infrequently to strongly impact the game.



There's no escaping from Muscle Power's midair spin attack.

A final unique feature adds style to finishing off the enemy. If you hit your opponent several times just as they're defeated, they'll scream out repeatedly in agony. Jet has the most powerful screams yet! Try different defeating attacks to see how many screams you can get!



PRO TIP: There's more than meets the eye to special techniques like Janna's Firebird attack. Turn your coaster to stop them.



Get ready for beautiful character screens when playing in the Tournament Mode!



PRO TIP: Die Shum's double knee is a good option for devastating results!



J. Gavi can now crush his opponents with a Mongoose Press!

An SNK Hero

Jet is certainly the best World Heroes of the series. On top of all the new features, the additional backgrounds and new soundtracks really spruce up the game. While playing, the hits feel solid, and extra hit animations liven up some of the more devastating attacks; for example, opponents fly into the air and land face down.

Even though Jet has more depth than previous Heroes, it's still missing the defining elements of an SF II-quality game, such as a true four-button configuration (not to mention six buttons), tightly balanced game play, and extremely likable characters. Despite its important improvements, Jet hasn't quite reached cruising altitude. **K**



PRO TIP: Use Captain Kidd's new Shark Kick to get in on opponents throwing projectiles.



PRO TIP: Nervous can now teleport by pressing Forward, Down, Down-Forward, Forward, then Button B.



PRO TIP: Use Ryoko's Flying Sawblade Chop to attack with great speed from the walls.

300



By Lawrence
of Arcadia

Some titles like Star Wars and Alien are just hard to screw up because of the licensing behind them. Jurassic Park was such a monstrous hit that even the Game Gear version had some punch behind it. This 3DO version features average graphics and great sound, but it's missing a crucial genetic link that would've put it ahead of the rest.

Book 'Em, Dino

One great thing about the Jurassic Park games is that every version is different. The Genesis version is a side scroller, the SNES version plays almost like an RPG, and the Sega CD version is thoughtful and informative. Along comes the 3DO version,

which tries to be all these things at once but fails to capture the spirit of the movie.



PRO TIP: Make a small, simple map of the Anolel Systems. Then when you have a person under your care, you can guide them through the easier parts of the Park.

You must help the stranded victims on the island (Dr. Grant, Ellie Sattler, Dr. Hammond, and the rest) reach the Heliport. To do so, you have to brave a car chase with a T. rex, nail some Spotters, and trap some Raptors. All in a day's work.



INTERACTIVE

You also have to get through Dennis Nedry's computer system. To leap that hurdle, you have to play through a gallery of classic arcade games, all with a dinosaur twist. Galaga, Space Invaders, Breakout, and Asteroids are all represented here.

Every time you get a certain amount of points, you move on to the next security level. You'll need the security clearance later on in the game.

The game plays like Jurassic Chase. You use the Park map to locate certain members, then you move them closer and



PRO TIP: First point of order: Get to the Engineering systems and play through all of Nedry's games. They're easy enough and don't take too long. Save your game when you're done.



Rap Attack



PRO TIP: A replica of Asteroids, this game requires a little more dexterity than the others. Slowly shoot all the floppy disks, and when they break apart, shoot the debris. To get out of this level, fly into the fan after you've racked up 20,000 points.

Dactyl Scream



PRO TIP: This Galaga rip-off is another fairly easy game. Just shoot the Dactyls before they shoot you. Try hitting all the emerging Dactyls on one side first, before they advance to the top of the screen.

Tricerastomp



PRO TIP: Stay in the jeep. Turn the jeep around. Shoot Tricerastops. Repeat until symptoms disappear. If redness or rash develop, repeat as necessary.

3DO Game Profile Jurassic Park Interactive

(By Universal Interactive Studios)

Great sound, great graphics... great game? Not really. Jurassic Park Interactive for 3DO has teeth - but not very big ones.

Genre	Sound	Color	Control	Display
1.0	3.0	4.0	2.0	1.0

Price and availability: CD Multiple views
Availability now: None
All-inclusiveness:

Three Main Hurdles

Trap a Raptor



PRO TIP: You have to trap Raptors in the building while finding the keys to the exit. Problem is, there's a Raptor following you. Listen for the Raptor's accelerating heartbeat, which tells you when it's closer.

need more than a group of paleontologists to help you.

Ex-Stink Graphics

C'mon, people! This is a 3DO machine! Supposedly the best in sound and graphics, right? And at that price, you shouldn't expect anything less. The graphics in JP, to put it delicately, bite the big one, and I don't mean the T. rex. There are no moving digitized images of the dinosaurs, except for the cheesy Veloc-

The Tyrannosaurus Driving Game



PRO TIP: All that this game involves is getting to G.U. on the mileage counter before the T. rex catches you. Steer clear of all road debris, regardless of whether you think you'll hit it or not. (You will.) And get rid of that mirror blocking your windshield. The Tyrannosaurus isn't looking at you, so you shouldn't be looking at him.

The Spitter Search-And-Shoot Game



PRO TIP: If you shoot a Spitter that isn't spitting at you, it will then attack you, and you'll be in deep sht. Keep your gun charged (don't let up on that button) and use quick, short blasts. You should be able to get them all.

raptor that springs out at you in the Pen level (and you see it for all of four seconds). The digitized video of the actors (not the real ones from the movie, but stand-ins) only shows them doing one thing: running. Maybe that's what you should do when you see this game.

nuance of John Williams's score is present in the opening sequence, and the prehistoric rumbings and rearings are felt from around every corner.

When the Spit Hits The Fan

Nothing else in Jurassic Park Interactive reaches the stellar

Morph Magic



You had nothing like this shows up in the game play...



PRO TIP: On the very slim chance that it didn't see you, you may actually be able to run past the Raptor in the Raptor pen levels.

The access time in this game is so long, you'll think you're extinct before anything actually happens. A Triceratops could run the 40-yard dash before the screen fades from black to action.

At least the sound is top-notch. Every fully orchestrated

quality of the music. The rest of the game is filled with boring driving-and-shooting sequences. For such a great licensing title, someone should have come up with a better game.

It's a sad indication when the designer's credits (see screens above) are the most exciting part of the game, especially when you're dealing with a Steven Spielberg product. But then again, look what happened with ET for the Atari 2600. Although this game doesn't quite sink to the depths of that cart, it does spell a sad decline in the great tradition of Jurassic Park titles. ■

PRO TIP: Use this configuration for the Tyrannosaurus driving game. It's the easiest because it lines up your hand for steering. Keep your finger on the accelerator at all times.

closer to the Hellport, one area at a time. So if Dr. Grant is at one end of the Park and there are three stops in front of him (We the Rest Rooms, the Visitor Center, and the Maintenance Shed), you must play three different games to get him from Point A to Point B. If you fall in any part of the process, your human cargo becomes T. rex twinkies...not a very pleasant thought.

With standard, easy controls, the only thing you do is point, shoot, and steer. If you can't handle that, you may

Dino Egg 'Em



PRO TIP: This Breakout derivative is as easy as it is boring. Just knock each black three lines to get rid of it, then move on. Its skill required.

Spit Doom



PRO TIP: A Space Invaders clone, Spit Doom is fairly easy. Shoot away but watch out for that falling spit, which can kill you even if you're not very close.



PRO TIP: The Raptor pens are the hardest parts of the game. Avoid them if you can.



PRO TIP: If your screen starts to fade when you're shooting Spitters, you're dying. Start shooting everything in sight, and you may have a chance.



By Manny LaMancha

With its advanced rotoscoped graphics, fast-paced action, and high level of challenge, *Out of This World* (OOTW) is destined to be a classic. Now Interplay is giving the game a shot on the 3DO system. The end result may be impressive to some, but disappointing to others.

Blessed Lester

Lester Knight Chaykin is testing the effects of colliding atoms. During one particular experiment, the test goes awry when lightning strikes his lab building. The mishap creates a rift in the space-time continuum—I love saying that!—that sends Lester through the hole into another world.



PRO TIP: Rock the cage back and forth to learn some physics.

PRO TIP: After you get the gun, you have to kill the guard and shoot out the switch on the wall at the bottom of the elevator.

3DO Game Profile Out of This World (By Interplay)

Out of This World sports some improvements in its move to 3DO, but those who've played it before will find essentially the same experience.

Developer	Genre	Control	Platform	Graphics
	Adventure	3DO	3DO	ADV.
Price: not available	Available on:	1 Player	3DO only	3DO only
Anticipation: low	Anticipation: low	Anticipation: low	Anticipation: low	Anticipation: low

PRO TIP: If you set a shield while you're standing and then crouch to do a super shot, you'll blast your own shield. Be careful!

Now Lester has to battle for his life. He makes a helpful alien friend along the way, but he has far more enemies than pals in this strange place. Emptyhanded, Lester must find weapons, but more often he has to use his cunning to tip the scales in his favor. OOTW is one long adventure, broken up with passwords that enable you to pick up at various checkpoints.



PRO TIP: After you make a save here, this guy will block your gun across the room, but you can beat him and recover your gun before he can react—if you're fast!

Strong Alien Nation

Taking Lester through his paces is simple. You have buttons for attacking and jumping. No sweat there, and the passwords are helpful if you get stomped because you usually aren't thrown back too far in the contest.



OOTW's graphics and sound are obviously improved in spots. Interplay has spiced up the soundtrack and added textured backgrounds that utilize 3DO's advanced capabilities. However, much of the game's graphics (characters, for example) and sound effects are from the original. Those searching for a stop up in the move to 3DO may be annoyed to find a hitch in the animation during a CD access or a not-crystal-clear sound bite.



PRO TIP: After your pod lands and you head right, a combination of shields and firing will take out the guards.

OUT OF THIS WORLD



help you out.

Blast to the Past

The tough call is its FunFactor. If OOTW is fresh territory to you, you'll find the game extremely entertaining, with deep, involving game play. If you've played it before, you won't find anything new to really pull you in—it's déjà vu all over again. Even the original passwords work. Make no mistake: There's little wrong with OOTW that's worth noting; it's just a case of "been there, done that" for many gamers. **A**

Racing the Rapids



PRO TIP: At this point, head right and blast the wall holding the water. Then immediately run left, but be sure to make the jumps.

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TURBO
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*Ranking Chart for All
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SUPER
STREET FIGHTER II
TURBO



SUPER STREET FIGHTER II

By *To-Ryo-No, Char-Li, Boss Man Graham, Yoga Master Chris, and Jay Rasta Fighter*



Whammin', barmmin', and slammn' is what Street Fighter fans everywhere will be doing this summer with the arrival of Super SF II Turbo in the arcades. We've broken down the coin-cruncher to bring you an all-new ranking analysis and a slew of killer combos. And if you like to get your Street Fighting fix at home, you'll want to peruse the expert strategy section that covers Super SF II for Super NES and Genesis. Clear out your trophy mantle - you'll be a tournament contender after you read this ProStrategy Guide! (For an in-depth look at all the new moves and Super moves in Turbo, check out GamePro's June and July "Fighter's Edge.")

RANK

Tier 1

Tier 2

Tier 3

Tier 4

VS.	M. Bison	Ryu	Ken	Yun	Blanka	Guile	Super	Chun-Li	Blanka	T. Hawk	Zangief	Other
1 M. Bison	4.5	2	2	2	2	2	2	2	2	2	2	2
2 Vega	4.5	2	2	2	2	2	2	2	2	2	2	2
3 Alex Jay	2	2	2	2	2	2	2	2	2	2	2	2
4 Raging	2	2	2	2	2	2	2	2	2	2	2	2
5 Ryu	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5	2.5
6 Blanka	4	4	4	4	4	4	4	4	4	4	4	4
7 G. Honda	4.5	4.5	4.5	4.5	4.5	4.5	4.5	4.5	4.5	4.5	4.5	4.5
8 Pal Camp	2	4	4	4	4	4	4	4	4	4	4	4
9 Hsiao	2	4	4	4	4	4	4	4	4	4	4	4
10 Sagat	4	4	4	4	4	4	4	4	4	4	4	4
11 Gillen U.	4.5	4.5	4.5	4.5	4.5	4.5	4.5	4.5	4.5	4.5	4.5	4.5
12 Ken	4	4	4	4	4	4	4	4	4	4	4	4
13 Cammy	2.5	4	4	4	4	4	4	4	4	4	4	4
14 Blanka	4	4	4	4	4	4	4	4	4	4	4	4
15 J. Hawk	4.5	4	4	4	4	4	4	4	4	4	4	4
16 Zangief	4	4	4	4	4	4	4	4	4	4	4	4

Numbers Analysis

- 5.0/5.0: Even match. Could go either way.
 - 5.5/4.5: Slight advantage. One fighter has minor edge.
 - 6.0/4.0: Advantage. One fighter has the upper hand.
 - 6.5/3.5: Heavy advantage. Multiple counters and scenarios favor one warrior.
 - 7.0/3.0: Major advantage. Many counters and priorities favor one character.
- Heavy advantage fights are highlighted in red.
- Heavy disadvantage fights are highlighted in blue.

How to Read the Chart

Each entry on the chart shows the number of fights that the character listed in the left column would win in a ten-match series against the character listed across the top. The rankings are calculated assuming that both players are equally skilled experts.

Tier 1: Tournament-Tested Tough

#1 M. BISON

Win/Loss Record: 84-66
Winning Percentage: 56%

Bison's new and improved control and maneuverability with his air assaults give him more ways to crush his opponents than ever. Use his air speed and the new maneuverability of his head stomp to really mix up your moves and keep your opponents off-balance and guessing. His standing Roundhouse and Forward kicks give an excellent reach advantage in many different ways, so put them to good use...carefully!



Bison's Psycho Flat can snuff Fireballs with skill.



Bison's Jumping Strong can hit many enemies out of the air.



#1 VEGA

Win/Loss Record: 84-66
Winning Percentage: 56%

Speed, quickness, and reach definitely are the keys to winning with this handsome warrior. His ability to jump over various Fireballs provides an added advantage that is hard to overcome. Use his reach advantage and ground dominance to keep your opponent off-balance while charging for your Super move. The Super move is extremely useful, so include it in your overall strategies.



Vega's Super can grab Raging out of a Dash Punch.



Vega's standing Fierce has priority over Ken's low Roundhouse.



#1 DEE JAY

Win/Loss Record: 84-66

Winning Percentage: 56%

Dee Jay's *new* offensive thrust kick plus his upgraded hits make it harder than ever to sweep him. He plays extremely well when aggressively using various low and high punches and kicks to rip away at the opponent's energy. Add to this the large hit-range area of his *Max Out* and his highly useful *Super*, and you have one tough Jamaican.



Dee Jay's low *Short* hits Vega's high *Fierce* at long range.



Dee Jay can go through *Fireballs* pretty easily with his *Super*.



#4 BALROG

Win/Loss Record: 80.5-74.5

Winning Percentage: 54%

Take his dominance, a great variety of moves, quick foot speed, excellent cheesability, and a really cool *Super* move. Put 'em all together, and you have one of the four elite characters in the game. Balrog's new low *Dash* coupled with his old high *Dash* is sure to keep the opponent confused while taking off valuable energy when they block. Incomely. Use his crouching *Forward* to keep valiant characters from sticking out limbs and never be bashful about cheesing.



Balrog can grab with a *Head Butt*, walk under and stick out a low *Forward*, then repeat. Easy cheese!

#5 RYU

Win/Loss Record: 80-70

Winning Percentage: 53%

An elite character made even better and more fun to play. His dashing *Strong* and *Fierce*, as well as his *Super Fireball*, bring new dimensions to Ryu's overall strategies. Although his *Dragon Punch* is vulnerable, it doesn't significantly alter this *World Warrior's* worth. Use his new moves to mix up your strategies more than ever.



Ryu's dashing *Strong* hits the enemy if they block low.



#6 DHALSIM

Win/Loss Record: 79.5-70.5

Winning Percentage: 53%

With his *new* assortment of punches and drills, Dhalsim now ranks in the elite of the *World Warriors*. Use his new *Yoga Spears* to keep the opponent off-balance and get in well-needed throws or a *Yoga Noogie*. Try to bum the enemy with a *Super* if you anticipate a close *Fireball*. But most of all, remember to meditate a lot between rounds!



A *Forward Drill* followed by a *Noogie* is an effective cheap.





ARCADE TOURNAMENT RANKINGS

Part 2: Not Quite Enough, But Hanging Tough

#7 E. HONDA

Win/Loss Record: 77.5-72.5

Winning Percentage: 52%

Honda is very well balanced overall. Previous weaknesses, such as his difficulty in jumping over Fireballs, have been reworked to his advantage. What Honda lacks in ground speed, he makes up for in reach and in the added versatility of his new and revamped moves.

Using a fair amount of cheese, E. Honda can definitely play with the best.



Honda's jumping Short butt splash followed by the Super Slam is a great cheeser.



