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GAMEPRO

#1 VIDEO GAME MAGAZINE

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PRIMAL RAGE

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Part 2

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Mighty Morphin' Power
Rangers



Samurai Art
Contest Winners!

Mortal Kombat II
Busted open in SWATPro!

November 1994
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INSIDE:
The Sony PlayStation!

An EIC Communications Publication



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TAKE HEED OF THE OFFER WITHOUT A PRIZE!
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BEAVIS AND BUTT-HEAD

MTV's



Supreme Warrior looks hot! Page 60.



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DRINK FUEL.
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BELCH FIRE.**

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BBM7-8276	Always fight "Red Snake"
CCM7-8276	Always fight "Red"
RPWA-6676	Invincible and invulnerable at end of any round—computer wins after winning 3 rounds
APRA-8476	Always opponent—in Red's world, don't get hit (instead hit on ground twice, computer to win when in same round)
A3XA-A1M4	Always lose to boss in King of the Hill, etc.

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ABTT-CA8D +
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B1V1-CAVD

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9191-144X	Play as either of two bosses— NO! IN DOG! NO!
AKD1-843E	Be always awarded the second round

TAXI IN ESCAPE FROM MARS™ Game

AKK3-843W	Always power up after dying
ALB3-443E	Be one step away from
AKC3-84M4	Invincible boss

GAME GEAR™

ON
VACATION

SUPER NES™

MORTAL KOMBAT II™ Game

CDG4-47AA	Invincible enemies
CDI1-1497	Stage 2 is invincible
DDG5-19E7	Stage 2 or computer is invincible
CDG5-1497	Stage 2 or computer is invincible
DDI1-19E7	Stage 2 is killed by one hit
0338-C7AC	Both bosses—2 player mode
CDG4-3D84 + D3C4-3D84	Always fight "Red"
CDG4-3D84 + DDG4-3D84	Always fight "Red Snake"

**ALWAYS FIGHT CODES:
1-PLAYER ONLY,
CAN'T SEE ENEMY**

CDG4-3D84 +
DDG4-3D84

DOUBLE DRAGON 5™ Game

B3C3-C8E7 + B3C6-C8E7 + BAC3-38E7	Computer (Lyle) is not a perfect round enemy
DDAG-3D8E	Player 1 always wins
0485-C4D7	Enemies don't hit bag

TETRIS 2™ Game

10B0-3094	Never any round
CDG3-84DC + DDG3-84DC + DDG3-84DC	Be awarded always at 0
CDG3-84DC + DDG3-84DC + DDG3-84DC	Be awarded always at 233
0001-3468	Have time to place blocks when you win then lose after they hit ground

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One Man's Ceiling Is Another Man's Floor

Sticking out your neck with opinions on how a game plays isn't easy, and we expect that GamePro's ratings will occasionally be questioned, as Brandon Forville does in his letter (see right). In the case of MK CD, we had the benefit of holding it up against other versions of MK and other Sega CD games. As a result, we've received both supportive and challenging letters.

Yet Brandon's letter brings up a good point. The GamePros would never take the position that our reviews offer the only real opinion and all our readers should agree with it. There's a lot to consider with a review; mainly, that it presents the author's subjective assessment. You may feel that the tinny sound the reviewer took to task isn't a problem, so you'd be more generous with your numbers if you were doing the review. On the other hand, jugged images may bother you, so you'd question the sanity of the reviewer who gave a high rating to the graphics. It's a matter of personal preferences.

At GamePro, though, we strive to back up our ratings with more than one set of eyes. Reviews with overly high or suffocatingly low numbers are checked by other editors for additional viewpoints. We're always assessing how we treat games, because we know how important our perspective is to you. That's a large part of why you buy the magazine, and we don't want to let you down. We're also looking into how we can improve our review process, so keep your eyes open for improvements. Although one name appears on the byline, each review is the voice of GamePro—and we want that voice to be trusted by our readers.

The GamePros
San Mateo, CA

YOUR VOICES

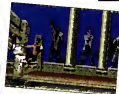
Fightin' Words

I was shocked at your July 1996 review of MK for the Sega CD. I thought it was the best home MK yet, but you gave it a 1.0 FanFactor! Maybe it wasn't as good as it could be, or maybe Lawrence of Arcadia is just spoiled by the great 16-bit versions, but it still deserved higher ratings.

Brandon Forville
Raleigh, NC



Here's a fighter! Meet Wei Wang, a *Mortal Kombat* fan in Norfolk, Virginia.



GamePro went out on a limb when it rated *Mortal Kombat* for the Sega CD. Do you agree?



Lawrence of Arcadia replies:

We had quite a few letters agreeing with you, Brandon. But our editors still feel that the game was extremely disappointing, especially when you consider how long it took Acclaim to make it.

Regarding Jim Gordon's letter in August, where he said how great SF II is, I'd like to point out that though SF II and MK are in the fighting genre, they're completely different and shouldn't be compared. Their differences give us all the opportunity to enjoy

diverse gaming experiences. Instead of arguing over which one is best, why can't we leave each gamer to his own choices and

enjoy the ones we like? I'm frustrated by an argument over superiority that'll never be resolved.

Chris Schielel
Butler, PA

Let's Get Technical

A couple of months ago, Galoob said they were going to come out with a Game Gem for the Sega CD. What happened to it?

Daniel Salvagno
Miami, FL

The Lab Rat replies:

According to Galoob, it's not going to happen. Galoob may create a Game for Sega's upcoming 32X system, though. Watch our future "GamePro Labs."





Need help with Super SF II? Consult Pat West, a 10-year-old gamer in Grand Rapids, Michigan.

In your June issue, you discussed the Super Game Boy. Can you use any kind of Game Genie with it?

Nick Michnovicz
Bosque Farms, NM

Bruce's Buzz replies:

No. Neither the SNES Genie nor the Game Boy Genie will work with Nintendo's new unit.



New games for the SNES, but no Game Genie.

Cart Queries

What does the "X" stand for in "Mega Man X"?

James Frank Sutherland
Mississauga, Ontario, Canada

Toxic Tommy replies:

It's not the Roman numeral ten, which is a common mistake. It's the letter "X." Laurie Thornton, the spokesperson for Capcom, says that Mega Man has taken on a new persona called "X" in his latest 16-bit game. He's not the same Mega Man you've come to know and love in the eight-

bit world. The new robot resembles the original MM, but there are enough differences to give him a new designation, hence the X. Thornton says Capcom will continue the Mega Man X line with MM X2, which is due any second now, and will also continue the regular Mega Man line.



X marks the spot

In your July PreView of Streets of Rage 3, you showed a picture of a boxing kangaroo. Is that a secret character in the game?

Scott Barrus
Harlinger, TX



There are two routes in Roo in Streets of Rage 3.

Quick-Draw McGraw replies:

He's a character, but he's not secret! There are two ways to play as this loveable kangaroo. The first is by entering the level-select code (Up, B, Start) at the first title screen. When you start a regular game, Roo will appear on the character-select screen. On the other way, start a normal game and in Stage 2, Roo and his trainer, Bruce, will fight you as normal enemies. If you

beat Bruce and leave Roo alive, you'll be able to select Roo at your next continue.



In SF II Special Championship Edition for the Genesis, music test 19 plays wedding music. Who gets married?

Bucky Essary
Thompsonville, IL

The Obliterator replies:

Send those wedding gifts to Ken! Here's a shot from the end sequence of him getting hitched to Liza, his long-time girlfriend.



What was the first Electronic Arts video game?

Ben Hayes
Weed, CA

Coach Kyle replies:

Back in the fall of 1990, EA simultaneously released its first titles: Budokan, Populous, and Zany Golf for the Genesis. In November of that same year, EA Sports came out with its first games: Lakers vs. Celtics and John Madden Football, also for the Genesis.

Your July issue showed a flashback of "SWATPro" from five years ago. The flashback showed a code for

Legend of Zelda, but it was too small to read. Could you please give me that code?

Jacob Bannister
Roanoke, VA

Doctor Devan replies:

That tip was for good of NES Zelda. The tip read, "To start immediately into the 2nd Quest, type in Zelda for the character name and register it."



Tip? Did somebody say tips? Here's 12-year-old Ian Nicol of Springfield, Maryland, who can tell you all you wanna know about Super Metroid.

What happened to Time Killers for either the SNES or Genesis? I thought they should've been out by now.

Cliff Harker
Oslo, Norway

Captain Squideo replies:

Those T+HQ games were both quietly killed this year, even though they were virtually finished and ready for release. Neither Nintendo nor Sega would approve these ultrarage games, so T+HQ decided just to concentrate on its other '94 games, such as Time Trax, seaQUEST, and The Ren and Stimpy Show: Time Warp.



The Time Traxers sword fights that cost you an arm and a leg (literally) won't be happening.



The Magazine Biz

Here are three classic SNES games: SF II, Super Castlevania IV, and Prince of Persia. Which one had the highest ratings?

Yousef Canoe
Jiddah, Saudi Arabia

The Unknown Gamer replies:
They all scored perfect 5.0 ratings! SF II had an Adjustable challenge; Castlevania IV and POP were judged to have Advanced challenges.



The Prisoner was perfect!
How do you decide which envelopes to put in GamePro Gallery?

Mary Esther, FL

Maney LaMancha replies:
We look for creativity, so that's why we usually choose hand-drawn art over traced art. We also like it when artists create new situations for characters and don't just copy a game's logo or the art on the game's box. It's not

necessary to include a letter inside your envelope - just an envelope with a drawing on it will qualify for our contest. You can use pencil, pens, paints, or whatever you want for your drawing. Finally, be sure to put your return address on the back of the envelope so we can send you the prize if you win!



Here's some great colored-pencil art from Irs and Mark Tadeola of Chicago, Illinois.

Address Central

Could you please tell me Innovation's address? I want to write to them about the Ultra Stick you showed in your April '93 issue.

Kory Anderson
Rancho Cordova, CA

Scary Larry replies:

Write to Innovation at 1491 Boston Post Road, Old Saybrook, Connecticut, 06475. Or call 'em at 203/395-3087.



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inside the Egyptian Pyramids,



NES, SNES, Genesis, Turbo Duo, and Neo-Geo (both the Ultra Stick and Ultra Pad are under \$50 each).

Oops Department

In your May issue, Kamikaze said that Sam Nicholson directed *Star Trek: The Motion Picture*, when actually Robert Wise is listed in the credits as the director.

Matthew Villeneuve
Coud City, MI

When you rated *Fatal Fury 2* for the Genesis in your July issue, you said it was a GA game. Was that a typo?

Ryan Lacson
Ellisville, MO

Slo Mo replies:
Yep. Sega has rated this fighter game MA-13.



Getta be 13 to get some *Fatal Fury 2* action.

In the May "SWATPro" section of GamePro, you gave a Game Genie code for *Secret of Mana*. The code was 16DE-A91B, and it would've enabled you to "gain a level after you destroy an enemy." My friends and I can't get it to work.

Sam Moore



The secret of *May's Mana* code is this: Use a Pro Action Replay!

Ben D. Rules replies:

The Typo Monster has struck again! He struck in during the night and changed the words "Pro Action Replay" to "Game Genie," that rascal! There's your answer: You need a Pro Action Replay, not a Game Genie, for this code. PAR codes and GG codes are not interchangeable.

Last Words

Here are the stores in the Mortal Mail: Sub-Zero's Freezers, Jax's Workout Cen-

ter, Scorpion's Pit BBQ, Johnny Cage's Sunglasses, Kitana's Air Conditioning, Liu Kang's Karate Class, Raiden's Electric Shop, Kung Lao's Hat Shop, Baraka and Miteena's Weapons, Reptile's Pets, and Shang Tsung's Costumes.

Drew Flaegel and
Michael Cuda
Jacksonville, FL

Whaddaya Think?

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

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Dear Editor

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



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GAMEPRO GALLERY



Ted Anderson, Huntington Beach, CA



John Ziegler, Walnut Creek, CA

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Pick of the Month



Michael Sisk, Torrance, CA

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Joel Klumpp, Rapid City, SD



Nedra Choudhary, Annandale, VA



Benjamin A. Rodriguez
Westland, MI



J.L. Northfield, England



Sid Nugent, Montreal,
Quebec, Canada

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Nintendo

SPECIAL
FEATURE

SAMURAI ART CONTEST WINNERS

The results are in, and here are the winners! This summer's Samurai Art Contest matched up thousands of artists in every age group. To be eligible, artists had to send in an original illustration of a GamePro writer or editor in a video game setting. We picked one finalist from each age group - 10 and under, 11-14, 15-17, and 18 and over - and then randomly drew one of those four finalists as our overall champion artist. That champ will receive a Samurai Shodown arcade machine from Takara; the other three finalists will get Samurai Shodowns for the SNES, Genesis, and Game Gear, plus T-shirts.

We received so many terrific entries, it was almost impossible to pick the winners! Here are the final four:

And here's the Samurai Art Contest Champion!

OVERALL
WINNER



AGE
11-14
FINALIST

RYAN TERRY, Houston, TX (14)



AGE
10 AND UNDER
FINALIST

ALEX SIEM, San Diego, CA (10)



AGE
15-17
FINALIST

LARS PETERMAN, Cape Girardeau, MO (17)



AGE
18 AND OVER
FINALIST

IVAN HURTADO, JR., Miami, FL (22)



EARTH 2

This time, WE are the aliens

Blastoff: FALL 1994
SUNDAYS ON NBC



SAMURAI ART CONTEST

HONORABLE MENTIONS



Elgarde Rivers, Allentown, PA (14)



Shawn Walker, Syracuse, UT (16)



Nathan Jones, Malibu, TX (18)



Warren Tsang, Hacienda Heights, CA (18)



Sylvester Island, Jr., Chicago, IL (26)



Garth Heuter
Westbrockshire, Scotland (21)



Michael Sean Howe, Fayetteville, NC (18)



Kevin McCrosch, Bronx, NY (17)



Andrew Ford, Cherry Hill, NJ (20)



Prudencio S. Torres, Baltimore, MD (25)



SAMURAI ART CONTEST

HONORABLE MENTIONS



Vik Kacmar
Vancouver, BC, Canada (14)



Viv Dang, Santa Clara, CA (10)



Mike Teske, West Linn, OR (14)



Evan Deane, Brampton, Ontario, Canada (16)



Nevindra Sambharan
Newark, NJ (16)



Nik Fowler
Manchester, NY (15)

We also picked 50 winners at random (ages in parentheses):

Winners of Samurai Showdown for the SMES

Ted Bell
Glendale, AZ (19)
Jared Cole
East Hartford, CT (12)
Logan Goodall
Cedar Rapids, IA (14)
Christopher Kirchner
Nine Mile Falls, WA (14)
Storman Hagerly
West River, MD (14)

David Throop
Rat Rock, MI (15)
Terrance Hamilton
Detroit, MI (14)
Josh Hunter
Florence, AL (13)
Chris Thornley
Newport, AL (17)
John Linnorepattawong
Lorton, VA (13)

Winners of Samurai Showdown for the Generals

Joel Bennett
Berlin, IL (14)
Jerome Conly
Leadville, CO (19)
Lucas Heineman
Cochran, WI (13)
Erik Lathrop
Quartz Hills, CA (16)
Eddie Megano
Fontana, CA (18)
Tomerco Parnas
Milwaukee, WI (13)
Michael Pitaro
Hudson, NH (19)
Marissa Ramirez
Las Vegas, NV (15)
Teresa Rayburn
Huntington, WV (26)
Bron Sobin
Paines, OH (11)

Winners of Samurai Showdown for the Game Gear

Brian Adios
Prasanthan, CA (15)
Eric Chenco
Helotes, TX (14)
Deborah Clark
Temple Hills, MD (27)
Brandon Inwege
Lombard, IL (12)
Nicholas Killing
Phoenix, AZ (14)

Aaron Kron
Allen Park, MI (18)
Kelly Lam
Marlaca, CA (14)
Alex Martinez
Chaparral, NM (21)
Duane Strickland
Panama City, FL (16)
Martin Tjensaa
McAllen, TX (18)

Winners of Takara T-Shirts

Heather Cameron
San Diego, CA (11)
Steve Cooner
Colorado Springs, CO (15)
David Counts
Orwell, NE (12)
Jan Gavrilov-Guirio
Daly City, CA (11)
Stavon Hansen
Moroso Valley, CA (8)
Dan Luca
Genevieve, IL (14)
Den McReynolds
Rowland Springs, AR (14)
Judson Nicks
Jacksboro, TX (11)
Staci Rodriguez
Shafter, CA (12)
Arthur Schaper
Torrance, CA (13)

Winners of GamePro T-Shirts

Vanessa Adams
Ontario, Canada (16)
Dillard Allen
Brooklyn, NY (12)
Michael Angelo
Whisper, IL (24)
Janet Barnes
Graham, NC (10)
Heather Garland
Wilmington, NJ (4)
Michael Jordan Mason
Pasadena, MD (11)
Ejorh Meja
North Miami Beach (30)
Michelle Sang
Westboro, MA (9)
Andrew Stavesard
Reno, NV (11)
Tatiana Strickcok
Ontario, Canada (13)

Congratulations to everyone who entered. Amazing effort!

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So if you love passing windows, buy another game. If you love passing, buy ESPN Sunday Night NFL.



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IF YOU THINK ALL HOCKEY
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ESPN National Hockey Night takes you out of the nosebleed section and throws you right down on the ice. This is the only hockey simulation with two perspectives - vertical and side views. So when your center gets checked into the boards, you can see it from the boards. And when your right wing floats a pass through the crease from behind the net, you can watch it from behind the net.

The players aren't just big. They're huge. And so is the ice surface. So all the action is right in your face.

The slap shots, wrist shots, drop passes, and flip passes, all with the most



A BIGGER ICE SURFACE THAT ALLOWS BEHIND-THE-NET ACTION

ESPN National Hockey Night lets you dish out three different kinds of checks (on Sega CD you can dish them out to all the real players in the NHL). And if that's not enough to make you hum "Oh Canada," ESPN's Bill Clement is there in the booth every step of the way.



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Most driving games think it's fun racing against nobody, just circling the track and waving to the pit crew.

With ESPN Speedworld, you're racing against 23 computer-controlled drivers

who would like nothing more than to plow you into a wall.

To win this race (or even finish it), you'll need to bump, slot, and draft your way around hairpins, straightaways,

and 3-D banked turns. Choose your track, and customize your car for maximum performance—the tires, transmission, engine, and even the paint job (which won't look good for long).

Once you're on the track, you'll have to monitor the tire wear, body damage and

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ESPN's Dr. Jerry Punch will be there for every race, so if you choke on the final lap, he's going to let you know it.

Pick up ESPN Speedworld and start racing against the pros. Not against yourself.



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GET ADVICE FROM THE EXPERT HANGAR, ESPN'S DR. JERRY PUNCH



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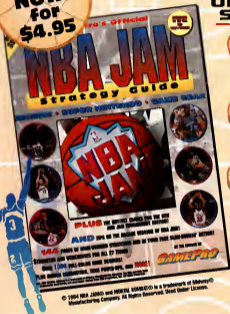
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HOT AT THE ARCADES

Preview

Cruisin' USA



By **Bro' Buzz**

If you want to take a peek into the future, get ready to drive. The Ultra 64, Nintendo's next-generation 64-bit video game system, is cruisin' into the arcades!

Wheels Galore

Cruisin' USA is a fender-banging coin-op that leads road racers across the country in a malibu rally. You can pick short hops through places like the Arizona desert or Beverly Hills, or you



The handy road map guides you across America.



Even Beverly Hills is an idyllic pleasure drive.

can sign up for lengthy runs that stretch between places like San Francisco and Washington, D.C.

Drivers select their cars from a snazzy stable of high-priced horsepower that includes



Choose your dream car but be prepared for wrecks aplenty.



Missing drivers make a custom license plate.

Stingrays, Ferraris, Porsches, and a cherry-red roadster. The cars pack plenty of punch if you can get them in gear, so select Cruise-D-Matic or Manual 4-Speed Powershift.

Ultra-mate Graphics

With respect to graphics, the Ultra 64 struts its stuff. Drivers choose a behind-the-car or behind-the-wheel perspective. The game tucks key displays (the speedometer, the tachometer, radar, and rankings) into the corner to provide



Scope out this close-up detail during crashes.



Cruisin' opens the Golden Gate,

a clear, unobstructed view of the road—and a better view of the detailed, scenic roadside graphics.

The forward-scrolling action drops you right down on the roadway for a sometimes-

dizzying view of the action. You'll slide through turns or spin out in 360-degree circles. Floor the accelerator at the top of a hill, and you'll fly through the air.

Cruisin' comes packed into a slick sit-down unit that's mounted on hydraulic lifters to make you feel every bump. With the hot Ultra 64 graphics flashing on-screen, it's enough to make everyone but hardcore drivers a little queasy.

Cruisin' USA
By Midway
Available Now



The roadside graphics are as awesome as the Redwheels.



Spin out with Ultra 64 graphics.



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HORROR AT THE ARCADES



By Slesher Quan

When the World Warriors retreat from the streets to the solace of their beds, something emerges from the shadows to stalk the night. It's lean, mean, and has great anime art-work, unique characters, super moves, big combos, a familiar style of play — and a name: *Darkstalkers*. This monstrous one-on-one fighter is a *Street Fighter II* imitation from Capcom, but it'll give any fighting fan a howling good time.



Choose from ten infamous monster fighters in *Darkstalkers*.

PRO TIP: Get started with a complete list of all the Special Techniques and Super Moves in "The Fighter's Edge" on page 228.



You gotta check out these outrageous moves! *Anakaris's Pharaoh's Curse* turns the opponent into a helpless critter for a few seconds.



Monster Bashin'

A clash of ten creatures, *Darkstalkers*'s based on some of the most acclaimed monsters from horror film and pulp fiction, including Frankenstein, Catwoman, Merman, and so on. The characters range from evil and fierce (like the Were-



With amazing moves and characters, there's little chance that *Darkstalkers* will be the terror that flopped in the night.

wolf) to preposterous and goofy (like the Abominable Snowman). You'll love 'em or laugh at 'em.

Either way, your eyes will fall out of your skull when you see the gorgeous Japanese anime-style art. Although the monsters don't have the awesome shading and detail of *SF II*, the cartoony animation is more outrageous and exciting than any fighting game to date.

Dracula or Ryu?

Play technique falls somewhere between *Street Fighter II* and *Street Fighter III*. You'll notice that an inordinate number of characters have both *Fireball* and *Uppercut* moves. Is Ryu disguised as the Vampire? Could that be Ken crossdressing as the Succubus? It's okay, though, because many variations of old moves, as well as all-new moves and general techniques, fill the game. For example, it's possible to block

DARKSTALKERS

The Night Warriors

ProReview



PRO TIP: You don't always need skill to do a big combo. Try Morrigan's *Doppelganger Super Move* for an automatic 14-15 hit combo.



All the characters have their own unique win and loss animations.



at the air, which has never been done in any game!

Like *SF II Turbo*, a power bar at the bottom of the screen lets you unleash Super Moves. Unfortunately, you only have a few seconds to pull a Super, and if you accidentally do a normal Special, you waste the charge for the bar.

Competitive Factor

DS is close to *SF*, but who's complaining? The Stalkers have all the action and game-play depth that hardcore competitive fighters appreciate. Two-in-ones, multi-hit combos, throws, a detailed system of counter-moves, and all the other classic ingredients are here. Ten all-

new characters means mucho time and mucho possibility for some great tournaments!

The Celery Stalks At Midnight

All *Bunnicula* jokes aside (now there's a character Capcom forgot to include), *Darkstalkers* is a hard game to put down when compared to *Mortal Kombat II*, *Primal Rage*, and *Virtual Fighter*. Capcom definitely scores a hit with *DS*. ☺



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Get a real feel for teamwork in an intense four-player match.



Send a hard shot towards the net to take out the goals.



Keep your kicks in line, or you'll end up with a yellow card.

Capcom's Soccer Shootout has the nonstop action other so-called "real soccer" games only talk about. Play as one of 12 All Star championship teams against the computer for the title cup. Or, use the four-player option to challenge your friends in head-to-head matchups. Either way, this is the



greatest soccer video game ever. Practice your dribbles, shot blocks, and corner kicks to become the world's best soccer team. With its lifelike players, intense graphics and animation, and instant replay option, Capcom's Soccer Shootout brings the world's most popular sport home like never before.

4 player game

CAPCOM

English and Spanish manual included.

HOT AT THE ARCADES



By The Obliterator

T-MEK is Time Warner Interactive's latest combat simulator, and it's sure to blow your socks off! MEKs are best described as futuristic, hardcore killing machines (similar to tanks) that wield awesome firepower. Your

systems) that make it unique: MEKs are controlled by two joysticks, a setup that resembles the controls of a tank. Push both sticks forward to move forward, the left stick forward and the right stick back to rotate left, and so on. Control is fluid and easy to learn



PRO TIP: The wide open space of the Sun's Arvil Arena is best suited for the fast Speed and Hyper MEKs. The missile-carrying Assault and Suicide MEKs also do well here because their missiles have no obstructions.

While T-MEK's graphics are not groundbreaking, they slide with depth and realism. The MEKs are beautifully illustrated, detailing the smooth



Venuska - boss and former lover of Nazrak.



objective is simple: Win the T-MEK Tournament. To accomplish this feat, you must battle your way up a 12-rung tournament ladder, much like Mortal Kombat's. You'll face formidable MEK drivers, six deadly bosses, and ultimately Nazrak, the Tournament's sponsor.

Killer MEKs

As you prepare to fight, you select one of the six MEKs, which vary from the speedy Hyper MEK to a missile-toting Suicide MEK. Each machine has three attributes (speed, armor, and special-weapon



Nazrak "The Eliminator and Supreme T-MEK Warrior"

Once you've selected a MEK, you're transported to an off-world arena with at least three other MEK drivers to duke it out in a timed match. Scoring points is accomplished by hitting and destroying other MEKs with your array of deadly weapons.

Sensory Overload

T-MEK has a Total Immersion Sound System, called "CAGE," that surrounds you with true quadrasonic sound. The units are also equipped with a "Rumble Seat" that enables players to feel explosions, adding an extra level of excitement to the game.



PRO TIP: For a better score in a normal match, attack the MEK driver with the highest score. If you have the highest score, go for the duke beneath you. A first-place player is worth 80,000 points, while the value of each place (2nd, 3rd, 4th) beneath them decreases in 20,000-point increments.



PRO TIP: When you take on the bosses, you must also fight their two guards. Be sure to destroy the guards first and collect their energy cores, which will replenish and strengthen your shields. You will also be able to fight the boss without interruption from the guards. curves of the Speed MEK and the raw power of an Assault MEK. Graphic elements like the MEKs VidCam even show enemy drivers getting blown to bits when their MEKs are destroyed.

We Gotta Hot One for Ya

T-MEK is a true in-your-face game experience, with mind-blowing sounds, sensational graphics, and enough adrenaline-pumping action to get anyone jizzed.



PRO TIP: When you fire a missile from either the Assault or Suicide MEK, you can abort its flight by pulling the trigger button on the right joystick.



PRO TIP: Pray on weaker MEKs. You'll notice a Control Panel on the lower right-hand corner of the screen that shows who's in the lead. The darker a player's name appears, the weaker his shields are.



Alexey Pajitnov, creator
of *Tetris*[®], dares you to

GET SNAKE BIT. WILDSNAKE

Stop the deadly nest of snakes from getting loose in **WILDSNAKE**, the wild, wacky puzzle adventure filled with crafty reptiles waiting to bite! As lethal snakes drop from the top you maneuver the venomous vipers to touch and swallow each other. But if you let those sneaky snakes take control...**RUN!**

WILDSNAKE is a wonderfully simple and addictive puzzle in the mesmerizing tradition of *Tetris*. One or two players can enjoy its quick arcade action with multiple speed options and a variety of challenging levels—from the slow Nestling to the vicious King Cobra. Your entire family will enjoy outsmarting the sily, slithering snakes of **WILDSNAKE**.

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It's a jungle in there. Good thing Dante has the street-breaking skills needed to fight her way out.



The brute strength of Paloma allows him to bench press even the most ruthless of barbarians.



Senzo feels at home in his 3D texture-rapped shrine. And his morning routine consists of blood aerobics.

HELP, I'VE BEEN MEMBERED AND I CAN'T GET UP.



JAGUAR DO-THE-MATH
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SPECIAL
FEATURE

THE MAKING OF



From bare bones to monster masher: GAMEPRO gets behind the scenes of the hottest new arcade fighting game.

By Scary Larry

What happens when you cross dinosaurs and fighting games? You get the most awesome prehistoric punch-out since King Kong wrangled that T. rex to the ground. Time Warner Interactive, the distributors of *Primal Rage*, allowed us to take an inside look at how this innovative fighter was developed - from the con-



Every model reflects the careful attention to detail found throughout the game.

struction of the models to the stop-motion animation.

Stop Motion 101

Stop-motion animation is a special-effects technique as old as film itself. Beginning in the 1920s with the dino-discovery flick *The Lost World* directed by Willis O'Brien, stop-motion

animation has let filmmakers create a character, usually a monster or other fantastic creature, and painstakingly film its movements one frame at a time. The end product is a realistic reproduction of an animal, mineral, or vegetable that looks good and is cheap-



Baller's ready to roar!

er to maintain than a lifesize dinosaur or prehistoric ape.

Both Dennis Harper, the producer of *Primal Rage*, and Jason Leong, the lead animator, share this appreciation of realistic movement and lifelike fluidity, so they utilized it for their video game. *Primal Rage* should prove to be one of the season's best fighting games because its stop-motion animation adds detail and depth that

other games can't approach with conventional techniques.

Team Primal

The *Primal Rage* production team consisted of vets like Pete Kleinow (known for his work on *Cumby* and *Army of Darkness*) and Dan Platt (a model maker known for his expertise with fantasy figures). A number of crew members were new to the stop-motion process, but they shared a vision of making the game the most unique, action-packed fighting game to date.



The *Primal Rage* crew (from left): Pete Kleinow, Cameron Petty, Jason Leong, Dennis Harper, Steve Ribenberg, Frank Kuan, Adalbert Miao.

The crew worked 12- to 14-hour days on the project. Each character required more than 100 frames of animation per sequence, with about 70

A PRIMAL PROCESS

Step 1: Dino Drawing



Animator Jason Leong started the game's development with a series of two-dimensional production sketches showing the dinosaur (or ape) in various poses.

These drawings served as the foundation for all aspects of the crew's development work. The colors, patterns, and "personality" of each creature were also created at this point.

Step 2: Models, Inc.



Model maker Dan Platt then sculpted a three-dimensional model of the figure based on Leong's drawings. He incorporated a tremendous amount of detail, such as the folds of the skin

and jaw structure. When the unpainted model hardened, it progressed to the next step.

sequences per character. In all, about 400 frames per fighter were required for filming. Aided by computers, the crew then processed the film into digital images and touched up every frame to add more depth.



We can walk the walk, but can't we talk the talk?

Why so much work? Tons of animation that most players don't notice must be worked into the game to capture the proper feel. For instance, when the dinosaurs and apes are standing, they will bob and weave dramatically in preparation for the fight. Backing up, blocking, and even reacting to hits all require separate, minuscule movements.

The dedication to detail is evident through Primal Rage. Kudos to the Primal crew for bringing its vision to our arcades! **D**



The crew worked overtime so you could get into a game that looks as great as it plays!



Javanese spark!

The Step-by-Step Creation of Primal Rage

Step 3: Plastered



Plaster was then poured over the hardened sculpture, and a mold was created. This mold was filled with whipped foam latex that, when cooled, formed a fully movable, poseable three-dimensional "skin" into which the armature was placed.

Step 4: Steel Deal



A fully flexible metal armature had to be constructed so the crew could pose the fighters realistically. Traditional ball-and-socket joints didn't quite cut the prehistoric mustard, so to speak, so new and improved armature joints were created specifically for this project. These revolutionary new armatures provided total flexibility—and will probably be patented by the designers.

Step 5: Color My World



The models were then airbrushed according to Leong's drawings. The personality of each fighter comes alive in its coloration, so it was important to adhere to the pre-production designs.

The characters incorporated elements of their backgrounds, so Bizzard got an ice blue treatment, whereas Diablo went for the volcanic molten-red look.

Step 6: The Claim-to-Fame Game



The finished product is a fantastic fighter with innovative graphics and great special effects. You'll never go back to the Streets again!

**Donkey Kong Country.
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Hold on to your banana. This is gonna put hair on your chest...and maybe even your back.

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the action is totally realistic

DEVELOPED BY BIRNEY
DONKEY KONG AND HIS
NEW FRIENDS
FROM



and fully rendered. Meaning, it looks really cool. Heck, it even sounds 3-D!

But the best part is you get all this on a Super NES. And you don't have to go out and blow your wad on some

extra piece of hardware to get it—unlike some other systems we know. (Hint:

rhymes with "Schmega".)

So grab a vine and start yelling **"OOH OOH!"** The beast is back. And he's second banana to no one.

Only For
SUPER NINTENDO



CUTTING EDGE

Inside the Sony PlayStation

How will the Sony PlayStation generate knockout graphics?

It's in the chips.

By The Whizz

In the high-stakes game to produce a next-generation electronic-entertainment system, Sony is betting that fewer chips will draw it a winning hand. That's why it teamed up with LSI Logic, one of the world's foremost semiconductor manufacturers, to build the CPU (central processing unit) for its new PlayStation.

LSI: A Logical Choice

LSI Logic specializes in producing computer chips called ASICs, or application-specific integrated circuits. ASICs are



Sony's PlayStation features 32-bit graphic power.

company among the hardware fraternity. Cray, IBM, and Silicon Graphics are among the many companies that build special computers with LSI ASICs. And you may recall that Nintendo is partnering with Silicon Graphics to build its



Sony hopes this controller is your key to amazing visual experiences.

64-bit Ultra 64 game machine. In fact, Sony claims the PlayStation's silicon muscle can and will perform graphics gymnastics that the PC-compatible Pentium and the Macintosh Power PC can't match!

It Ain't Easy Being Small

LSI calls the task of creating the PlayStation CPU one of its greatest challenges. In the good old days of video game system design, individual chips were

used to perform individual tasks. Building a game system meant constructing circuit boards filled with chips.

LSI uses semiconductor manufacturing techniques that shrink the circuitry within a chip to 0.5 micron or $\frac{1}{500}$ of the width of a human hair. That means that a single chip can hold more stuff, such as the microprocessor, memory functions, communications controller, and the video functions. Sony claims that what previously took several chips



Two-dimensional graphics are called sprites. Most video game systems can render 100 sprites at once. The PlayStation will reportedly render 3000 sprites at once (1% of a second). These two-dimensional bits are composed of 16-by-16 pixels in 16 colors.

custom built to perform certain jobs. In the PlayStation's case, the job is to display and run killer video games!

The LSI connection should put the PlayStation in good



The PlayStation will be able to position and rotate complex images, such as this matrix of two-dimensional bits, in three-dimensional space, so that a player's viewpoint can change in real time via the game controller.



These are multicolored three-dimensional cubes in 640-by-480 pixel resolution. The viewpoint, magnification, and reduction can be changed with a game controller in real time.

and boards will be condensed to one chip the size of a child's fingernail in the PlayStation.

Since the PlayStation hardware will have fewer chips, it should be more compact and require less power. Coded electronic game instructions can be processed at blinding speeds in the compact CPU chip, as opposed to making relatively lengthy long-distance connections across a larger chip or at



Gravity, static collisions, and elasticity are among the physical properties the PlayStation can simulate.



See-through effects such as fog can make objects transparent.

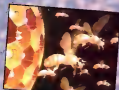


The PlayStation will be able to wrap three-dimensional objects in graphic designs using texture mapping, which makes polygon objects look more realistic.

the other end of a printed circuit board. Sony hopes that will translate into greatly enhanced video game action.

Visual Advantage

It takes more than good looks to make it in the video game arena, but it seems like Sony and LSI have taken a good look at PlayStation graphics. Play time is scheduled for November in Japan and late '95 in the U.S. □



The PS also produces three independent light sources in hardware: red, green, and blue. It can shade multicolored lights across objects that have been texture mapped and change the light source's position.



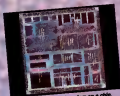
The PlayStation will display full-motion video. The CPU incorporates video decompression and decoding into its architecture, enabling it to play compressed video from CD-ROM.



This walking dude was generated using texture maps over a polygon-based body form.



The PlayStation supports JPEG compression to produce high-resolution, full-motion, full-color, full-screen video running at 30 frames per second.



The PlayStation CPU: A system on a chip.



You can command this Tyrannosaurus rex with the PlayStation controller. Its nose built from 2700 texture-mapped polygons.



The Marta was built from only 500 texture-mapped polygons. The fish swimming around her more via a fish simulator. Players can control the Marta.



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DO NOT THE WITCH! Make it past Medusa and her treacherous tentacles to safety—or you may have to start all over again. How low does that grab ya?



SHELL OUT! Peel off the eels without getting that crushing feeling—then get the shell outta there!



OBEY THE LAW! Gravity rules in these tubes, so keep your eye on the meter to see which way the tide is flowing!



SEE SAW! Travel the seas in all new 3-D stages. Jumping through these stages will get you where you're going. And wherever you go, there you are!



MAKE NEW FRIENDS! Meet Trellis, a dolphin from the future, here to help Ecco defeat the Vortex.

Glide into adventure on a grand scale as the epic journey of Ecco the Dolphin continues! The seas may appear calm—but the Vortex demands revenge! Explore thousands of nautical miles in oceans of mind-bending gameplay, including breathtaking computer-generated 3-D sequences in the SEGA CD version! Get back into the water—and into the mystic, mythic world of adventure—with Ecco The Dolphin!



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COVER
FEATURE

BEAVIS AND BUTT-HEAD DON'T BITE

Uhhhh, heh-heh, heh-heh...

By TOUC TOMMY



Genesis
ProReview

Beavis and Butt-Head are bad boys on MTV, but in this season of rating systems for video games, they have to clean up their act for a romp on the Genesis. So Vlocom watered down their gross, hormone-charged humor and axed the MTV videos.

What's left are the simple graphics and the simple mentality of the cartoon, which



Air guitar!

PRO TIP: You might find useful stuff anywhere, even in the couch.

don't necessarily translate into a simple video game. Beavis and Butt-Head is for gamers who possess both thumb speed and the patience to undertake a lengthy junk hunt to crack obscure puzzles.

GNAR Rules

Beavis and Butt-Head have finally scored tickets to a concert by their favorite heavy-metal group, GNAR, but Mr. Anderson and his pugnacious poodle teamed up to shred the ticket. One or two gamers play as Beavis and Butt-Head as they search for ticket fragments

through seven levels (including Highland High and Turbo Mall 2000) based on the TV show.

This long, tough game requires fast fingers and sharp eyes. Channel-surf back



PRO TIP: Mr. Van Griensma has a lot of valuable items.

and Frith between levels, in an imaginative interface that features the familiar B&H living room and ratty TV. On every level, you jump and dump on foes to collect objects that you need to find ticket pieces. Aggressive adversaries like chain-bashing cops and imitating family pets charge at you from off-screen.

The offensive firepower is definitely offensive: Beavis burps up bad breath, and Butt-Head bends over to unleash a



PRO TIP: The guy at the Turbo Mall Pawnshop pays cash for your stuff and sometimes gives you helpful info for free.

PRO TIP: Sometimes it's best to avoid a fight.

blinding burst of, uhhh...natural gas. You know what's coming when the opening credits feature B&H in the old "pull my finger" routine.

Fortunately, the controls are crisp—the interface requires intensive button pressing, and you practically live in it. Finding useful stuff depends a lot on trial and error. You must continually cycle through your inventory



PRO TIP: The hospital is strictly for nice boys.

to determine whether objects make something happen, and once your pockets are full, you have to drop one item to pick up another.

Gross Graphics And Sounds

The graphics are, well, graphic, but the overall visual style is right on with the flat, cartoony look of the TV show.



PRO TIP: When Elly Bob chases you, three collisions do you in.

Genesis Game Profile
Beavis and Butt-Head
(By Vlocom New Media)

MAES Star quality may draw Beavis and Butt-Head fans to this cart, but they'll better be prepared for lengthy game play.

Genre	Deal	Genre	Platform	Price
Cartoon	Comedy	Adventure	Genesis	INT.

Price not available
16-emp.
Available Online
Multiplayer
2-player

1 level
Side view
Multi-scrolling
Parents

BEAVIS AND BUTT-HEAD

By Rick Swan

Beavis and Butt-Head will be on the GGAR-path on the Game Gear, too! As in the SNES and Genesis games, the guys will be hot to dig out the dough to make it to the concert. This time they trash



Take a whack with the glove bats.



Side-view action fills the Game Gear screen.

their favorite Highland hang-outs in a side-scrolling, jump-and-dump smashfest through four levels. The action looks pretty good, but the sounds – including the B&B theme tune and, of course, the goofy laughs – were primo on the prelim cart. Beavis and Butt-Head are out to rule hand-helds! **B**

Beavis and Butt-Head
By Virgin New Media
Available October



Butt-Head has all his moves.



The entire neighborhood's on the alert for B&B.



Beavis and Butt-Head – cool!



The WWF logo is centered at the top of the page, rendered in a white, outlined font. It is set against a background of a collage of wrestling-related images, including a close-up of a wrestler's face and a larger wrestler in a ring.The word "RAW" is written in large, white, outlined letters across the middle of the page. Each letter is filled with a different action shot from the WWF Raw show, such as a wrestler in a ring, a crowd cheering, and a wrestler celebrating.The word "IS" is written in large, white, outlined letters in the center of the page. The letters are filled with images of wrestlers, including one with a goatee and another with a blonde mohawk.The word "WAAW" is written in large, white, outlined letters at the bottom of the main title section. Each letter is filled with a different action shot from the WWF Raw show, including a wrestler in a ring, a crowd cheering, and a wrestler celebrating.

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Acclaim
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EXCEPT FOR THE
HUNDREDS OF KILLERS
WAITING TO GUN YOU
DOWN LIKE A DOG.



THEY'RE IN FRONT
OF YOU. IN BACK OF
YOU. TO YOUR LEFT.
TO YOUR RIGHT.

BASICALLY,
YOUR CHANCES
ARE PATHETIC.



THE KEY TO SURVIVAL?

SHOOT THE
LIVING SHOT OUT OF
EVERYTHING IN SIGHT,
THEN COLLECT MORE
WEAPONS OFF THE WARM
DEAD BODIES.



OF YOUR HEAD, YOU'RE DEAD MEAT.

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LASERGUNS, GRENADES,
FLAMETHROWERS,
ROCKET LAUNCHERS...

IT HELPS IF YOU'RE
RUTHLESS.

IF YOU ARIN'T,
YOU'RE DEAD MEAT.



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DESTROY MISSION
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ACCOLADE

You think you want to be King?

Get real. You're starting life as Simba, the cub. To survive and grow into a powerful adult lion, you must perfect your savage pounce, reckless roar and master fighting with all four paws. If you survive the challenge, you'll grow into a strong, ferocious adult lion.

So prepare to scrap with hyenas. Blast through an elephant graveyard. Battle an in-your-face stampede of trampling wildebeests. And you'd better quit hanging with sneakers like Timon and Pumbaa, unless you want to be scurrying bugs the rest of your life!

Are you sure you want to be King? Then it's time to cut loose in the deadliest one-on-one brawl ever. Defeat your evil Uncle Scar. Recapture the Pridelands. And reclaim your rightful place in the Circle of Life.


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ON LOCATION

SUPREME WARRIOR

PREPARES TO FIGHT

Digital Pictures Punches Up A Fighting Interactive Movie

By Eye Spy

Kowloon, Hong Kong - It's over 90 degrees in the shade, and the Wind Warlord's sweat runs like a river. He's been fighting all day, but the faceless foe before him has still not yielded to his skill. Spinning back kick! Double palm strike! Flying kick! A voice yells, "Cut! Print! Victory...it is sweet.

A Martial Arts Challenge

The Wind Warlord is martial arts actor Ron Yuan. The opponent is a handheld video camera. The place is the set of *Supreme Warrior*, an unusual kung fu fighting game by Digital Pictures.

"We asked game players what types of games we should create," says Tom Zito, president of Digital Pictures, "and frankly, we were surprised when they kept telling us to make a game that recreates a kung fu movie."



Even the director of photography took a beating for this game.

Zito is well aware that *Supreme Warrior* faces stiff competition in the crowded fighting game genre, but he also knows DP's live-action

approach is unique. Nevertheless, even here in faraway Hong Kong, the competition makes its formidable presence felt: Double-decker city buses are emblazoned with *Street Fighter II Turbo* characters and logos.

11 goons. Defeat Tu's three Warlords, and you absorb their special powers, which you need for a climatic confrontation with Feng Tu. Amanda Lathroum, the production coordinator who

It's the Unreal Thing

Such attention to detail is partly what led Digital Pictures overseas to the world-renowned Shaw Brothers Studios, nestled in the mountains of Hong Kong's Kowloon Peninsula. The



The Chinese actors performed incredible flying stunts...



...but they weren't just working alone.

Chop-Socky 'N' You Drop

Like *Prize Fighter*, *Supreme Warrior* will be a first-person-perspective Sega CD fighting game. You'll literally face an opponent eye-to-eye and send feet, hands, and fists flying. Their attacks will rock your visual world.

You play the young student of Master Kai, an old kung fu sifu (master). Your village is under attack by Feng Tu, an evil warrior with magical fighting powers, and his gang of

played a major hand in *Supreme Warrior*'s design, noted that the Warlords represent three cultures that were conceptualized to build the game's plot.



Fire in the hole! Igniting the Fire Warlord's domain.

Shaw Brothers have produced more than 1,000 martial arts films, including Bruce Lee's *Enter the Dragon*. The studio features entire city streets, vacant marketplaces, and ancient temples, which provide the authenticity that DP plans to capture on film and install in its video game.

However, the studios offer more than atmosphere. The Chinese film pros are masters at creating kung fu visual effects. Experts in makeup, wire rigging for magical

flying sequences), and pyrotechnics plan to make Warrior special. Moreover, the game will also feature real-life martial arts champions and Chinese actors who are experienced martial arts movie performers. Says Kwok Yuen Lee, who stars as the game player, "I began studying kung fu at age 11, and since 1991, I've participated in 12 national competitions in China."

The director, Guy Norris, is an experienced action-film pro (*The Road Warrior*, *Irresistible Force*) with a black belt in karate. "I played *Street Fighter II* and *Mortal Kombat* to prepare for this project," he says, "but we're creating realistic fighting action with cinematic flair."



Makeup for the *Wind Warrior*.

Kung Fu Cams

To record the in-your-face action, the innovative DP crew rigged two unique kung fu cams. Director of photography Paul Murphy wielded a padded handheld camera to film an enemy character's attack from your point of view, and the camera was actually punched and kicked by the actors. To film the action from the player's perspective, a stunt co-

ordinator wore a head-mounted minicam that recorded the actors' reactions.



Each *Warrior* has his own bodyguards. This is Kim-Maree Penn, Australia's women's karate champion.

Being Supreme

Digital Pictures has traveled a long way to create realistic martial arts action. Now it's up to the programmers. DP is betting that by the end of '94, everybody will be kung fu fighter! ☐

STAR POWER



Vivian Wu plays Yu Ching.

What do *The Joy Luck Club*, *Teenage Mutant Ninja Turtles III*, and *Supreme Warrior* have in common? Actress Vivian Wu!

GiulioPini: Is working on *Supreme Warrior* like working on a movie?

Vivian Wu: The atmosphere is lighter—we're trying to produce a performance that's not too game-like. We want to provide the same substance as that in a feature film.

GP: What does your character do in the game?

VW: I play Yu Ching. Her mission is to guide the player, to help them prevent an evil entity from controlling the world. My character fights during the beginning of the game, but she gets hurt, so she cannot fight with you.

GP: Have you had martial arts training?

VW: I began my martial arts training in *Teenage Mutant Ninja Turtles III*, and I had fighting training for my role in the television miniseries, *Vanishing Son*.



Director Guy Norris guides the action via a minicam to get the same view that game players will.



You must overcome unusual attacks.

Supreme
Warriors!



MEET THE SUPREME WARRIORS



Feng Tu

Played by: Roger Yuan
Martial Arts Training: Karate, Kickboxing, Jujitsu
Akido Awards: 1993 Mid-Weight Champion, United Fighting Arts Federation



Real martial arts masters deliver stunt-jarring action.



Digital Pictures hopes you feel every blow.

The Wind Warlord

Played by: Ron Yuan
Martial Arts Training: Kyukushenko Karate, Tenshodo Karate, Karate, Kickboxing



The Wind Warlord Speaks



Ron Yuan, the Wind Warlord.

(Ron Yuan, an actor from Southern California, plays the Wind Warlord. His acting credits include *Batman Returns*, *Double Dragon*, and *Wolf in the Skin*.)

GamePro: How will your martial arts skills come to play in *Supreme Warrior*?

Ron Yuan: Each of us choreographed our own fighting sets. Most of us are schooled in a variety of martial arts techniques, so all the sets look unique.

GP: What does working at Shaw Studios do for this game?

RY: We're working with some of the best talent in the world

here. For instance, I'm just learning how to fly with the wires, and there are moves I just can't do. These guys have the flying technique down to a fine art. It's unbelievable.

GP: What's your favorite fighting game?

RY: I like *Street Fighter II Turbo*, and I play *Mortal Kombat II*. I know a lot of pure gamers will disagree, but the best SNES fighting game from a purely technical martial arts point of view is *Best of the Best*. It didn't get much acrobatics, but my friends and I know martial arts, and they go nuts whenever we play.

The Earth Warlord

Played by: Richard Norton
Martial Arts Trainings: Judo, Karate, Akido, Jujitsu





Zork
Return to Zork
Activision



Star Control II
Crystal Dynamics



Elder Scrolls Arena
Bethesda



Super Street Fighter
Capcom



Fighters History
Data East



Alien vs. Predator
Atari



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Lands of Lore
Westwood



The 11th Hour
Virgin Games



Flashback
U.S. Gold



Return to Ringworld
Tsunami



Hell
Meg Take 2 Interactive



Lafra - Fortress of Doom
Talto



Dark Sun
SSI



Outpost
Sierra On-Line



X-COM
Microprose



Star Trek: The Next Generation
Spectrum Holobyte



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Vortex
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Yo Dude,

Get a

Clue!

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SPECIAL
FEATURE

STREET FIGHTER MOVIE UPDATE

Capcom's planning a new Street Fighter arcade game based on the Street Fighter movie.

By Earth Angel

The Street Fighter movie's still shooting at press time, but it's due for release in December. Here's another look at the action, as well as an announcement from Capcom.



Director Steven de Souza works with Ming Na Wen (Chan Li) and Jean-Claude Van Damme (Gut).



News reporter Chan Li (Ming Na Wen) covers the hostage crisis—or is she really up to something more mysterious?



Colonel William F. Guile (Jean-Claude Van Damme), commander of the Allied Special Forces Unit, works with his troops to solve a heritage crisis instigated by M. Bison (Raul Julia).



Ryo (Dylan Moran) is a down-on-his-knees street fighter.



M. Bison (Raul Julia) plots global conflict on a massive scale.



Cassidy (Dyke Mignone), a British intelligence officer, arrives to work with Colonel Guile on solving the heritage crisis.

It's no surprise that Capcom's making a new Street Fighter game. It's also no surprise that it's another head-to-head fighting game, set to debut in the arcades in January. Here's the surprise: It's not the long-anticipated Street Fighter III (which Capcom's spokesperson admits is currently under development but for which a release date or other details haven't been announced), but rather a departure from Capcom's traditional Street Fighter formula in more ways than one.

Instead of using drawn characters, as in previous SF II products, the new game will feature digitized images of the actors from the upcoming Street Fighter movie. Yes, you'll be able to kick butt as Jean-Claude Van Damme (Guile), Ming Na Wen (Chan Li), Raul Julia (Bison), or any of the other characters! Capcom has turned the development responsibilities over to Incredible Technologies, an experienced game developer known for the recent Blood-

storm arcade game, among others. Capcom won't be marketing the product, but has licensed it to an as-yet-unnamed third party.

On the home-system side, Capcom will create an "enhanced port" of the game for Sega's 32X. This release will be Capcom's first 32X title (slated for spring 1995), as well as the first software product to come out of its new U.S. research-and-development department. We'll have more on both games in upcoming issues.