Honda's Hundred Hands will Slip Voga out of a Flip Kick.



#8 FEI LONG

Win/Loss Record: 77-73

Winning Percentage: 51%

The new Turbo speed, along with Fei Long's new Flying Hop Kick, bring out the best in this character. Although he ranks near the middle of the chart with an awesome arsenal of moves at his disposal, he's never really that far from winning. When played aggressively with just the right touch of anticipation, Fei Long can give anyone a hard time.



Fei's Long's standing Forward can hit enemies while they block low.



#9 GUILLE

Win/Loss Record: 77-73

Winning Percentage: 51%

Because of a decreased ability to defend against incoming air attacks with the standing Roundhouse, as well as low hit dominance when trading punches or kicks with various characters, Guile loses much of the edge he has enjoyed in previous SF II versions. Although Guile still plays fairly strongly against the elite characters of the game, he has definite disadvantages. So beware, Guile players, the road to the winner's podium definitely does not start with Guile!



Guile's standing Roundhouse can still hit some attacks, such as Ryu's jumping Short.



#10 SAGAT

Win/Loss Record: 76-74

Winning Percentage: 51%

Much like Guile, Sagat is definitely toned down in this game. His recovery after Fireballs is slower, making him more vulnerable to attacks. Although he retains many of the same techniques and feel of the original "Super" Sagat, the basics and decreased damage for his Fireballs and Uppercut bring him down to the middle of the pack. Original Sagat is a stronger character and should be used in place of the new Sagat.



Sagat's standing Fierce is a good weapon and can trade hits with Fireballs.



Tier 3: Tough on Your Bank Account

#11 CHUN LI Win/Loss Record: 72.5-77.5
Winning Percentage: 48%

Chun Li's much improved, but all the others improved much more than she did, so she's dropped in the rankings. Her new Stale Kick is great when enemies jump on you. Losing the Whirlwind Kick off the top bar was unfortunate, but her ability to walk forward and do a Super can give her many come-from-behind victories...that is, until the opponents catch on.



Chun Li can flip over fireballs and nail the opponent on command.

#12 KEN Win/Loss Record: 72-78
Winning Percentage: 48%

Ken is the most reworked character in the game. Although the changes make an overall improvement in his playing style, they're still not quite enough. His new Knee Grab gives him great throw control. Use Ken's quickness and great cheesability while still utilizing the various classic Ken/Ryu patterns. His air Hurricane Kick is a greater weapon than many think.



Use the Knee Grab, then standing Short, then another Knee Grab for an easy pattern.

#13 CAMMY Win/Loss Record: 71-79
Winning Percentage: 47%

Cammy's overall strategies are very similar to Chun Li's. Move in and out of the opponent's reach and attack accordingly. Cammy's Flying Frankensteiner can be used quite effectively to keep your opponents off-balance. Her cheese is also sharp, so put it to good use.



Not only can Cammy's Flying Frankensteiner snatch you, it delivers a great slide tackle.



Tier 4: Tough on Your Bank Account

#14 BLANKA Win/Loss Record: 62-88
Winning Percentage: 41%

Poor old Blanka. Once again the designers just didn't spend enough time with this Brazilian wonder to give him that winning touch. His Rolling Attacks look great but can be countered fairly easily. His Back Slide is an effective counter to Guile's Sonic Boom and Sagat's high Tiger, but unfortunately it's too little, too late.



Hop over an opponent's sweep and hit them if you get the chance.

#15 T. HAWK Win/Loss Record: 61-89
Winning Percentage: 41%

T. Hawk's slow speed and lack of Fireballs are his main weaknesses. However, by using his reach advantage over certain characters, these detriments can be somewhat overcome. With patience and perseverance (and a lot of quarters), work to get in to nail the opponent with the Wanna-Be-Zangief move. If all else fails, pick another character.



T. Hawk's a take-over.

#16 ZANGIEF Win/Loss Record: 60.5-88.5
Winning Percentage: 40%

This poor Russian unfortunately rests at the bottom of our character chart. His lack of Fireballs and slow speed make it extremely hard to initiate any real kind of ongoing offensive attack. The Green Glove didn't help him enough; he really needed his low Lariat back from Hyper. Try not to play him too much...unless you like wasting lots of quarters.



Zangief is not the character of choice for elite masters...or anyone.



Arcade



CHUN LI

The "Special" Super Charge



Chun Li can do the Special Charge just like Honda. See how the enemy likes it when you walk forward and do the Super Head Butt!

Super Blade Kick Ten-Hit



- 1) Begin this move by doing the "Special" Super Charge. Then jump in with a deep Fierce while still holding Toward.
- 2) Follow up with a standing Fierce (or Jab) while holding Toward.

Cross-Flip Blade Combo



- 1) Cross them up with a deep Forward while Charging Down.

- 2) Do a low Strong.

VEGA

Powers Juggle Combo



- 1) Do a low Strong while still Charging Down-Back.



- 2) Push Toward and Roundhouse to two-in-one into the Flip Kick. Immediately Charge Down-Back.



- 3) When you land, immediately do the Roundhouse Flip Kick for several hits.

Fierce Chain Combo



- 1) Begin by jumping in with a deep Fierce.



- 2) Do a standing Fierce.



- 3) Finish with a low Strong. If you're charged, two-in-one into the Claw Roll to take extra energy.



ZANGIEF

Super Wrap Pile Driver



1) Cross them up with a Fierce splash.



2) Do a low Short as you begin the Super motion.



3) Suck them in with the Super Spinning Pile Driver - even if they block!



Jabbin' Green Glove Cross-Up



1) Cross them up with a deep Fierce splash.



2) Follow this move with three to five low Jabs, depending on your timing and distance.



3) Do a standing Jab.



4) Two-in-one into the Spinning Green Glove for up to eight hits total.

M. BISON

Triple Strong Juggle



1) When the enemy jumps, meet them in midair with a Strong.



2) Then jump Toward them with another Strong.



3) Finish with a third midair Strong. This juggle is really big trouble!

Note: When the first Strong connects, you can press the button twice for two immediate hits while still in the air!



Ten-Hit Super Juggle Combo



1) Cross them up with a deep Roundhouse while Charging Toward them.



2) Continue Charging and do two standing Shorts.



3) Nail them with a standing Jab as you quickly start the Super motion.



4) Then immediately two-in-one into the Super Scissor Kick.



5) Juggle them with two Strong punches before they land. That's ten hits!



DHALSIM

From Dhalsim's Roundhouse



1) Cross them up with a deep Roundhouse Spear as they get up.



2) Then do a crouching Roundhouse.



3) Two-in-one into the Fierce Fireball for three crazy hits!

Arcade



Teleport and Jump



1) Throw a Jab Fireball from a full screen's distance.



2) Immediately teleport behind them.



3) Now throw them from behind! This move is almost impossible to reverse if your timing's perfect.



Cross-Up Head Butt



1) Cross them up with a deep Roundhouse Spear as they get up.



2) Follow up with a Fierce double Head Butt for a probable dizzy!

BLANKA

Super Juggling



When the enemy jumps in, do the Super Beast Roll but hold down the button, Blanka will spin in place and score a multi-hit combo as they land on him!



Cross-Up Cheap or Electricity



1) Cross them up with a deep Short.



2a) If they block, do a standing Strong into a Bise.



OR



2b) If they don't block, do a standing Strong into the Electricity.



T. HAWK

Strong & Forward Combo

1) Cross them up with a deep Fierce splash.



2) Hold Toward and hit Jab.



3) Two-in-one into the Rising Hawk for up to four hits.

*Super Cheap Storm Hammer*

1) Cross them up with a deep Forward.



2) Do a low Short as you start the Super motion.



3) Immediately do the Super Storm Hammer to grab them even if they block!



BALROG

Four-Hit Low Dash Combo

1) Jump in with a deep Short while Charging Down-Back.



2) Do two low Strongs while still Charging.



3) Two-in-one into the Sweeping Dash Punch.

*Three-Hit Turnaround Combo*

1) Do a Turn Punch of strength three or greater just as the enemy is getting up. It must hit very early!



2) Then deliver a crouching Strong punch.



3) To finish, two-in-one into the Jab Sweeping Dash Punch.



CAMMY

Super Fierce Combo

1) Begin by jumping in with a deep Fierce.



2) Then do a crouching Strong as you begin the Super Cannon DVI/Thrust Kick motion.



3) Immediately two-in-one into the Super Cannon DVI/Thrust Kick.

*Cross-Up Drill Combo*

1) Cross them up with a deep Short.



2) Do a standing Strong.



3) Do a low Forward.



4) Immediately two-in-one into the Cannon Drill.

KEN

Double Hurricane Combo

1) Start this move by jumping in with a deep Fierce.



2) Two-in-one into the air Hurricane Kick.



3) Do a low Forward as soon as you land.



4) Two-in-one into a Roundhouse Hurricane Kick for four hits.

*Super Dragon Combo*

1) First, jump in with a deep Fierce.



2) Then do a low Short.



3) Two-in-one into the Super Dragon Push for seven hits! This combo is devastating!



E. HONDA

The "Super Head Butt" Combo



Charge for the Super Head Butt as usual by going Back two seconds, Toward, Back, and then Toward, but never release the Toward position. You can walk Toward and do Honda's Super! You can even do it after jumping or while in an Offensive Crouch!

The "Fierce" Combo



1) Begin by jumping in with a deep Fierce.



2) Crouch and hit Fierce again. You'll automatically hit twice more!



Cross-Up Hands Combo



1) Cross them up with a Fierce body splash or with a Roundhouse.



2) Do a standing Strong as you start to pound all three punch buttons.



3) From here, go into the Hundred Hand Slop for three hits total.



DEE JAY

Super Blade Kick Combo



1) Cross them up with a deep Forward while Charging Down.



2) Do a crouching Fierce as you begin the Blade Kick.



3) Two-in-one into the Roundhouse Blade Kick, then Charge Down Back immediately.



4) Do the Super Dread Kick just as they're coming down to juggle them for up to seven hits total!



Ten-Hit Super Blade Kick Combo



1) Cross them up with a deep Forward while Charging Down.



2) Do four low Jabs while Charging Down.



3) Two-in-one into the Roundhouse Blade Kick, then Charge Back.



4) Do the Super Dread Kick to juggle them across the screen for up to ten hits total.



RYU

Arcade

Double Strong Juggle

1) Meet them in midair with a Strong for two hits.



2) Land and time a Super Fireball to juggle them for up to five hits!

Two Air Hurricane Kick

1) Jump in with an extremely High Fierce.



2) Two-in-one into the air Hurricane Kick. This move works against big characters, but it's almost impossible to do and pretty worthless.

Triple Strong Juggle

1) Meet them in midair with a Strong for two hits.



2) Land and jump toward them with another Strong for three hits!

Four-Hit Dash Combo

1) Double-hit them with the Dashing Fierce just as they get up.



2) Do a low Forward.



3) Two-in-one into the Fireball for four hits!

FEI LONG

Flying Kick Juggle

1) If they jump, juggle them in midair with the Flying Hop Kick. It can hit up to three times.



2) If you didn't score all three hits, do another Flying Hop Kick immediately after landing.

Flying Super Juggle

1) If they jump, meet them in the air with the Flying Hop Kick.



2) Land and juggle them with the Super Reikka Ken for up to five hits!

*Flying Cross-Up Seven Hit*

1) Do the Roundhouse Flying Hop Kick from inside a half-screen's distance to cross-up for up to three hits.



2) Do a standing Fierce.



3) Immediately two-in-one into the three Reikka Kens for up to seven hits!





SAGAT

Dragon Kick Combo



1) Cross them up with a deep Forward.



2) Do a standing Fierce.



3) Two-in-one into a Fierce Uppercut, a high or low Tiger Shot, or the Tiger Knee. This combo takes up to seven hits!

Cross-Up Super Combo



1) Cross them up with a deep Forward.



2) Do a standing Roundhouse as you begin the Super motion.



3) Two-in-one into the Super Knee/Uppercut for six hits!

Fierce Knee Combo



1) Begin by jumping in with a deep Fierce.



2) Do a low Forward.



3) Two-in-one into the Tiger Knee for four hits.

GUILE

Short Cross-Up Flash Kick



1) Cross them up with a deep Short while Charging Down.



2) Do two low Strongs.



3) Two-in-one into the Flash Kick.



Super NES and Genesis

Super Street Fighter II

After the recent Super SF II Midwest Championship in Chicago, we studied the strategies of the top four finishers. The following strategies should improve your head-to-head skill in the Genesis and SNES versions of Super SF II or any arcade version of SF II (though some of these tactics are no longer applicable in Super Turbo).



#1 Mike Watson



First-place winner Mike is an experienced L.A. player who combines the art of cheap moves with superb timing. He is a legend in his own time.

Guile's Low Throw Anticipation

Mike used a Guile tactic that no one in Chicago was prepared for, or had even seen before!



- 1) When Ken or Ryu jumps in with a Fierce to try to hit you, duck and stick out a Strong that misses.
- 2) Guile's still ducking as they fall. Throw them as they land!

Ryu's Cross-Up Cheap Throw

Mike used this maneuver so well that Chicago natives began calling it "The Mike." It irritated many players, but it took Mike to the top. Now Chicago players use it, too.



- 1) When you knock them down, cross them up with a Roundhouse.
- 2) If they block, land and do a standing Jab. This move often misses because they block low.
- 3) Immediately throw them. Get your timing down right and this move is almost invulnerable.
- 2) If they take the hit, you can scribble them if you're deep enough.



#2 Jessie Howard



Minnesota's number-one son, Jessie is master of a multitude of characters, including Fei Long and Ken.

Zangief's Cross-Up and combos



When they knock you down, characters such as Zangief will try to cross you up with a Fierce body splash. If you block it, chances are they will Pile Drive you. If you don't block it, chances are they will dizzy you with five low Jabs and a Roundhouse. So how do you stop it?

It takes expert timing, but you can Uppercut it! Jessie did this with both Fei Long and Ken against opponent Steve Warwick's Zangief. Check out the timing of the animation!

Fei Long's Corner Trap

Jessie put the heat on with Fei Long like you wouldn't believe - and neither did anyone in Chicago!



1) When they're down in the corner, move in and stick out a Jab.

2) They'll be forced to block.

3) Keep the pressure on with three high Jabs and a low Jab. Mix it up.

4) Go into three Jab Reika Kers. You'll bounce away to safety and take off life!

#3 Eddie Ferner



Eddie's name is synonymous with the name Vega. His Chicago game-playing style and Vega hitting ability took him to third place at the tournament. Who knows how far he'll go once he learns to use the new Vega in Turbo?

Vega's Hitting Tactics



Vega's low Fierce claws can hit Fei Long and lots of other characters while they're in the air.



Vega's Low Combo



1) Move near the opponent and use two low Forwards while they're getting up.

2) Finish with a low Strong. This move is hard to reverse if it's timed right!

#4 Steve Warwick

Another L.A. champ, Steve has the power of chess and skill on his side. His Zangief is feared far and wide.

Zangief's Cross-Up Dizzy Combo

This combo will always dizzy them and takes off big life!



1) Cross them up with a deep Fierce splash.

2) Do up to five low Jabs.

3) Finish with a low Roundhouse to dizzy them!





SUPER
Street Fighter II
TURBO
The Ultimate Arcade Guide



SUPER
Street Fighter II
Super NES and Genesis
Bonus Section!



STREETS OF RAGE 3

Go electro! Mr. X's minions meet their match in Dr. Zen's electrifying Roboto Reach!



Lift-off! Use Skato's shreddin' airborne rollerblade spin attack to battle the 'Bot!



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It's an all-out turf war featuring MORE weapons, MORE moves and MORE outRAGEous action than ever before. Mr. X has hatched the ultimate evil plot—but what he didn't count on was a bone-crunching counterattack from Blaze, Axel and Skato, together with an all-new character, Dr. Zen...and a surprise helper! It's 24 megabits full of jump kicks, power-slams and spin punches set to thrashing digital sound and plasma pumping music!



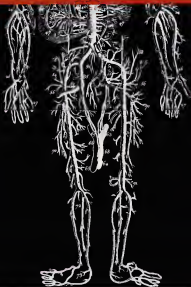
SEGA



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O'BRICKS!**
AND TAKE BACK THE STREETS
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THERE ARE 9,462 NERVE ENDINGS IN THE HUMAN BODY.



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WHY WASTE THEM ON "LOVE CONNECTION:"



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Mutant Rampage: Body Slam

Most of what's on TV can be summed up in one word: lobotomy. Which is why Philips has come up with three new exclusive games. All with retina-searing graphics and ear-bending sounds. Now that you know this, why just sit there when you have 9,462 anxious nerve endings just begging for the controls.



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CD-i

PHILIPS MEDIA

Philips CD-I



By Lawrence
of Arcadia

Virgin has finally released a home version of this frightening yet beautiful game. It uses fantastic digitized images to tell the diabolical story of a rich man's game...and the souls used to pay the price of playing. Unfortunately, only CD-I owners will be able to enjoy it.