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99 cents per minute

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1 900 288-HINT

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80 cents per minute

Interplay

1 900 370-PLAY

\$1.25 1st min., 75 cents add'l minute

JVC Musical

1 900 454-4JVC

75 cents per minute

Konami

1 900 896-HINT

85 cents to \$1.15 per minute

LucasArts

1 900 740-JEDI

75 cents per minute

MegaSoft

1 900 454-6888

95 cents per minute

Microprose

1 900 933-PLAY

95 cents per minute

Sierra On-Line

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a bunch of twisted military
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less about bits
and bytes



and more
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Genesis



By Earth Angel

You've been hearing it for months now, and it's true. Earthworm Jim is, without a doubt, one of the best games of 1994. Prepare for spectacular graphics and the most innovative game play since Sonic first raced onto the Genesis.

The Early Bird Gets The Worm

It all starts when Psy-Crow, a renegade alien, has a close encounter of the wrong kind with another alien craft. When he nukes the alien's ship, a special cybematic warsuit goes tumbling through the stratosphere and lands on a standard garden-variety earthworm. The suit mutates the worm into a hero like no other - Earthworm Jim! Of course, once Psy-Crow activates his suit tracker and traces the suit to Earth, Jim has big problems.

You guide Jim through ten levels with so many new and unusual twists, it'll take you more than a few playthroughs to notice them all.



PRO TIP: To find an extra life in New Junk City, run up this platform and swing back to the left across the chasm.



EARTHWORM JIM



PRO TIP: In the bonus rounds, collect 50 bubbles and beat Psy-Crow to the end to earn a Goodness.



PRO TIP: Warp through most of New Junk City by riding down the first pulley, whipping the moose antler, and then continuing until you find the toilet bowl. Leap inside it to warp.



of mad-scientist paraphernalia, a bungee-jumping contest with a snotty combatant, and much more. Every level is equally innovative and uses equally unpredictable styles of play.



PRO TIP: Shoot up and off to the sides of the screen, then listen for rocket sounds. They'll give you clues about the location of sites from which you can warp.

Don't worry about grabbing power-ups - extra guns, I-ups, and health are plentiful. Instead, you'll spend your brain cells figuring out how to maneuver Jim through each area and beat the enemies, especially the bosses. You must figure out the tricky twist it takes to beat each one.



PRO TIP: You can swing from anything that's got a sparkle on it.

Genesis Game Profile Earthworm Jim (By PlayStation)

GA Earthworm Jim lives up to all its advance publicity - it really is one of the best games out this year.

Genre	Cost	Game	Profile	Overall
ADV.	1.0	1.0	1.0	1.0

MSRP \$49.95
1 player
34 meg
18 levels
Available elsewhere
Side view
Multiplaying

As The Moon Burns

Jim's controls are easy to master, and that's good, because the game play is tough. At Jim's disposal are his two guns, his head, which he uses as a whip and as a grappling hook to swing from things, and a helicopter!



PRO TIP: To beat the first New Junk City boss, shoot it until it turns into a car. Continue shooting and leap over it when it attacks you. If the car touches you, the entire sequence resets. You must repeat the process flawlessly to defeat this trashy beast.

You can aim your gun in only eight directions, but the CPU reads what you're aiming at and accommodates you, so your shots actually arc in nearly 64 directions. You can master the basic moves in New Junk City, but you'll have to figure out new ways to use them as you get farther into the game. Play is tough enough for advanced gamers—beginners will feel like crawling back into a hole.



PRO TIP: To defeat Chuck, the second New Junk City boss, whip the crates he drops so they land on the spring and bounce into him.



PRO TIP: In Weck, stand on these green gems and run to make them fly you to higher areas.

Ear Worm

David Perry and his Animation programming and unique compression techniques make Earthworm Jim a masterpiece. The awesome graphics have a 3D look and feel, including an uncanny ability to rotate and scale that makes the game look just like a toon. Jim's humorous

animations and creative villains bring the clever story line to life with lots of raunchy humor.

Better yet, sound effects, tunes, and even voices are far more crisp than you would think possible on the Genesis. The sound effects in particular are a big part of the game's humor—as with the disgusting burbles that emanate from the Bum-hole boss.

If Mornin' the Minors

Both versions, the Genesis and Super Nintendo, are spectacular, but the Genesis version has an additional level (Intestine). Either way, if you're only planning to get one game this holiday season, make it Earthworm Jim. ☐



PRO TIP: In the Peter Puppy section, you have to whip that little doggie to keep on leaping over obstacles. If he gets caught or falls, he'll turn into a mangy purple doggie and take you backwards in the round.



PRO TIP: In the Bungee Jump area, let the Snot Monster into the rocks until his bungee cord breaks. Watch out for the nasty beast at the bottom that'd love a worm snack for lunch.



PRO TIP: At the beginning of the Professor Lab area, swing back to the left for a gun power-up.



PRO TIP: You may think there's no point to this cow launch, but there is.



PRO TIP: Just after the cow launch, there's a hidden area down and to the left. Use the Head Helicopter to fly down and diagonally into it.

Genesis



By *Andromeda*

Tired of Sonic games? Think that hedgehogs are good for nothing but road kill? Wish you'd never heard the word "Robotnik"? Prepare for a surprise. Whether you're a fan of the world's favorite hog or not, his newest adventure is a revolution in gaming.

Sonic Boom

Okay, okay, so the story line's nothing new. The Death Egg that blew up in Sonic 3 didn't really blow up, and now Sonic has to roam Robotnik's Island one more time to destroy it. Remember Knuckles, the echidna from Sonic 3? He's back, and this time you can play as him. Even better, there are really two different games in this cartridge. As Sonic, you follow one story line, and as Knuckles you follow another. Both characters play through the first four zones of the game, but they finish it by going through entirely different areas...

Knuckles has two moves—flying and climbing walls. These moves enable him to reach play areas that Sonic



PRO TIP: If you snag all of the Emeralds in both Sonic 2 and Sonic and Knuckles, you can become Hyper or Super Knuckles, and you're basically invincible.

can't. So even in the zones they both travel through, the game play is very different.

Back to the Future

So you say that's not enough, it's still just another Sonic game with another fuzzy character added? Well, try this on for size. If you hook up your Sonic and Knuckles cartridge with Sonic 2 or Sonic 3 (we can't tell you how yet—we promised Sega, you can replay those games as Knuckles [in the one-player mode only]). That's right, backward compatibility! It's never been done before.

Sure, you say, there's nothing new to play in Sonic 2 and Sonic 3, right? Wrong! As Knuckles, you have access to areas in both games that were unreachable before. In fact, in Sonic 3, you'll find Acts that you've never seen before, and best of all, they're much tougher than those in the original game—it makes them worth playing again. Stay tuned, because Sega promises



PRO TIP: To let fly on this gadget in the Mastroon Hill Zone, just Spike Dash into it.



PRO TIP: When you reach dead ends with rings in the Flying Battery Zone, grab the right ring to be lowered to another level.

SONIC KNUCKLES

New and Improved

Use Sonic and Knuckles to hook up with Sonic 3. You'll find some entirely new areas of the game—complete acts that you've never seen before and some other surprises. For example...



In Angel Island, Act 1 of Sonic 3, use Knuckles to break through those rocks you couldn't smash as Sonic. It leads to an entirely new, more difficult area of the game. Plus, you'll battle a boss you haven't fought before.



In Sonic 2, occupying these areas like the retarby blocks in the Chemical Zone is much easier. Knuckles can simply crawl up the wall.

Genesis Series Profile
Sonic & Knuckles
 (By Sega)

GA Sure, sure, it's just another Sonic game. But this one's got some revolutionary elements that make it another groundbreaker for Sega.

Genre	Goal	Level	Features	Challenge
100%	100%	100%	100%	100%
100%	100%	100%	100%	100%
100%	100%	100%	100%	100%

INT. INT.



PRO TIP: In Sandopolis, wait until the Scorpions turn away from you, then Spin Dash into them.



PRO TIP: There's a hidden 1-up right above this spot in the Flying Battery Zone, Act 1. Just jump up, and you'll bump into it.



PRO TIP: Not all the large sand-tiles in Sandopolis are deadly. Drop down through this one to reach another area.

Sonic & Knuckles



further compatibility with other Sonic games, all to be announced soon.

Well-Rounded Sonic

If you're not into the backward-compatibility thing, you probably wanna know about this new game itself. Seven regular zones, all with original themes, are filled with new gadgets and mechanical Robotnik contrives. Familiar power-ups abound, but there are two new Bonus Rounds—a pinball-style bouncefest and something that resembles a slot machine. The Special Stage is the same as in Sonic 3, but it's much tougher and has several interesting new elements, such as yellow balls you can jump off. The game play, fortunately, is much tougher than Sonic 3's.

Even if you've never picked up a Sonic cart before, you'll master the controls of Sonic & Knuckles in no time. Sonic and Knuckles both have all of Sonic's traditional moves, and

they're exactly the same. Knuckles' wall climbing takes a little trick to learn, but it's like bike riding—once you've got it...well, you know.

Looks Good, Too

Sonic and Knuckles looks good—the graphics resemble Sonic 3's the most. The Death Egg Zone in particular has beautiful backgrounds. Knuckles is a much more intriguing sprite than Tails; his new moves actually make him more fun to play and more amusing to look at (he uses his dreadlocks to fly). Interestingly, when you hook up with Sonic 2 and 3 through Sonic and Knuckles, the colors in the original game look somewhat enhanced.

The classic tunes include new themes for every zone and more sound effects, along with the ever-classic Sonic repertoire of pings, plings, and sound bites.

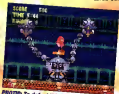
Super Sonic

If you're still not convinced, go pound Bison into the dirt and leave us Sonic lovers alone. The little guy's captured our hearts, and this

latest innovation in cart technology makes it even better. For hours of killer platform action/adventure, try Sonic and Knuckles, and Knuckles and Sonic 3, and Knuckles and Sonic 2, and, well, you get it—it just can't be beat. ☐



PRO TIP: Avoid this enemy's toxic cloud. If it gets you, you're poisoned, and it'll sap your lives one by one until you're dead.



PRO TIP: To defeat this Flying Battery Zone boss, stand on top of him. When he swings at you, Spin Dash away.



PRO TIP: Don't forget to search near walls and break through for hidden secret rooms.



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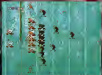


OFFENSE					
QB	RB	WR	TE	OL	DL
12	10	75	10:50	23	1
DEFENSE					
0					

Forty NCAA teams and dozens of plays from real college playbooks!



Great player graphics and 12 mb of power! Feels like the arcade!



You choose the field conditions - rain, snow, sunshine and more!

Right from the opening screens, you'll know this one is real!

Genesis



By Scary Larry

The Contras are back, and Ollie North is scared. Actually, not those Contras. Contra: Hard Corps, the first Contra game for the Genesis, continues Karami's line of fast-shooting explosive warfare, and you definitely get more bang for the buck.

Counting on Contras

It's been five years since the end of the Alien Wars (Contra IV on the SNES), but civilization has still not completely regrouped. The government, such as it is, has formed a new group of elite military grunts, who have taken the



PRO TIP: When fighting the highway boss, slide when the car covers slanting dips.

name of their fallen heroes' brigade, the Contras. Those that fear them, however, just call them the Hard Corps.



PRO TIP: To knock off of one-eye, slide and jump when the fireball breaks out. If he throws the abandoned car at you, shoot him from the side.

Each Contra has their own weapons and special attacks (shown below and right). They'll need them as they face more malevolent metal mayhem than a GWAR concert. At the end of each level you square off with a boss so huge that it makes Roseanne Arnold look...well, smaller, at least. The bosses go from bad to



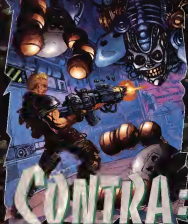
PRO TIP: Get under the airborne enemies in Dedeede's stage. They only shoot from an angle.

worse, ranging from a cyber-cyclaps to a train with an attitude.

At the end of each stage, you face multiple-choice scenarios. Do you save the Research Center or exact revenge on an enemy? It's up to you to decide, and you'd better hurry. One hit, and it's back to buck private for you.

A Sight for Corps Eyes

For those of you who think that the Genesis isn't capable of eye-catching graphics, this game proves you wrong. Big,



bad, strange-looking machines, vivid, detailed backgrounds, and some of the best-looking explosions ever are interlaced with smooth animation for a totally nuked-out firestorm of a game! Add in a few different perspectives, like a huge robot chasing you down the information Highway, and you have a game that looks as tough as it plays!

The sounds are marginal but effective. The only thing you'll remember hearing are the explosions, which test the limits of TV speakers. The

music has a Japanese techno hybrid sound that isn't too



PRO TIP: Watch the motorcycle in the village. They will slide down the ramp and jump at the end of the ramp. Also, watch out!

Genesis Game Preview Contra: Hard Corps (By Karami)

CONTRA Karami comes through for those ball-banging, mech-destroying hard-core Contra addicts out there. If you like blowing up problems instead of solving them, this game is for you!



Play the demo! 10 megs 1 player 1 stage 1 difficulty level Multiple views





bad. The control in the game is as simple as pulling a trigger. You use one button to switch between weapons, one to jump, and one to fire. You can even change your stance during a stage:

PRO TIP: Shoot this boss in the head but watch his claws when they land!

One setting lets you shoot and run, the other keeps you steady and immobile while shooting.

On the Contra-ry

As you're attacked from the land, air, and train tracks, you'll have to ask yourself one question: Do you feel lucky? Well, do you? Because this game will definitely wear the old thumbskis down to little

nubs. If you haven't memorized the Contra mantra ("Kill 'em all and let God sort 'em out"), then you may not be ready for this intense title.

If you think you're hard enough for the Corps, then by all means, pick up a stick and start firing. ■



PRO TIP: At the Research Center, you encounter these guys at the beginning. Jump over the missiles, then shoot the marauders. They'll explode into their own machine.

Browny



Victory Laser



General Scatter

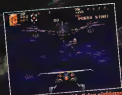


Electromagnetic Fo-Fo



Shield Chaser

HARD CORPS



PRO TIP: Watch out for this flying airplane at the end of the Research Center. If you don't jump the minute it appears, it will take you with a shot.



PRO TIP: When fighting this boss in Dead-eye's stage, shoot the orb that comes out of the ship and jump to avoid his laser blasts.

Brad Fang



Beard Shooter



Psychic Blaster



Flame Thrower



Power Punch

Sheena Etrandi



Grenade



Shovel



Break Laser



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while you can
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SEGA CD



Genesis

PITFALL

THE MAYAN ADVENTURE



By Cross Eyes

Of all the games made for the Atan 2600, one game—Pitfall—truly captured gamers' imaginations. In Pitfall, you guided a treasure hunter, Harry, through a dangerous jungle. Harry's adventure continues now on the Genesis: He's been kidnapped by an evil Mayan god, and it's up to you to help Harry Jr. rescue the famous explorer.

A Harry Situation

Fans of the original Pitfall will notice right away that Harry Jr. is in for a tough time in the old town tonight. Lightning-fast snakes, stone-throwing monkeys, swooping eagles, skeletons, and a host of other enemies make it a jungle out-



PITFALL: To go up in the Colakasal Rain Forest, jump on a tree stump and hold Down. You'll soon catapult to the top of the screen.

there. There's a lot to enjoy in this game, including the original Pitfall. That's right, if you don't know what the Atan game looked and played like, you can find it on level eight!

The Mayan jungle may be dangerous, but what a beautiful threat it is! Anyone who enjoyed the original Pitfall will find the gorgeous jungles, caves, and waterfalls of the

melodies urging you onward more than a time limit ever could.

A Few Pitfalls

Unfortunately, unresponsive controls create some monkey business. Harry Jr.'s easy to maneuver, and he has a cool bungee-jumping ability, but the split-second lag time between his jump and your ability to control his movements again is the difference between a narrow escape and



PITFALL: Here's a pad brick to change your speed. Plug in a controller for Player Two. Press Button A on this controller to slow down and Button B to speed up. Use this brick during the Runaway Mine Cart level.



PITFALL: Jump on every protruding rock in the Xibalba Falls level. Hidden items, such as 1-ups, are scattered everywhere.



PITFALL: Use invisible creatures as bungee cords to spring up to higher platforms.



PITFALL: During the Lost City of Copan level, jump on the statue's tongue to catapult upward.



PITFALL: The snapping alligators in the Yaxchilan Lagoon can't open their mouths as long as you're standing on their heads.

losing a life. The same problem occurs whenever he changes direction—he pauses, you can't control him, and Harry Jr. takes a hit. Other parts of the game move at such a rapid pace that beginning players will probably find the controls difficult to manage even on the easiest setting.

Jungle Fever

Control difficulties shouldn't keep fans of nonstop adventure games out of this jungle—they'll find Pitfall to be a challenging addition to their game library. With heart-pounding action and a slick appearance, Pitfall should please the platform punts.

Genesis Game Profile

Pitfall: The Mayan Adventure

(By Activision)

GA

Gorgeous graphics, super sound, and awesome action make this a Mayan adventure to remember, but beginning players may be climbing up the wrong tree.

Genre	Lead	Cast	Feature	Children
ADJ				

MSRP	\$19.95	15 discs
ESRB	TE (Everyone)	Site view
Available on	Atari 2600	Multiplaying
Additional info	Atari 5200	Passwords
1 player		



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ashes of the Alien War. All that stands in your way are hundreds of mutant cyborgs bent on turning you into chopped liver. Pick any one of 4 elite commandos and battle your way through 12 levels of pain and doom. Each path you choose leads to a feeding frenzy of destruction. Challenge



mutant Brass Wast's firepower is strong enough to melt your screen. Reduce them to scrap metal, only to find the most insane collection of bloodthirsty bosses. Yes...it'll be whippersnaps for



Mamey before level 2. Jack into Konami's Contra Hard Corps. But before you do, leave behind your dental records. It may be the only way to identify you.



Sign up, Contra... The King of War™ for your Game Boy.





Maybe
I should
have played
checkers
instead

GO WEST Y AND BLOW AWAY AN



In the Old West, gun fighters let their guns do the talkin'. Now you can pack one that just won't shut up. Lethal Enforcers™ II: Gun Fighters™. It's all the



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For true lead spurring fun, go out and blast The Justifier™



Blast your way through five lightning fast levels. Aim for the heart to drop scum in their tracks. Draw your six-shooter and serve up some hot lead to ruthless bank robbers. Grab your Gatling gun and flush out a gang of grubby banditos.

And, if you're still standin', empty your shotgun into an evil shaman and his band of creepy,



YOUNG MAN, EVERYTHING THAT MOVES.



skeletal ghouls. Never mind the stench, son.

So reach for your guns and see if you got what it takes to make Deputy,



Sheriff or U.S. Marshall. But watch yourself, pardner. 'Cause you'll need a sharp eye and a quick trigger finger to dodge all them flaming arrows, cannonballs, skulls, tomahawks and powder kegs



these crusty varmints are a-throwin' your way. And mind the innocent townsfolk and Holsteins. Shooting them



will cost you.

Let the bullets fly and the bodies fall in Konami's **Lethal Enforcers II: Gun Fighters**. One false move and the buzzards won't be gain' hungry tonight.



Also available on Sega CD

Is this the
game or the
TV show?

Only Alfred[™]
knows for
sure.

And he's not talking. So you'll just have to find out for yourself in Konami's *The Adventures of Batman™* and *Robin™* video game. The new 16 meg blockbuster for your SUPER NES™. Plunge into the underworld of Gotham City and battle the *Dark Knight's™* archenemies through 8 sinister levels. Each based on actual adventures from the animated TV series. Strap on Batman's utility belt and choose his weapons wisely. 'Cause you'll need more than fast fists to make it to the next crime scene alive.

Hurl a gas grenade and crack up *The Joker* on a lunch-loving roller coaster ride. Launch your *Batarang™* and prune *Back Poison Ivy* in her evil greenhouse. Then unleash your plastic explosives to unstuff fear into the populace. Follow the *Bay Signal* to Konami's *The Adventures of Batman and Robin* video game. It's all the nonstop action of the animated TV series. Without all those annoying commercials.



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Genesis

each in famous cities such as San Francisco, New York, and Las Vegas.

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The Ground Assault Vehicle



The Helicopter



The Blackhawk



The Hawk

The Hawk

URBAN STRIKE



By *Frequent Flyer*

2001 is not a good year. Drug cartels control San Francisco and New York. A vile criminal returns from the grave. The Iraqis are on our side. About the only bright spot in this turn-of-the-century scenario is that it takes place in Urban Strike, a top-notch helicopter-combat cart.

Strike Three

The newest member of Electronic Arts's chopper squadron, Urban Strike takes the lead position. Like its predecessors,

the cart flies you into a hellish urban war against well-armed, ferocious foes.



PRO TIP: Don't leave your heart in San Francisco. Mission 4. Pick the T-Up over a beach.

PRO TIP: Don't pick a target until you've damaged it.

First Desert. Then jungle. Now Urban. Any questions about this Strike's battle-ground? You fly and die through ten massive Missions (with six to nine Campaigns

ing. Urban requires heady game play as well as prodigious thumb-popping. You fly two helicopters and drive a ground-assault vehicle via a 3i-overhead view against enemy aircraft, tanks, and gun emplacements. Additionally, you exit the chopper for search-and-destroy infantry shooting action.



PRO TIP: In Mission 5, New York, never straggle on top of any suspect in-kind captures.

Urban Controls

The controls in all-fighting modes are generally right on, but the helicopter puts the joyfad through the most rigorous workout. Excellent new chopper moves enable you to lay down awesome fire.

PRO TIP: When you're on land in Mission 2, let NRS shots and use stealth destroy one jet.

PRO TIP: Sneak up on guards slowly, and they won't shoot.



PRO TIP: Each vehicle you save and avoid at base repairs your armor by 10%.

ing. Urban requires heady game play as well as prodigious thumb-popping. You fly two helicopters and drive a ground-assault vehicle via a 3i-overhead view against enemy aircraft, tanks, and gun emplacements. Additionally, you exit the chopper for search-and-destroy infantry shooting action.

Serious Sights

The whirlybird graphics have more ups than downs. Even though the 3i-overhead view appears flat at times, the aircraft always look cool as they smoothly wheel and deal destruction. Once again, tiny snipers dog your flight path, but the detail in their movements is great.

The famous Strike sounds are still sweet. Helicopter sounds, gunfire, and explosions do their duty, while a techno-funk music track rocks the house!

On Strike

If you dig fighting action and strategy from a helicopter's point of view, Urban Strike is excellent. The Strike team strikes again! **U**

Generate Scores Per Hour
Urban Strike
(by Electronic Arts)

GA Three Strikes...a hero can run. Ten levels, two helicopters, and the opportunity to fight as a commando outside the aircraft make this the best entry in EA's 3i-overhead view helicopter-combat series.



500.00
78 pages
Includes new helicopter control
1 player

10 missions
3i-overhead view
Helicopter
Weapons



In the year 2026, things get thug-ly when bionic gang Scumocide tries to take over the entire universe. Captain Commando and his posse—Baby Head, Girza the Ninja and Mack the Knife—are up for the fight with a futuristic arsenal including the energy glove, knee rocket and subsonic knives. And huge moves like the Captain Kick, Flying Katana and Rolling Punch. In this straight

COMMIT SCUMOCIDE.



Baby Head better give his knee rocket launcher a quick charge before battling Zanato.

Captain Commando puts out the lights at the Electric Lady with his semi-carcano.



Mack the Knife and Girza the Ninja use their "bandage whip, shur and dice nubs" on some Scums.

CAPCOM

Genesis



By **Manny LaNucha**

Successful games frequently generate clones, so expect to see a bunch of Wolfenstein 3-D lookalikes, and as long as they improve upon the original, that's not bad. Zero Tolerance brings Wolfenstein's first-person intensity to the Genesis, and Accolade makes some moves that spice up the action.

We Don't Need No Stinkin' Story!

The game revolves around an alien attack of the allied space station, and you're dispatched to head off the onslaught. Hey, who cares about the story? Just shoot everything

that moves! (Well, almost everything.)

You start the game with balled-up fists, but before long you find various weapons strewn around the three labyrinthine worlds. Among

PRO TIP: The pulse rifle is best for long-distance shots. You can hit adversaries as soon as you see their flicker onto the screen.

PRO TIP: Never rush into a room, especially if it's big. If you do, you'll smash a lot of lead and drop some health.

PRO TIP: The basement is a good place to practice your sidestepping, a move that lets you see around corners. Use it to get them before they get you.

the items you can equip yourself with are pulse lasers, flame throwers, night-vision goggles, and fire extinguishers.

Gunning Your Engine

Zero Tolerance doles up pulse-pounding action, thanks to its "through the eyes" perspective and speedy graphics. First-person games like Zero Tolerance really put pressure on a system's processor, but Accolade



PRO TIP: In linked two-player cooperative play, you can damage each other, so watch your shots. Talk strategy to better coordinate your movements.

Adding to the intensity are vivid sounds. There aren't many of them, but your adrenaline pumps to the sounds you do hear (your own foot steps and firing weapons, for instance).



PRO TIP: The ceiling-mounted alarms in the high-rise stage will bring the troops a-runnin' if you don't jump and blast 'em.

Control is simple, requiring little more than a glance at the manual, and the on-screen maps make navigation easy. The main hindrance comes from not being able to turn quickly enough to fend off "air" attacks.

Tolerance = Fun

Despite minor flaws, Zero Tolerance provides deep-dish entertainment. The levels are large, with winding passages, ample confrontations, and loads of game play. At this writing, Accolade hadn't decided whether to add links



PRO TIP: In the high-rise level, you might wonder why you're getting shot in the long straight-away. Save a rocket for the sniper on top of the neighboring building.

has done a good job here: The anxiety caused by an adversary careening around a corner or the twitching body of a quinned-down spider is severe. Even though the mood is dark, however, the visuals are too dim in many cases. When an enemy seems to appear out of a distant wall, it detracts from the realism.



PRO TIP: The basement is light, so save your more powerful weapons in favor of the readily available handgun.



Nice view of the city, don't you think?

for AT&T's Edge 16 modem, but you can join two Genesis systems with a packed-in custom cable, an innovation that creates an exciting cooperative game. Too few developers are thinking creatively like this, and too few games deliver the enjoyment Zero Tolerance serves up. ■



Zero Tolerance is gory, and blood splatters down the walls when you blast enemies.



Genesis Game Profile

Zero Tolerance

(By Accolade)

MA 13 Intense first-person action results for those who can stomach vivid graphics and hankers of blood. Fortunately, the game's graphic filters don't overshadow the enjoyment it provides.

Graphics	Sound	Control	Features	Challenge
4.5	4.5	4.5	4.5	4.5

MSRP: \$39.95
 2 players with the shared controller and two Genesis controllers
 Accolade
 15000
 15000
 15000

IT'S LIKE

TOTALLY

ALIEN M A N.



WILD PICK UP ITEM



FUTURISTIC RACING



4 PLAYER MODE

SET YOUR WAY-COOL MACHINE FOR THE FAR-OUT FUTURE. YOU'RE ON A ROAD RACE TO THE CENTER OF SPACE, SCREAMING AROUND 48 TRACKS IN 12 BIZARRE STAR SYSTEMS, DRIVING THE HOTTEST CARS OF THE 30TH CENTURY. WITH FULL OR SPLIT-SCREEN SIMULTANEOUS ACTION FOR 1 TO 4 PLAYERS, PLUS PRIZE BUCKS, BOOSTERS, ATTRACTOR BEAMS, ARMOR, WAAAGH TOP GEAR BOOD. IT'S, LIKE, LIGHT YEARS AHEAD. **MEMCO**.

Genesis



By Captain Squideo

Is it racing? Is it combat? It's both! Rock N' Roll Racing for the Genesis will drive you wild with its hard-chirpin', hard-rockin' game play. The less-than-superior graphics and sounds, however, keep it from taking the checkered flag.

Mad to the Max

If you played last year's slightly slower SNES version, you'll recognize Rock N' Roll's alien

backgrounds, bizarre drivers, and no-holds-barred racing. You compete against three other drivers in armored vehicles on short tracks that are peppered with power-ups, mines, and other deadly debris. Once you win enough money, you can modify your car and weapons in dozens of ways. An exciting



PRO TIP: Choose a bright paint job for your car. Black cars can be hard to see on the dark tracks.

Vs. Mode sets up split-screen dueling with a friend.

You have a lot of control at your fingertips. During the races, your car maneuvers quickly around obstacles. Unfortunately, the missiles and gunshots you fire are hard to aim from your speeding vehicle. You often have to get right on your target's tail to have any chance of hitting them.

Rock Show

The game's raucous spirit is amplified by the rockin' soundtrack. Though not performed by the original artists,



PRO TIP: When an enemy's car smokes, it could explode soon. They're especially vulnerable, so attack 'em aggressively.



PRO TIP: Break out of the pack quickly to grab more power-ups.



PRO TIP: If a Slipstave fires out the back of your car into the path of oncoming opponents, it's a good weapon.

songs like "Bad to the Bone" still shine as great driving tunes. The sound effects aren't as effective, however, particularly the feeble explosions.

The ever-obnoxious Larry "Supermouth" Huffman is back, which may not be good news to some gamers. He sounds more garbled here than he did on the SNES version.

The graphics won't win any awards, either. They convey the raucous spirit well enough, but the cartoony cars

and otherworldly tracks aren't as sharp as their SNES counterparts. What's more, your



PRO TIP: Don't get trapped outside as you approach turns. You'll be blocked from power-ups.



PRO TIP: When Larry's big mouth gets on your nerves, aim him off so you can focus on the race.

tiny shots fly like zorro apples—sometimes hard to see.

Let the Carnage Begin

With its wild fantasy elements, this game is to legitimate racing what the Mutant League games are to football and hockey. And with its adjustable difficulty setting and cartoony creations, it should appeal to a wide range of fun-lovin' gamers looking for a brain-entertaining time. **B+**



PRO TIP: Beginners should choose a driver who's good at cornering, like Tarquin.



PRO TIP: For a good attack, choose Cyberhawk. His quick acceleration and jumping ability make him an aggressive driver.

Genesis Game Pro's

Rock N' Roll Racing

(By Interview)

GA

Last year's hit SNES game finally comes to the Genesis with all the rockin' music and rip-roarin' car combat pretty much intact.



Price per cartridge: \$19.99
Available on: Genesis
Auto racing

2 players
Seven-foot view
Multi-screening
Power-ups

BRUTAL

Paws of Fury



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Primal power. Ancient wisdom. Gametek's vicious tournament boasts of the martial arts techniques of a full-screen animation. Foe strength. Frantic weakness. [Am you up with this?] Get your paws on this cool new game. It's so cool, it's brutal.

CYBER-TOP

SEGA

GAMETEK

Official
Character
Approved

MA-13
Mature
Content
Parents
Strongly
Cautioned

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Genesis



By **Scary Larry**

The Mouse is in the house! Mickey's back, and he's in a rollicking odyssey race to help his past incarnations! If you're a Disney fan, this title should sit next to your library of Disney films. Side-scroller fans, however, may

through seven cartoons, including *The Mad Doctor* and *The Prince and the Pauper*. In each cartoon, you have to save a previous incarnation of Mickey so that you can battle Peggleg Pete, MM's archenemy, at the end of the game.

Fans of Disney video

lab, and solves easy puzzles. At the end of each level, Mickey squares off with a villainous boss, which can range from paunchy poltergeists to a mad doctor.

The Mouse That Wait Built

Mickey looks even better here than he did in the original cartoons. Your hero is drawn in his post-1980s style, with a



PRO TIP: In *The Prince and The Pauper*, move from candle to candle to swing the chandelier. Jump when the chandelier peaks.

colorful getup and articulate movements. The villains and other characters, like the dancing skeletons, are all redrawn according to their original cartoons. The blend of past and present is magical.

The generally pleasant sounds include all of Mickey's squeals and squawks. The music fits each scenario nicely, but none of it is Disney's award-winning tunes.

The controls won't trap you like a mouse. It's simple jump

The Mouse Is in the House!



MICKEY MANIA

The Timeless Adventures of Mickey Mouse

Find that this Mouse doesn't roar quite loudly enough.

Free Willy

Mickey Mania starts off in the 1928 Mickey debut classic *Steamboat Willy*. That's right, in *Steamboat Willy*! You play

games will recognize Mickey's weapons: A bouncing butt-bash dispatches most enemies, and marbles take care of the rest. Mickey dodges bats, mixes formulas in a spooky



PRO TIP: To find the hidden area beyond the captain's wheelhouse at the beginning of *Steamboat Willy*, jump on the cat, then jump through the hole the cat makes in the roof.



PRO TIP: To get past this section of the level, put the blinker under each of the spikes. Do it three times and then put the beaker on the burner. Stop on the switch in the upper-right corner until the beaker explodes.



PRO TIP: In *The Lonesome Ghost's Basement*, wait until the platform swings, then jump from the highest point.

and throw, why or where you jump is what makes a difference. The levels are pretty easy, though, and intermediate gamers won't have any trouble.

When You Hitch Upon a Star

It's rare that you'll go wrong with a Disney title. They appeal to gamers of all ages, and the beauty of the artwork is certainly timeless. If Mickey's not your thing, you won't appreciate this cart. But if you liked any of Mickey's other games, you won't miss with Mickey Mania. **B**



PRO TIP: In *Mickey and the Beanstalk*, take a walk with your wife, the dripping water, and a flower will grow. Push the pot back to the left and jump up.



PRO TIP: Pluto stops when things fall and points when the Moose is opening.



You'll find this bonus level if you know how to "bug" someone in the last stage of the *Beaststalk* level!

Genesis Game Profile
Mickey Mania: The Timeless Adventures of Mickey Mouse
 (By Steve Rosenberg)



Before you grab about a dozen kiddie games and Mickey Mouse, know this:

Mickey Mania is one of the most unique Mickey games ever, and a blast for side-scroller enthusiasts everywhere!

Genre	Year	Level	Features	Rating
Platform	1993	10	100%	A.O.U.

200 MS
 16 megs
 Available November
 Activision

1 player
 7 controls
 Side view
 Multitasking

**WELCOME TO
UNNECESSARY
ROUGHNESS.
YOU'RE ABOUT
TO WEAR
YOUR BUTT
FOR A HELMET.**



Players joke, spin and then bury a shoulder into their opponent's chin strap. A flying tackle gets thrown in for good measure. Groans are in your face. Al Michaels is in your ear. Slam the high-impact button at the right

**UNNECESSARY
ROUGHNESS '95**

moment and your middle linebacker hits people like an 18-wheeler on a major dose of steroids. It's Unnecessary Roughness for the Seeps™ Genesis™. It's about football. About winning. And about leaving the field under your own power.

Genesis

SPARKSTER



By Manny Llanucha

Sparkster, the potent 'possum of Rocket Knight Adventures fame, is in for some big problems. In his latest adventure, two girls fall for him, one gets kidnapped, The Devotindos army attacks Zebulos's home planet, and the king of Gedol puts a price on Sparkster's head. Sparkster's gonna have a busy day, and you'll wanna be there for the action.

Rocket and Roll

Sparkster has some tricks up his sleeve for Gedol's minions. He packs a sword and a couple of special attacks to spice things up. The Rocket Attack cuts through obstacles like butter, while the Screw Attack puts a twist on things that get in his way. Both methods take him high above the playfield where many bonus items await, including a Flaming

Sword, health rechargers and 1-Ups. When you gather gems along the way, a slot machine cranks out bonuses - or enemy bombs.

Because of his special



PRO TIP: You need to pop this boss in the nose a few times. Wait until he sneezes and drop his arms, then rocket across into his nose before he lashes out at you.

PRO TIP: In Stage 2, use your sword to blow out the wall torches. Darkness may reveal something - but it may be an enemy, too.

attacks, Sparkster's controls are more involved than those in other multiscrolling adventures, though it doesn't take long to get the hang of his jet power and when to use it. Later in the game, the controls change as you drive a gigantic robot through the streets and go head-to-head with

another robot. The response time is sometimes slow, but it's not a major impediment.

A Sword-ed Tale

The sound effects and music accompany the action well. Explosions and gun blasts enliven things up, and a fast-paced soundtrack keeps you involved.



PRO TIP: In the robot battle, wait until your opponent tosses a projectile at you. Block it, move in for a straight punch to his gut, then back out. Repeat the sequence until he's done for.



PRO TIP: This switch creates a floating raft that gets you out of a difficult jam. Jump on the platform, and it starts heading left. Simply duck through the spikes that lie ahead. Don't let the platform get too far away - you'll need it again later.

The smooth graphics are supported by solid animation for all the characters, even during the super-size robot ride. Occasionally, though, the action gets so intense in the game's later levels that the Genesis bogs down and the animation momentarily slows to a crawl.

Stormy Knights

Despite some minor flaws, Sparkster's a good progression from the original. The four difficulty levels don't just add more enemies, they actually throw fresh sections at you. You'll have your hands full. Whether Sparkster saves Princess Cherry is up to you, but the path to victory's a real blast. **B**

Genesis Game Profile

Sparkster: Rocket Knight Adventures 2

(By Ronan)

GA

You're in for rompers' fun when you help Sparkster with his latest adventures.

Four difficulty levels, new attacks, and a super-size robot ride keep the Rocket Knight saga fresh.

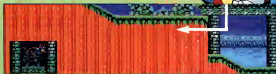


Price: \$49.95
1 player
Available Online: No
Available on: Genesis
1 player

2 player
Rate: New
Multiscrolling
Password



PRO TIP: Stage 2 gives up an extra life, but it's tough to get. Stand to the right (as shown), so you don't trigger the cyclones. To grab the 1-up, rocket straight up, then rocket diagonally down and to the left as you're falling.



PRO TIP: Near the end of Stage 1, drop down and pick up some bonuses before grabbing the two rockets. Rocket to the left to find a hidden passage that leads to an extra life.



Report To The Bridge.



Welcome aboard the U.S.S. Enterprise. The bridge is under your command.



Beam down to unknown planets. But choose your team carefully. Each crew member has special strengths.



And alert! Enemy ship attacking! Use your shields, fire cannons and phasers to defend the Starship Enterprise.

Starfleet has appointed a new Commander of the Starship Enterprise*: You.

In "Future's Past," the new *Star Trek: The Next Generation*® episode for Super Nintendo®, you can be any of your favorite crew members on the U.S.S. Enterprise™. Travel at warp speed. Transport to distant planets. And... **BOLDLY GO WHERE NO ONE HAS GONE BEFORE**™.

STAR TREK

THE NEXT GENERATION

"Future's Past"



Also coming soon on IBM CD-ROM and 3DO.



By **Sassy Larry**

Enough with the dinosaur! JP: Rampage Edition is another play to keep you interested in prehistory. Betcha it's simultaneously released with the JP videotape in October. Betcha.



PRO TIP: In the Savannah Stage, you may want to progress on foot until you come to a save marker. The Gallimimus moves too quickly to collect power-ups.

The Park Never Closes

As Grant leaves Jurassic Park at the end of the first game, he sees InGen agents combing the area for dinosaur eggs. (They either want to breed the eggs or make a mighty big omelet.) In this game, you must stop the agents before they reach their goal, avoiding famished dinos along the way.

Genesis Game Preview
Jurassic Park: Rampage Edition
(By Sassy)



Want to get out? Squeeze the prehistoric sealiment of fossils under the earth's crust. Want to get rich? Squeeze the prehistoric sealiment of fossils under the earth's crust. JP: Rampage Edition squeezes a little too tightly.

Genre	Year	Cost	Online	Editor
ADJ				
33	13	4.9	16	ADJ
16 sep	1 player	5 levels	Site view	Multi-viewing
Available October				
Reference/Action				

If you play as the Raptor, you have to get your eggs to safety before someone makes a movie out of you.

The dinos remain the same. The Raptors, Pteranodons, Campys, and T. rex return, plus Gallimimus that you ride in a fast side-scrolling stage. Even worse, you face a natter species this time: Humans. Guards are everywhere, shooting, running, and throwing bombs.

Progressing through the six levels as Grant, you pick up various weapons like a deadly Flamethrower that blackens beasts to extra crispy, a buck-shot-blastin' Shotgun, and a Machine Gun. Dr. Grant, meet the Terminator.



PRO TIP: In the Antary, always shoot at the Pteranodons. One will unexpectedly swoop down and fly you back up to the nest. The most important things to look for are save markers.



PRO TIP: In the Axons, search the walls for hidden areas. Watch to see if a dinosaur, such as a Campy, runs in and out of the walls.

JURASSIC PARK: RAMPAGE EDITION



PRO TIP: Bombs are very effective against the Pteranodons.



PRO TIP: The Finneybrower is tricky. Don't count on it against the Raptors.

Strollin' Through The Park

Though similar to the last title, the graphics lack realism. All the characters look as if they've been outlined in black crayon, making the game more cartoony. The back grounds are nice, but they're too reminiscent of other Genesis forests. It's Flashback and Jungle Book combined.

The standard sounds won't send chills down your back. The humans' and dinos' death yells are very similar, and many sounds were ported over from the first title, so don't expect much.

The controls seem difficult because the dinosaur A.U.'s



PRO TIP: On the Cargo Ship, you may have to blast ceilings, floors, and walls to find accessible entrances or exits.



PRO TIP: At the beginning of the Antary stage when the Pteranodon is taking you to the nest, shoot everything in sight. If you're lucky, you'll take out a few animals and guards, so there'll be less for you to fight on the way down.

this game is faster and more lethal than it was in previous versions. Raptors don't just roam aimlessly waiting to get shot—they pounce and slash at you. Getting Grant past the dinos will take a lot of shooting and scoping.

Extinct?

Jurassic Park was a great title on many platforms. This attempt to cash in on the movie's fame, however, is side-scrolling mediocrity. Plenty of work for the thumbs, but none for the brain. If that sounds like you, then Park it here. **B-**



In the graveyard, Firebrand must burst through Beith's claw to recover the Crest of Fire.



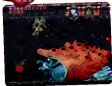
Before he may enter the Demon Realm, Firebrand must confront Samsu, the dragon gatekeeper.



ALL HELL IS ABOUT TO BREAK LOOSE.

Your spine will tingle as you enter the terrifying Choul Realm, where the evil Phalanx has hidden the magical, powerful stones of the Demon's Crest in his plot to form a destructive empire. Their return is up to you and Firebrand, a flame-spitting gargoyle who morphs into unique and powerful forms—each with startling attacks and powers. To restore peace, you must conquer Phalanx and his minions on seven treacherous levels by collecting weapons, gems and treasures. It's a hell of a way to have fun.

CAPCOM



Firebrand morphs into the Tidal Gargoyle, in an effort to shoot the Malotarian snail.



Genesis



By DC Rider

Your favorite bouncing bobcat is back, ready to rescue world history from the clutches of Onker P. Hamm. Bubsy II looks, sounds, and plays better than the original, but it still lacks the punch to take it over the top.

My Boy Bubsy

Bubsy II shares a lot with Bubsy I, but it has some changes, too. As in the original, you run, jump, and float like a leaf through lengthy side-view adventures. Bubsy II's worlds are more complex, however, and usually there are several ways to arrive at a particular place, with interesting side paths along the way.



PRO TIP: Gravity isn't the same in every world, especially in Space. Take time to find out how far and how high you can jump.

to replay a level. Bubsy II also includes three new minigames that provide a welcome diversion. Like carnival sideshows, they don't have much effect

animated, and good sound effects—including funny digitized sound bites from Bubsy—add to the fun.

Nine Lives...And Then Some

Bubsy II's big weakness is its easy challenge. The Amazatonum just isn't very deadly. Furthermore, Bubsy now sports three levels of health in addition to his traditional nine lives (which are quickly augmented by abundant power-



PRO TIP: Don't forget to check under the tree roots in the Medieval world.



PRO TIP: It takes some doing, but long falls can be fatal. Look before you leap.

ups). Even if you die ugly, you'll still need both hands to count your remaining lives. Younger or novice gamers can cut their teeth on Bubsy II, but if you have a challenge is slamm'n' with Sonic, you won't get much of a bang out of Bubsy. **B**



BUBSY



PRO TIP: After you play a minigame, the access door becomes a warp door.

Even better, you play with cool new toys like a Nerf cannon that blasts baddies and portable holes that enable you



PRO TIP: Can't find the Liquid Lamecy minigame? Try on a diving suit.



PRO TIP: Don't hop blindly into water flows when you're in Egypt. If one dumps you in a pool, you're finished.

on the main attraction (that is, they won't hurt you), but they sure are fun.

Another improvement is in the controls: Your bobcat has better reflexes than ever. Bubsy moves sharply and predictably in this game, and he jumps more accurately. But Bubsy's not getting older, he's getting more nimble.

Go Where You Want

Slapstick graphics and sounds carry the day, particularly the bug-eyed, screaming sturt frogs in the Frogapult. The on-screen characters are smaller than they were in the original, and they're also less detailed. But Bubsy and the bad guys are entertainingly



PRO TIP: Frogapult is the best way to rack up extra lives. You get one for every five targets you hit.

Demonic Game Profiles

Bubsy II

(By Anonimus)

GA

Bubsy's had a face lift, and he has new worlds and toys, but there's not enough white-knuckle action here to satisfy veteran gamers.

Graphics	Sound	Control	Network	Challenge
4.5	4.5	4.5	4.5	4.5

\$24.95
16 megs
Available October
Action/Adventure

2 players
16 levels
Side view
Multi-rendering

ADJ

THE MAKING OF THE WORLD'S FIRST REAL TENNIS GAME.

Somebody finally
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It's EA SPORTS.[™]

First off, we
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like all-time
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stars like
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Then we prodded.
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And picked
coaching legend
Vic Braden's
brain.



His tips help you
master an arsenal
of shots to crush
Leconte's serve
and volley. Or Laver's
baseline game.



Guess
winning
isn't
about the shoes
after all.

Next on
Vic's list
is total
control of
your
strokes
and
temper.



But not
too heavy on
the temper,
after all,
close calls
are part of
the game.



And if pummeling your
opponent isn't motivation
enough, we
livened things
up with 16
International
tournaments,
player
rankings



and tons of
prize money.

Hey,
it's the
real thing
and it's all
in here.



**EA
SPORTS**

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PS4
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EA
SPORTS
IMMERSIVE
GAMES
IMVU



By **Quick-Draw McGraw**

This long-awaited sequel to *Lethal Enforcers* unloads new twists, a Western setting, and a ton of action that put it a shot ahead of the original.



PRO TIP: Many weapons are hidden in the game, so shoot every breakable object.

Can't We All Just Get Along?

Lethal II takes you back to the days of the Wild West, where gun-totin' villains are robbing everything from banks to stagecoaches. It's up to you and your trusty Justifer gun to protect the innocent and stop the mayhem. One or two players (simultaneous) can move up through the ranks (posse, deputy, sheriff, and so on) as you tame the West.

Your standard six-shooter, which is sold separately, is

carried over from the first cart. By shooting at guns on-screen, you can upgrade to double-barrel shotguns, Gatling guns, and even cannons. Bad weapons to fight bad hombres!



PRO TIP: This first-level boss can be tough. Keep him under constant fire so he can't shoot his cannons.

LETHAL ENFORCERS II

Gun Fighters



PRO TIP: Don't just shoot anything that moves. Listen for innocent victims who call for help. If you shoot them, you lose stars and points.



PRO TIP: Some special weapons can be refilled. Take advantage of this option before you lose it.

Much like the first game, *Lethal II*'s graphics are hot. Although the blood and gore were left out, the clear digitized sprites will have you ducking behind the couch,

and the realistic 3D-style backgrounds give you more Western flavor than *Tombstone*.

Eat Lead!

In the sound department, *Lethal II* is everything its predecessor was and more. New digitized voices and enemy sound effects will inspire you to heroic deeds. The best fea-



PRO TIP: The accuracy report tells you your present rank and gives you something to shoot for as you improve.

tures, though, are the shooting effects. Each weapon has a distinct firing pattern that creates an intensely realistic shooting experience.

Although you can use a regular controller, you gotta go with the gun. Every gatta who's ever used the Justifer is acquainted with its accuracy and quick trigger action. This premier light gun is more effective than it was in

the first *Lethal*, especially when you're targeting moving objects. And it's Magnum-style cas-



PRO TIP: Constantly shoot off-screen to refill your gun - you don't want to be caught without bullets in a situation like this one.



PRO TIP: When this boss raises a barrel above his head, shoot it and then nail him. Repeat this pattern until he's dead.

ing feels more realistic for a Western shooter.

Best in the West!

Lethal II is just as good as the original, and its new features will make it one of the hottest shooters of the year. Are you quick and accurate enough to survive the Wild West? Well, are you, plim? ☐

Genesis Game Profile

Lethal Enforcers II - Gun Fighters

(By Konami)

AAA-13 A smashing new sequel, *Lethal Enforcers II - Gun Fighters* is a hot Western shooter with exceptional features, intense game play, and, of course, the Justifer.

Genre	Lead	Level	Feature	Quality
Shooter	4.0	4.0	4.0	4.0

ADJ.

Price: \$49.95
18 maps
Available October
Shooter

2 players
8 levels
Pistol-guns and rifle
Gun and accuracy

Genesis



By Manny Lallanuca

When you pick up a game called Boogerman, you know right away you're in for a weird, on-the-fringe-of-taste game. Interplay has constructed a game that will appeal to fans of the Ren & Stimpy and Beavis and Butt-Head type of humor, because Boogerman uses bodily functions as weapons.

'Snot Very Polite

For every superhero, there's a mad scientist who needs defeating. Boogerman's adversary is Professor Stinkbaum, who's found a way to take the world's waste and send it to another dimension called Dimension X-crement. When things get out of control and criminal behavior starts creeping into the process, Boogerman comes to the rescue. And he finds himself up against many weird creatures like goblins, trolls, and ghosts in five worlds spanning 41 spacious levels.

Luckily, Boogerman is equipped with...well, he doesn't really have any special weapons, other than what he was born with. He can pick



PRO TIP: In Level 1, when you drop off the cliff to this spot, blast the rock with a Super Bury. Don't forget to grab the cape beetle!



PRO TIP: Grabbing enough plungers to build a ladder gives good bonus points - and makes Boogerman happy, too!

boogers at enemies, with some milk he can hawk loogies, and he can belch with damaging effects. His most powerful tool is...well, his butt blast! He can let off a little stinker to take out an enemy, or deliver something bigger for maximum destruction. With a chili pepper, he's a flame thrower - and he can even fly.

The Sound of Mucus

As you might expect, Boogerman is filled with juicy noses and visuals for each on-screen



PRO TIP: Finding a regular supply of mucus is important so you can throw boogers. Jumping an enemies isn't always safe, especially if lots are around.



PRO TIP: When you face Hushbox, park on the branch to get some height above the various attacks. Drop down when he flings the chicken, then return to your perch.

action. The only wacky problem comes with the many digitized voice samples, which are somewhat raspy. The graphics and animations, on the other hand, are really slick and comical to match the game's premise.

Control, at first, seems to be pretty excruciating, as many of Boogerman's excretions and expulsions are control pad and button exercises.

It doesn't take long to execute his excessive arsenal and extradite his enemies' extors to into extinction. It's an extravaganza!

Butt...There's More!

As disgusting as Boogerman can be, as a video game it's fun to play. It almost comes off as a parody of last year's Disney's Aladdin, with extensive, challenging levels that



PRO TIP: In the royal caverns, you can't have these bobbing creatures. Just time your moves past them!



The Palace stages are reminiscent of Aladdin's journey on the Genie's - though quite a bit grosser.

PRO TIP: If you crisscross over some of the same terrain, you may meet enemies that weren't there previously. Take your time as you forge ahead.



PRO TIP: In the early stages, you have to work your way through the trees' upper branches to get full bonuses.

take you up and down, left and right, and in and out of distant areas (using noses and toilets as transporters). Boogerman is a gas to play; it doesn't stink, and it looks E.U.-tiful. You'll have a blast! **B**

Genesis Game Profile

Boogerman

(By Interplay)

100% In a game that's guaranteed to unnerve the faint of heart, Interplay has created a gross platform game and character that we pick to win by a nose.

Genre	Year	Genre	Editor	Developer
Adventure	1995	Platform	Interplay	Interplay
Price and availability	41 levels	Site visit		
15 mags	Available November	Without a tag		
Adventurers	Presented			
1 player				

they've got
claws
they've got
venom
they've got
teeth
you've got
BANANAS?