Guest Busters

This puzzle/strategy/word game is probably one of the most innovative interactive games of all time. From its intriguing and sinister story line (this game isn't for people who are sensitive about their religious convictions; it makes *The Exorcist* look like *Sesame Street*) to its fantastic imagery and brain-busting puzzles, *7th Guest* has everything a serious puzzler could want.



PROTIP: Listen to every audio sequence. Many clues are hidden in the mumbblings of the narrator.

Philips CD-I Game Preview The 7th Guest (by Virgin)

Ghost, guests, and ghostly goings-on permeate this puzzling puzzle game. You'll live a howling good time with it.



CD-I
Available now
Philips game

1 player
Playstation also
New feature



PROTIP: You must watch certain sequences for some rooms to open up. Whenever you see the mask icon, click it before you walk away.

It begins with the tale of Henry Stauf, a drifter who kills an innocent woman and then, through a twist of fate, becomes extraordinarily wealthy. He invites six guests for a surreal slumber party during which they must discover who the seventh guest is.

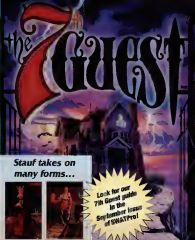
You must wander through the house and solve various brain teasers involving (among other things) cakes, chess pieces, and basement grates. Some puzzles require simple thought processes, like knowing where to place things, while others are phenomenal thinking-cap thumpers that require every available stretch of the imagination.



PROTIP: Certain areas are secret passages to other areas. Travel down the bathroom drainpipe and you'll end up...somewhere.

A Delightful Guest

The graphics in *7th Guest* are extraordinary. Beautifully rendered computer images, with tons of live-action video thrown in, heighten the ghostly game play. The game also



Stauf takes on many forms...



...and inhabits many things!



Look for our 7th Guest guide in the September issue of WHATPRO!

includes lots of scenes that don't really have anything to do with solving the puzzles but are a joy to watch anyway. This game is pure candy for the eyes, with only a minimal amount of slowdown.

The sounds are equally magnificent, with a full slate of beautiful, scary music, a large array of sound effects (including the best bloodcurdling scream ever heard), and more talking than the *MacNeil/Lehrer News Hour*.



PROTIP: The telescope in the Library reflects a certain hidden passageway.

The control is simple enough, consisting mostly of point-and-click actions. But you'll find that a few puzzles require a lighter-than-usual touch, and if you're using the CD-I controller, you'll let loose with some poltergeist-ly profanity now and again.



PROTIP: This puzzle is one of the single ones. Just pair up two gravestones, two skulls, and one empty space until the cake is gone.

Be Our Guest

This gorgeous game marks a new standard in digitized, computer-rendered games. If only other CD-based game systems could live up to *7th Guest*, then every gamer would be able to experience the joy of a well-conceived, beautifully created game. For now, CD-I owners lucked out. ■



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DUO



By Manny Lofman

As poorly as TTI has done in the game market, it's still released some entertaining games. A staple of TTI's stable is *Bonk*, who makes another appearance on CD with *Bonk II: Bonk's Big Adventure*. It's derivative fun, to say the least, but it's still fun.

Vs. game. In it, you go against the computer in different events, like Heading Volleyball and Spin Jump.

In regular hop-n-bop play, *Bonk* faces off against King Drool again—but that battle only takes place after our favorite caveman dispatches a series of other enemies. The little Neanderthal still boasts

you can't make a clean jump every time.

The graphics follow the same cartoony style as the previous *Bonk* adventures. You won't feel let down, even though nothing new was included. The animation is crisp, and *Bonk*'s facial expressions match up with those in his old games.



PRO TIP: When you're playing against the computer in the *Vs. Heading Wrestling* game, wait until your opponent comes at you on ice and water. Then jump over him and pound him off the edge.



PRO TIP: During the *Heading Volleyball* game, wait until the last moment to hit the ball—it'll shoot deeper. Then, if your opponent puts one near the net, jump and spike it over him.

The sound is much more highly evolved, thanks to CD quality. While the sound effects are based on the same library of bouncing and bonking noises from previous versions, the background music is right off the CD and should satisfy your ears.



PRO TIP: There's a good source of extra lives in Level 2-3. Before exiting, work your way up to the top of the screen and make some carefully timed jumps to the top three blocks.

PRO TIP: Be sure to peer in all nooks and crannies for the flowers that take you to bonus stages.



PRO TIP: When you're playing a two-player game, it's a good idea to have one player carry the other so you stay together.

Bonk, Blue, and Dino-Sore

As with any of the *Bonk/Zonk* titles, TTI shoehorns a lot of fun into the product. The addition of the Vs. games gives the title a little additional oomph, but Duo owners who've already played the original TurboCard won't find anything new enough to justify the price. If you've been living in a cave and are new to *Bonk II*, though, this cart will be a treat.



Bonk and Bash Against the Wall

This *Bonk II* is the same game that *GamePro* reviewed in July 1993. However, the designers used the additional room on the CD to put in some extra stuff. In addition to the standard action/adventure romp, which includes cool simultaneous two-player play, there's a

his infamous head bash, and, of course, he can grab meat to turn into a fire-breathing *Bonk*. He's also able to change size, thanks to color-coded candies.



PRO TIP: The standard *Bonk* trick works. If you can time it so you continuously bounce an enemy off your head, you can rack up some big points.

Head-Butt Out

Maneuvering *Bonk* through his adventure is, unfortunately, still somewhat primitive. *Bonk II* just doesn't have the pace of a *Sonic*-style game. Although his moves are versatile, the controls are sometimes frustrating—for example, when

Bonk II: Bonk's Big Adventure
(By TTI)

Old reliable *Bonk* makes another CD showing, this time with boosted audio and some game-play additions over the original 1993 *Bonk II* game card.

Players	Genre	Platform	Features	Controls
1-2	Adventure	CD-ROM	2 players, 4 levels	Stick, 4-way
1-2	Adventure	CD-ROM	2 players, 4 levels	Stick, 4-way

MSRP: \$49.99
Available Until: 12/31/93
Bonk: 54
Action/Adventure
Multiplatform

Bonk-a-Size

PRO TIP: Use the Big *Bonk* to jump to greater heights. The little *Bonk* helps you get into smaller passages.



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548G4

Soccer Showdown

Champions World Class Leads the Pack

Champions World
Class Soccer Genesis

By Athletic Supporter

Acclaim revolutionized the hoops market with NBA Jam. While Champions World Class Soccer for the Genesis isn't of that high caliber, you should still check this out one. CWC Soccer has all the key ingredients—the top-notch graphics, the super sound, the good controls—that make it a game to be reloaded with in the soccer world.

Classy Cart

Champions World Class features the world's top 24 soccer countries, including the powerful German team and the mediocre U.S. squad. Each team is rated in speed, offense, and defense, and the ratings reflect their real-life counterparts.



PRO TIP: When going for a steal, don't tackle your opponent. Just bump into him, and you'll come away with the ball.

CWC's SNES version (see *GamePro*, March 1994) was disappointing because the difficult controls took the fun out of the game. Fortunately, Acclaim has revamped the controls for the



PRO TIP: If you steal the ball from your opponent when you're near your own goal, hit Button C to blast the ball downfield. It'll go farther than a normal pass.



PRO TIP: Attack your opponent's goal at a 45-degree angle. When you reach the penalty box, press C twice and aim toward the back post. You'll score nearly every time.

Genesis version, making it a much more realistic and satisfying experience. Passing, scoring, drib-

bling—everything is better and easier on the Genesis.

Also improved are the graphics and sounds. The graphics in particular get high marks; the players are nicely detailed, and their movements (especially for special moves) are as realistic as those in any soccer cart. The excellent sound includes crowd noise that is based upon the rowdy reactions of the European fans, adding even more realism to the game.

We Are the Champions

If you're looking for a realistic soccer game for the Genesis, then your search is over. Champions World Class is a serious World Cup contender. **B**

Champions World Class Soccer
By Acclaim

Graphics	Sound	Value	Features	Controls
4.5	4.5	4.5	4.5	4.5

SNES
Available on
SNES
Takes 2

16-bit stereo via
Passport
SuperTrend SA

Championship Soccer Saved
By Great Game PlayChampionship
Soccer '94Super
NES

By Athletic Supporter

At first glance, Championship Soccer '94 for the SNES doesn't look like a champion. A closer inspection, however, reveals that it has all the tools to be a contender. CS '94 has excellent controls and enough options to make up for weak graphics.

Awesome Options

Game-play options are the strength of this cart. There are almost as many ways to play CS '94 as there are teams (and that's a lot, with more than 100 European club and national teams to pick from). You can play exhibitions, a World Cup tournament, or enter a European League.



PRO TIP: The game rewards good passing. Keep the ball moving among your players, and you'll keep the computer's goalie off guard.



PRO TIP: You'll score more often if you shoot with Button A instead of Button X. Shots with A are a little more accurate and easier to control.

You'll have to work for your wins. The SNES teams are tougher than those in the Genesis version—they're a little faster and their keepers don't let many shots slip past. But some of the best controls for any soccer game are at your fingertips. Players respond quickly to commands, and you can accurately adjust the flight of the ball after you shoot.



PRO TIP: If you're put the ball on one side of the box, kick it across the goal to a teammate with Button X for extra lift. Hit Button II, and he'll head it in.

Tripped Up

The sound is only average. Luckily, you can turn off the soundtrack during a game. The crowd noise sounds more like selected bits from Anthrax than anything you'd hear at a soccer match.

The graphics are, in a word, lame. It's difficult to distinguish any features, including arms and legs, on these midget players.

Despite the below-par graphics and average sounds, Champ-

ionship Soccer '94 has enough options and action to keep even the casual soccer fan entertained. It scores! **C**



Controls Overcome Disappointing Graphics in Championship Soccer '94

Championship Soccer '94

Genesis

By Athletic Supporter

First things first: This game has awful graphics. But there's more than graphics to a cut, and Championship Soccer has enough other features to compensate.

Kicks...

As in the SNES version, you get tons of options, including approximately 100 actual European club and national teams and a choice of exhibition, World Cup tourney, or European League play.



in a doctor's office. Thankfully, it can be turned off. The crowd noise, especially after a goal, is also loud and obnoxious.

If graphics and sounds aren't a high priority for you, CS '94 has fantastic controls and options galore. They make this game a kick! **C**



PRO TIP: After taking a shot, hold down Button C and use the directional pad to steer the ball away from the goalie.

...and Misses

Unfortunately, the graphics don't measure up to the rest of the cut. The players are tiny and lack detail, and their movements border on robotic at times. Additionally, when teams have similar colors, they're hard to tell apart.



PRO TIP: If you get ahead in the set and ball, switch to the Defend form to help to protect your lead.

The sound isn't much better. The music during a match is almost as bad as what you'd hear

World Cup Runs with The Rest

World Cup '94

Genesis

By Athletic Supporter

As the World Cup kicks around the country, U.S. Gold is flooding the Nintendo and Sega systems with soccer games. World Cup '94 for the Genesis is a good effort. It has tons of options (perhaps too many for some players) and superior sound, but ultimately it's not that much fun.

Yellow Card

Two nagging problems lower this game's FunFactor. First off, the main menu uses scores instead of words, making the many options hard to understand. And there are options aplenty, everything from the customized length of tournaments to the language. Young players might be overwhelmed by the choices and puzzled by the scores. The officials will also cause some complaints. Zebras should be seen, not heard, but these officials continually stop the game for minor infractions.

The controls are solid. The players are quick and responsive, and you can adjust the flight of the ball in midair. Even on the slowest setting, however, World Cup '94 moves at a pace only Pele could keep up with. It's fast, but it's not truly involving.



PRO TIP: Like the SNES game, the Genesis version rewards a crisp passing, not extended dribbling. Keep the ball moving!

Also like the SNES game, the Genesis Championship Soccer gives you strong controls. These players can really motor, and they respond instantly to your button presses. Another cool control feature is the ability to change your formations during any dead-ball situation in the middle of a match. Most soccer games limit you to formation changes only at halftime.





PRO TIP: Pass the ball from one side of the penalty box to the other for a good scoring opportunity. Even on the quickest goalies won't be able to keep up with the ball.



PRO TIP: Use your directional pad to curve the ball in the air after a shot. Reeling your shots will make them almost unblockable.



PRO TIP: Say yes to the offside rule. If you don't, the computer will send in its best scorers around you for easy shots.

The sounds, especially the occasional crowd noises, are better than the graphics. Dropped down by small player sprites, the graphics are average at best.

Missed Shot

If you're a soccer strategist and you want to play around with subtle changes in the game, you'll appreciate World Cup's many options. Unfortunately, if you're looking for an intense game with unbelievable action, you'll have to look elsewhere. **C**

World Cup '94 By U.S. Gold

Graphics	Sound	Control	Features	Challenge
Price not available	2 songs	Overhead view	Multiplayer	ADJ.
8 songs	Available now	Multiplayer	Battery backup	Available
Score	8 players (using Team Player or 4 Way Play)	Score relay: SA		

Super Mario's Super New Game

Mario Andretti Racing Genesis

By Ben D. Rales

Though not as intensely fun as Virtua Racing, Mario Andretti Racing finishes in the money as a top competitor. It's the most strategic, option-laden game since last year's acclaimed Nigel Mansell's World Championship.

Super Mario Cars

Unlike Virtua Racing, which is all speed and thrills, Andretti Racing is a game for the thoughtful, more sophisticated driver. This Super Mario provides ample rewards for savvy gamers who like to be able to choose the right tires to suit a specific track.



PRO TIP: Take your first few laps with some insurance from Mario. He'll help you evaluate maneuvers such as a Spin or a Slide.



PRO TIP: You can gently bump cars out of your way. Don't collide too hard, though, or you'll spin out.

Abundant options are the strength of Andretti Racing. You can select three types of racing experiences — Indy cars on twisty tracks, stock cars on a mixture of simple and complex courses, and sprint cars on big dirt ovals. Before the race, you customize virtually every aspect of your car from the engine to the tranny to the paint. During the race, you have plenty to think about, such as deciding

how far you can go between pit stops and picking the right time to draft a car ahead of you. Throughout the race, your car handles smoothly and precisely as it executes your most subtle moves.

Mario's World

Increasing your involvement in the races is the multiple-view feature. Pre-race options include the ability to choose track-level Nose Cam or behind-the-car Chase Cam views. Midrace, you can switch between split-screen-rear, race-leader, and overhead camera angles without pausing. You'll need to switch viewing angles constantly to look ahead for approaching cars and behind for approaching drivers.



PRO TIP: Low-Cam is useful to help slow yourself down.



PRO TIP: With an oversized Splash and Go in the pits, 3 lbs. gas & refueling takes less time than a full pit stop.

The graphics provide good realism in other ways, too. Sparks fly when you graze a rail, the backgrounds have distinctive details for each track, and your crew jumps into action when you pull into the pits.

Likewise, the sounds create a believable racing environment. You hear your own Indy car rev through its six gears, plus you can hear the whining engines of

approaching competitors. Screeching tires and metallic collisions add to the atmosphere.

Kick Some Chassis

Whatever you know, a great Mario game on the Genesis! Mario Andretti Racing provides a realistic, satisfying driving experience. Strap yourself into this cockpit (especially in the exciting two-player competition), and you'll understand why Mario Andretti is a racing legend. **A**

GET CHOOSY!



Choose your car.



Choose your car's specs.



Then choose among five views, including the Nose Cam...



...and the Chase Cam.

Mario Andretti Racing By EA Sports

Graphics	Sound	Control	Features	Challenge
10 songs	Available now	Multiplayer view	Procedural	ADJ.
8 songs	Available now	Multiplayer view	Procedural	Available
Auto racing	8 players	Score relay: SA		



FIND THE WAY...

MLBPA Baseball: Another Winner from EA Sports!

MLBPA Baseball Genesis

By Quick-Draw McGraw

If you're in the market for an uncomplicated yet challenging baseball cart that's fun for all ages, look no further than MLBPA Baseball! It's the newest (and one of the best) additions to EA Sports' impressive lineup of baseball carts.



Scoreboard animations punctuate the on-field action.



PRO TIP: When starting a season in the middle, be sure to update all of the previous games on the schedule. It'll bring all the other teams' records up to date and make the overall standings accurate.

From Minor to Zeh

Any die-hard baseball fan will love the options that MLBPA offers. Although the real team names were left out, every player from the '93 season is included and all the stats are legit. Play a single game, control your team through the playoffs, or play a 162-game season with the option of starting anywhere on the schedule. While you're at it, invite some friends over for some four-way play (using EA's adapter).

The sound is MLBPA's best feature: Digitized crowd noise and the umpires' voices make you feel like you're at the ballpark. Enjoy

the organ music at your favorite stadium or head to Atlanta and listen to the fans do "The Champ."