Not just any. They're not the kind of bananas you eat up in cereal. They're the kind that can eat down a mountain top, spit-hot looking under ketchup hot, spicy pop, or totally insane music melody. In the new video game, Disney's *The Jungle Book*, you become one with your hat and really meet up someone else's. You'll see all your favorite best through 14 different play levels.* Plus 5 wild bonus levels. With characters and songs straight from the Disney movie, Disney's *The Jungle Book* even features more like super-smooth animation. From Virgo and Disney, the same companies that created *Aladdin* for the Sega™ Genesis™ System. So make like a banana...and split for your nearest video store.

Available for all your favorite game systems.

Disney

The Jungle Book



Disney

*Some features may vary depending on your game system. Available on the Sega™ Genesis™ System, Sega™ Saturn™ System, and Sega™ Dreamcast™ System. © 1998 Disney. All rights reserved. Disney's *The Jungle Book* is a trademark of Disney. All other trademarks are the property of their respective owners.

What do you do
when you see a
fire-breathing,
skateboarding,
karate-kicking, out-of-control
dinosaur coming at you?



GET OUT OF HIS WAY.

radical

REX[™]

He's the raddest baddest fire-breathing Tyrannosaurus ever to shred prehistoric pavement! This Mesozoic-bad-boy-on wheels is out to kick some butt, rescue his mate squeeze and save the dinosaur race.

Rex sports his flame-breath.



Radical Rex thrashes on his board.

Slam through ten wild levels of jammin' jungles, freaked-out forests, primeval swamps, haunted dino-graveyards, piranha-infested underwater caverns - and the belly of a giant dinosaur! No sweat for the Recmaster - 'cus he's too hip to be extinct!



ACTIVISION



By *Andrews*

This great puzzler offers the familiar twists and turns of Columns and Dr. Robotnik's Mean Bean Machine, with some Pac-Man thrown in for good measure.



Genesis

PacAttack

Chomp On

In PacAttack, you chow down on three play modes. In Tetris-like Normal play, you juggle puzzle pieces that drop from the top of the screen. The pieces are composed of blocks, the familiar Pac-Man Ghosts, and occasionally Pac-Man himself. You manipulate the pieces to stack them in rows at the bottom of the screen. When you complete a row, it disappears, earning you points. Ghosts, however, clog up the rows, so you must guide Pac-Man to chomp 'em up. The game's challenge lies in keeping the screen clear.



PRO TIP: Try not to completely surround Ghosts with blocks. If you do, it's almost impossible to get rid of them.

The game's other modes, Puzzle and Versus, are variations on the same theme. In Puzzle, you solve increasingly



PRO TIP: In the easier mode, have the Fairy land as high on-screen as possible to take out the most Ghosts.



PRO TIP: Check out which place is in store for you next at the preview window at the left of the screen.

difficult challenges within a certain number of moves. In Versus, you compete against another player, which is the most enjoyable way to play.

Looks Good, Tastes Great

Rounding out the fun, the simple graphics and variety of tunes look and sound surprisingly good for the Genesis. PacAttack's certainly a very familiar formula that follows the tradition of other puzzle greats, but the addition of one of the top video game stars of all time gives the game a nice strategic twist. It's well worth a trip down memory lane. **B**



By *Henry Lefkowitz*

Nothing's worse than Colonel Brown's sludge! He's spread it throughout North Sterling-ton's sewers, causing animals to mutate into the most hideous creatures. In this unique scroller, you must stop these sludge monsters before the nasty Colonel takes over the town.



PRO TIP: Near the end of the first stage, use your ball to spring above the rope for a heart and a burger!

He's a Sludge Hammer

Luckily, Marko and his football—well, soccer ball—to us here in the colonies—come to the town's rescue. The sludge has given Marko's ball the ability to move through the town's myriad nasties. He can also use it to bounce higher than normal jumping distance.



PRO TIP: On Level 2, push this box over the spikes and do a running jump to reach the platform above. Immediately leap up, and you'll find a cache of bonus lives.



PRO TIP: This location in Stage 4 brings you an extra life.

Domark has done some fabulous animation in the game. Marko and his surroundings have a heavy cartoon appearance, from Marko's oversized head to the goofy-looking characters he faces.

MARKO

The musical accompaniment is crisp, but the sound effects are weak or, at times, tired and unoriginal.

The cart offers deep game play and loads of fun, but the enjoyment is pulled down a few pegs by the control mechanics. Marko maneuvers the ball in various ways, and you sometimes get frustrated when you can't direct it just where you want—or even get the ball on your foot quickly.

Close to the Marko

Marko's mixture of cartoony graphics and fairly intricate controls is often confusing, which could alienate some gamers—it's like an overloaded Mario game. If you're looking for a uniquely designed game, however, Marko's Magic Football is a kack. **D**

Marko's Magic Football By Domark



\$44.95 12 years
16 megs Side view
Available October Multitasking
1 player Parents
1 player Best value: GA

PacAttack By Namco

Genre	Style	Genre	Parents	Controls
ADJ.	ADJ.	ADJ.	ADJ.	ADJ.

\$44.95 2 players
4 megs Side view
Available now Parents
1 player Best value: GA

POWER. JUSTICE.
DARKNESS. LIGHT.

Two halves of an ancient puzzle
are the only hope.

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PRODUCED BY MATTHEW BERKE EXECUTIVE PRODUCERS GARY B. KIBBE EXECUTIVE PRODUCERS SONUP R. SHAH AND ANDERS P. JENSEN WRITTEN BY MICHAEL DAVIS & PETER GOULD AND

MARK BRAZILL PRODUCED BY SUNIL R. SHAH, ASH R. SHAH & ALAN SCHECHTER AND JANE HANSHER & DON MURPHY

CASTING BY JAMES YURICH

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Coming Soon to a Theatre Near You

Genesis

Knights of the Sky

By Captain Squideo

Knights of the Sky wants to soar like the Red Baron, unfortunately it puts along more like Snoopy. Dreamer's dogfights? KOTIS presents 54 World War I aerial



PRO TIP: In a dogfight, try to attack your enemy from above and behind.

campaigns, positioning you as either a gunner on a bomber, a bombardier, or a fighter pilot. Battles mix overwrought point-and-click strategy with mild shooting action.

"Action" is misleading, because this game is slow and uninvolved. The overhead-view maps have tiny icons, and the side-view dogfights are like old Atari games. Brief battle stories and philosophical quotes make feeble attempts to intensify the experience, but they can't overcome the weak graphics, put-put sound effects of dogfights, and hard-to-aim guns.

Ultimately, Knights is too strategy-heavy to really fly



PRO TIP: Airfields are prime bombing targets. Get your planes airborne so they're not caught on the ground.

Knights of the Sky by MicroProse



Price not available
2 maps
Available on Windows
Available on Mac
1 player
1 campaign
Multiple views
Multitasking
Sega rating: GA

Genesis

Beethoven

By Scary Larry

Beethoven's blah is worse than his bite. Send this kiddie side-scrolling game to the pound.

Beethoven is a colorful kids game that's easy, simple, and doesn't ask much. Guide Beethoven through five bright levels to find lost puppies. Each pup has its own special skill, such as jumping or running. Beethoven himself sends showers of drool against non-threat-



That Genesis ain't is sure acting weird. Maybe you're using the wrong power supply.
oring enemies like snails and vacuum cleaners.

The graphics and sound are just what you'd expect: bright and childish. Small sprites make the backgrounds look immense. The sound should be muted with its pathetic dog noises and too-cheerful music.

Control? Pick a button and press it. No one over the age of four is going to stay with the dog for long. Ultimately, Beethoven bites



PRO TIP: Use the bushes as jumping spots.

Beethoven by Hi Tech Entertainment



Set to 2 maps
Available on Windows
Available on Mac
1 player
2 levels
Side view
Multitasking
Sega rating: GA

Genesis

Barbie's Vacation Adventure

By Couch Kyle

Young girls—and we mean young—should like this cheerful game. It's fun and educational.

Barbie goes across the U.S. to states like Wyoming and Florida for her vacation. Activities along



PRO TIP: Wait for this turtle to give you a platform so you can cross the Wyoming creek.

the way include camping, horse-shoe throwing, and volleyball. The basic puzzles are on the level of arranging text pieces and finding hidden presents.

Simple games can still have better graphics and sounds than this one does. The backgrounds are bright but flat, and the sounds are pretty risky. Bouncy music keeps things light.

With only a single button to press for every activity, even pre-schoolers should be able to complete these tasks happily. The nice variety of sports and puzzles should captivate the youngest novices, at least for a weekend.



PRO TIP: Jump as your horse's nose reaches the obstacles.

Barbie's Vacation Adventure by Hi Tech Entertainment



Set to 2 maps
Available on Windows
Available on Mac
1 player
2 levels
Side view
Multitasking
Sega rating: GA

Genesis

Baby's Day Out

By Dr. Devon

If you're among the few fans of summer's movie dud Baby's Day Out, you might like this slow-paced game.

Kidnappers snag the baby, but he escapes and goes for some adventures. You're a helper who guides the crawler through simple point-and-click problems like moving blocks around so he can reach new heights within the time limit. The puzzles aren't tough, but



PRO TIP: Surround the baby with orange blocks so he's forced to climb up these stairs.

an inaccurate, loosely floating cursor makes them a challenge.

The graphics are decent. The baby and kidnappers are stiff-moving digitized sprites, while the backgrounds are clean and colorful. Unfortunately, the music plods, and the baby doesn't make any funny noises.

Young gamers might like this slow baby, but veteran gamers will let the kidnappers keep him



PRO TIP: Mail the kidnappers before the baby crawls through the gates.

Baby's Day Out by Hi Tech Entertainment



Set to 2 maps
Available on Windows
Available on Mac
1 player
Side view
Multitasking
Sega rating: GA



Jack Dorian
The Great Feedback

IT'S NOT WHETHER YOU WIN OR LOSE. IT'S HOW MANY OF THESE ARROGANT SLIMEBALLS YOU TAKE DOWN WITH YOU.



Says to it: Wolf Jam, master of ceremonies in white full arena arenas, he introduces you to the grotesque bosses of 10 different enemy teams. They issue you a challenge and you accept. Or run like hell.



It's your boss of these genetically gifted humans, against the rest of the arena race. Rules: your arms, knees and shoulders straighten, and for weapons use all the steel pipes and twisted body parts they can get their hands on.



Meadow Falcus, boss of the Anurogiga Rome team. Like the other team bosses, she'll badge, taunt, mock you and issue you a bunch of other challenges. Do as a favor. Make her eat her words.



In **Metal Rampage: Body Slam**, you'll clash with thugs of every conceivable size and ugliness. Because in the plague-ridden, post-apocalyptic year of 2060, they rule the rubble-strewn cities of Earth. And to make matters even worse, they talk trash. Guess you'll just have to waste them. Because there's only one thing that's more irritating than getting your face rearranged by a scum-sucking mutant who's best on rampage. Listening to him rub it in afterward.



Model 100 CD-i
Price per CD-i: \$199.99 (Suggested Retail Price)

You Guys Finally Made It To Sega. What Do You Say?

It's about time... so chill!

Sounds like a sweet deal!

Sounds great! ...How 'bout a hug?



The mayhem continues as this carnival-gone-bonkers takes their hugely successful show to your SEGA™ GENESIS™ System. They'll be kicking and screaming all the way as Bad Mister Frosty and the malleable mob smack it out in ClayFighter™, the hilarious head-to-head action fighting game.

Let the clay fly as huge clay animated characters come to life in this major 16-Meg cart.



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ClayFighter

Thank you
very
much!

No
crybabies
allowed!



Staggering graphics, amazing digitized sound and voices, and mind-boggling hidden moves and combos will knock your socks off! And the Tournament Mode will let you work all the kids on the block.

So, invite Bad Meter Frosty, Ickybody Clay, Helga and the rest of the gang over for a thrashin', bashin', non-stop brawl on your SEGA™ GENESIS™ system.

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Visual
CONCEPTS

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By Captain Squidoo

Looking for some Star Wars-style enemies and some Star Fox-style polygons? StarBlade is rocketing from the arcades into your galaxy with the simple kind of blastin' action that very young Jedis might like.

Star Search

As with most shooters, StarBlade has minimal plot, something about Planet Red Eye, a mighty Wave Cannon, and the Federation of Planets. Basically, you're a jet jockey with a first-person perspective on a deep-space rumble, and your mission is to target your cursor and fire at virtually everything in range.



PRO TIP: Position your targeting cursor mostly in the center of the screen, since most enemy ships and shots cross there.

Simple controls keep the shootin' fast and funous. All you do is aim with the directional pad and shoot a single weapon with a single button. That's it—you don't steer your ship, grab power-ups, or swap weapons. Such simplicity appeals to young gamers, but veterans of other wars will long for the

directions. Some have a real Star Wars look to them, especially the huge triangular cruisers and the mechanized Death Star clone. At times, complex asteroid fields fill the sky, and a planet's topography unfolds beneath you. The only drawback with the graphics is the targeting difficulty: Your targeting cursor often gets lost among the many explosions and crisscrossing ships, making survival difficult when the going gets especially rough.

The clash of warfare has rarely sounded so good. You hear other pilots' voices crackling

PRO TIP: As enemy ships head into "hyperspace," fire into the center to score late hits.

over the radio, and explosions resonate with satisfying power. Standard zings and zaps round out the effects.

Blade Running

Good graphics and sounds, simplistic controls—so StarBlade's ideal for novice pilots, right? It is, but the shootin' action gets intense enough to test the skills of all pilots in training. It's a fine fight, so young jockeys should climb aboard. StarBlade's sharp! □



PRO TIP: You'll be tempted to fire at the large, slow-moving destroyers, but wipe out the quick fighters first.

STARBLADE



PRO TIP: Take out the approaching red missiles in this polygon field before you blast the enemy white ships...



PRO TIP:...which is also your strategy on Red Eye. The red missiles are again your first targets.



Enemies Ahead



flying tactics and complicated armaments of sophisticated space shooters like Wing Commander.

Star Tours

The graphics need to be good when the action's so basic, and StarBlade's graphics deliver. Speedy polygon-based, variously shaped enemies swoop in from all

Sega CD Game Profile

StarBlade

(By Thomas)

GA Solid space shooter in a polygon-filled universe—sound like Star Fox? StarBlade's much simpler, but it's still a good workout for novice jet jockeys.

Expert	Star	Good	Follows	Beginner
10	10	10	10	10

ADJ

500 MB
CD
Available now
Shooter

1 player
Arcade
First person view
Vertical scrolling



By Scary Larry

If you ever thought that R2D2 was just a pawn in the Empire's grand scheme of things, now you're right! If you ever wanted to say "checkmate" to Darth Vader, here's your chance.

The Empire Knights Back

Star Wars is not for everyone; the strategy of chess is not for everyone. But if you like either, this game is for you. Star Wars Chess may progress as slowly



Chewie puts his own spin on the game—and on the head of a Token Rider.

as a Star Destroyer, but you've never seen a chess game with so many action scenes.

The rules of chess apply here. You're out to take control of the Empire's board, and you've got the finest of the Rebel fleet to help you. R2D2,

Sega CD Game Profile Star Wars Chess

(By Software Technology)

MEMO Members of the Rebel Alliance have a new way to assault the Empire. Star Wars Chess doesn't require quick trigger fingers, green-beaked-the-ears pilots, or Jedi fighting skills. This game just wants to TIE one in the chess arena.



Price not available. CD. 2 players. Available now. To purchase view

C-3PO, Princess Leia, and even Yoda make appearances, as do Darth, the Emperor, Stormtroopers, and even some of the Empire's hardware, like the two-legged AT-ST walkers.

Don't feel like playing as the goody-two-shoed Rebels? You can choose to play for the Dark Side. The action heats up as you set skill levels (Novice,



PRO TIP: There are no Pro-Tips, except for those that exist for chess (which are too numerous to print). Read up on classic chess strategies or learn from a friend...and enjoy these great animation sequences from the game!

Amateur, Advanced, or Expert) for the computer or for a friend in the two-player mode.

Movie Magic

The chess game play may be standard, but the animated sequences when you take down a piece are far from it. Watch Chewbacca stomp on a Stormtrooper or Yoda get



C-3PO goes down the tubes, or... up the tubes!

vaporized by Vader. You'll laugh at the detailed animation—it's like watching out-takes from the movie. You're even rewarded (or punished)



Will the Rebels survive?

It's in your hands!

STAR WARS CHESS

by scenes from the movie when you're done.

The accompanying sound has the quality of an orchestra. John Williams's rich, evocative



Boba Fett takes out the knight!

score is permanently etched on moviegoers' brains, so you'll recognize the music. Every sound effect, like the Lightsaber duel, is taken straight from the movie. It's an audio treat.

The controls are as simple as using the Force. Moving a piece, dropping a piece, and switching in the menu require

simple button presses, so you don't need Jedi training. Read the manual thoroughly for explanations of the options, and you're set for chess, Lucas-style.

Star Bores?

Although action/adventure flicks like the Star Wars trilogy seem like action-only video games, this cart provides a fun way to play chess. Chess purists and Star Wars purists alike will enjoy this one. Most impressive! **B**



R2 holds his own in this game.

**16 Megs of Awesome Power...
3 Dimensional Polygon Graphics...
Powerful Sound Track...**



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your Sega™
Genesis™



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VIEWPOINT™

An Arcade hit on the Neo Geo System!

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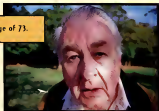


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The fastest, most technologically warped game machine on the planet.

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Killer CD sound. In-your-face 3D graphics.

If the 3DO system were any more realistic, you'd be poking alien brain matter out of your ground down teeth.

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Otherwise, heat the milk to 150°, pour over toast, and call mommy.

Peace.

For a 3DO dealer, call 1-800-REAL-3DO ext 999. If you can't find these products, call 1-800-356-3506 to order them directly from 3DO.

Super NES

DEMON'S CREST™



By Captain Squados

Tired of shallow action/adventure games that are all explosive flash with no substance? *Demon's Crest* brings depth and artistry to the action/adventure genre, making it one of the season's top SNES games.

Demon's Quest

The same people who brought you *Super Ghouls 'N' Ghosts* in the early '90s have finally released a follow-up to that SNES action/adventure classic. While Arthur and his Princess are missing from this game, many of the same ghouls 'n' ghosts are here, as well as much of the same tried-and-true game play. This time, you play as the ugly Red Demon, one of Arthur's toughest enemies in the earlier game. He's still a bad guy, but now an



PRO TIP: Beware the dragons by flying over his flames and shooting at his head when he lowers it. Careful, though—just when you think he's dead, he makes a last attack.

even badder bad guy has scattered the *Demon's Crest* (no, it's not Satan's toothpaste, it's a circle of six powerful stones), so Red embarks on a crusade to recover them.

And what a crusade it is. Along the way he encounters all manner of zombies, ghosts, slithery beasts, and big bug-like bosses. Red battles them all with the basic skills every



PRO TIP: To shoot without getting shot, use your *Hover* move to fly from a safe distance.

PRO TIP: Can't get out of Stage 1's cemetery? This password will get you airborne over an overhead-view map, so you can pick your next demonic destination:

G D B F
Y L P V
H X J S
Z N C S



Super Demons 'N' Ghosts



Look familiar? Welcome to...



...the Super Ghosts 'N' Ghosts cemetery!

demon needs! He flies, clambers onto cliffs, and spouts fiery breath as his all-purpose weapon. Better weapons await, however. Each time he finds part of the *Demon's Crest*, he gains a new Gargoyle power, including super strength, the



PRO TIP: As you fight through the jungle, you can splash in the water for only a second as the Red Demon. If you fall in, avoid the spiked ballbars and sides of the moving platforms.

ability to breathe and fight underwater, and a technique to reach higher areas. Using each power properly, plus some talismans, spells, and potions, adds a strategic element to the game play, separating it from standard run-n-shoot action/adventure titles.

For some gamers, the moves and magic will add a



PRO TIP: Time your jumps right, and you can barely clear the repeated charges of Stage 1's boss. When he's stationary, hover and shoot.

welcome complexity to the controls. Once you're deep into the game, you have to switch quickly from one new power to another to get past various obstacles. The switching requires you to sort through a menu that some gamers may find cumbersome. The powers themselves take a little practice to use effectively. Once you master the moves, however, you can maneuver efficiently and shoot accurately.

Realm of the Demons

Although they may be a bit cartoony for some tastes, the graphics are wonderfully gnu-

Super NES Game Profile

Demon's Crest

(By Capcom)

Part *Super Ghouls 'N' Ghosts* and part strategy game, *Demon's Crest* is a gruesome-looking, well-crafted adventure. You'll have a demonic good time!



Price not available
18 maps
Analysis Revenant
Action/Adventure
1 player
4 views
Side view
Multi-scrolling
Passwords

some. The colorful, well-illustrated backgrounds look like scenes from hellish nightmares, with lots of craggy



PHOTO: Near the end of the jungle, this ridge of fire bombards you with fireballs. Watch for falling sparks — they show you where the next fireball will fall.



PHOTO: Not only does this fire monster leap at you, he sends fire birds fluttering your way.

mountains and haunted graveyards. You'll recognize some enemies from Super Ghouls 'N' Ghosts, especially the zombies and ghosts. Of the many graphical highlights, a huge decaying dragon starts things off impressively, and the Red Demon flies with powerful grace. Thankfully, the slowdown that marred Super G 'N' G has been exorcised.

The sounds of this world aren't as rich, however. The



PHOTO: When you pass the cemetery's first wave of spiders, don't immediately jump onto this first moving platform. Instead, climb down the cliff to a hidden room with a potion.

sonorous music drones on repetitively, and all the beasts must've lost their voices in the damp weather. A few good

sonic details, such as Red's flapping wings, don't compensate for what's missing.

Go Crest Crazy

With so much to like, DC is a demon's delight. If there's a flaw in the game play, it's in the enemies' repetitious attack patterns. Most of the main



PHOTO: As you travel through the ruined town, break windows with your head butt. You'll occasionally find helpful icons.

monsters use simple swoop-and-shoot attacks reminiscent of Super Ghouls 'N' Ghosts, and few obstacles are super challenging, but the varied graphics and strategic depth are so intriguing, you may not mind. Fans of Arthur's original adventure surely won't, and neither will fans of good action/adventure games. Demon's Crest rises to the top. **C**



PHOTO: The main altitude is over the hidden graveyard. Changing hands by making you down.

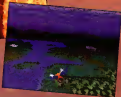


PHOTO: As you climb, you can fly up the cemetery's high tower look for this series of icons in the wall. There's a hidden room to the right, but you need your Gargoyle powers to open it.



Decaying demise

Once you beat the first stage, you can fly to other areas in the demonic kingdom.



Illustrations of Enemies



The Red Demon



The Demon Dragon



The Demon's Crest



Demonic battle



Flying into the demon's realm



PHOTO: Best Arms by dodging his shots and firing back. He swoops quickly, so be ready to fly over him.



PHOTO: Use your Gargoyle powers to open the hidden room in the cemetery.



PHOTO: One of your Gold Pieces can be used to buy the potion, which is expensive, but it helps kill all nearby ground attackers.



By The Unknown
Gamer

At first glance, *The Lion King* is a breathtaking game with stunning graphics and sounds that beautifully capture the mood of the animated Disney film. At first play, however, the game is fraught with repetitive, tedious game play that's too daunting for beginning players and too annoying for experienced ones.

Try To Be Proud!

The game draws heavily from Disney's animated movie *The Lion King*. As Simba, players grow from carefree cub to ferocious adult lion. You must survive exile and recapture Simba's kingdom through



PRO TIP: When you encounter the badenops or porcupines in the Pridelands, run at them as fast as you can. They usually will retreat. In other stages like the Pridelands, Simba's Exile, and Hakuna Matata, the predominantly platform-style play demands

Disney's

THE LION KING

a lot of difficult and precise jumping and hopping. Puzzle elements add a twist to the action/adventure game play.

Simba's defensive tactics mature as he ages. As a cub, he roars, rolls, and pounces on predators like hyenas, hedgehogs, and lizards. Adult Simba



PRO TIP: Attack as often as you can. You'll receive

slashes, mauls, and even bites as enemies like cheetahs, hyenas, and, of course, Scar. If you're kingdom-esque fighting scenes. Mastering the fairly straightforward moves is not a problem, but the somewhat imprecise controls are. For example, when young Simba battles the hyenas, the process of the pounce attack is unpredictable—Simba can



PRO TIP: When you're in the Pridelands, you can often find a



PRO TIP: You must dodge both the wildebeests and rocks during the Wildebeest Stampede.

pounce in and get a hit, but the sluggish controls don't always enable you to leap away in time to avoid taking damage. Since Simba can take only a few hits before dying, this control imprecision will make you test your nerve out Midway through the game, Simba switches from cub to grown lion, with a new repertoire of moves. Some gamers might find this abrupt shift frustrating, but it's an innovative and challenging idea.

Hakuna Matata It's Not

So what's the problem? Most levels offer little more than the repetitive, tedious game play that drives gamers nuts and has nominal replay value. In the Can't Wait to Be King level, for instance, Simba leaps across some giraffes' heads, solves a monkey puzzle, nips an ostrich across a plain, climbs a stack of animals, and then solves another monkey puzzle. Once you've figured out these areas, they're exactly



PRO TIP: Don't drink drinking water to lower the water in the Pridelands. Instead, use the water in the waterfalls.



PRO TIP: In the Exile level, if you take a hit, the game sometimes will let you re-attack the porcupine. Run at them as fast as you can to avoid damage, and you'll see you getting you more to go.

the same when you replay them. Each time you progress a little farther in a level, then die, you must repeat the entire annoying sequence again and again from your last continue point—and it's just no fun after the second time.

The game play also suffers from slightly uneven pacing.

Super NES Game Profile

The Lion King

(By Wright/Disney)

Lion King has some of the best graphics and sounds we've seen this year, but the game play'll make you smart.

Graphic	Sound	Control	Replay	Overall
4.5	4.5	4.5	4.5	4.5

ADJ. 4.5

Price not available
24 mins.
Available Fall '94
Action/Adventure

1 player
33 levels
Side view
No/No/Yes



PHOTO: Could this rock in the foreground from this level be the right just down to the left? In a word: just through the right to the other side, you'll find a castle.

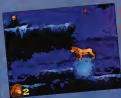


PHOTO: The game's lovely quality of focus through the air above the player's head adds

depth—don't breathe when you're usually not in control of anything you can't see or reach a single inch.



PHOTO: In the late 1990s, there were only two games that allowed characters to be captured in such detail as a Disney 3-D animated film. This is one of those two. The first, of course, was the original game.

Parts of the game are so easy, they appear to have been designed for beginning players, while other parts will pose an intimidating challenge for advanced players. Although it's unfortunate for younger players, the end result is a game that's probably best suited for intermediate gamers

Fruity as an Animated Picture

There's much to like in this game in the way of movie-quality graphics, animations, and sounds. Disney's designers created more than 2000 animation cells just for the game, and the sprites move and fight

extremely realistically. Simba's many animations and the gorgeous backgrounds evoke Pixar. Disney added digitized voices and all the tunes from the movie to magnificently round out the game's ambiance. A chill will run down your spine when James Earl Jones (the voice of Mufasa) tells you that "everything the light touches is our kingdom."

It All Starts

Oh, boy, did we want to give this game a perfect score—but we just couldn't. Despite some of the best sounds and graphics we've seen this year and

lots of challenge, Lion King's game play just isn't on a par in pace or consistency with past classics like Disney's Aladdin and Jungle Book games. Despite its drawbacks, though, the game is worth playing just for the visuals and sounds—and if you stick it out to recapture Pride Rock, you're really king of the jungle. **A-**



PHOTO: Disney has built a great world. Such worlds don't come as often as they used to. That's more of what you're getting in Lion King.

SIMBA'S GOT SOME AWESOME MOVES



WARMIN'G!



MAY CAUSE DANGEROUSLY HIGH LEVELS OF ADRENALINE



When, what's that blurr? It took EA SPORTS™ to finally bring sports games to Super NES that are fast enough to rival the real thing. So check out Madden NFL® 95, NHL® 95, and NBA Live® 95. Before they blow by you.

NEW FOR
SUPER NINTENDO
MULTIMEDIA



It's in the game.



By Scary Larry

The man with the hat is back! This

three-part Indiana Jones game is like a romp through the movies, though it was harder to get movie tickets than it is to beat this game.

Dr. Jones, I Presume?

The great thing about this game is that if you've seen all three movies, you'll recognize every scene. The first adventure takes place in the Mayan temple, progresses to the Lost



PRO TIP: Look carefully for posts you can swing from. They often lead to hidden areas.



PRO TIP: When you find a gun, use it but remember that the whip is sometimes more effective and has a greater range.

The sounds are excellent but not perfect. Although the music is great, it's the same throughout most of the game. A saving grace is the number of superb voice clips (Sean Connery's "I've lost him" is one example).

The simple controls include jumping, whipping, and punching. As in Jones's big-

INDIANA JONES' Greatest Adventures



PRO TIP: In the Mine Cart sequence, keep your finger pressed down on the trigger for a continuous round of bullets.

City of Taris, and finishes with the opening of the Ark on a remote Nazi island. The Temple of Doom and Last Crusade segments are equally familiar.

The enemies are also straight from the silver screen. You'll see the temple's natives, contemptible rats and spiders, and an even lower life form: all the Nazis you can handle. Indy being Indy, the only weapon he can

carry is his whip, though he sports an occasional gun. Both weapons have unlimited use, but if you die, you must find them again.

Silver Screen

The inconsistent graphics include many fine Super Star Wars-type graphics, along with some pretty clean backgrounds. Crystal-clear digitized

cinema scenes from the movie trilogy are spread throughout the game. Some graphics, however, could've been improved. The exciting Boulder Run from Raiders of the Lost Ark would've been better as a forward-scrolling segment, while Temple of Doom's Mine Cart race is too static.



PRO TIP: Step forward cautiously when you see this blank space in the first level, or spikes will shoot from the wall.



PRO TIP: Don't waste any time in this Temple of Doom stage. Run to the right, and when the crosshairs target you, jump.

screen adventures, the action is basic brawling through the easy levels. And easy it is, with the game's smooth, accurate controls. Some stages won't break a sweat on the brow of learned platform gamers.

The Cat in the Hat

If you think the Indy movies are among the best adventure films ever made, you'll have a great time with this game. Just like the films, though, you have to draw on the magic of movies a little when you play. Although it's not a heavy hitter like Earthworm Jim and the Super Star Wars series, Indiana Jones will take you away. But you'll be back real soon. ■



PRO TIP: When you're surfing down the slopes, avoid trees while in the air by steering left or right.

Super NES Game Profile

Indiana Jones' Greatest Adventures

(By JAG)

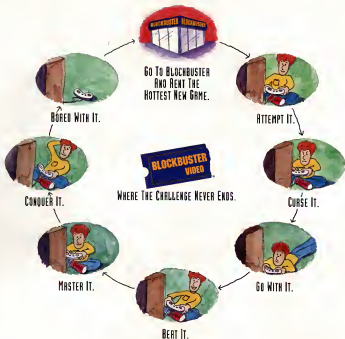
The world's greatest adventurer now has a great adventure game. Although it's not as complex or elaborate as other top side-scrollers like *Conan*, this title is a great ad for the films.



Price at launch:	1 player
18 maps	25 levels
Available on console:	Only one
Multiplatform:	Multiplatform



PRO TIP: In the Last Crusade, you must listen, as well as look. You'll hear the rush of this fire before it appears, so find a safe place and duck down.



THIS COULD BE A VICIOUS CYCLE.

Bored with your video game? Get around to Blockbuster where there's always a massive amount of the hottest games to rent.



By Scary Larry

Earthworm Jim has been hyped as the best game of the year, which may be a premature assessment. But this game does walk the walk and talk the talk, so the hype works!

For Our Next Segment

The trouble begins when a character named Psy-Crow loses his shirt...literally. The super suit he wears falls into the possession of the lowest form of life around. No, not a talk-show host, but a worm named Jim who instantly becomes a superhero, com-

plete with a rotary head and an alien-blasting gun. He needs all the help he can get because



PRO TIP: Stand on the edge of the platform when this boss starts spewing fish. This will bounce onto the spring (using your whip) to knock him out of commission.

Psy-Crow-delic

The graphics in Earthworm Jim don't suffer from bottom-of-the-food-chain-itis. Shiny Entertainment (the programmers) packed as much action and animation into each character as the SNES would allow, taking advantage of the whole 256-color palette.

The sounds are a cross between Spike Jones and Spike Lee. Funky Earthworm hip hop is interlaced with screams, yells, gonilla grunts, and clear-as-crystal snaps of Jim's whip.

This Is Ground Control To Earthworm Jim

The super-sensitive controls, however, are not so heart-worm-ing. Some stages require



PRO TIP: Shoot pesky flying critters before you advance. They're bothersome life-drainers.



PRO TIP: If you attach to a pole that doesn't move, try shooting. That'll move you.

a light touch, like the Bubble Sphere ride in Down the Tubes. Here you have a limited amount of time to find oxygen, and you can't touch the walls in another stage, you can lose a life if you fail to whip your head in just the right place. On top of that, you get only one continue, though you can win more in bonus rounds.

Getting Warmer

These control flaws are a minor inconvenience in an otherwise great game. Earthworm Jim is just what side-scroller fans are looking for. Parents: This cart is definitely a worm present for this holiday season. **C**

EARTHWORM JIM



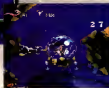
PRO TIP: To finish off the boss in Heck, continuously shoot at him before he wraps around Jim. Then avoid the bats' trails of fire that shoot from both sides of the screen.

Psy-Crow finds out that Jim has the suit, and the chase is on.

The backgrounds in this game are some of the funniest around, including the hellish Heck (where accountants are the scariest enemies around and lounge music accompanies tortured screaming) and a Tube Level (where you end up trapped in the world's largest hamster cage). Legions of enemies fill the levels. Some are expected, like crows pecking at Jim's head, while others are as unpredictable as Snowmen in Hell.



PRO TIP: To get past the Jim-bashing animals in the tube level, ride a hamster. Press Button A to make the hamster cheer up any enemies.



PRO TIP: In the underwater level, look for air-refilling machinery to get extra air. Make sure you don't crack your shell too much, or you'll explode.

Super NES Games Profile

Earthworm Jim

(By PlayStation)

Earthworm Jim is ready to set the side-scrolling genre on its ear...er, head! With great graphics, superb humor, and imaginative game play, this cart will really worm its way into your heart!



Price not available 1 player
24 mos 5 levels
Available November Size size
Advised/unknown Millions/ing

neglecting certain
body parts?

TEAM PLAYER

SIXTEEN THINGS COMPETING. HOW MANY PEOPLE. TWO TEAM PLAYERS. ONE SPORTS GAME.

[they will improve your game.]

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MOUSE

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LEGS, ARMS, WHATEVER. USE THEM WITH THIS TO MAKE ANY GAME BETTER. (ESPECIALLY FIGHTING GAMES.)

ACTIVATOR

LEGS, ARMS, WHATEVER. USE THEM WITH THIS TO MAKE ANY GAME BETTER. (ESPECIALLY FIGHTING GAMES.)

SEGA

GENESIS EXTRAS



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By Siu Mo

The Shaq Attack is after Street Fighter II, but EA made one of the biggest men in pro basketball one of the smallest sprites in a fighting game. It's done in the name of game speed, however, so Shaq is no fool.

Shaq Fu Fightin'

Shaq Fu transports the big guy into a weird fantasy land to set up one-on-one fighting. Fight in the CPU-controlled Story mode, and you save a royal child from Setz Ra, an



PRO TIP: Shaq loses the low Flaming Power Punch if you press Down and hit X.



Shaq attacks the Sacred World via this steep staircase.



PRO TIP: Press Down, Toward, and A to pull a Shaq reverse Inferno Kick.

PRO TIP: Don't skip the Game Over screens in Duel mode.

PRO TIP: The Shield's weak against ground-hugging special attacks.

PRO TIP: Shaq Fu fighters use quick animation! Jump that are ideal for psychic moves.

evil mummy, and his five cohorts. Naturally, one or two players can skip the dramatics for the Duel mode's best-two-out-of-three matchups. Additionally, eight players can rumble in a tournament.

Speed Demons

The Fu crew fires off high and low kicks and punches, fireballs, and at least three special moves each. You can pull basic Street Fighter-style bombs, but two-in-ones are harder to find. Long range speccs, such as the Beast's

Roar, are quite devastating.

But it takes more than knowing the moves to rule. You set game speed to either normal or fast...and normal makes Shaq Fu the fastest fighting game around! To keep Fu at bay, your reflexes must be lightning



PRO TIP: To lose the Shaq-artist, press Forward, Back, Forward and hit X or Y.

quick, especially against the invisible attacks of Setz Ra and the Beast.

To help you stave off a speedy bobby whispin', the controls are ultra sharp. For example, you block by simply pressing Away, but if you con-

tinue to press Away and hit an attack button, you pull a sick counterstrike! You also get a temporary Force Shield, and whenever you're in really bad shape, you acquire Fury power for one last desperate attack.

In Your Eyes

Delphine Software (of Flash-back fame) programmed Shaq, and the flowing digitized graphics are championship caliber. However, you must balance the hundreds of excellent, high-speed martial arts animations against the obvious trade-off of sprite size.

The sounds really sizzle. The music breezes by, but the cool effects really stick it to you.

Just Saying Around

Shaq's not going to be the Street Fighter faithful, but he leads them into a good fight. He's definitely got the stuff. **C**

Super NES Game Profile

Shaq Fu

(By Electronic Arts)

One of the best-known hoops stars makes his video game debut as...a martial arts fighter! Shaq gets shrunk down to size, but his Shaq Fu stands tall.



ESR: 18
Available November
Fighting

3-players
8 levels
Side view
Side scrolling

FU'S FOES



Setz Ra, the mummy



Nighty, the sorcerer



Rajah, the swordsman



Kaori, the cat-olien



Voodoo, the magician



Beast, the monster



In Story mode, Shaq must bust the vile mummy Setz Ra and his five cohorts.



**SO BIG,
ONLY MADMEN,
FANATICS AND
15 YEAR-OLDS
WILL FINISH.**

A Whole New Way of
Playing Run & Jump.

5 Huge Worlds,
30 Levels.

1 or 2 Players.

Jump From World
to World.

Play Easy, Tough or
Near-Impossible.

Bring a Sleeping Bag.

BUBSY II

HE'S WAY TOO COOL TO
JUST RUN AND JUMP

ACCOLADE



MICKEY MANIA

THE TIMELESS ADVENTURES OF MICKEY MOUSE



By Manny Lefkewicz

Disney's Mickey Mouse films, shorts and features alike, evoke fond childhood memories. Tapping that gold mine, Sony Imagesoft's Mickey Mania is a nifty side-scrolling action/adventure based on seven Mickey classics, but it's not necessarily for everyone.

On a Rodent Trip

It's hard to believe that Mickey is a senior citizen, but he made his debut in the 1928 black-and-white feature Steamboat Willy.

Super NES Game Profile
Mickey Mania: The Timeless Adventures of Mickey Mouse

(By Sony Imagesoft)

Help Mickey through seven of his old films. The trip is nostalgic and wonderfully animated, as you'd expect, but it's not fit for all mice and men.



\$39.95
 16 megs
 Available November
 Retroconversion
 1 player
 7 levels
 Side view
 Multiscreening

Dem Bones



PRO TIP: The skeleton's bouncing bones hurt you. You can move between them if you're really careful, but it's better to backtrack and avoid them. On the elevator, you must jump, then duck.

That's where Mickey Mania starts off, in monochrome splendor, followed by such films as Mad Doctor (1933) and The Prince and the Pauper (1930). Six flicks serve as game levels; the seventh is a bonus. M. Mouse purists will argue that prominent loops, such as "The Sorcerer's Apprentice" from Fantasia, are missing, but that game has already been done.

Not a Mickey Mouse Game

Controlling Mickey is extremely simple: one button for jumping and another for throwing acquired marbles. The controls respond like a charm as you discover solutions to various puzzles, which require moves such as

PRO TIP: Mickey pleads with you to get him through this one. Those things poking over the horizon aren't TV antennas.

PRO TIP: Don't miss the extra fry. Grab the Mickey Ears on your way across the boxes.

PRO TIP: Getting over these boxes unaided is a struggle. Get Pete to lay out his bouncy lamp.

PRO TIP: When Pete points, pay attention. There's a mouse on the loose!

PRO TIP: Did you ever know that Mickey was a chemist, not a fox? Mix the colored chemicals, then place the flask near the floor over a flame. The heated mixture is a blast.

swinging on ropes or pushing objects into jumping positions.

The audio is hot, with a wonderful musical soundtrack to keep you company. The sound effects are there in force, but digitized vocals are limited to Mickey's exclamations and a few other utterances.

The sharp graphics beautifully depict the rubbery Mickey going through his motions. Mouse fans will love the many visual antics, like the backward-scrolling chase between Mickey and a moose. Animations were ported over from the Mickey films, a slick move.

Mickey Mania is a lot of fun, but not necessarily for all Mouseketeers. Youngsters may be frustrated by the precise jumps Mickey must make, and even at the Easy skill level, his foes don't give him a break.

Build a Better Mousetrap

Mickey Mania looks great, provides a great Mickey-ography, and dishes out hefty challenges. Yet, what some gamers call challenging, others will call tedious. Rats... Mickey Mania is a little down in the mouse. ■



Head Crushing, Bone Snapping, Spine Popping Fun.



Can the Great Oni act his way out of total slam from Mike Haggar's clothesline?



While Gunloc tries to execute some jungle fever, King Rasta gets him in range for a gut crush.

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SATURDAY NIGHT SLAM MASTERS. NOW ON GENESIS.

Gunloc, The Great Oni, King Rasta, El Stingray, Alexander The Grater, Biff Slamkovich, Titanic Tim and Haggar have got to be the most insane muscle-bound maniacs in the history of wrestling. So, even if you execute moves like the super suplex and flying headbutt, you still might not get out of the ring in one piece. Getting totally pummeled has never been this much fun.



It's El Stingray's atomic drop vs. Biff Slamkovich's favorite pummel.



By Captain Squid

You like yer shootin' action fast, furious, and filled with big bad bosses? Then strap on yer six-guns, pardner, and saddle up for some of the season's wildest shootin' action. Wild Guns is a wild time at the A-OK Corral.

Wild Fun

At first glance, Wild Guns looks like a Sunset Riders clone: Its got behind-the-hero arcade-style shootin' in Wild West settings, Western heros named Clint 'n' Annie, and more cow-boy hats than a Willie Nelson concert. But Wild Guns introduces something new to the West—outer space! Those backgrounds are strange places, the futuristic weapons have 21st-century firepower



PRO TIP: By shooting everything in-screens, even if it's not shootin' at you, these crates on the landscape will blow up.

Super NES Game Pro!™ Wild Guns (By Electronic Arts)

There's plenty o' roarin' lootin' shootin' in this Western/sci-fi shoot-'em-up. Good graphics, big bosses, and fast action make this cart a hotshot.



Price per cartridge: \$39.99
Available now
Number of players: 2 players
1 level
Third person view
Disk scrolling

Wild GUNS

and those ornery villains are robots. The Wild West never looked this way before, at least not in this galaxy!

The shootin' is dynamite. The backgrounds don't side-scroll like they did in Sunset Riders; here, the heroes run from side to side, delivering a barrage of gunfire against



PRO TIP: Aim at the barrels, and you'll blow out the desert tank.



PRO TIP: A combination of lassos and guns works on this level-two boss.

aliens and mechanized weapons that roll into view.

The action intensifies in the fun two-player cooperative mode, where you and yer pal stand side-by-side and plug everything that twitches. Throughout the game, you easily pick up new weapons by shooting at them. Smooth controls make your targeting accurate (with a little practice,

and extra abilities—including lasso tossin', dynamite throwin', high jumpin', and sideways slidin'—give you plenty of ways to survive.



PRO TIP: Blast at your own ball of the storm in the two-player game; you and your pardner will clear the backgrounds.

Now the Galaxy Was Wag

Solid graphics keep you comin' back for more. The third-person behind-the-shoulder view intensifies the duels, while the sprites and back-grounds are both colorful and detailed. As in some other good shootin' games, you can plug virtually everything on-screen, such as bottles, picture frames, and chandeliers.



PRO TIP: While shooting at the great mechanical crab, watch out for the alien that suddenly sleep down from above.



Clint 'n' Annie, the wildest guns in the West



PRO TIP: Don't be distracted by the gang of the Carbon City boss—just keep hittin' its head, then prepare for a great explosion!



PRO TIP: Bombs blow up everything in sight—they're powerful, but in limited supply, so use 'em sparingly!

The sounds are good but not great. Fast music spurs things along, and the explosions resonate nicely; however, more voices would've made you feel right at home on the range.

Ride 'Em

If you've mastered similar shooters an', you've got an itchy trigger finger, don't go thinkin' you're immediately gonna be the fastest gun in Wild Guns' Wild West. Even on the Easy setting, this one's a decent challenge. But it's worth stayin' with—Wild Guns packs a fun wallop. **C**

THE FIGHTER'S EDGE
Presents

GamePro PROSTRATEGY GUIDE

ARCADE

The Hottest New
Game of 1994!
RAGE!

PRIMAL RAGE

Out-RAGE-ous
Combo Contest
See the back page of
this Strategy Guide.

SPECIAL ATTACKS

- Sauron's Stun Roar
- Blizzard's Punching Bag
- Talon's Frantic Fury
- Vertigo's Teleport
- Armadon's Spinning Death
- Diablo's Pulverizer
- Chaos's Flying Butt Slam

FATALITIES

- Sauron's Carnage Fatality
- Blizzard's Brain Bash Fatality
- Talon's Heart-Wrenching Fatality
- Vertigo's Petrify Fatality
- Armadon's Gut Fling Fatality
- Diablo's Incinerator Fatality
- Chaos's Cannonball Fatality



Arcade



By *The Obliterator*
& *Baron Von Rosenberger*

(Special thanks to Deryl DePriest,
Jason Leong, and Frank Kuan)



Rage On!

In this second part of *The Definitive Sauroid Survival Guide*, you'll find the rest of the Special Attacks, plus Finishing Moves and some truly out-RAGE-ous Combos.

Primal Combos Legend



Beginner
Combo



Intermediate
Combo



Advanced
Combo



Out-RAGE-ous
Combo

The Controls



Upper Button Bank: Buttons 1 and 2
Lower Button Bank: Buttons 3 and 4
Example: If a move calls for a High Fierce and a Low Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.

High Power Attack: Simultaneously press Buttons 1 and 2

Low Power Attack: Simultaneously press Buttons 3 and 4

Away: Push joystick away from your opponent

Toward: Push joystick toward your opponent

High/Up: Push joystick up

Low/Down: Push joystick down

() = Simultaneously press buttons in parentheses

SAURON



Despite Sauron's size, he's considered a finesse character. His Attacks are devastating and his Combos even more so. His only advantage is his size: Opponents have a huge target for Combos.

Domain: The Cove

Finishing Moves

Carnage Finishing Move



(High Quick + High Fierce + Low Quick + Low Fierce), Away, Toward, Away, Toward, Away

Flesh-Eating Finishing Move



(High Quick + Low Quick), Down, Down, (continues holding High Quick Low Quick, then add High Fierce + Low Fierce), Up, Up



Neck Throw



(High Fierce + Low Fierce), Toward, Away
Note: You must be in close to execute this move.

Air Throw



(High Fierce + Low Fierce)
Note: Perform this move when both players are in the air.

SPECIAL ATTACKS

Earthquake Stomp



(High Quick + High Fierce + Low Fierce), Up, Down

Leaping Bone Bash



(High Fierce + Low Quick), Down, Up, Down

Eat Humans



(High Quick + High Fierce + Low Quick + Low Fierce), Down, Down, Up

Stun Roar



(High Quick + Low Quick), Away, Toward

Sauron's Projectile Strategy



If an opponent launches a projectile weapon at you...



...do the Primal Scream and the projectile passes right through you.

PRIMAL COMBOS

Sauron's Two-Hit Stamper Combo



Blast your opponent with a Stun Roar.



Then pulverize him with a Crankum Crush.

Sauron's Option Two-Hit Combo



Start this Combo with an Earthquake Stomp, but do it when your opponent is at least one jump away.



Follow up with a Crankum Crusher...



...or do the Primal Scream for more dizzy damage.

Sauron's Two-Hit Combo



Come in close and hit your opponent with a High Fierce.



Finish with a Crouching Low Power.

Sauron's Touch-of-Death Combo



Come in with a Jumping Low Fierce.



Next, do a Jumping Low Power.



Follow up with a Crouching High Fierce...



...and a Crouching Low Power.



Finish it all off with a Crankum Crusher.

BLIZZARD



Blizzard's Freeze moves and other "Special" Attacks make him a favorite. His Basic Attacks are very powerful and a dizzying victim often guarantees a victory.

Domain: The cliff



Primal Primer

You can Block only when you're hit with an attack. To Block, pull the joystick Away or Down-Away. It's better to crouch to Block an incoming projectile since simply hitting Away on the joystick will cause you to walk backwards.

SPECIAL ATTACKS

Eat Humans



(High Quick + High Fierce + Low Quick + Low Fierce), Away, Up, Toward, Down

Mega Punches



Quick Mega Punch: (High Quick + High Fierce + Low Quick + Low Fierce), Away, Toward
Short Mega Punch: (High Quick + Low Quick), Away, Toward
Fake Mega Punch: (High Quick + Low Quick), Down, Up

Cold Breath



(High Quick + High Fierce + Low Fierce), Away, Toward

Throw



(High Fierce + Low Quick), Toward, Down, Away, Up
Note: You must be in close to execute this move.

Air Throw



(High Fierce + Low Quick)
Note: Perform this move when both players are close in the air.

The Controls



Upper Button Bank: Buttons 1 and 2
Lower Button Bank: Buttons 3 and 4
Example: If a move calls for a High Fierce and a Low Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.

High Power Attack: Simultaneously press Buttons 1 and 2
Low Power Attack: Simultaneously press Buttons 3 and 4
Away: Push joystick away from your opponent
Toward: Push joystick toward your opponent
High/Up: Push joystick up
Low/Down: Push joystick down
() = Simultaneously press buttons in parentheses

Punching Bag



(High Quick + Low Fierce), Toward, Down, Away, Up
Note: Get in close to execute this move. Tap High Quick to jab, High Fierce to hit medium height/distance, Low Quick to hit short height/distance, and Low Fierce to hit maximum height and minimum distance.

PRIMAL COMBOS

Blizzard's Humiliation Combo



Begin with a Jumping Low Fierce.



Follow up with a Jumping Low Power.



Come in with a Crouching Low Fierce...



...and a Crouching Low Power.



Then freeze 'em with an Ice Geyser and take a step forward.

Blizzard's Two-Hit Combo



Move in close and do a Standing High Fierce.



Then blast your opponent with a Quick Mega Punch.

Blizzard's "Dino Bounce" Combo



Begin with a Jumping Low Power.



While in close, attack with a High Fierce.



Finish it off with a Throw.

Blizzard's Anti-Air, Air-Throw Combo



Do a Standing Low Fierce as your opponent jumps in.



Then freeze 'em with an Ice Geyser.



Next, snatch 'em out of the sky and slam 'em with an Air Throw.



Do the Punching Bag and tap High Quick until your opponent almost shakes out of the dizzy, then hit Low Fierce to launch your attacker.



Hit 'em once more with a Jumping High Fierce.



Finally, finish it with an Air Throw.

Finishing Moves

To-Da-Moon Finishing Move



(High Quick + High Fierce + Low Quick + Low Fierce), Down, Down,



Brain-Bash Finishing Move



(High Quick + High Fierce + Low Fierce), Down, Down, Away, Up, Toward



Talon



Talon is the fastest player in Primal Rage. His low attacks (using his feet/talon) do slightly more damage than the same high attacks. Talon's small size makes up for his lack of a griege-like attack. Most projectiles pass over him when he stands still, and most high attacks miss him if he crouches.

Domain: The Strip

The slasher



(High Quick + Low Quick + Low Fierce), Down, Toward

SPECIAL ATTACKS

Pounce and Flip



(High Fierce + Low Quick), Toward, Down, Down-Toward



Run Forward/Back



(High Quick + Low Quick), Toward to run Forward, Away to run back

Frantic Fury



(High Quick + Low Fierce), Down, Toward
Note: Continue to hold buttons until Talon stops the Fury.

The Controls



Upper Button Bank: Buttons 1 and 2
Lower Button Bank: Buttons 3 and 4
Example: If a move calls for a High Fierce and a Low Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.