PRO TIP: Don't switch infields and outfielders carelessly. If you sub a player, always put the sub in his correct position to avoid excessive errors.

Smooth and colorful graphics enhance the game play. However, they're still on the cartoony, undetailed side, more like Ken Griffey Jr. Presents than Cal Ripken Jr. Baseball.

Real Baseball Action!

The controls for this game are easy to learn and operate, which makes it ideal for younger players. Although the players are much slower than those in the SNES version, all the defensive algo-

metrics, run-downs, bad hops, and booted balls remain intact.

EA Sports has come up with a brilliant encore to its famed Tony LaRussa Baseball. Super sounds and smooth, easy controls should attract a whole new generation of video ballplayers. **E**



ESPN Strikes Out

ESPN Baseball Tonight Super NES

By Quick-Draw McGraw

ESPN Baseball Tonight should be loaded with exciting highlights, stats, and the witty play-by-play of Chris Berman and Dan Patrick, but unfortunately these elements are mostly missing in action. Ultimately, ESPN is a disappointment.

Back, Back, Back...Gone!

Baseball Tonight is one of the better-looking baseball games around. It features beautifully digitized graphics and the smoothest player movements of any baseball cart.



PRO TIP: If a base runner steals second, he will most likely try to steal third on the very next pitch.

Unfortunately, the game itself isn't as strong. You have three standard game-play modes—Exhibition Games, the Home Run

Derby, and the play-offs. But the options are very limited. You can choose to turn off the sound and the errors, and you can pick between a two- or three-inning mode. Even worse, you get no postgame stats (though at least you're playing with real Major League teams and rosters).



PRO TIP: On defense, when there is a hard base hit to right field, try to throw out the runner at first anyway. You'll be surprised by how many times it works.

While the Super NES is known for its superior sound, Berman and Patrick's voices lack enthusiasm and are just plain annoying. The tacky organ music doesn't help much either.

Is It Juiced?

Ever wanted to see Devon Sanders hit three homers in a single game? You will here, thanks to the efficient controls. There's little chal-

lenge with ESPN, so once you get the hang of hitting different styles of pitching, sit back and watch the home runs fly.



PRO TIP: For maximum power, press Up or Down to adjust your swing to the pitch.

This game has the overall look and feel of an ESPN Baseball Tonight broadcast, but the highlights that made ESPN famous were left out. If you want a better SNES baseball game, buy Ken Griffey Jr. Presents. **E**





Way of the WARRIOR



Over 500 maps of hand-to-hand, 32-bit, 3D, real-time, per-second action. (More arcade-like than any other on the street!)



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Nine characters plus two 3-D rendered BOSS characters. (More if you know the Way...)



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Sir Charles Controls The Streets

Barkley: Shut Up And Jam!

By Ben D. Rales

Super NES



PRO TIP: Balance your team. If you have a good shooter like Gunner, pair him with a rebounder like Chilly.

Fancy arenas? Don't want 'em. NBA stars and stats? Who needs 'em? Just two outdoor rams, a ball, and four guys ready for some hard-hitting, elbow-throwing, two-on-two action. That's Charles Barkley's idea of hoop heaven, and that's what you get in this entertaining streetball game, which is similar to, but not quite as good as, NBA Jam.

Charles in Charge

There's nothing fancy here. You play with 16 boys in the 'hood, each rated in six skill categories. Some players are great shooters, others are tough rebounders. Barkley, of course, is the most well rounded. Pick your guys, pick your city, and start shootin', with no refs in the way.

The graphics effectively capture the urban feel. There are no flashy uniforms, just casual clothes; no cheering crowds in the seven outdoor backgrounds, just the graffiti grunge of cities like Watts and Oakland. It's not attractive, but it's realistic.

The funky music adds to the street atmosphere. The trash talking, though not always clear, adds attitude to the alitude. A rowdy announcer would've pumped up the thrills even more.



PRO TIP: Go for your signature shot when you're ahead of defenders...



...because you'll get stripped and shrouded to the ground in a crowd.



Guess who's best in this game.

Slam Dunk!

The smooth controls mean you'll quickly learn and enjoy. While the signature moves aren't as spectacular as those in NBA Jam, they're almost as fun and easy to execute.



Barkley's abrasive personality turns a lot of people off, his game, though, will turn a lot of people on to slammin' street hoops. **C**

Barkley: Shut Up and Jam!
By Sport Accolade

Shooter	Reb	Def	Pass	Stamina	Control
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Tip Off with A Steady Scorer

Tip Off

Game Boy

By QuickDraw McGraw

In the past, the words "Game Boy" and "basketball" didn't belong in the same sentence, but Tip Off sets a new standard for Game Boy basketball carts.

It's Gotta Be the...Options!

Any true gamer will appreciate the vast selection of options that Tip Off offers. The four hoops games include a free-throw contest and an international tournament. The five skill levels range from International to Youth, and you can choose your opponent's skill level as well. Imagine the U.S. National team squaring off against local hotshots in a pick-up game!

The sharp graphics and wide-open courts give you a clear view of the action. Although the sprites

are small, they move smoothly, and the overhead view enables you to execute good passing plays.



This dunking sequence is the highlight of the game's graphics.



PRO TIP: When you throw a pass, hit Button B just before the ball gets to the receiver. He'll jump to catch the pass.

Crowd noise and sound effects add realism to the game. All that's missing is an announcer's voice to intensify the action.

Fast-Break Action

Tip Off's awesome controls are probably the best feature of the game. Bounce a pass through the defender's legs or fire one down the court for a fast break. When it comes time to shoot, you can easily send up a running jump shot, a hook, or the over-powerful slam dunk.



PRO TIP: Shooting is simple—there's only one way to do it. Release Button A at the very top of your jump, or you might miss the rim completely.

UBI Soft has created an interesting and challenging cart that most basketball enthusiasts

will enjoy. There's finally a handheld basketball game with enough options to make any head coach smile. **C**



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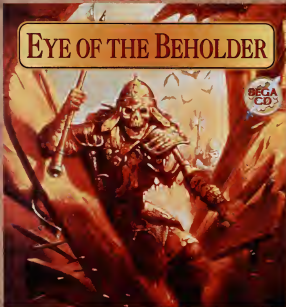
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Role-Blayer's Realm

The Monthly Guide to the World of Role-Playing Games • August '94

EYE OF THE BEHOLDER

SEGA
CD



By Peterco

Eye of the Beholder was not the first "what you see is what you get" computer role-playing game (that title properly belongs to *Dungeon Master*). But it was the first to gain broad acceptance, and its popularity made it a natural choice for conversion to the Super NES and Sega CD, where it retains much of its core appeal. Alas, the game mechanics didn't completely make it to the Sega CD version.



PRUIT: *Keep an eye out on Level 2 for passage rises. These walls are actually gateways to hidden areas - you can walk through them - and are the easy way to escape a nasty spider trap.*

The Eyes Have It

In this AD&D license, you shepherd a party of four - the usual unlikely band of fighters, thieves, clerics, and magicians - through three levels of Waterdeep sewers (and nine more levels beyond them) in pursuit of the usual "ancient evil" (the Beholder).

EOB is old wizard's hat in these days of free-scrolling, but its array of puzzles and melees still comes across

freshly and realistically in this disc. It's less like playing a game and more like being there. You point the cursor at objects and click the fire button to pick them up, put them down, or throw them. Opening a door is as simple as tapping a lever or perhaps that discolored patch of wall. Combat needn't be perpetual. You can move around - square by square - to attack from a new angle or back away to recharge your batteries.

Unlike in *Dungeon Master*, the designers changed the wall-tile sets every few levels, so the game never gets visually monotonous. The puzzles aren't killers, but nor are they simple, and they're always suffused with the happy power of invention. On the other hand, the monsters still have the fight-till-you-die brains of baked potatoes, and the rigid game structure - characters always have to fight in phalanx formation - won't make you weep for joy.



PRUIT: *Level 2 is an anomaly because it has three sublevels; one reached by ladder and two by elevator.*

Eye Control

All that's been carried over from the original. The main downside of this disc is that EOB was made to be played

intuitively with a mouse, and while there appears to be a provision for mouse support, most folks will use the less precise joystick. And they're unlikely to be too happy about the laborious process of skating the cursor around, especially when casting spells or transferring loot from a big stash into inventory.



PRO TIP: Don't get too hung up on the Draw levels (7 to 9). There's not much here that's required to solve the game, unless you're after trophies, experience, or the odd puzzle. Level 8 can be skipped entirely. (A portal on Level 7 will zap you to Level 8.)

PRO TIP: No ordinary route (i.e., ladder or stairs) exists between Levels 10 and 11. You'll need to drop into the pit in the northern central section of 10 to get to 11; then use the slope south (which you'll find on 11) to activate the portal back to Level 7.



PRO TIP: Keep any stores you find that is made of stone. They're keys to the portals that serve as the dungeon's rapid transit system. Note on your map where each takes you and what spots it.

Fortunately, you do have the ability to lock the controller into directional mode at a button press. You should, however, have more options for customizing the controls; for instance, flicking the controller directly between screen objects and inventory.

Which Eye?

The Sega CD version is better than the SNES version, but we're not talking pen knives and broadswords here. Aside from some cosmetic adjustments, such as reorganization of inventory slots and different placement of the compass, the two versions are basically the same, but the CD comes closer to the look and feel of the computer original.

And you'll note that the SNES version quite literally doesn't have a prayer. The cleric's method for acquiring spells has been adjusted from "pray for spells" to "petition"—as though he were a community activist instead of a holy person. Hey, I wonder how that happened, huh? In the end, the SNES version could use all possible help, while the Sega CD version definitely will catch your Eye. **D**

Eye of the Beholder (By PDR)				
Graphic	Sound	Game	Controls	Interface
Price not available	3 player	CD	12 weeks	First person view
Available now	RPG		Battery backup	



By Peteroo

Eye of the Beholder is also hitting the shelves for the SNES. How does it compare? Remember that you're comparing a CD to a cart, and that's sort of like comparing a goblin to a troll...or something like that!



PRO TIP: The easiest way to off the Beholder is using the Wand of Sylvas, which you'll get from the dwarves on Level 5 after relieving the potion that awakens their king. Use it to force Nim back into his own trap.

Eye, Eye, Captain

The SNES version is decidedly the weaker translation, and that's not simply a function of the limitations of its cartridge format. (The only obvious CD enhancements are the spoken intro, lavish game music, and digitized sound.) The SNES dungeon graphics are brighter and hotter, but they're implemented at the expense of the

game's dusky realism and have a curiously squashed quality, as though the dungeon was supporting some immense weight. In addition, the background against which the windows are placed is dirty black, as opposed to the Sega CD's royal blue, and the backpack has been moved to a less convenient spot.



The council awaits its orders...

Everything else in both versions is almost identical, so if you're going to be holdin' on to Beholder, make it the Sega CD version. **D**

Eye of the Beholder (By Capcom)				
Graphic	Sound	Game	Controls	Interface
Price not available	3 player	CD	12 weeks	First person view
Available now	RPG		Battery backup	

ULTIMA: RUNES OF VIRTUE



By Palermo

Call it Ultima Lite or Britannia for the Young at Heart. This splendid Super NES translation of Runes of Virtue—an Ultima previously available only for the Game Boy—isn't just for the backseat any more.



PRO TIP: Don't feel you have to set off directly to rescue Lord British, who's held in a cave north of the castle. Runes is open ended in structure, and while you won't be furthering the story, you're free to poke into other dungeons and towns.

Avatar: No Thanks, Already Av One

You'll see the "lite" right away. No big whoop of a story: The Black Knight, feeling bored, has abducted the City of Britan's mayor, and, natch, the Avatar (that's you) has been summoned by Lord

British to set things right. At which time the Black Knight starts kidnaping the other mayors, filling up your dance card for the foreseeable future.

And off you go: clubbing monsters, grabbing everything not nailed down, investigating places...and talking to people, but not so much as in past computer Ultimas. This is more of an action-oriented game, and nonplayer characters don't have enough speeches to fill a cocktail napkin.



PRO TIP: You may not always have to fight (or fight as much). Sometimes it's more efficient just to move on. For instance, the goblins retreat the first time you let them. The bats simply multiply.



PRO TIP: If you can't progress into a dungeon beyond a certain point, you've probably overlooked a room or three along the way. Look for the smallest irregularities in the walls.

I Like the Sprite In You

Nevertheless, ROV is identifiably an Ultima, albeit with rich colors, animation, and a closeup view. The detail here is consistently delightful—not simply the glowing colors used on the town walls or trees in the countryside, but also the rich animations of cascading fountains, waving flags, and firing cannons. It also plays a pretty mean tune.



PRO TIP: Don't forget your Ankh. It's like having a perpetual recently saved game: If Akos you back to the beginning of the last area you entered.



PRO TIP: If you've played prior Ultimas, you may appreciate ROV with some quirks about spawning loot from other people's houses. Put them aside. You should pick up anything you can.

More than Just a Game, Boy

What's changed is that the game system is a bit less, shall we say, meticulous about details of staying healthy, wealthy, and wise. Now there's big hearts for extra vitality, big goals for spending on weapons and armor, big keys for big locks—all picked up when walked over. It suffers from TCS: Too Cute Syndrome. If Lord British had summoned Mario or Sonic instead of the Avatar, ROV would scarcely be any different.

ROV is cute, but also more direct and enjoyably to the point. Unlike some of the other Ultimas, you can't do anything wrong here. You don't have to keep track of anything beyond what you're doing at the moment. The puzzles are modest in scope and less ornate, but no less clever.

Speak No Evil

Then again, for all the hand-some sights, there's a lot of meaningful things to do and a preponderance of things to smack. The guards here must be operating under a media blackout. You can bump up against them, hit them with your sword, or fire off all the cannons. Nothing.



PRO TIP: Give Lord British's castle the once-over early in the game. Aside from being nicely appointed, it contains the odd handy item or two.



PRO TIP: If it's moving, it can hurt you. If it's standing still, it probably has a little speech prepared for you.

But perhaps that's a necessary concession to action in an RPG. An experienced adventurer will undoubtedly find Runes of Virtue rather too basic to enjoy as a full-fledged Ultima but will probably still be charmed by the graphics and straightforwardness of its quests. And this Ultima Lite is the perfect starter for a beginner. You can count on it. **G**



"...Spike McFang is the *man!*" Game Players Magazine,

June 1994 **"Editor's Choice – Gold!"** Electronic Gaming Monthly,

June 1994 **"Spike McFang is the *man!*"** Game Pro Magazine,

June 1994 **"Spike McFang is the *man!*"** Game Pro Magazine,

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Future Fantasies

By Lawrence of Arcadia

Four hot games are looming right on the horizon, and we have some initial pictures of what they'll look like! If you're an RPG aficionado, then there's something here for you!

Phantasy Star IV: The End of the Millennium

It's the game that every serious RPG player has been waiting for, and it's on the way! Phantasy Star IV: The End of the Millennium is going to knock the socks off even the most die-hard RPG player!



and even marry—and that's not the half of it! But Sega claims that this cart is the final game in the series, so you'd better enjoy it while it lasts.



Looks like trouble...



Tired of fighting inside? You'll hate in the great outdoors as well!

If you're a fan of the other games in this series, then you know all about the story line. If you didn't play the earlier games, go out and get your copies now. You'll be transported instantly into another world of magical bio beasts and fantastic mech magic.

We'll see if it lives up to its predecessors when we fully review the cart in an upcoming GamePro, but until then, check out these pics and let your imagination run free!

Phantasy Star IV: The End of the Millennium
By Sega
Available Fall '94



The adventure begins!



Anime-style art makes for great close-up scenes during the game.



No mech gal a dose of hi-tech magic!

Final Fantasy?

This series goes on longer than a Congressional hearing. You'll live, die, be born again,



Working Designs, still reeling from their smash hit Lunar for the Sega CD, is going to follow up with a different type of RPG. Will they be able to repeat the success of Lunar? By the look of the preview disc we saw, they will, and RPG fans will benefit.



Fully animated sequences accompany the game!



It's a four-on-one monster mash!



This could get messier than anyone imagined.

Oy Vay!

This game will use fantastic animated sequences to tell the story of Vay, and the Japanese anime look certainly will do justice to the RPG format. Add in the Sega CD's enormous capacity for storage, and you should have an extensive RPG that will keep you entertained

for both. Sega CD owners will soon have two great choices for RPGs...and both from the same company, though with vastly different looks. Watch next month for our full-fledged review!



No...I don't think he's a Koolhaier elf.



One man stands alone.



It's a dead man's party.



The bride and groom are about to meet their doom.

Vay
By Working Designs
Available June

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Shining Force: The Sword of Hajya



Role players have clamored that there are no portable RPGs available for the Game Gear that are as involving as standard RPGs yet not as text intensive (your eyes couldn't take all that reading on the small screen). Someone at Sega must have heard those cries, because they have Shining Force on the way for the Game Gear!