High Power Attack: Simultaneously press Buttons 1 and 2

Low Power Attack: Simultaneously press Buttons 3 and 4

Away: Push joystick away from your opponent

Toward: Push joystick toward your opponent

High/Up: Push joystick up

Low/Down: Push joystick down
() = Simultaneously press buttons in parentheses

Eat Humans



(High Quick + High Fierce + Low Quick + Low Fierce), Toward, Down, Away

Jugular Bite



(High Fierce + Low Fierce), Away, Toward
Note: Used in Combos only.

Finishing Moves

Heart-wrenching Finishing Move



High Quick + Low Quick + Low Fierce, Toward, Down, Away, Up, Down

Shredding Finishing Move



(High Quick + Low Fierce), Toward, Down, Away, Up, Toward

Primal Primer

If your character gets spanked something fierce, he goes into a Berserk mode. The Berserk mode happens only in two-player games and increases the damage you inflict by approximately 15%. The Berserk mode lasts only 15 seconds, then your attack damage returns to normal.

PRIMAL COMBOS

Talon's Two-Hit Combo



Move in close and do a Low Quick.



Follow up with a Standing Low Power.

Talon's Slide-and-Ride Combo



Take 'em down with a Crouching Low Fierce.



Then tear into 'em with a Face Ripper.

Talon's "Impossible" Combo



First, dive in with a Jumping Low Fierce.



Then hit 'em with a Jumping High Power.



Come in close and do a High Fierce...



...then a Standing Low Power.



Finish 'em off with a Pounce and Flip.

Talon's Take-a-Bite-Gutta-Crime Combo Strategy



If you get a successful hit on your opponent, always attempt the Jugular Bite. The Jugular Bite works only if your victim is in a hit reaction.



Talon's Face-Ripper Strategy



Use the Frantic Fury attack to get in close to your opponent.



If they block it, go right into a Face Ripper.

VERTIGO



Vertigo's long-range attacks and slow movements make it seem like she's a defensive character, but experts will exploit her lightning-fast Special Attacks and dizzying capabilities. Vertigo can also avoid projectile attacks by simply crouching.

Domain: The Temple

Eat Humans



High Quick + High Fierce + Low Quick + Low Fierce, Down, Toward, Up

Come Slither (Ankle Drag)



(High Quick + Low Quick), Away, Away

The Controls



Upper Button Bank: Buttons 1 and 2
Lower Button Bank: Buttons 3 and 4
 (Example: If a move calls for a High Fierce and a Low Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.)

High Power Attack: Simultaneously press Buttons 1 and 2

Low Power Attack: Simultaneously press Buttons 3 and 4

Away: Push joystick away from your opponent

Toward: Push joystick toward your opponent

High/Up: Push joystick up

Low/Down: Push joystick down

() = Simultaneously press buttons in parentheses

Finishing Moves

Petrify Finishing Move



(High Fierce + Low Fierce), Away, Away, Away, (continue holding High Fierce + Low Fierce), then add High Quick + Low Quick, Toward, Toward



Shrink-and-Eat Finishing Move



(High Fierce + Low Fierce), Away, Away, Away, (continue holding High Fierce + Low Fierce), then add High Quick + Low Quick, Down, Up



SPECIAL ATTACKS

Teleport



(High Fierce + Low Fierce), Down, Down



Fast Venom Spit



(High Quick + Low Quick), Toward, Toward

Slow Venom Spit



(High Fierce + Low Fierce), Toward, Toward

Vertigo's Touch-of-Death Combo



Come in with a deep Jumping Low Fierce...



...then a Jumping Low Power.



Now, come in close and do a High Fierce...



...and a Standing High Power.

PRIMAL COMBOS



Grab your opponent with the Come Sither Special Attack...



...and nail 'em with a Standing High Power.



Finish off this monstrosity with Vertigo's Scorpion Sing.

Vertigo's "Get Up" Strategy



Most opponents are caught off guard if you do a Voodoo Spell as they get up and you can then attack as you please.

Vertigo's Two-Hit Combo



Come in with a Standing High Fierce.



Then nail 'em with a Crouching Low Power.

Vertigo's "Dizzy" Combo



Start with a Crouching Low Fierce.



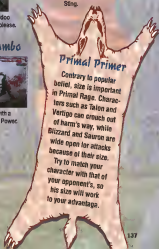
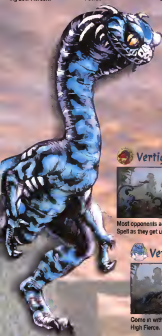
Next, nail 'em with a Crouching Low Power.



Finally, get 'em with a Venom Spit (ether speed).

Primal Primer

Contrary to popular belief, size is important in Primal Rage. Characters such as Talon and Vertigo can crouch out of harm's way, while Bizzard and Sauron are wide open for attacks because of their size. Try to match your character with that of your opponent's, so his size will work to your advantage.



ARMADON



Armadon ranks behind Sauron and Blizzare in Basic Attack damage and does slightly less dizzy damage than the other combatants. His Special Attacks, however, are the most deadly.

Domain: The Cave

SPECIAL ATTACKS

Iron Maiden



(High Fierce + Low Quick), Away, Up, Toward

Spinning Death



(High Quick + Low Fierce), Away, Toward, Down

The Controls



Upper Button Bank: Buttons 1 and 2

Lower Button Bank: Buttons 3 and 4
 [Example: If a move calls for a High Fierce and a Low Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.]

High Power Attack: Simultaneously press Buttons 1 and 2

Low Power Attack: Simultaneously press Buttons 3 and 4

Away: Push joystick away from your opponent

Toward: Push joystick toward your opponent

High/Up: Push joystick up

Low/Down: Push joystick down

[] = Simultaneously press buttons in parentheses

Finishing Moves

Get-Fling Finishing Move



(High Quick + High Fierce + Low Quick), Down, Down, Down, Down, Up



Meditation Finishing Move



(High Quick + High Fierce + Low Quick + Low Fierce), Toward, Down, Away, Toward, Toward



Flying Spikes



(High Fierce + Low Fierce), Away, Up

Eat Humans



(High Quick + High Fierce + Low Quick + Low Fierce), Up, Toward, Down

The Gut Gouger



(High Quick + High Fierce + Low Quick), Toward, Away

Rushing Uppercut



(High Quick + Low Quick), Away, Down, Toward



PRIMAL COMBOS

Armadon's Elegant Combo



Come in with a Crouching Low Fierce.



Then do a Crouching Low Power.



Finish with Armadon's Spinning Death.

Armadon's Freight-Train Combo



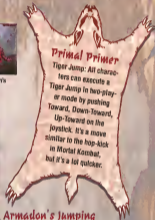
Begin with a Crouching High Fierce.



Next, tag 'em with a Crouching High Power.



Finally, knock 'em into the dirt with a Rushing Uppercut.



Primal Primer

Tiger Jump: All characters can execute a Tiger Jump in two-player mode by pushing Toward, Down-Toward, Up-Toward on the joystick. It's a move similar to the hop-kick in *Mortal Kombat*, but it's a lot quicker.

Armadon's Evil-Throw Combo



First, fly in with a Jumping High Fierce...



...and a Jumping High Power.



End with a wicked Gut Gouger.



Pound 'em with a Jumping High Fierce.



Follow it with a Jumping High Power.

Armadon's Touch-of-Death Combo



Start this combo with a Jumping High Fierce...



...and a Jumping High Power.



Then come in close and do a High Fierce.



Next, hit 'em with a close High Power.



Finally, seal your opponent's fate with a Spinning Death.

DIABLO



Diablo's quickness and Inferno Flash are the only things that can save him from losing an in-combo fight. Capitalize on his two-hit air-combo capability.

Domain: The Inferno

SPECIAL ATTACKS

Fast Fireball



(High Quick + Low Quick), Down, Toward

Slow Fireball



(High Fierce + Low Fierce), Down, Toward

The Controls



Upper Button Bank: Buttons 1 and 2
Lower Button Bank: Buttons 3 and 4
(Example: If a move calls for a High Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.)

High Power Attack: Simultaneously press Buttons 1 and 2

Low Power Attack: Simultaneously press Buttons 3 and 4

Away: Push joystick away from your opponent

Toward: Push joystick toward your opponent

High/Up: Push joystick up

Low/Down: Push joystick down

() = Simultaneously press buttons in parentheses

Finishing Moves

Incinerator Finishing Move



(High Quick + High Fierce + Low Quick + Low Fierce), Up-Away, Down, Down-Toward



Fireball Finishing Move



(High Fierce + Low Quick + Low Fierce), Toward, Toward, Toward, Toward, Toward



The Pulverizer



(High Quick + Low Fierce), Up, Toward, Down

Mega Lunge



(High Quick + Low Fierce), Down, Up

Inferno Flash



(High Fierce + Low Quick + Low Fierce), Up

Eat Humans



(High Quick + High Fierce + Low Quick + Low Fierce), Down, Up, Down



PRIMAL COMBOS

Diablo's Fireball Strategy



Throw a Slow Fireball from across the screen (maximum distance). If your opponent does a regular jump over the Fireball...



...pull Diablo's Hot Foot Special Attack.

Diablo's "Projectile" Strategy



When an opponent launches projectiles at you, do Diablo's Mega Lamp, which causes Diablo to duck low enough to avoid any projectile attack.

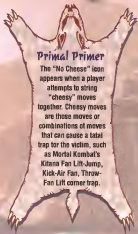
Diablo's Antiprojectile Combo



If your opponent throws a projectile from across the screen and then super-jumps toward you...



...executes a Torch. The projectile passes by you, and the Torch singes your opponent.



Primal Primer

The "No Cheese" icon appears when a player attempts to string "cheesy" moves together. Cheesy moves are those moves or combinations of moves that can cause a fatal trap for the victim, such as Marital Kombat's Kitana Fan Lift-Jump, Kick-Air Fan, Throw-Fan Lift corner trap.

Diablo Three-Hit Combo



Fly in with a Jumping Low Fierc.



Then get 'em with a Jumping Low Power.



Finish with an Inferno Flash.

Diablo's Touch-of-Death Combo



Fly in with a Jumping Low Fierc...



...followed by a Jumping Low Power.



Next, come in with an induce High Fierc.



Follow up with a Standing Low Power.



Finish it all off with a Hot Foot.

Chaos



Chaos has speed and vile appeal that can devastate the novice player. Chaos's lightning-fast Combos are for experts only.

Domain: The Ruins



SPECIAL ATTACKS

Eat Humans



(High Quick + High Fierce + Low Quick + Low Fierce), Toward, Down, Away, Up

Fart of Fury



(High Fierce + Low Quick), Down, Toward, Up, Away

Fast Power Puke



(High Quick + Low Fierce), Up, Toward

Slow Power Puke



(High Fierce + Low Quick), Up, Toward

The Controls



Upper Button Bank Buttons 1 and 2

Lower Button Bank Buttons 3 and 4

(Example: If a move calls for a High Fierce and a Low Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.)

High Power Attack: Simultaneously press Buttons 1 and 2

Low Power Attack: Simultaneously press Buttons 3 and 4

Away: Push joystick away from your opponent

Toward: Push joystick toward your opponent

High/Up: Push joystick up

Low/Down: Push joystick down

() = Simultaneously press buttons in parentheses

Flying Butt Slam



(High Fierce + Low Fierce), Down, Toward, Up, Down-Toward

Ground Shaker



(High Fierce + Low Quick), Away, Up-Away, Down-Away

Finishing Moves

Number-One Finishing Move



High Quick + Low Quick, Down, continue holding High Quick + Low Quick, then add High Fierce + Low Fierce, Away, Toward, Away, Toward

Cannonball Finishing Move



High Quick + High Fierce + Low Quick + Low Fierce, Down, Toward, Up, Down-Toward
 Note: This Finishing Move can be done only at the Cove, the Strip, and the Ruins.

Chaos's Three-Hit Combo



Begin with a Standing Low Quick.



Then do a Crouching Low Quick.



Follow with a Crouching Low Power.

PRIMAL COMBOS



Chaos's Evil Fake Strategy



Do the Battering Ram from across the screen so that it misses. Your opponent may think you're gonna hit 'em and try to block.



When you complete the missed Battering Ram, execute the Grab and Throw.

Chaos's Evil Get-Up Strategy



Mix up the following attacks when your opponent is getting up: Grab-and-Throw (must be done when victim is jumping away or counter-attacking)...



Standing Low Power (victim must High Block)...



...and Crouching Low Power (victim must Low Block).



Chaos's Long-Range 33-Percent Combo



Start with a Slow Power Puke from a full screen away.



Then do a Battering Ram to get in close to your opponent.



Next, do a Standing High Power.



Finish with a Battering Ram.

Chaos's Cadelina Special Combo



Fly in with a Jumping Low Power.



Then come in with an in-close High Fierce.



Next, do a Standing High Power...



...and a Battering Ram.



Finish it all off with a Crouching High Fierce.

Out-RAGE-ous Combo Contest

One of Primal Rage's most awesome attributes is its seemingly unlimited combo system that can reach upwards of 15 hits. The question is: What combos can you come up with?

"The Fighter's Edge" and Time Warner Interactive/Atari Games, the creators of Primal Rage, are sponsoring the Out-RAGE-ous Combo Contest. The rules are simple: The player who comes up with the most unique combo wins. Consideration will be given to the total number of hits and the amount of damage inflicted, but uniqueness is what counts.

GamePro editors and members of Time Warner Interactive's Primal Rage development team will select a winner and runner-up for each of the seven Primal Rage characters. A Grand Prize winner will be selected from the seven winners. The remaining winners will be awarded First Prizes and the runners-up will each receive Runner-Up awards.

Contest Rules and Regulations:

1. Describe in detail the moves needed to accomplish the combo and the number of hits. Optional: Provide any additional proof, such as videotape or photograph images.
2. Specify which character the combo is for.
3. Send us your name, age, phone number, address, favorite character, and a picture of yourself (picture optional).
4. All entries will be considered property of GamePro and will not be returned.
5. Only one character and combo per entry. All multiple entries will be disqualified. You may enter as many times as you want, but you must adhere to the aforementioned guidelines.
6. All mail-in entries must be postmarked by November 25, 1994.
7. Be sure to specify T-shirt size and whether you want a SNES or Genesis version of Primal Rage, should your entry be selected.

Mail your entries to:

GamePro Magazine
Out-RAGE-ous Combo Contest
P.O. Box 5828
San Mateo, CA 94402

Winner Notification: Check "The Fighter's Edge" in the March 1995 issue of GamePro for all the winners.

Eligibility: Employees of Infotainment World, Inc., Time Warner Interactive, and all participating vendors, their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible.

Prizes may not be substituted, transferred, or exchanged except by GamePro if deemed necessary.

PRIZES

Grand Prize: Primal Rage for the SNES or Genesis when available (Summer 1995)

First Prize: A 128-page Primal Rage Strategy Guide and Primal Rage T-shirt

Runners-Up: Primal Rage T-shirt



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Your adventure will take you to over 130 exotic destinations, ranging from Mozambique on Africa's coast to Macao in the South Pacific. Along the way, you will discover exotic monuments, long sought treasures and valuable merchandise to trade. As captain of your fleet, keep a careful eye on the horizon for pirates eager to steal your valued cargo or an enemy navy at war with the flag your ship flies. Once in port, remember to recruit mates, purchase new ships and gunnery, gather useful information and settle disputes with your enemies by challenging them to a duel.

Get ready for the adventure of a lifetime. And remember, if you should get shipwrecked, it's always the skipper's fault!

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SUPER NINTENDO



GENESIS™



By Leonardo
da Vinci

Sparkster, the Rocket Knight opossum, is back in a SNES sequel to last year's excellent Rocket Knight Adventures for the Genesis. This cart holds its own with fun game play supported by fine graphics and sound. Unless you burned out on the original, you won't regret putting in some time with Sparkster.



PRO TIP: Constantly power up your rocketpack as you blast through these flooding corridors. Otherwise, you'll learn the hard way that this opossum can't swim.



PRO TIP: Power up while you're on the rolling, then rocket into the eye of this overgrown trash computer. Watch out for his arms—they pick up new weapons every few seconds.

SPARKSTER

A Spark But No Fire

To the Rocket Knight veteran, Sparkster offers something old and something new. Sparkster must rescue the kidnapped Princess Flora from a new enemy—the Wolf Army—and there's a World Domination plot twist. But in game play and look, Sparkster is just like Rocket Knight Adventures, which was one of the most visually impressive 16-bit games around when it came out.



PRO TIP: Climb in search of items but beware of enemies attacking from above.

Accordingly, the graphics and sounds in Sparkster are strong. The humorously illustrated characters have a sharp, cartoony look, and the big bosses move quickly. Still, slowdown and flicker sometimes mar the game's performance. Moody music recalls the film *Aliens* and ups the game's intensity. The predictable action/adventure-style sound effects include standard explosions and shots.

Unfortunately, Sparkster's similarities to the original Rocket Knight aren't all for the better. Sparkster's control, for instance, hasn't improved. The unwieldy rocket pack is still good for only brief spurts of speed. Sparkster has a useful new somersault move, but



PRO TIP: To take out these shield carriers, use your Rocket Attack to fly right through them.

it's dizzying when overused, and there aren't enough power-ups or special weapons, which would've improved the FunFactor.

Multiple Flight Paths

To Sparkster's credit, the cart has lots of game-play perks: multiple routes, hidden rooms and terrain that varies with the difficulty level. There's lots to explore, and you'll discover many ways to conquer the stages. What's more, the



PRO TIP: In Stage 3, ditch the first mechanical bird, then take the high road left to get a bonus.

five difficulty levels include two secret Hard modes. The Easy level is a condensed version of the game; Hard mode contains a whole new level. These options ensure that the



PRO TIP: Touch this Stage 6 mid-level boss a new ship or two with your Rocket Thrust.



Opossums in space! Stage 7 has the only shooter level in the game. challenge lasts, no matter what your skill level is.

The Tail End

Sparkster isn't as fresh as the original Rocket Knight. The play control should've been improved, and new weapons would've been nice. Still, Rocket Knight rookies will do well with Sparkster. □

Super NES Game Profile

Sparkster

(By Konami)

With commendable graphics and sound, plus a lot of the gee-whiz special effects from the original Genesis version, this is one 'possum that doesn't play dead.



Play set controls	3 stages
Single	280 views
Available Reorder	Multiworlding
Advances	Playable
1 player	

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By *Bro' Buzz*

If it sounds like Zombies, looks like Zombies, and plays like Zombies, it must be Zombies! INC. However, lays no claim to the Zombies Ate My Neighbors mantle, even though Ghou! Patrol is ZAMN 2. Gear up, Zombies fans, for another ghost-buster' good time.

A ZAMN Good Time

Like ZAMN, Ghou! Patrol plods you into the middle of a horrific but fun 3/4 overhead-view creepfest. One or two players play as returning kid heroes Zek and Julie and take aim for outrageous 360-degree shoot-em-up action. This time

GHOUL PATROL



Zek and Julie are back!

even tougher to remember what's in your possession.

Don't Close Your Eyes

The graphics are a blast. As in Zombies, LucasArts did the programming, and they didn't spare the pixels. The cartoony creatures are at once funny and menacing (see sidebar). Details are awesome, right down to the veins in the flying eyeballs.



PRO TIP: The little clown with the pitchfork slides through walls.

The sounds are a symphony of silliness. Lighthearted effects steal the audio show, especially the bouncy boings for jumps and the terrified screams of victims.

Ghouls Just Wanna Have Fun

Take on those nasty things that go bump in the night and have a good time to boot. Lucky for you, you'll run into Zombies while you're on Ghou! Patrol. **IK**



PRO TIP: Red Potion turns you into an invincible, scythe-swinging specter. Use him to explore but remember you can't use Keys, open doors, or rescue Victims.

PRO TIP: Little birdies are worth 60 points.

you face hordes of ghouls and ghosts to save the world from a cruel demon.

Scare Tactics

The rambunctious fight crosses five multistage levels that span time (the Ming Dynasty and Medieval World) and cross dimensions (the Demon World). In each stage of every level,

PRO TIP: The Nocturn Plasma Gun is the best spook splatterer.

PRO TIP: Open drawers. If you find bones, remember they're always in the same drawer.

Looting Smash Gun. Ammo for each is limited, so keep your eyes peeled for power-ups and Potions, which restore life and fire up invincibility.



PRO TIP: The Slide (press X) is a slick way to duck past ghouls.

you must rescue ten trapped victims. Tough boss monsters of the humongous kind await you, but first you must wade through a horrible host, which includes skeleton warriors, flyingimps, the walking undead, and, ughhh, more.

For your protection, you find cool ghost-busting tools like the Nocturn Plasma Gun and the



Big boss ghosts like the Pirate of the Caribbean annoy big trouble.

Cnsp controls generally keep the spirits at bay. You can weave a nifty broken field run through the bad thinges and pull a slick slide, too. However, simple on-screen weapon and Potion indicators make it tough to cycle through your gear and

Super NES Game Profile

Ghou! Patrol (By INC)

Good ghouls, good graphics, good fun! Ghou! Patrol is the closest you can get to the excellent Zombies Ate My Neighbors, and it's a worthy successor.



Box 30
11 maps
Available Responder
Shooter
2 players

5 levels
% completed new
Multiworld
Puzzles



(Average Bear)



Smarter than
the average bear.

(Boo™ Bear)

Accept no substitutes.

Hey Boo-Boo™
don't settle for
some bogus Yog™.
Help America's
favorite cartoon
bear save
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By Scary Larry

The Hulk smashes through this side-scroller with more anger than a Republican convention in Berkeley. Does the Hulk measure up to other super side-scrollers? Almost.

Follow the Leader

It seems the Hulkster has rubbed Leader the wrong way. The burr-headed Leader has built a Fortress deep within the Earth and hopes to rule the world.

Like most fanatics, Leader's all brains and no brawn. So the Hulk steps in with his brute strength and singular purpose: Stop Leader. Leader responds by sending a lot of Hulk's rivals, including Rhino, Absorbing Man, Tyanmas, and Abomination, who show up as bosses.

The Hulk morphs into several variations. At full power he's Hulk-Out, a mighty and destructive force that moves faster, jumps higher, and punches harder than a cruise missile. If his Gamma level dips, you become a slightly weaker Super Hulk. Dip lower

and you're an average, every-day Hulk. If your Gamma reaches below five percent, you're nebbishy Bruce Banner, as powerful as a sick puppy.

THE INCREDIBLE HULK

Your only weapon is your strength, and with it you can blast through walls, knock out enemies, and trigger switches. As Banner, you're armed with a nifty shock gun.

All Hulk Breaks Loose

The Hulk is graphically gorgeous. The sprites are big but not screen-blasting, and the backgrounds look great. Some levels are repetitive, but overall there is good.

The sounds are high hog, Hulk style. The beat is infectious but not overwhelming, and standard sound effects pepper the game.

The controls are simple: punch and uppercut. Although there are other moves, these two are all you need. Despite

some tricky jumping and landing sequences, you can play this game without the manual.

The Hulk Sulks

For such a heavy hitting hero, the Hulk is surprisingly tame. Most gamers could play through in one evening, probably



PHOTO: The Brain has a weak spot. Try uppercutting it from behind, but beware! It's not to get trapped when it attacks.



PHOTO: Watch out for this obvious gimp bug! Don't enter this canyon unless you have at least five Transformation capsules. If you get hit and transform back to the Hulk, you can't get out!



PHOTO: In the first level, it's sometimes advantageous to be Bruce Banner. As Bruce, you can crawl and crawl, impervious to enemy fire.



PHOTO: These fire-spitting enemies are hard to avoid. Punch them until they stop for the Senate.



PHOTO: Take out ceiling laser guns by standing under them, jumping up, then punching them.



PHOTO: Absorbing Man will morph four times. Simply hit him before he gets his ball-and-chain swinging, then jump away. Repeat until he's dust.



PHOTO: The easiest way to progress is to throw your enemies behind you and walk forward. They won't charge you from behind.

Super NES Game Profile

The Incredible Hulk

(By B.J. GALT)

The Hulk roars on the SNES, and its combination of great graphics and solid game play make it a superhero. If you're not impressed with big green men in form clothes, however, you ought find this monster mundane.



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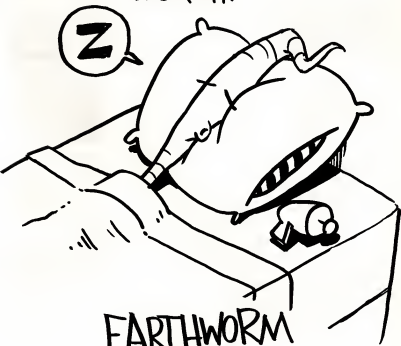


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By Dr. Devon

One of the greatest Game Boy games has finally come to the SNES, and it was worth the wait.

T2: Judgment Day

For the few people on the planet who don't know Tetris, it's a simple yet absolutely addictive puzzle game. Last year, Tetris 2 hit the NES and Game Boy, and now it goes 16-bit. The concept hasn't changed: You arrange falling blocks and keep them from stacking to the top. Tetris 2 complicates things with Fixed Blocks, which are stationary, and Flash Blocks, which blink and can eliminate all Fixed Blocks. Responsive controls ensure quick rotation and accurate placement of falling blocks. As in the previous versions, T2 offers two-player

PROREVIEW

Super NES



PRO TIP: When they contact other blocks on the field, falling blocks with "bites" break apart.



PRO TIP: Plan one move ahead. Watch the upper right to see the next block.

TETRIS 2



PRO TIP: If you're confident in the two-player game, raise your Speed setting to eliminate blocks faster.

Versus competition that may be the most Tetris fun of all.

Block Party

The graphics are instantly familiar, but some nice surprises pop up. The blocks have the expected clean, spare look, but behind them are new backgrounds that add interest. Bouncy music accompanies the action, and witty sound effects add effective clicks and clanks when the blocks bang together.

As good as the first Tetris was, the sequel outdoes it. With all the new flourishes and strategies, even gamers who burned out on Tetris will find reasons to play for hours. **C**

You have good control over the race. After you select from the eight tracks and bikes available, you're off.

CANNONDALE CUP



By Coach Kyle

You've sketched your skateboard and rashed down the road on your motorcycle. But have you thrashed with mountain bikes? That's the challenge in this solid racing game.

Mountain Moves

The Cannondale Cup mixes racing realism and surrealism. You compete on eight realistic courses from the city to the mountains and race with six actual cycling champions. Bringing some Road Rash-style fantasy to the races are two fictional racers who threaten pedestrians, bosses who throw objects at you, and plenty of violent punches and grabs.