Detailed miniature characters round out what is sure to be a great game!



Finally, RPG stands for Really Portable Game!

Shining Example

It appears you can have your cake and play it, too! Sega has just released screens from the miniature version of Shining Force, and new perspectives, more action, and dazzling graphics are on the way.

The peaceful kingdom of Cypress is the target of King Iom, an evil monarch who has set his far-reaching henchmen into the land to disrupt the peace. After the Castle of Cypress is invaded and the Sword of Hajya is taken, it's up to you to get it back. You'd better be ready!

You choose from more than 18 characters, including Mages, Contours, Healers, Archers, and Birdmen, and you can play any 12 characters at one time. Sega has definitely moved portable gaming to the next level!

Shining Force: The Sword of Hajya
By Sega
Available September

SHINING FORCE II



By Lawrence of Arcadia
Shining Force II will be another hot sequel from Sega. Its predecessor zoomed off the shelves and into the hearts of RPGers everywhere.

On the Force

Shining Force, with its unique battle view and imaginative characters, will soon be surpassed by Shining Force II, which should be Sega's hottest RPG outside of Phantasy Star IV.



The party moves on.



Great graphics show up on any given screen.



The action heats up with Shining Force's unique battle view.



Must be Arizona, because that looks like (a) Phoenix.



This Gobbie doesn't stand a chance!



Even the backgrounds are well illustrated.

This time around, a greedy gold digger snags the magical jewels of Light and Darkness and, in the course of his larceny, releases the evil demon Zorn! Now you have to clean up his sorry mess, and you'll be joined by a wonderful crew of fantastic characters, including Mages, Knights, and even a Phoenix. It promises to be just as involving and entertaining as the first one, and it won't be long before you'll see our full review here in the Role-Player's Realm!

Shining Force II
By Sega
Available Fall '94



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BREATH OF FIRE



SUPER NINTENDO

By Lawrence of Arcadia

Amoroo RPG fans may find this new adventure rewarding and satisfying. But RPG fans who have had enough of cutesy, Final Fantasy-type games will find that Breath of Fire could use a refreshing mint.

Hero Worship

Traveling through more than 36 areas, you play as Hero, a warrior who is trying to defeat the Black Dragons that have overtaken the land. Sometimes during the game, you have to play as other characters to progress, which is a novel but time-consuming idea because you then have to build up the characteristics for someone entirely different.

The standard RPG elements are tacked on to this game. You build up hit points, moving up in levels as you kill

more and more enemies. You also gain the companionship of different fighters, each with their own skill or specialty (like a Healer or a Magic Caster).



PRO TIP: To get past the village of Romera, you need use the back exit.



PRO TIP: All of the houses in Boulder that it sounds. They last for a couple of hits after their life bar decreases to nothing. Keep plenty of Herbs on hand.

Some pretty standard enemies also populate the game. You'll see the basic zombies, frog creatures, worms, and other freaks. At the end of each castle lurk formidable bosses

to contend with, but nothing that'll make you lose your lunch or drop your joystick.

Whiff of Fire

Overall, the graphics aren't bad—just average. They don't really push the envelope of RPG sights, so to speak. The game looks very similar to Lufia and Final Fantasy II, and if you've played either one of these, you've played them all. Even the enemies could have been swapped from either of those games into this one. The backgrounds all start to blend into each other, but the battle screens aren't bad, featuring a 3/4-overhead view of the action and well-drawn (if lifeless) enemies.

PRO TIP: When battling a boss that takes little damage from your hits, go into your inventory and use any Stones that you've found.



PRO TIP: Keep plenty of Herbs on hand when taking a long journey, especially if you have no light bow for the next village. Light bows enemies away for a while.



PRO TIP: Bixa is more of a healer than a fighter. Make sure to let her defend and heal, rather than slug it out.

The sound is also fairly average, with typically boisterous RPG music at the appropriate intervals. A small voice-over or sounds from the enemies would have helped.

The controls are easy to use and don't bog you down,

which is helpful in the heat of battle. The menu system is understandable, with identifiable icons (unlike some more difficult RPGs), and you can easily start the game without reading the manual.



PRO TIP: There are two types of mushrooms in the forest, light-colored and reddish ones. The light-colored ones are poisonous, while the others let you recover some of your HP.



PRO TIP: As soon as you get inside a cave, search for clean water to drink. It restores your HP.

Stale Breath

If all this sounds somewhat bland, it's because you've seen such elements on these pages before. Even the story-line is nondescript and average. If Breath of Fire wanted to make a name for itself, it should have tried for more interesting enemies, different battle screens, or butt-kicking graphics. Instead, we get something vaguely familiar, a forgettable game with barely enough Breath to last. **C**

Breath of Fire
(By Supermarket)

Developer	Genre	Series	Platform	Release
Capcom	RPG	—	SNES	1992
12 megs	1 player	Overhead and 3/4 view	—	—

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PROREVIEW

Super Game Boy



By Manny LaMaucha

The Mighty Morphin' Power Rangers have taken the world by storm. You're lucky if you can find one of the action figures in a store. Mall appearances clog traffic and pack buildings with people. Bandai makes the Rangers more accessible with this decent Super Game Boy game.

A Trip to the Maul

The premise is pretty basic: You pick one Ranger—Jason, Trini, Billy, Kimberly, or Zack—to do your on-screen bidding in a battle against Rita Repulsa and her gang. You can change characters each level as you blaze through the streets, buildings, and plants toward a final battle with Rita.



PRO TIP: Some enemies can only be taken out with a kick.

PRO TIP: Your special weapon is handy for landing certain enemies, but it consumes some of your damage bar. Use it sparingly.

Game Boy Game Profile: Mighty Morphin' Power Rangers

(By Ronan)

The Power Rangers take to the Game Boy with pretty mild platform action: If you can memorize the layout and patterns, it's not too tough.

Enemies	Items	Goals	Features	Design
1	1	1	1	1
2	2	2	2	2
3	3	3	3	3
4	4	4	4	4
5	5	5	5	5
6	6	6	6	6
7	7	7	7	7
8	8	8	8	8
9	9	9	9	9
10	10	10	10	10



PRO TIP: Kim is the best Level Five contestant, thanks to her bow and arrow.

PRO TIP: Because enemies are often triggered when you move forward, it's helpful to jump forward but land back where you started. Then take on the adversary before you move on.

During your journey, you confront a seemingly endless stream of adversaries and obstacles. Each of the five levels also features an end boss plus a bonus level that gives you an opportunity to improve your energy level.

Morph and Mindy

The controls are simple. You can jump and punch, or hit both buttons simultaneously to kick. Each Ranger also has a special weapon, like Kim's archery set, that helps dispatch certain enemies. Some Rangers will work better than others in certain situations, though any Ranger can win the game.



PRO TIP: When you're double-bossed, quickly take out the first enemy before he gets to you.

You won't be disappointed by the audio, which has an ample share of sound effects and background music. The music in particular is fast



PRO TIP: When the Level Two boss is in the air, blast away. After he drops, jump to the center of the screen after he sends his aides.



PRO TIP: When you reach Level Four, hang back to kick the rocks, then make a run for the next platform.

paced enough to match the energy of the contest. The graphics, on the other hand, aren't as good as they could be. While the backgrounds are nice—if you're playing with the just-introduced Super Game Boy—character animation is poor, and your Ranger seems to be shuffling along with baby steps.



PRO TIP: Take advantage of available health boosters, or you'll never beat the game.

The weakest aspect is the game play. The five levels pro-

vide ample challenge, though true GamePros should burn through it quickly. Most of the game involves memorizing hurdles—especially on Level Three, which is primarily precision jumping—and battling through the onslaught of Rita's henchmen. Only the level bosses provide any type of strategic pattern that you have to think about.

Be a Lone Ranger

The Game Boy rendition of the Power Rangers won't likely win awards, and most people are anticipating the SNES version later this year. The Game Boy game isn't bad, it just doesn't prompt players to keep playing it. Unfortunately, these Power Rangers won't draw a crowd. ☐

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SUPER METROID™



By The King Fisher

Last month, GamePro's Strategy Guide on Super Metroid promised you the final steps to beat this tough SNES game. Remember, the quicker you finish the game, the better the ending you'll get to see.



Special Feature
Super NES

MARIDIA



Key Point – Step 1: The Spring Ball



In the Chamber just prior to the Spring Ball, you'll encounter a strange spiked creature. Don't kill it...not yet, anyway. You'll also come upon a wall that must be destroyed with a Power Bomb. Behind the wall is another impenetrable wall. The spiked beast whose life you spared will burrow a tunnel that leads you to the Statue bearing the Spring Ball. The Spring Ball enables you to bounce when you're in the Morphed Ball state.

Key Point – Step 6: The Plasma Gun



The Plasma Gun, located at the northernmost point of Maridia, is crucial in your final conflict against Mother Brain. Your wall-climbing skills must be up to par, because you'll come to two vertical chambers that can only be conquered that way.

Step 6



Step 1

Maridia Map Key

- | | |
|----------------|--------------------|
| A = Save Point | D = Map |
| B = Missiles | E = Power Bomb |
| C = Energy | F = Super Missiles |

Key Point – Step 2: The Way is



The elevator to the Screw Attack and Ridley is located in the center of Norfair, just to the right of a Save Point. This is the only way down to the hidden region where you'll find the Screw Attack and Ridley.

Key Point – Step 3: The Screw



Just before you reach the Screw Attack, you'll come to a deep lava pit. At the opposite end of the pit is a statue. Space Jump to the statue, then stand in its hands and morph into a ball. The statue will begin to move, and the lava pit will start to empty. Once it's empty, jump to the bottom of the pit, and enter the hole. Continue to the right until you find the statue bearing the Screw Attack. The Screw Attack will turn your Space Jump into a deadly weapon.

Key Point – Step 4: The Guards



On your final descent to Ridley's chamber, you'll come upon two guardians. These orablike creatures can deflect your shots, which means trouble if your shots bounce back at you. They're susceptible only when they turn yellow; then they can be taken out with any weapon. Once they're defeated, you'll be granted access to the next chamber, where a shooting eye guards the exit. When the eye's open, shoot it with missiles, and you'll be rid of this eyesore in no time. You can now enter Ridley's chamber.

NORFAIR



Key Point – Step 5: Ridley



Defeating Ridley is fairly easy. When Ridley is firing at you, use your Screw Attack to become invincible. As soon as he stops shooting, land and begin firing your missiles as fast as you can, targeting any part of his body. Repeat until he's dust. Like other bosses, Ridley'll yield power-ups as soon as he's defeated.

Step 2



Step 3

Step 5

Step 4

Norfair Map Key

A = Save Point

D = Map

B = Missiles

E = Power Bomb

C = Energy



Key Point – Step 7: The Last Eye



About halfway through Tourian, you'll encounter another shooting-eye guardian. Like before, blast the eye with missiles when it's open. Once defeated, the eye will disappear, revealing a gate. Go through the gate – and prepare for battle.

Key Point – Step 8: Shoot Her



As you approach Mother Brain in the final chamber, you'll see four red gates. To get past them, fire missiles at their red portions until the red disappears.

Key Point – Step 9: Mother Brain



For your final conflict against Mother Brain, you must fire missiles at the glass dome around her. Once the Brain is exposed, fire about 35 missiles at it until the Brain comes tumblin' down. But it's not over yet. Mother Brain returns to life, and it's not pretty. Fire missiles or a Charged beam at her head, but be sure to avoid her return fire. As she gets fed up with you, her Brain starts to sizzle. Then she fires a beam at you, draining you of all energy.



When you're on your last bit of energy, a huge Metroid attacks Mother Brain and drains her of her energy. The Metroid re-energizes you to full power, but Mother Brain regenerates her powers and destroys the Metroid while you prepare for the Final Conflict. The fully energized Plasma Gun should be your weapon of choice. Fire as fast as you can at the Brain, avoid her shots, and you'll soon be rid of this Mother. ☐

TOURIAN



The Escape



Three minutes to escape.



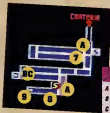
Take the middle road, then go up at the end.



Watch out for the rising lava. Stay to the left side of this chamber for the quickest escape.

The End

There are several endings to Super Metroid – here's just one of 'em.



Tourian Map Key

- | | |
|----------------|------------|
| A = Save Point | 7 = Step 7 |
| B = Missiles | 8 = Step 8 |
| C = Energy | 9 = Step 9 |

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	4	C9R56F82GM5K
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	3	QZ8H8W1#70R
	4	40R52P7F2P1C
Gentleman and CPU Navvie	2	Q3BK7PYNS794
	3	1V6W7QKONYB5
	4	RM#75#FJ40TR
Thug and CPU Navvie	2	ZB2S4HKXWBFQ
	3	QJGJK#PBBDR
	4	4H76263NPOR4
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	3	3B5YXP5D#8R9
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Orlando, FL

Genesis

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Passwords



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Denver:

01J4 HXWG H20M

San Diego:

RTZ8 GPXC RIRC

Seattle:

0DJE HRXV OKPZ

San Francisco:

JURL EJEX X2BG

Los Angeles:

FDKL MCXK FD3L

Washington:

KC42 OPJ2 XTVB

Toronto:

F2KR HNEN G1N4

Detroit:

P7L4 MOGU F1DI

Chicago:

RAQ8 O3VI XVVB

Miami:

0TAM MGTW 0K2K

New York:

R2EK B3XO G8MO

Ronke Blos
Rostic, NC

Genesis

Bram Stoker's Dracula

Stage Select



To activate a stage select, wait for the battlefield to begin scrolling across the screen. Then **press Down, Right, A, C, Up, Left, and Up**. If you've done it correctly, you'll hear a laugh. Begin a normal game, then press Start to pause the game. Press **Up** on the directional pad and look at the score box. You'll see numbers appear for each stage of the game. Select a stage and press the Start button to begin there.

Barf Rhodes
Berwyn, IL

Genesis

Sonic 2 Stage Select



**Blast
from the
Past**



Go into the Options screen and highlight Sound Test. Play Sound Tests 19, 05, 9, and 17 using Button B. If you've done the trick correctly, you'll hear a chime sound (like when Sonic picks up a Ring). Return to the Start screen and press Buttons A and Start simultaneously to make the Stage Select screen appear.

Ryan Raymond
Fairhope, AL

Genesis

Stimpy's Invention Passwords



Okay, man, here are all the passwords:

For Rea:
City - 8900003
L9NE2WZ
Round - 8710003
L9N22W6
Outdoors - 8520007
RC452WZ

For Stimpy:
City - 8700004
D2NG4WY
Round - 871000B
2LN24WZ
Outdoors - 872000G
P3444WZ

Kevin McFadden
Kennesaw, GA

Sega CD

The Secret of Monkey Island

Passwords



Part Two - The Sea Voyage:
6200
6297
6377
2323

Part Three -
Underneath Monkey Island:
9430
9433
1436
8742
7310
7377

Last Part -
Guybrush Kicks Butt:
9898
8989

Brad Linkoff
Philadelphia, PA

Part One - The Three Trials:
3076
3176
3177
3377
3777

Super NES

Equinox Invincibility



At the Title screen press Buttons L, L, R, R, L, L, L, R, R, R, L, L, R, R, L, and R. If you've done the trick correctly, the copyright box will turn green.

Susan Randolph
Sarasota, FL



Jason Purdie
Ore Hill, NY

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Turn and Burn: No-Fly Zone

Passwords

Use these passwords to turn and burn to any stage of the No-Fly Zone.



Stage 02:	NQBJKLFF
Stage 03:	GSEWBEPF
Stage 04:	RRHC&JVM
Stage 05:	BPYXDINP
Stage 06:	LFMGWTRQ
Stage 07:	PDTBCENJ
Stage 08:	DKVWGSQK
Stage 09:	GKQZBICT
Stage 10:	DCMHRFPJ
Stage 11:	WEGNJYEX
Stage 12:	JDEFLMFLV
Stage 13:	SPBCTKRG
Stage 14:	SPWVJKDH
Stage 15:	LEPKQPFZ
Stage 16:	TDLJGSHX

Tavaz Geshko
Lakewood, NY

Super NES

Super Strike Eagle

Passwords



Check out these passwords for Super Strike Eagle:

Mission 02:	4HBF8392
Mission 03:	4GBF8757
Mission 04:	7F6C4262
Mission 05:	09BD42F4
Mission 06:	F06D8609
Mission 07:	DOBGB3FG
Mission 08:	676J4475
Mission 09:	4HB705FG

Eugene Tadie
Kenner, NY

Super NES

Star Trek: The Next Generation

Level Select



Press Buttons Y, Y, X, X, A, A, B, and B at the Title screen. If you've done the trick correctly, you'll hear a confirmation tone. Begin a regular game, then press the Start button to pause the game. Press Button Y to bring up the Level Select screen.

F. Lucas
Fremont, CA

Super NES

Rocko's Modern Life

Passwords



Easy	Level 2: COMICS
Level 3:	MELBA
Level 4:	HIPPO
Hard	Level 2: BLAZER
Level 3:	O-TOWN
Level 4:	GRIPES

Mike Hayes
Roland Park, CA

Super NES

Flashback

Passwords



Find your identity with these passwords:
New Washington: JNGLQ
Cyber Tower: HNYTM
Earth: KVMF

Paradise Club:
Planet Morph 1:
Planet Morph 2:

DWNGH
STBRM
RDBQLR

Andy Rowe
Roseville, CA

Super NES

Star Trek: The Next Generation

Passwords



Oriente Alpha IV Epikemic:
Eurasian's Derelict Spooecraft:
Trapped Miners on Oriente Gamma IIB:
Trip to Code Mu IV concerning the Tavad:
Rescue captured Nakamoh Freighter:
Trip to Code Mu VI - Collect mineral Samples on

Oriente Gamma: **IIIBKFTCTBB**
Appearance of the IFD: **LQTTCTBB**
Crystal Shard 1: **LHTTNTBV**
Crystal Shard 2: **MGTINTBV**
Crystal Shard 3: **NMTTHTBB**
The Final Test: **PHTTNTBV**

Michael Taveja
Thornhill, Ontario, Canada

BGTTBTBU
CGTTBTBB
DJTTCTBV
GCTTCTBV
JFTTCTBV

Super NES

Peace Keepers

Character Select



To play as any of the six characters, turn the game system off, then **press and hold down Buttons L, R, and A**. Continue to hold all the buttons and then turn the power on. Keep holding all three buttons down until the Title screen appears. Now select a one- or two-player Story Game, and you'll be able to select either Norton, Orbot, Al, Flynn, Echo, or Protop as your Peace Keeper

Daryl Daniels
Boardman, OH

Jaguar

Raiden

Unlimited Lives



At the end of the first level, when you reach the end boss, **hold down Buttons 1, 4, 7, 3, 6, 9**, then **Option**. If you did the trick correctly, you'll hear a noise. You now have unlimited lives.

Jim Norris
Jameson, VA

Super NES

Wolfenstein 3-D

Passwords

Start on any level with these valuable passwords:



Mission 1
Floor 2: **TSKLRM**
Floor 3: **VJKLSQ**
Mission 2
Floor 1: **VRTLAP**
Floor 2: **RUKLVS**
Floor 3: **RRKLV8**
Floor 4: **SHKLT8**

Mission 3
Floor 1: **SRKLYR**
Floor 2: **PLYLPT**
Floor 3: **PVTLPT**
Floor 4: **QVTLQN**
Mission 4
Floor 1: **MLKLM8**
Floor 2: **HTLNLQ**
Floor 3: **NKYLMP**
Floor 4: **NTLMP**
Floor 5: **EKLVST**

Mission 5
Floor 1: **KNTLMR**
Floor 2: **LCKLNV**
Floor 3: **LNJPTM**
Floor 4: **MCKLPT**
Floor 5: **HNKLPT**
Floor 6: **JCKLQN**

Mission 6
Floor 1: **JNKLQN**
Floor 2: **DCKLRM**
Floor 3: **DNKLRM**
Floor 4: **FCKLSQ**
Floor 5: **FNCFTM**
Floor 6: **BCJFNV**

Noel & Kirk Howard
Sayshore, NY

Super NES

Robocop vs. The Terminator

Passwords

Start on any of the nine levels with these passwords:



Future: **TPST**
Robot Killer: **BSHR**
Spooch: **HKPL**
Sigmat Outer Perimeter: **SKTR**
Sigmat Inner Perimeter: **SJMD**
Storage Facility: **DRPT**
Inner Sanctum: **SKNV**
Sigmat Core CPU: **MMPX**
Self Destruction: **RNTM**

Rector Torre II
Philadelphia, PA

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Game Gear

Lemmings

Passwords

Take these cute little lekas to any level with these password:



Level 02: TGNBVLMH
Level 03: STGNBUIQ
Level 04: BOGM2SEJ

Level 05: TQM2SFKU
Level 06: JSFKVLWN
Level 07: BUIQBCFK
Level 08: UJTGMYRD
Level 09: HDDYRCFK
Level 10: VKYLWMS
Level 11: FLXPGGGG
Level 12: GFECXPGF
Level 13: D2SEJSEK
Level 14: V1QAABCE
Level 15: JSEJTGMY
Level 16: QASDGNBU
Level 17: TRC1QAA

CD-i

Inca

Passwords

Cruise the lands of the incas with these password:



Level 02: 472776
Level 03: 472677
Level 04: 681224
Level 05: 336742
Level 06: 172568
Level 07: 527179
Level 08: 772243
Level 09: 794221
Level 10: 636594
Level 11: 727296
Level 12: 281765

David Ciley
Chenango Forks, NY

Arcade

NBA Jam Tournament Edition

Hidden Characters

Take it to the hoop with these new hidden characters:

Jack Haeger: JKH JUL 13
Ray Gay: RMG AOG 11
Linhoff: JPL APR 16

Jerry Crittall
Miami, FL

Jaguar

Evolution: Dino Dudes

Passwords



Get ahead in Dino Dudes with these level codes:

Level 04: G MEN
Level 05: GO WEST
Level 06: LEMON ENTRY
Level 07: WAGON WHEEL
Level 08: OIL DRUM
Level 09: MOON ORBIT
Level 10: HARD ROCK
Level 11: TRIP AND FALL
Level 12: ADAM CLOCK
Level 13: BIG COUNTRY
Level 14: HOG TIED
Level 15: CAN CAN
Level 16: CUTE MOUSE
Level 17: SPARKY PLUG
Level 18: PONY EXPRESS
Level 19: PADDED CELL
Level 20: LOG PLUME
Level 21: CANVAS SAIL
Level 22: GOLDEN ERA
Level 23: WIDE SEAT
Level 24: BAD KARMA
Level 25: CRASH BARRIER
Level 26: LIME GLASS
Level 27: SURF UP
Level 28: PENAL COLONY
Level 29: RELIEF ART
Level 30: TRIBAL DANCE
Level 31: SODA FOUNTAIN
Level 32: PARKING SPACE
Level 33: PIZZA DUDE
Level 34: CROW FLIES
Level 35: TILED ROOF
Level 36: SLATE MISSING
Level 37: OPENING TIME
Level 38: INNER PEACE
Level 39: BAD DOG
Level 40: SOUR BELLY
Level 41: LARGE MUG
Level 42: HALF A BEY
Level 43: SING SING
Level 44: BROWN COB
Level 45: IRON HORSE
Level 46: WHITE MALE
Level 47: BOX OFFICE
Level 48: CORNY FUR
Level 49: ATOM CAT
Level 50: FREE WHEELING
Level 51: BUSH FIRE
Level 52: CAR BRA
Level 53: PORK PIES
Level 54: STORMY WEATHER
Level 55: STAGE COACH
Level 56: QUAY BORED

Frank Morris
Flushing, NY

Do You Have a Secret Weapon?

Do you have a secret weapon? If so, send it to SWAT and, if we publish it, we'll send you a free GamePro Super Shirt. Plus, your name will be entered into a drawing for an STD control pad for the SNES or Genesis. One controller will be given out each month. Send your best tips and secrets to:

GamePro Magazine
Secret Weapons
P.O. Box 5828
San Mateo, CA 94402

P.S. - If that's not enough, we've decided we want to see more of your art! Every reader who gets their art published in the SWAT section of GamePro will also receive a free GamePro Super Shirt and will be included in the drawing for the STD control pad. Cool!

GAME ENHANCERS

PRO ACTION REPLAY

Super NES

Daffy Duck: Nerve Missions	Infinite lives Infinite nutty attacks Infinite fuel	7K1F-1002 7E1F-1602 7E1F-4528
Joe & Mac 2	Infinite Hearts Infinite lives Invincibility	7802-3206 7E02-3303 7E02-3713
Jurassic Park	Infinite lives Shotgun	7E02-3304 7E02-8820
X-Calibur	Infinite energy	7E0A-1E00

GAME GENE

Game Boy

The Legend of Zelda: Link's Awakening	Get 255 Rupees for each single Rupee	FF4-8E9-86E
Star Trek: The Next Generation	Damage will not be repeated Sensors start at 75% power	001-13D-38A 4E2-2E3-77B

GAME GENE

Genesis

Devil Champions	Fight as CPU, CPU fights as you	CDAT-AB77
Guard IV	Invincibility Infinite potions	8MKT-AA87 A03F-AA5W
Ranger-X	Infinite Weapon Power Start with all available weapons	AA7I-AA6C AKYA-AA6C
Sonic Spinball	Start game with 5 lives Start game on Level 2 Infinite lives Start game on Level 4	AZ87-6A8R E97E-SW7G AXBA-6A47 A03F-SW7G
Sonic the Hedgehog 3	Level Select and Debug Mode Jump much higher Start with 99 lives 30 Rings needed for extra life	AA67-AA9C AA7A-CB6G M047-AA8A E0CT-CAE0

GAME GENE

Game Gear

Sonic Chaos	Never lose Rings Start with Rings	3A9-DCB-13K2 22A-91D-2A2
Streets of Rage	Infinite lives Mega power attacks Start on Stage 6	21E-15C-91D 008-85A-86F 832-C5F-874
Taz-Mania	Start with 9 lives	091-CFD-87E

GAME GENE

Super NES

Final Fantasy 2	Almost infinite hit points	82A3-4F63
NBA Jam	Super Speed, without turbo	EE3E-6FDF
NHL Stanley Cup Hockey	Visitors goal = 1, Home goal = 3 Penalty for Charging is 30 seconds	1BA1-8D01 F32A-3F09
Rainbow 1/2	One hit kills	00D7-8407
Super Metroid	No energy loss from enemies Super Jump won't drain energy	C225-3005 C22A-456D
The 7th Saga	Walk through the fields without running into enemies Infinite continues	0E8F-8D8F 62A6-67A4
TMNT Tournament Fighters	Player 1 starts fight with one-half life left Player 2 starts fight with one-half life left Player 2 always wins or draws	4E49-87D4 4E4A-8F64 7886-8454

Codes Provided By:

Jerry Aler Jackson, MS	Brian Lesyk Columbus, PA
Steve Chung Fruit Meadows, NY	S.J. Nardocci Mt. Vernon, NY
Hermal Chagne Warrick, CA	Allen Nissen Mesa, AZ
Dan Fahn Danville, CA	Wayne Saunders Wills Point, TX
Gilbert Fong Sacramento, CA	Rick Sutcliffe Rochester, NY
Luke Gregg Adrian, MI	Mike Vaughn Mooresville, CA
Cary Hightower Chicago, IL	Geoff Wescor Torrance, CA
Steve Lacey San Diego, CA	

TOURNAMENT ClayFighter EDITION

**Super
NES**

Clay Fighter Tournament Edition Crushing Combos and Super Strategies

By Jeremy Alvey, Producer, Interplay

Clay Fighter Tournament Edition is an enhanced version of the original Clay Fighter that adds a ton of new features, extra speed, enhanced graphics, and more to make it a great head-to-head fighter. Here's a guide to kicking the clay out of your friends' straight from CFTE's producer

Unlisted Special Moves

Every character has some moves not explained in the manual, so check out these secrets! Here's the key to terminology: **Tap** = Push the directions in sequence; **Motion** = Move the controller in a smooth motion covering those points; **Charge** = Hold the controller in the direction indicated for two seconds.

General Combos and Strategy

What, Ma Cheesy?



When the opponent's in the air in the corner of the stage, stand next to them and quickly execute Quick Kicks or Punches. You can juggle them in the air for cheesy 6+ hit combos. (Go for 12 hits!)

Mag and Juggle

A great way to start a corner juggle is grabbing the enemy in a hold and then starting the Quick hits just as you release them.

Ground Combos



1) If the enemy jumps in and you're Charging, do a crouching or standing Quick Punch.

2) Once they're juggled in the air, do a Brutal two-in-one into a projectile or other special move.

What the Number Bursts Mean

The little stars with numbers indicate how many successive hits were unblockable after the first hit, i.e., a combo. A bright pink star means you've scored more than ten hits. If you see this icon, you need a few lessons in fair play!

Bad Mr. Frosty

Sneaky Punch Combo



1) Jump in with a Quick Kick while Charging Down.



2) Do a crouching Quick Punch while Charging.



3) Immediately two-in-one into the Sneaky Punch. The timing is hard to master, but if you do it correctly, this move devastates your opponent.

Unlisted Special Moves

Cold Shoulder: Tap Away, Toward, and punch.

Frosty Slide: Motion Down, Down-Toward, Toward, and kick.

Angled Bell Attack: Charge Down, press Up, and Kick.

Sneaky Punch: Charge Down, press Up, and punch.

Ice Breath Attack: Motion Away, Down-Away, Down, Down-Toward, Toward, and any Punch.

Taffy



1) Jump in with a deep Quick Kick while Charging Back.



2) Follow with a crouching Quick Punch.



3) Then do a crouching Quick Kick.



4) Nail 'em with another crouching Quick Punch.



5) Immediately two-in-one into the Dashing Upper-Uticut.

Strategy: Avoid Projectiles



Use Taffy's Tornado while jumping in the air to avoid landing on projectiles, especially Blue Suede Geo's Don't Be Cruel.



When jumping in for a potential combo, always start with a Kick. His arms don't stretch as far as his legs when in the air.



Strategy: Kick Combos

Unlisted Special Moves

Fake Dizzy: Motion Down, Down-Away, Away, and punch.

Dashing Upper-Uticut: Charge Away, hit Toward, and punch.

Flying Taffy Tornado: Jump and do the motion for the Taffy Tornado.

Flying Helicopter Punch: Motion Toward, Down, Down-Toward, and punch.

Tiny

Quick Brutal Combs



1) Jump in with a Quick Punch. Make sure that this "flattens" the opponent.



2) Follow up with a standard Brutal Punch.



3) Immediately two-in-one into the Brutal Dash Punch.



Strategy: Brutal Ball Counter



1) If the enemy jumps in, execute a crouching Brutal Punch.



2) Two-in-one into the Brutal Verbal Medicine Ball for a great counter.



Use Tiny's Sucker Punch since it has less recovery time. If you use it when an opponent is ready for a KQ, there's no recovery time. Happy pounding!



Strategy: Fast Dash Recovery

Dash Punch: Motion Down, Down-Away, Away, and any punch.

Flying Medicine Ball: You can do a Medicine Ball in midair!

Vertical Medicine Ball: Charge Down, push Up, and any kick.

Flying Fist Attack: Hold Down, then simultaneously hit the Medium Punch and Kick buttons.

Blob

Quick Spoooge attack



1) Jump in with a deep Brutal Punch.



2) Now assault your opponent with a Quick Spoooge attack.

Threatening opponent



1) After swallowing your opponent, Charge Back for your Saw Blade attack.



2) When the Blob spits them out, let loose your Saw. If it's timed right, you can get in up to three extra chips, especially if the opponent is on the screen edge.



Wasting vs. the Blob



If you're playing against the Bob, block his Saw Blade attack. Be careful, you can easily be counterattacked too.



Unlisted Special Moves

Spoooge Attack: Motion Down, Down-Toward, Toward, and punch.
Buzz Sew: Charge Away, hit Toward, and punch.
Clay Stamp: Hold Down and hit Brutal Kick.



Blue Suede Goo



Cruel Combo



1) Jump in with a deep Brutal Kick.



2) Then do a standing Quick Kick.



3) Now two-in-one into the Don't Be Cruel attack.

Strategy: Cruel Juggling



Aim your Don't Be Cruel attack under jumping opponents. This strategy is very cruel!

Unlisted Special Moves

Don't Be Cruel: Motion Away, Down-Away, Down-Down-Toward, Toward, Away, and kick.
Short Hair Blade: Motion Toward, Down-Toward, Down-Down-Away, Away, and kick.

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Available for Sega Saturn™, Super 32X™, Sega 32X™, Sega Saturn, Sega Saturn and Sega CD as well as the
Sega Genesis™ enhanced version. R-13 ESRB

*Sega Saturn has an optional second playstation feature.
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Ickybod Clay

Two Deep Double



If your opponent gets close, use the BT (Back) button to hit an unstoppable hit.



Relay Ball Punch Strategy



Teleport (roll) to your opponent and execute a Medium Ball Punch. If you do it right, you can hit behind them and whack them for two hits.

Unlisted Special Moves

Icky Lunge: Charge Away, hit Toward, and punch.

Teleport: Simultaneously press two equal-strength Punch and Kick buttons as follows:

- Two Quick buttons teleports to the left edge of the screen.

- Two Medium buttons teleports to the center.

- Two Brutal buttons teleports to the right edge of the screen.

(These moves can be performed in the air)



Helga



Scream'n' Mini Combo



1) Jump in with a deep Quick Kick while Charging Back.



2) Do a standing Quick Jab while still Charging.



3) Immediately execute the Helga Scream. This combo is deadly!

Unlisted Special Moves

Helga Scream: Charge Away, then motion Down-Away, Down Down-Toward, Toward, and punch.

Flying Ampit: Motion Down, Down-Toward Toward, and kick.

Viking Ram Combo



1) Jump in with a deep Quick Punch.



2) Brutalize 'em with the Brutal Viking Ram for huge damage!

Bonker

Waga Street Combo



If you're in trouble, low and roll to the left. Repeat this move a couple more times to use the Flying Freak attack. This move causes the opponent to automatically fall!

Unlisted Special Moves

Low Pie Attack: Motion Down, Down-Toward, Toward, and kick.

Squirling Flower: Motion Away, Down-Away, Down, Down-Toward, Toward, and punch.

Flying Freak Attack: Charge Down, hit Up, and punch.

Bonker Hop: Motion Away, Down-Away, Down, Down-Toward, Toward and kick.

2

COSMIC GIANTS TO HAVE IN YOUR SIGHTS

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Electronic Gaming Monthly, April '94

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GamePro, ECS Shroveton, April '94

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Blaze '94, April '94



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SEGA

A Player's Guide to Power Peripherals



By The Lab Rat

Ahhh, August. Plans in late summer. New York on the verge of autumn. How fragrant...I'm speaking about the sewers, of course. Anyway, speaking of smelling a winner, I've got my hands on some hot new products, including an eight-bit NES-to-SNES converter, a new game enhancer, and a mouse for the Genesis. Let's get started

Return of the NES?

Everyone knows that eight-bit video games are still around, but for how long? Can Nintendo sustain that market, even though Sega gave up on their eight-bit systems a while back? Well, 50 million consumers hope so, because that's approximately how many own the NES, according to Nintendo. But how many own the unit and have it stashed somewhere in the attic?

Well, **Innovation** thinks the eight-bit systems have some life in them and is introducing the **Super 8 Converter**, which lets you play eight-bit games on your Super NES. You don't have to dust off your old NES to play classics like *Metroid* or *Dragon Warrior*. You simply plug the unit into the cartridge slot of the SNES, and voilà! You have two of Nintendo's biggest sellers right in front of you.

Will this bring some life back to the eight-bit market? Let's hope so. Or will this finally kill off a dying system and allow us to progress further technologically? Let's hope so.

Mouse Madness

Everyone knows that mice are nice, but rats are where it's at. Now **Sega** has come along and made a streamlined, ergonomically pleasing mouse for the Genesis, and it's very nice...er, nice.



Super 8 Converter

Type: Game System
System: NES
Features: With this converter, you can play Japanese and American eight-bit or SNES games.
Price: \$59.99
Available: July
Contact: Innovation, 203/395-3090

The **Mega Mouse** is oval-shaped, with three front-mounted buttons (representing A, B, and C on the Genesis pad) and a button similar to the Start button on the side, resting just under your first finger. This Start button feels like it's in the wrong place, and you really have to dig at it to

get a responsive click. The mouse also comes with a durable mousepad and a cord that's about the same length as a standard Genesis cord.

So, you may ask yourself, can I use it with all my existing games? No! The game must have a symbol on the box that says "Compatible with the Mega Enhanced Mouse." So far, *The Incredible Machine*, *Nobunaga's Ambition*, *Fun 'n' Games*, and *My Paint* are some of the mouse-compatible games. *Mansion of Hidden Souls* and *Mad Dog McCree* on the Sega CD will also share in the mouse mania.



Mega Mouse

Type: Peripheral
System: Genesis and Sega CD
Features: A new gadget, a new line of games, and more fun are what Sega is hoping for with this new mouse. Do you need it? Well, not all mouse-compatible games hit the shelves. Or if you're a mouse-oholic, buy it now.
Price: \$39.99
Available: Now
Contact: At your local toy store



The Game Wizard

Type: Game Enhancer
System: SNES
Features: Program your own codes, and you won't ever have to wait on the mail-ists to deliver codes again.
Price: \$29.99
Available: Now
Contact: Innovation, 203/395-3090

Off to See the Wizard

The **Game Wizard** for the SNES (which we reported on way back in July 1993) is finally here. This new game enhancer from **Innovation** works much like a Pro Action Replay, and it even accepts PAR codes. However, it automatically searches for codes, too, so all you do is flip a switch, follow the on-screen directions, and give yourself advantages like unlimited lives and invincibility.

There's also a space in the back of the unit that looks like a hook-up for another cartridge. Innovation informs us that it's a compartment for a future upgrade unit that will store preprogrammed codes.

If you're tired of waiting for program-code books to arrive in the mail, or you don't want to wait until your favorite video game mag (*GamePro*, of course) prints new codes, then check out the Wizard. ☐

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BUYERS BEWARE

By The Watch Dog

Welcome back to GamePro's consumer hotline. This month, we're going to answer a nagging question about the Horde for the 3DO and investigate what happened to Action Video Technology, a company that was selling Pro Action Replay units before it got lost.

I bought The Horde for 3DO, and whenever I save a game, it erases all my previous games. It doesn't prompt me to delete old files and even if there's space, it deletes previous files. Why is this?



Horde-ing file space.



A joint message from Crystal Dynamics and 3DO: "Crystal Dynamics and The 3DO Company would like to clarify information circulating on-line about the saved-game feature of The Horde. The Horde cleans out the SRAM (saved-game area) whenever a player saves a Horde game. This feature is designed to ensure that players can always play and save The Horde games, even when SRAM is full. The effect of this feature is to erase the entire save-game area. A new revision of the game is now available.

"Crystal Dynamics is completing a patch that will allow players to save up to a maximum of four Horde games, utilizing less than half of the available SRAM. So gamers who would prefer to save fewer games in exchange for less strain on their SRAM can trade in their current copy of The Horde for the patched version. Please call Crystal Dynamics Customer Service as this patch may not be available at your retailer.

"Meanwhile, 3DO is working quickly to build a utility to manage SRAM. It will provide users with the ability to selectively erase files. When available, this utility will be provided on a special 3DO disk to software publishers to incorporate in their titles. The 3DO Company also has plans for a peripheral memory card, but no details are available yet. We hope that, as the early adopters of a great new platform, you will be patient with us. Please continue to provide us with comments - we're listening and we appreciate all the feedback we can get, positive and negative.

"If you have any questions or comments, please contact The 3DO Product Information Line at 415/261-3454 or Crystal Dynamics Customer Service at 415/473-3434."

I'm trying to order a Pro Action Replay from a company listed in "GamePro Labs" (GamePro, December 1993). When I called the phone number, it was changed. When I called the new number, all I heard were funny sounds coming from the other end of the receiver. I can't get through to anyone there! Please help!

The Watch Dog says: The company you're looking for is Action Video Tech-



No Action Replay?

nology. It has changed its address and phone number. Its new address is Action Video Technology, 572 Tam O'Shanter, Las Vegas, NV 89109; and its new phone number is 702/369-2633.

The tone that you heard at the beginning of the call is a voice/fax switch. If you're still having trouble and you really want that Pro Action Replay, you can also try Tommo Inc., 923 East Third St., #402, Los Angeles, CA 90013. Its phone number is 213/680-8880. And please remember never to send cash for mail-order products.

Help! I just bought a Genesis Game Genie and the code book that came with it only has old codes! The book has Sonic the Hedgehog, but not Sonic 2 or 3. It has none of the games I own, so I wasted \$60. What should I do?

Dave Tilbor of Galoob Toys (the maker of the Game Genie) states: "Sometimes

a Game Genie will sit on store shelves for long periods of time, and the code books become outdated. Call the Game Genie Help Line printed in the manual (513/868-8835) or write to Galoob at Galoob Customer Service, 2350 Pleasant Ave., Hamilton, OH 45015.

"When you call or write Galoob, mention that you saw this article in GamePro, and we'll make it a priority to get you an addendum code book."

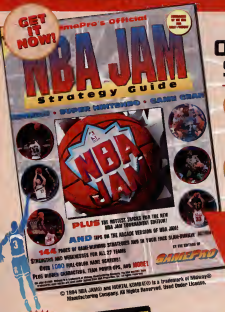


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OVERSEAS PROSPECTS

An International View on Video Games



By The Traveller
in Japan

In Japan, a month without a new game machine is like a month without sunshine. June brought us the much-heralded Nintendo Super Game Boy, a release that encouraged thousands of Japanese kids to shove their old Game Boys into the backs of their closets (remember to remove the batteries first).

In Living Color

If you haven't heard, the Super Game Boy name is really a bit misleading, because it isn't a Game Boy at all. It's an adapter into which you plug existing Game Boy cartridges, and then you plug the whole thing into your SNES and play those dinky Game Boy games on a big TV screen. Using a special color-coding palette, you can even add color to old GB carts (see "GamePro Labs," GamePro, June 1994). A parade of third-party Super Game Boy games begins this summer with Bandai's Power Rangers and T+HQ's SeaQuest, but until they arrive, Nintendo has its own big games to hype the SGB...

DONKEY KONG

They've launched more than one machine with Donkey Kong, so why not an enhanced version for the Super Game Boy? In addition to four megs of plumber power and always-reliable ape action, this Donkey Kong has 64 K of SRAM (the saved-game area), which helps you navigate Donkey Kong's perilous worlds. Just like the original, Mano has

TETRIS FLASH

Okay, so it's not exactly the original Tetris, but it's a worthy spinoff of the game that launched the Game Boy. The color screen makes this game really playable, and you can bet Dad and Mom are going to be up with this one on a few school nights. Tetris Flash has a couple of nifty features, such as a puzzle mode where the player has to place a limited number of blocks in the exact pattern to eliminate all the individual squares. The regular

game sports a new flash block—eliminate it and all squares of the same color are erased (try that on an old Game Boy!). Nintendo has also added distance blocks, which are tough-to-place shapes connected only by diagonals.

The levels are limited only by the player's ability to erase



Brightly colored backgrounds are a visual feast!

squares, but very few players will reach the upper echelons of the 80 speed settings.



Tetris Flash has new puzzle challenges in addition to color.



Super Game Boy goes ape!

to constantly dodge the Kong-dropped barrels and climb up to rescue Pauline.



The Big City takes on a different hue in Donkey Kong for Super Game Boy.



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SHORT PROSHOTS

Quick Hits on the Newest Games!

Genesis

Combat Cars

(Arcade)



Easy game play, fast-paced races, and explosive weapons might propel this eight-meg game to the checkered flag. You get an overhead view of arcade-style competition set on 24 tracks, including a sandy beach, icy mountains, and downtown streets. Among the weapons are mine traps, heat-seeking missiles, and oil slicks.

(Available Now)

Hardball '94

(Arcade)



The acclaimed Hardball series continues with this 16-meg, two-player game. Play full seasons, playoffs, and an all-star game with 28 teams, real players, and 28 authentically recreated stadiums. Additional options include Batting Practice and a Home Run Derby. You watch from a pitcher or batter's perspective, and the game accumulates top-ten stats in different categories as you play.

(Available Now)

Marko's Magic Soccer Ball

(Denmark)



The charming Marko puts an environmental twist on soccer action. When his soccer ball gets sniped in a lab, it takes on strange powers, which young Marko can use to try to free lab animals, bop bad guys, and recycle the cars scattered around the 14 levels. This 16-meg, one-player game goes from a practice arena to the suburbs, a dangerous circus, and a ghoulish toy factory.

(Available September)

Peké's World Tournament Soccer

(Sport Arcade)



If you need more soccer action, kick around with this 16-meg cart. Up to four players (using either the Team Player or 4 Way Play) can share in the international tournament with 24 teams and nine U.S. cities. Digitized "fight songs," muddy fields, and expert analysis from Peké himself could make this game score.

(Available Now)

FireTeam Rogue

(Arcade)



The more than 55 playfields in this action/adventure game feature interactive foregrounds and backgrounds. One of the four FireTeam Rogue heroes, Broc, can stomp on heads, shoot his machine gun, charge into walls, and more as he battles the Dark Lord.

(Available Fall '94)

Sega CD

Flying Nightmares

(Denmark)



Denmark's first Sega CD game uses 3D graphics, full-motion video, and CD-quality sounds to create a realistic flying simulation. Your ship is a Hammer Jump Jet, the famed English warbird that can take off vertically. You fire laser-guided missiles, cluster bombs, and radar-jamming pods at hundreds of enemies. Besides the flight-sim action, the game also offers brain-straining war strategy—the advanced AI ensures that no two campaigns are ever exactly the same.

(Available August)

Genesis

Contra: Hard Corps

(Konami)



The popular action/adventure series continues with this 16-meg, two-player game. Play four characters, each with own special weapons and powers. The 12 levels have multiple paths for a variety of game play. A Game Boy version should arrive soon.

(Available September)

Dungeon Master II: Skullkeep

(JVC)



Easily accessible for novices but deep enough for experienced gamers, DM II looks like it could be one of the most absorbing RPGs ever for the Sega CD. In this one-player game, you form a four-member team from 16 possible characters, then you solve hundreds of puzzles as you try to break into Castle Skullkeep. Weird creatures, spooky sounds, and digitized voices create a fantasy universe.

(Available Now)

Formula 1 World Championship

(Sega)



Options rule in this good-looking two-player CD. Race in any of 13 sleek Formula 1 racers on 17 actual Grand Prix tracks from around the world. Customize everything on your car from the tires to the tranny. The first-person cockpit view puts you right into the 200 mph action, while the full-motion video between races puts you right into the Grand Prix world.

(Available September)

Reveners of Vengeance

(Absolute)



Venum's evil acts in the Impossible World require vengeance—who ya gonna call? The Reveners! This fighter's disc offers a two-player head-to-head tourney, an Arena where you create new warriors and watch the computer-controlled carnage, and a first-person Quest to Destroy Venum. The Quest features ten Reveners, RPG-style conversations and strategy, and best-of-three side-view brawls.

(Available Now)

Super NES

Blackthorne

(Interplay)



When the precious Lifestone is broken and scattered over Planet Tuul, Prince Blackthorne begins the long search that is this fantasy/sci-fi action/adventure game. Side-view battles against the monstrous army of the evil Sarlac await you in this eight-meg, one-player game. Blackthorne's only weapons are his cunning and a mean shotgun, which he can fire behind him with one hand. Excellent rotoscoping and clear digitized sounds bring the four Worlds of this run-n-gun thriller to life.

(Available September)

The Ren & Stimpy Show: Time Warp

(T+HQ)



Happy happy, joy joy! The weird cartoon companions return with their very own time machines in this ten-meg, ten-level, side-view adventure. Two players can enjoy simultaneous cooperative game play as R&S.

(Available September)

The Shadow

(Ocean)



Who knows what evil lurks in the hearts of men? The Shadow knows! America loved this radio thriller in the 1930s. Like the current Alec Baldwin flick,

the video game features fast-paced run-n-shoot action set in the most dangerous parts of New York. To survive the eight side-view missions, The Shadow can confuse enemies with his ability to duplicate himself.

(Available September)

Troy Aikman NFL Football

(Williams Entertainment)



The long-awaited game featuring the Dallas Cowboys' QB finally charges onto the SNES field (look for releases on the Genesis and Jaguar, too). Aikman brings with him all 28 NFL teams, five play modes (including a two-player Coach mode), six types of playing fields, and a playbook that enables you to customize plays. The game emphasizes passing and scoring, with Troy's own analysis providing insights.

(Available October)

Super NES

Star Trek: Starfleet Academy, The Starship Bridge Simulator

(Interplay)

Boldly go to the final frontier with this good-looking flight sim. You command three different Federation starships on dozens of missions ranging from scientific research to battles with the Klingon Empire. Or, play as a Klingon or Romulan enemy and mount attacks against the Federation. Cinematic sequences, high-speed 3D

polygon graphics, and encounters with characters like Captain Kirk will send Star Trek fans soaring.



(Available Third Quarter '94)

Pac-Man 2

(Namco)



This is not your father's Pac-Man: The original video game star returns with a whole new style of game play. Billed as the "first interactive cartoon," the platform game puts the familiar yellow ghost-chomping dot in imaginative levels (including the mountains, a city, and a factory) where he battles witches, flies a hang glider, rides a mine cart, and even plays the original arcade game! This one-player game also hits the Genesis soon.

(Available September)

World Heroes 2

(Takara)



The head-to-head fighting fury that made World Heroes an arcade hit comes to the SNES with 24 megs of punching power. The 14 familiar characters who engage in the side-view action include Kim Dragon, Madman, and Rasputin. Lethal backgrounds, creative attacks, and special weapons are all part of this brutal beat-'em-up game. You can also fight as the boss, Dio.

(Available September)

The Adventures of Kid Kneets

(Ocean)



Is it a soccer game? Is it an adventure? It's both! Kid Kneets fights his way through five countries and 15 sublevels of side-view action/adventure. The Kid is armed only with a magic soccer ball that he dribbles and kicks at enemies. This one-player eight-megger is targeted for younger gamers, who'll be aided by a save feature.

(Available now for rental only)

3DO

Dennis Miller That's News to Me

(Sanctuary Woods)



If you've seen Miller's Weekend Update newscast on Saturday Night Live, then you'll recognize the format of this comedy disc. It's not a game, but rather a twisted collection of more than 200 digital video clips paired with Miller's witty commentary. Choose from four categories of 1993's news — politics, world events, sports, and show biz. A self-running mode enables you to sit back and watch all the jokes automatically.

(Available Now)

Alone in the Dark

(Interplay)



The award-winning PC game comes to 3DO with all its excitement intact. The story line involves a suspicious suicide, a chilling curse, and an evil power. This one-player game features fast polygon graphics, 3D control of your character, and zooming and panning techniques seen in movies. Unlike the computer version, the 3DO version uses digitized speech.

(Available Now)

Game Boy

SeaQuest DSV

(T-RG)



The Spielberg-produced TV show comes to life as a two-meg handheld game. Receive orders for six missions, then hit the brainy deep for side-view underwater action, with sonar and torpedoes blasting from your sub. This'll be one of the first third-party games for the

Shipping in August

Genesis

Art of Fighting (Sega)

Baby 2 (Accolade)

Championship Soccer

(Sony Imagesoft)

Gay Fighter (Interplay)

The Great Circus Mystery Starring

Micky & Minnie (Capcom)

The Magical Quest Starring

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Operation Europe: Path to

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Rainbow Islands (Taito)

Shining Force 2 (Sega)

Socks the Cat (Kaneko)

Spider-Man/Venom: Maximum

Carnage (Acclaim)

Tasmanian Devil in Escape

From Mars (Sega)

Top Gear II (Yix Tokai)

Sega CD

Brutal (Kaneko)

Championship Soccer

(Sony Imagesoft)

Demolition Man (Virgin)

Flying Nightmares (Donark)

Jeopardy! (Sony Imagesoft)

The Punisher (Sega)

Wheel of Fortune

(Sony Imagesoft)

Super NES

Championship Soccer

(Sony Imagesoft)

Crazy Chase (Kinco)

F1-RD II (Seta)

Lord of the Rings (Interplay)

Mario's Fan with Numbers

(Softwin Toolworks)

Pooly & Rocky 2 (Matsume)

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Carnage (Acclaim)

3DO

Star Control II (Crystal Dynamics)

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Super Game Boy. Set sail with
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(Available September)

Game Gear

NFL '95

(Sega Sports)



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Gear with a Gear-to-Gear cable.

(Available September)

Dynamite Headdy

(Sega)



Sega's launching a new long-
term character with this game.
Headdy is naive, inquisitive,
and, oh yes, he has detach-
able heads, which he uses as
weapons, suction devices, and
juggling balls. The headstrong
Headdy also has a pinhead for
fight spaces. This one-player
game has extensive areas to
explore as Headdy tries to rescue
his girl from the Dark Demon in
the big city. A Genesis version
arrives soon.

(Available September)

Berenstain Bears: Camping Adventure

(Sega)



Sega's targeting younger
gamers with this cute-n-car-
toony one-player adventure.
Brother and Sister Bear head
for the hills and hike into all
kinds of side-view hog-n-bog
excitement. Up ahead in this
two-mogger are caves, honey
orchards, animal friends, and
spooky varmints. You can play
as either bear.

(Available September)

Popeye Beach Volleyball

(American Technos)



Instead of hitting the high seas,
Popeye hits the beach in this
comical sports simulation. You'll
dig, bump, and even fight your
way to victory in this no-holds-
barred volleyball game. The
side-view action accommodates
four players and utilizes Pop-
eye's gang, including Olive Oyl
and Brutus.

(Available Now)



Sony's PlayStation Update

Sony Corporation of America has created a new division called **Sony Computer Entertainment of America** to launch its **PlayStation** in the United States. The new company is responsible for the system's U.S. release and for signing up third-party licensees. More than 160 supporters in Japan — including Bandai, Capcom, and Konami — have already been announced, with more to come. PlayStation is scheduled to ship in Japan by the end of 1994, then hit the U.S. in 1995.

According to Sony, PlayStation boasts a dedicated 32-bit RISC CPU; multiple processors for sound and graphics, capability equivalent to 500 MIPS (million instructions per second); and full-frame video at 30 frames per second. Sony has also indicated that the PlayStation is capable of 3D computer graphics, and "the background will change according to the player's viewing angle."

Interaction Is Fox-y

Twentieth Century Fox is set to go head-to-head against Universal and Paramount in the interactive market with the creation of **Fox Interactive**. Led by new Senior VP Ted Hoff (late of Time Warner Interactive and Tengen), the group is currently at work on some Christmas '94 cartridge releases.

The Pagemaster and **The Tick** are Fox's first two slated products. The Pagemaster is a combination live-action/animated film starring Macaulay Culkin. The Tick started as a comic book and also appears this fall on the Fox Children's

Network. Both games are scheduled for November on the Genesis and SNES, with The Pagemaster also scheduled for a Super Game Boy release. Current plans include a simultaneous movie release for The Pagemaster games.

Real Rocket Science

Rocket Science is in orbit with a crew of talented people from the computer, game, and movie industries. The new company's focus is to create games for PCs and the Sega CD, as well as "future CD-ROM platforms and cable set-top boxes." One of the products currently in the pipeline is **Loadstar: The Legend of Tully Bodine**. This outspace action/adventure stars movie actor Ned Beatty set for a Fall '94 release on the Sega CD. Loadstar is described as "Star Wars meets Smokey and the Bandit."



The cast and crew of *Loadstar: The Legend of Tully Bodine* gather for a family portrait. (Wed Beatty is in the lower-left corner.)

Worldwide Video Game Contest a Blockbuster

Nearly 200 of the world's best video game players face off in Ft. Lauderdale, Florida, August 19-21, to vie for the individual Genesis and Super NES championship titles in Blockbuster Video's first World Game Championship Finals, which are cosponsored by GamePro. One

winner each will step into the Genesis and Super NES winners' circle following two months of qualifying rounds at local and regional levels.



GamePro reader **Jonathan Taylor Thomas** ("Randy" from *Home Improvement*) and **Jesus von Dy** ("Six Le Mover" from *Blossom*) will be on hand at the 1994 World Game Championship Finals, which are open to the public.

The contest, which is free to anyone age 20 and under who signed up at a participating Blockbuster store, held preliminary rounds during June and July at local Blockbuster stores in the U.S., Canada, Australia, Chile, and the U.K. Genesis contestants had to outscore each other on NBA Jam, Sonic the Hedgehog 3, and Virtua Racing. SNES contestants jangled and slugged on NBA Jam, Teenage Mutant Ninja Turtles: Tournament Fighter, and Clay Fighter Tournament Edition.

The two champs each have the opportunity to get inside the video game industry — literally and figuratively! Each winner will fly to San Francisco to visit GamePro, where they'll be editors for a day and write reviews for a future issue of the magazine. They'll also be digitized into one of Electronic Arts' upcoming Strike series games, top Capcom USA and Electronic Arts' headquarters, and join GamePro editors in box seats at a San Francisco professional sporting event.

Hojo Contest Fun

Hey, party down. **Howard Johnson** hotels are holding a

summer-long "Kids Go Hojo with Sega" promotion. The promo offers free-play Game Gear at all Hojo locations. Kids ages three to 12 also get free

FunPacks with Sega characters, toys, and a free subscription to Sega Visitors magazine.

At participating Hojos, kids can also enter the "Kids Go Hojo International Video Game Championship." Players aged six to 17 can compete in the contest between June and August. The winner at each location will snag a Game Gear, games, and a trip to Walt Disney World for the finals on August 27. For contest locations near you, call the Kids Hotline at 800/222-HOJO. Proceeds are donated to Big Brothers/Big Sisters.



Core Design Gum Gaming

Core Design (makers of Chuck Rock and Bubba 'N' Sux) has teamed up with **Warner Lambert** to offer two different sweepstakes. To enter the first contest, look for counter-top displays at your favorite retailers from July 1, 1994, to July 1, 1995. All you have to do is send in an entry form. The top winner will snag a Sega CD, Genesis, and Bubba 'N' Sux cartridge. Other winners get Genesis-and-Bubba combos or \$5 rebates toward the purchase of B'N'S.

To win the second sweepstakes, all you have to do is pick up a pack of Bubblicious bubble gum. From August 1, 1994, to August 1, 1995, 20 million packs of Bubblicious will offer

an "instant win" contest with the same prizes as the first promo. The contests will have more than 5,000 winners.

Summer CES Hits Philly

In a surprising change of venue, the Chicago Tribune reported that the organizers of the **Summer Consumer Electronics Show (SCES)**, normally held in Chicago, will move the show to Philadelphia in 1995. The switch marks the first time since 1971 that the show won't be held in the Windy City. Before you jump at the chance to go, keep in mind that the two-year experiment of opening CES to the public is over. It's back to a trade-only event. Sorry.

Galoob Cashes In, Cuts Prices

Lewis Galoob Toys, makers of the **Game Genie**, will finally get the damages it won when the courts determined that Nintendo tried to prevent the game enhancer from being sold in the U.S. Thanks to accumulated interest, this figure has grown to just over \$16 million.

In other news, Galoob has announced that it has lowered Game Genie prices. Genesis, Game Gear, and SNES Genies will now list for \$34.99, while Game Boy and NES enhancers will go for \$29.99.



Students from John F. Kennedy High School in Paterson, New Jersey, leaned Absolute as part of National Science and Technology Week in April. The tour included peeks at works in progress and a discussion with programmer Mark Beardsley.

Hoops at the Hall

Didn't get your fill of basketball from the NBA Finals? Then head to Springfield, Massachusetts, home of the Basketball Hall of Fame and a new high-tech hoops experience. The **Virtual Reality Pro Basketball Simulator** lets players lace 'em up for some one-on-one against one of the all-time great centers, Bill Walton.

Created by the **Vivid Group** and the **Boston Convention Network**, the new sim creates a computer-generated court dominated by Walton's seven-foot presence. You're superimposed onto the screen as you run, dribble, jump, shoot, and even dunk (if you



Jump against ex-NBA and Celtic star Bill Walton.

can get past Walton's intimidating defense, that is). Players touch no part of the system and don't actually dribble or shoot a ball, but the Mandala VR System used in the exhibit will make it look like players are actually participating on-screen. The Vivid Group has already created a similar simulator for NHL hockey ("ProNews," GamePro, April '94).

Nintendo Fitness

Life Fitness, makers of the popular Lifecycle exercise equipment, and **Nintendo** are working on the **Life Fitness Exertainment System**. This marriage of the Lifecycle technology and Nintendo's Super NES system is intended to make exercising more interactive and enjoyable.

Augie Nieto, Life Fitness' president and founder, called Exertainment "a revolutionary breakthrough in the age-old quest to find an exercise program that people will enjoy...and stick with." An Associated Press story listed the retail price at around \$1,000.



The current Lifecycle, sans SNES.

Virgin Games Virtuoso Goes Vinyl

He's best known for the audio accompaniment on games like **Global Gladiators**, **Disney's Aladdin**, and **Terminator CD**. Now **Tommy Tallarico's** work has caught the attention of Capitol Records, which released some of Tallarico's tunes in a CD compilation called "Virgin Games Greatest Hits, Vol. 1." Capitol might even create a music video.



Virgin's Tommy Tallarico controls the tunes.

Tallarico, who plays most of the instruments on the disc, frequently changes musical genres. The disc varies between the driving guitars of "Future Shock," the playful, bouncy

sound of "Bonus Level," and even the rock revision of the classic "Also Sprach Zarathustra," called "Also Rock Zarathustra." A few tracks feature QSound treatment, which makes sounds appear to come from the sides of the listener.

More SF II Movie News

The updates continue from **Capcom** and **Steven de Souza**, the director/screenwriter of the upcoming **Street Fighter II** movie. Here's the latest cast list:

Guile: Jean-Claude Van Damme
Bison: Raul Julia (Aldous Family)
Chun-Li: Ming Na Wen (Joy Luck Club)
Carmy: Kyle Minogue
Sagat: Wes Studi
Ryu: Byron Mann
Balrog: Grand Bush
Dhalsim: Roshan Seth (Ghauri)
Ken: Damien Chappo
E. Honda: Peter Onosopos (Fox TV's Danger Theater)
Vega: Richard Jay
Dec: Jay Miguel Nutez
T. Hawk: Gregg Kinnear

Capcom has also created a new character for the movie, **Captain Kerry Sawada**, who is "second-in-command of the UN Forces" under Guile. Capcom indicated that Sawada may be added to a future SF game.

SF Interview Correction

In the June 1994 **GamePro**, **Yoshiki Okamoto** of **Capcom Ltd.** was erroneously quoted as saying, "We think the cartridge version of Super Street Fighter II Turbo is good..." The product he was actually referring to was Super Street Fighter II (for the SNES and Genesis). Capcom has no plans to release either a cart version of Super SF II Turbo or a Turbo code for the regular Super SF II. Sorry gang.

At the Deadline



Nintendo is trying to get a piece of the \$1 billion rental market by including major rental chains in its direct distribution network. Although rental outlets won't offer World of Nintendo kiosks, they will be included in merchandising incentive programs that Nintendo offers other retailers. Blockbuster and West Coast Video, two of the biggest chains in the rental business, are two of the first participants in the new program.



Digital Pictures has five new live-action interactive games on tap for the holidays.

Dubbing, a head-to-head fighting game, is shooting in Hong Kong this summer under the direction of Guy Norris of Australian Martial Arts movie fame. The game will feature actual martial arts stars using a variety of different styles of Kung Fu, including Monkey and Snake.

Project Manpower, a T2 Judgment Day-style shooter, is being filmed in Puerto Rico. Players roam a Caribbean island in search of a mad scientist. Slam Dunk (working title), a one-on-one hoops disc, is also in the works. Finally, Digital is branching into educational games with titles like Story Time, which teaches kids how to tell stories, and an untitled disk that puts kids behind the wheel of heavy equipment such as tractors and dump trucks. Dubbing, Project Manpower, and Slam Dunk are all slated for the

Sega CD and 3DO, and the Sega CD discs will also be compatible with Sega's new 32X system.



Thanks to **Absolute Entertainment**, Penn & Teller, the "bad boys of magic," go interactive this winter on the Genesis.



Penn & Teller work Absolute magic with Snake and Mirrors.

and Sega CD P&T's **Smoke and Mirrors** presents classic "rip-offs, put-ons, flim-flams, and practical jokes," plus "the first fully interactive magic trick" in a video game. The Sega CD features digitized voices and exclusive live footage.



TTI gave us some added info on our "At the Deadline" story last month. By the time you read this article, a company called **Turbo Zone Direct** will have opened its phone lines, offering new and old Duo games. It's also negotiating to bring other Japanese PC Engine games to the U.S. market. Finally, TTI's game-counselor line is still active at 310/237-6916. If you want to order products or get more info, you can call Turbo Zone Direct at 800/DUO-TTBS.



Godzilla is one of the first Duo games to come from Turbo Zone Direct.

BLOCKBUSTER VIDEO

August

Hot Sheet!

Nintendo

1. Teenage Mutant Ninja Turtles Tournament Fighters
2. Mega Man 6
3. City's Adventure
4. Planetes 2
5. Tetris 2
6. Ken & Barbie Show Backstage
7. Tecmo NBA Basketball
8. Tiny Toon Adventures 2
9. Jurassic Park
10. Mario's Time Machine

Super NES

1. NBA Jam
2. Clay Fighter Tournament Edition
3. Super Metroid
4. Teenage Mutant Ninja Turtles Tournament Fighters
5. Super Street Fighter 2
6. Ken Griffey Jr. Presents MLB
7. Rocko's Modern Life
8. MLBPA Baseball
9. Saturday Night Slam Masters
10. Final Fight Guy

Genesis

1. NBA Jam
2. Virtua Racing
3. World Derby Baseball
4. Boris the Hedgehog 3
5. Super Street Fighter 2
6. NBA Showdown
7. NBA Action '94
8. R.B.J. '94
9. Mortal Kombat
10. Jassitt

Sega CD

1. Mortal Kombat
2. Rebel Assault
3. Texas at Alley
4. Elan of the Dragon
5. Dark Wizard
6. NHL '94
7. Jurassic Park
8. Mansion of Hidden Souls
9. Mad Dog McCree
10. Third World War

*Titles listed are coming soon or in BLOCKBUSTER Video stores now.

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