Sprinting around the twisty tracks, you fly over ramps, snatch power-ups, and throw punches, all with simple and effective controls.

Racing Realm

The sounds do a decent job. Rockin' music and some sound effects heighten the intensity.



PRO TIP: Jumps are fun but be careful where you land. You might come down off the course.

Voices and more dynamic sound effects would've brought home the trophy, however.

The graphics are above average. The Mode 7 landscape rotates ahead of you, while distinctive backgrounds and airborne animations add atmosphere.

With its numerous bike options, strong controls, and the novelty of two-wheel racing, Cannondale Cup charges to a good finish. Racers of all abilities should take it for a spin. **C**

Tetris 2 By Nintendo

Gameplay	Sound	Value	Features	Controls
4.0	4.0	4.0	4.0	4.0

ADJ.

4.0/5.0 Puzzle
2-players
Side view



PRO TIP: Watch your bike's fuel gauge with the tank's terrain.



For more information, visit us at www.computerbase.com. This content is available only on the Web.

Cannondale Cup
By American Software

Gameplay	Sound	Value	Features	Controls
4.0	4.0	4.0	4.0	4.0

INT.

Price not available
12 tracks
Available now
Action/racing

1-player
8 tracks
Behind the sport view
Forward scrolling

a higher level
of gaming.



6 button
upgrade

6 button
upgrade



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By **Sorenhead**

Hanna Barbera's thirty-something cartoon character will appear in new movies, comics, and TV shows next year. First, though, comes a starring role in this pleasant, attractive SNES game for the younger Jellystone Park campers.

Bear Necessities

Hop-n-bop action doesn't get much simpler than this. As Yogi, you side-scroll through Jellystone Park in search of Pic-a-nic baskets. Nonthreatening cartoon enemies (such as snowmen and skunks) stand



Super NES



PRO TIP: When your mine cart is in the mine cart, or you'll give yourself a quick headache.

Hey, Hey, Hey!

Yogi's "smarter than the average bear" because he's smart enough to live in such an

attractive park. Jellystone is a beautiful forest filled with colorful vegetation, large sprites, and lush multiscrolling backgrounds.

The sounds add further delights. Each level boasts swingin' big-band jazz tunes, and humorous boings and zooms come straight from



PRO TIP: Hele subterranean offers in the lab of the mad scientist. Without getting your hat wet.

cartoonland. More voices and some noises from the enemies would've made this a true audio sensation.

Still, Yogi's game is worth renting, even if you beat it fairly quickly. It's as enjoyable as a picnic in the park. **C**



By **Sorenhead**

If you've had enough of head-chewing, fire-breathing, acid-spitting dinosaurs, then fire up this gentle game. It's as uncomplicated and easygoing as a nice walk in the Jurassic Park.



PRO TIP: Build up speed and keep jumping when Rex skates boards; otherwise, he'll miss ramps and loops.

Dynamite Dino

Rex is a modern dino living in prehistoric times. He rides a skateboard, dances to rap music, and has a good-natured run-n-jump adventure through five worlds of side-scrolling game play. Younger gamers will have a blast, since Rex clearly suffers from cuteness. The smiling animals in this game are more like the kindly dinos of We're Back than the serious man-eating machines of Jurassic Park.



PRO TIP: Duck in front of this first-level boss and search him with your fiery breath in between his snorts.

Good controls make Rex come alive. He not only skateboards, but he also swings on vines, swims, blows bubbles, and breathes fire. The only



problem is his speedy board—it goes so fast you often miss power-ups and jumps.

Rex Rocks!

The above-average graphics have a Saturday-morning cartoon look. Colorful jungle backgrounds contain all manner of crawling, running, swimming, and flying beasts to create a very cartoony world. Rex himself displays funny expressions throughout, especially when something bad happens.



PRO TIP: Learn to gauge the correct distance from enemies. If you're too far, your shots have no effect.

The sounds are also middle-of-the-rat pit. Rex occasionally exclaims "Radical!" but the dinos lack good roars, and the tropical rhythms get repetitive. The opening rap number will keep your toe tapping.

Radical Rex is about as good and as endearing as the successful Joe and Mac games. For simple thrills without the chills, get radical with Rex. **C**

YOGI BEAR



PRO TIP: Don't Beger when standing on bridges or Pic-a-nic baskets — they give ruts, and you'll never enjoy.

between you and a picnic with Ranger Smith and Boo-ah!

Did we say simple? You steer with the directional pad, duck flying foes, and jump. This simplicity clearly makes Yogi a nice pie for novices, but expert players won't be able to bear it for very long.

Yogi Bear By GameTrek				
Genre	Year	Letter	Feature	Review
				BEG
844 85	1992	C	1 player	3 pages
Available on:	Available on:	Available on:	Available on:	Available on:
Available on:	Available on:	Available on:	Available on:	Available on:

Radical Rex By Activision				
Genre	Year	Letter	Feature	Review
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By Mixer Mixer

Lock arms with 12 top WCW superstars in FCI's WCW SuperBrawl Wrestling for the SNES. Unfortunately, stiff animation and mediocre game play make the experience strictly second rate.

Promising Premise

This cart is loaded with championship features. Play solo, against a friend, or team up for a four-player, tag-team slugfest. Additional options enable you to customize the rules and timing. WCW heavies such as Sting and Vader are all well represented by



Super NES

A fairly extensive repertoire of standard wrestling moves, such as punches, knockdowns, and slams, respond well to on-screen controls, but because of the graphical shortcomings, it's difficult to line up against an opponent to execute a move.

The sounds are only average. The startup screens feature a sharp stereo sound-



By Weekend Warrior

Jaleco's Hammerlock is an interesting but confusing SNES wrestling game. It starts off as a standard wrestling cart, then metamorphoses into an

The animation also stuns the game play. Since the action takes place in a third of the screen, the wrestlers are small and unimpressive. The ring has little sense of depth, which limits the movements of the characters.

On-screen action responds well to the controls, but there's a limited number of moves. The adequate sound

WCW SUPER BRAWL WRESTLING



PRO TIP: Once your opponent is down, repeatedly bash him with elbow falls and kicks to soften him up for the final takeover.

several digitized images and sound bites of their favorite battle cries.

Hit the Mat

Unfortunately, the graphics are down for the count. Although the sprites are large and well rendered, they move stiffly. You never get the sense that they're inside the ring; they instead seem to scroll around the ring's graphical perimeter.



PRO TIP: Scissor kicks are the most effective move to take down an opponent.



PRO TIP: If you're down, roll away from your opponent before trying to get up.

track, but during actual game play, the sound effects are cut to a bare minimum.

The Call at the Bell...

WCW SuperBrawl Wrestling has the makings of a top-notch wrestling cart with great licensing tie-ins, but its game play falls short. While this game shouldn't be completely written off, it doesn't deserve championship status, either. **D**

HAMMERLOCK

ineffective hybrid of wrestling and cartoons that mars the game play.

The Stats

Hammerlock has lots of options, including four-player simultaneous game play in exhibition, champion, or tournament matches. You can also customize features like the difficulty and round length. You brawl with 12 fictitious, colorful wrestlers.



PRO TIP: You only have a 20 count outside the ring before you're disqualified.

A Screen Divided

The most unique feature is the screen, which is divided into three horizontal windows. The middle window shows a side view of the ring and wrestlers. The top and bottom windows show animated closeups of the wrestling action.

Unfortunately, with so much animation, it's difficult to keep focused on the game! Although visually impressive, these changes in focus drastically interrupt the game's flow.



PRO TIP: Corner an opponent to cut off his options.



Animation and score animation - what happened to the game?

effects serve the animation more than the game play.

Out for the Count

Hammerlock has more aesthetic appeal than real-time wrestling action. Although fun to watch, the animation and game play soon become repetitive. Look elsewhere, wrestling fans. **D**

WCW SuperBrawl Wrestling By FCI

Graphics	Sound	Control	Features	Value
4.0	3.0	3.0	3.0	3.0

ADJ. Average

50% off
\$2.99
Available October
Wrestling

4 players
% control new
Data wrestling
Site wrestling

Hammerlock By Jaleco

Graphics	Sound	Control	Features	Value
3.0	3.0	3.0	3.0	3.0

ADJ. Average

Price not available
\$9.99
Available now
Wrestling

4 players (using Pad
and Moustache)
Site wrestling
Parasitic

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By: Editors of GAMEPRO Magazine
160 pages \$4.95 8" x 10"
Code: 8K-17A

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By: Matt Taylor, Jim Fink, and Graham Wolfe
Play like the Pro! This hot strategy
guide is the only book with real-
life killer combos, super
strategies, counter-moves,
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players who actually worked
on the home versions of
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Fighter II cap is made
from brushed cotton with
embroidery on three sides
(no patches).

Cap of the month: **Ryu**
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Code: Cap - Ryu
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Look in next month's GamePro
to see the new cap of the month.

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By: Tim Rooney

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Super NES

Air Strike Patrol

By Ugg's Bugg

Air Strike Patrol dishes out air combat and strategy...especially strategy. This game isn't for hyperactive thumb jockeys. The action is fierce, but lengthy.



PRO TIP: Always knock out as much enemy equipment and armor as you can, whether they're Missiles Targets or not.

planning and mission evaluation slow the pace.

You pilot two jets through eight desert missions. The jets steal the graphics show. Although they move slowly, they look sharp from every angle.

The sensitive controls require finesse and poise under pressure. To make a 360-degree turn or a quick S-curve, you must carefully roll your thumb around the directional pad. With interceptors on your tail, it's tough not to make a fatal error.

For serious warfare buffs who have flown EA's Strike Games and F-15 Strike Eagle, ASP is your next objective.



You must master two aircraft to win the war.

Air Strike Patrol By Sega



MS-DS
11 maps
Available Online
Flight characteristics
Save feature

Super NES

FireStriker

By Cy Borg

Styled after Breakout, FireStriker's a new take on old—but not outdated—game play.

The goal is simple—bust through barriers and advance FireStriker, however, sets the game play in an adventure scenario and adds action elements



PRO TIP: Use the Invisible Scanner to bat the ball and block openings in your wall.

like bosses and power-ups that increase its replay value. A second play option allows you and three friends to compete in a two-on-two contest or defend individual goals in four-way play.

FireStriker's 14 complex playfields aren't overly detailed, but they offer plenty of barrier busting. The ball responds like a pinball and is easy to follow, though you sometimes lose track of it when the screen scrolls upward. The sound really underscores the action.

With something for everyone, FireStriker should light a fire under most gamers.



PRO TIP: Approach the ball carefully—it's easy to accidentally knock down your blocks.

FireStriker By GDMC



Price not available
8 maps
Available free
Pinball playfields
4 players (only
Nintendo Multiplay)
54 levels
Over 250
Personal saving

Super NES

Bonkers

By Earth Angel

Disney's toon star, Bonkers, headlines this cart designed especially for beginners. A cop



PRO TIP: To defeat the first boss, stock up on bombs, then blast him whenever he appears.

on the Toontown beat. Bonkers tracks down a thief who's nabbed three priceless treasures from the Toontown Museum.

The game play and controls couldn't be easier. As Bonkers, players hop-n-bop or toss bombs at enemies. In every stage, Bonkers can grab shields and mystery cash bags to up his bomb count. The challenge increases slightly when you face the end-stage bosses, but it's easy to figure out their patterns and do 'em in.

Capcom's put in the usual beautiful Disney graphics and standard platform tunes. This game certainly won't send sweat trickling down the brows of intermediate or advanced gamers, but it's a nice first challenge for novice players.



PRO TIP: Memorize the location of cash bags with goodies.

Bonkers By Capcom



Price not available
8 maps
Get 100% new
Anti-cheat feature
1 player
8 levels
Slow view
Multi-rendering

Super NES

Super Godzilla

By Ugg's Bugg

Only Super Godzilla fans will like Super Godzilla. This strategy game lumbers along with minimal action.

You control Godzilla in a battle against extraterrestrials who command Japanese monsters like Mechagodzilla. The visuals and sounds, like the brassy music and famous



PRO TIP: Use Body Strikes, Tail Swipes, and Hyper Fire Breath on Mechagodzilla.

Godzilla roar, capture the essence of Godzilla movies.

Unfortunately, the big guy moves super slowly. You mainly view a boring map screen, where unresponsive directional controls make simple movements a thumb-burning adventure. When you finally battle, minimal button presses fire up good-looking but static cinematic attacks.

This cart may captivate Godzilla groupies, but discriminating gamers will breathe fire. Try renting this game...and a few Godzilla movies, too.



PRO TIP: Don't let Billianthe back you against the screen edge.

Super Godzilla By Toho



MS-DS
12 maps
Available's free
Strategy
1 player
8 stages
Map and title views

BLINK...
AND
YOU'RE
HISTORY.

STARBLADE

Ultimately, it has come down to this...You, alone in the gunner chair with the entire Red Eye armada in your face.

Yet somehow, as you grab hold of your 15-ton lasercannon, it actually feels like you've got a chance against these unrelenting alien mercenaries...

A chance in hell, that is.

Starblade on the Sega CD. Intergalactic Armageddon has arrived.



It takes about two-thirds of a second for a Red Eye cruiser to lock its target (don't miss!)



Warning: don't miss! (If you're into art, Red Eye blazes... or warty enemies, so little else.)



Forever deep space dogfighting... just like the arcade classic!



SEGA CD



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namco

The Game Creator

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est Akers
r/Law Society
the Masked Muscle.

Fencing, Yearbook Staff
Bell rung by Piston Hurricane.

Knocked out by...



Dan Baldino

ity Basketball, Student Council
icked silly in Super Punch-Out.



Kim Bandusky

JV Basketball, Health Officer Helper
Face resunged in Super Punch-Out.



Joe Bardetti

Varsity Football, German Club
Looked at Nick Bruiser the wrong way



Cheryl Berman

ing Scholars of America, Junior Hawkette
Lasted 4 rounds in Super Punch-Out.



Robert Carney

Physics Club, Tomorrow's Farmers Society
Took on the Narcis Prince.



Don Coyner

Varsity Wrestling, Junior Librarian
Pummelled by Mr. Sordman.

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They may look dumb. But these guys are big and in-your-face (no sissy side-view



LOW BLOWS, KICKS AND STICKS TO THE HEAD ARE LEGAL. NOW LET'S HAVE A GOOD CLEAN FIGHT.

perspectives.)

Even worse, they've each got their own dirty style you've

gotta figure out before you can **kick their butts**.

But before you even step in the ring, you gotta have a Super NES. And then it's DING! DING! — 16 bouts of smacks, hits, jabs and of course, lots of **nasty shots** below the belt.

Sound like fun? You bet your last few remaining teeth. Cuz you know, there's nothing like beating the **snot** out of a big ol' ugly guy.

Although a knee to the groin is pretty cool too.

Only For
SUPER NINTENDO



ALL 8 OF THE BEASTS ARE FOR A FACE. AND THEY JUST CALLED YOU A LITTLE BABBY.





By Captain Squideo

Longing for the good ol' days when simple space shooters took you soaring through the atmosphere and brightly colored airborne explosions filled the arcades? Aero Fighters 2 is an effective return to those glorious shooting games.

Aeronautics

As with any overhead-view shooter, the plot and characters are secondary to the action. ACTION is what you want, and action is what Aero



PRO TIP: Shoot any part of this large flying boss over the U.S.

Fighters 2 provides. You fly eight modern fighter jets from eight countries, including a sleek Stealth plane, a hoverin' Harrier, and a Top Gun-style F-14. The serious shooter business is made less serious by the choice of pilots: Among

over cities and military targets against fleets of helicopters, jets, and ships, with huge screen-filling armored bosses waiting at the end of each stage. Aero Fighters' crisp controls keep you in the fight, enabling you to precisely weave your jet through fields of enemy fire in search of drifting power-ups.



PRO TIP: Over the Asian city, not this crawling boss's body, then watch the giant explosion.

PRO TIP: Save your powerful bombs for the stage bosses.



PRO TIP: As you fly over Manhattan, shoot out the World Trade Center towers to score points.

to the next enormous boss, flippin' your fighter as you drop your payload. Excellent explosions reward your efforts.

The sounds aren't as strong as the graphics. Monotonous music, no sound effects for your jet, and a lack of voices to announce power-ups all combine to keep your ears grounded.



AERO FIGHTERS 2



These fanciful coppers are among your pilots.



Off you go into the wild blue yonder!

the eight selections are a bottle-suckin' baby and Spanky, a helmet-wearing porpoise!

Fortunately, the jets have cool firepower that keeps the emphasis on combat. Each jet comes equipped with its own special weapons and power-ups, including devastating single bombs and multibomb attacks. Your aircraft skims

War Games

The graphics keep you flyin'. AF 2 brings some attractive international settings into view, including the Eiffel Tower and the Statue of Liberty.



PRO TIP: Sweep your ship across the screen when you face waves of attackers over Paris.



PRO TIP: In the rain forest, don't just aim at the flying enemies; take out these tanks before they gun you down.

Straight Shooter

Fanatical fans of shooter games won't be able to resist this latest aeronautical adventure. But AF 2 isn't as original



PRO TIP: Most enemies fly down the screen, but be prepared for these small helicopters that dash at you from the sides.

as Viewpoint, for example. After a while, you'll be saying "frown there, shot that." Aero Fighters 2 is filled with temporary thrills that eventually come back to Earth. ☐

Neo-Geo Game Profile
Aero Fighters 2
 (by NEO)

It's not exactly a revolutionary shooter, but Aero Fighters 2 still flies high for an explosively good time.

Devian	Neo	Neo	Neo	Neo	Neo
2	1	1	1	1	1

50%
 All enemy
 Invincible time
 Double

7 players
 10 stages
 Overhead view
 Overworld scrolling



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Sylvester and Tweety IN CAGEY CAPERS



"BAAD OL' PUTTY TAT!"

Sylvester is at it again! His favorite meal (Tweety) is so close he can taste it – but there's a slight catch. He has to get past Granny, Spike, Hippety Hopper the Kangaroo and more to get his paws on Tweety. It's amazing what this cat will do for a bite to eat.



- ▶ Use helpful Acme items like pogo sticks, binoculars, and superhero suits to avoid trouble.
- ▶ Full animation and cartoon like graphics and voices bring this hysterical "Toon" adventure to life!
- ▶ Multiple levels of difficulty adjust play for all ages and abilities!
- ▶ Use Sylvester's patented evasion maneuvers to hide from Tweety's protectors!
- ▶ Grab items found in the background to make difficult, but climbable stacks!



Deer Warner
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Majors, CA 95033-0782



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300



By Jason

Strap on your helmets, rashers, and prepare to thrash through the best set of Road Rash races to emerge from EA! This stunning game will tempt many racers to spring for a 300 system.



PRO TIP: Don't blaze recklessly over hills or through blind turns on the wrong side of the road — an oncoming car will frequently take you down.

Better Than Ever

There's a rash o' racin' in this wildy entertaining game. The five levels send you battling through five all-new tracks in San Francisco, the Pacific Coast, Napa Valley, and other areas around California. Rashers choose between Thrash mode, where you tackle any race at any level, or Big Game mode, where you develop a character, save your money for better bikes, and work through each level.



PRO TIP: Coming back to your bike repeatedly practices them, so do it often. You'll soon be avoiding collisions automatically if you need it.

Building on the previous version, EA's game improves the tracks, roads and mud, and the finish line. But there's more there just to ride bikes: face cops, chains, clubs, punches, and kicks as you thrash through this heated mix of racing and combat.

pop up at every juncture, rewarding you for winning and taunting you for failing.

To top it off, music by killer bands like Soundgarden keep your pulse thumping. The sound effects, from the roaring engines to the howls of the pedestrian you just mowed down, wash through the room with remarkable clarity.



PRO TIP: Always drop behind, then fight your way back for a fast return to the fray.

Best Riding

It's a sensory feast, yet even veterans will find the game more challenging than previous iterations. You just



PRO TIP: To quickly ditch an opponent, kick 'em off the road. In cities, you can pulverize your foes by boosting them into walls at intersections!

don't wreck as easily — if you ram a car, you'll often just bump around it. As the levels progress, though, even advanced gamers will be challenged by the high speeds and longer tracks. The only true disappointment is the lack of simultaneous two-player racing, which would've intensified the competition. If you don't own a 300, you won't regret the bucks you shish out to rent a system and the game. And if you do, you gotta get the Rash! **B**



PRO TIP: In busy situations, the yellow line — it's an arrow to make easy decisions.

ROAD RASH

300 Game Profile

Road Rash

(By Electronic Arts)

Fans of the Genesis version won't believe their eyes and ears — this souped-up Road Rash will knock the socks off experienced rashers and new racers alike.



300 30
 CD
 Available now
 Racing/Fighting
 2 players

5 levels
 Behind-the-scenes view
 Forward scrolling
 7 new clips

Fortunately, you can fight back: The bikes handle smoothly, and with practice, you'll learn to clobber your fellow racers into submission.

Beautiful Rash

The striking graphics immediately grab your attention. Superb digitized backgrounds will leave many players gaping at the scenery, and every car, sign, and billboard flashes by with uncanny realism. Humorous full-motion cinematic clips

Cooliest Cinematic Clips!



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And at least once a week, go outside for some fresh air.

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To Order, Call 1-800-331-1371. And Try Not To Scream.

300



By Game Over Man

When extraterrestrials finally come to Earth, what will happen if they come as conquerors, not friends?

In *Star Control II*, Earth is enshrouded in a Slave Shield, courtesy of the vile Ur-quan Hierarchy. You lead a secret mission that has built an awesome starship. Your goal: Set your people free!

Universal Appeal

A strategy game with limited combat action, *Star Control II* turns you into sort of an outer-space detective. In this epic quest you must figure out how to defeat the Ur-quan and free Earth from slavery.



PRO TIP: Only essential information and news. If all you're doing is the quest, skip it.

To acquire the information and resources to accomplish your mission, you literally

300 Game Profiles Star Control II (By Crystal Dynamics)

Star Control is an addicting epic sci-fi adventure that will have patient space explorers and zero-gravity tacticians glued to their screens for a million hours. All others should stay away.



100 to 1000
Available on
Macintosh

chart a course through the Star Control universe to track down a galaxy of clues.

This long, moderately paced game is definitely not for action junkies. You explore



The interface screen displays awesome views of planets. Here's Earth surrounded by the Ur-quan's Slave Shield.

PRO TIP: Some small, yet important, details are just left a good night.

STAR CONTROL II



PRO TIP: Use the darkness. PRO TIP: You find an excellent world to find out who's down there.

solar systems, sometimes planet by planet, and try to uncover information by talking to a staggering variety of malevolent extraterrestrials. However, if you need to stretch your trigger fingers, the Super Melee feature fires up an overhead-view shootout with the various spacecraft in the game.

Control's Controls

You orchestrate the action with an easy-to-use, all-purpose interface screen. A sharp display enables you to fly to and through star systems via a slick outside-the-ship view and the directional controls.



Outer-space friends are few and far between.

When you orbit a planet, the screen reveals vital information as you scan the surface.

Using the interface, you do everything from warp through space to manage your inventory, but the easy controls



PRO TIP: Take the time to fly every ship in *Super Melee*. The most important-looking vehicles, well, not the *Hydrox*, may come slowly together.

PRO TIP: Learning to battle the ships in *Super Melee* can help you with deep-space encounters during the regular game.

PRO TIP: Don't overload your ship with automatic AI for robot

views, particularly as you approach a planet.

The sounds are imaginative and crystal clear. Each race speaks with a unique vocal inflection: For example, the cold arachnid *Iwrath* hisses and the blustery *Spatis* spouts in a pompous tone of voice.

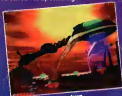
Starry Destination?

This nicely crafted outer-space adventure definitely challenges the space between your ears. If you're into sci-fi and strategy games, *Star Control II* should keep you under control for days. ■

make the sometimes lengthy operations a breeze.

Dazzling Effects

The graphics are literally out of this world. *Control II* sports beautifully drawn spacecraft and excellent animated story sequences. Even the interface screen serves up stunning



Gorgeous outer-space views

PLANETS POWER



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GENESIS 32X

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SEGA



By **Scary Larry**

Alone in the Dark is kind of like Out of This World meets The 7th Guest. Kind of, we said. It lumbers along with a polygon-animated, horror-under-the-floorboards theme.

Home Alone

Alone in the Dark is a new virtual-reality ghost hunter that takes place in the deserted mansion of Jeremy Hartwood. Hartwood took his own life, leaving behind a legacy of horrible puzzles that you must solve.



PRO TIP: Check every possible container in the vicinity before and after a sequence of events, such as a fight.

You play as either Emily Hartwood, Jeremy's niece, or Edward Camby, a private detective. The action takes place in the mid-1800s, which lends the game a Victorian feel. Once you establish who



PRO TIP: Edward is a better hand-to-hand fighter. His Ark can hit a zombie before the zombie reaches him.

the protagonist is, the rest of the game involves solving riddles, finding clues, knocking off a few undead creatures, and basically getting your butt out of the house in one piece.

Some amenities that help you on your quest include a



PRO TIP: Sometimes finding a clue isn't enough — you have to search the clue for clues. What's inside the book?

shotgun, a bow, and mirrors. You open chests, break vases, and serve as the maitre'd at a Ghoul Banquet, to name a few scenarios.



PRO TIP: Instead of fighting the two monsters in the attic, move the cabinet to cover the window and move the trunk to cover the trapdoor. Do it fast, because both monsters show up quickly.

produces only silly-looking, quirky-moving monsters. Maybe this haunted house is on Sesame Street.

The sounds fare better than the graphics. Weird moaning, zombie laughter, and occasional hands-around-the-throat screams instill the right mood. There's very little music, but what's there does enhance the scenes.



PRO TIP: If you read the table in the attic correctly, these two gargoyles should have a problem with mirrors. Try the end tables for placement.

Controlling your character is as hard as getting Queen Victoria to do the Hustle. The sprites' syrupy movements affect your ability to react in crisis situations, especially when you're facing more than one monster.

Alone Again... Unnaturally

Alone in the Dark is for gamers who want a little puzzle, a little challenge, and lots of hang time. While the action is nothing to write home about, you'll marvel at the use of fully animated polygons and 3D views. The problem is, after that you'll be All Alone. ☐

300 Game Profile

Alone in the Dark

(By Interview)

Virtual reality meets the *Amityville Horror*. *Alone in the Dark* fuses a clunky, surrealistic game into a horror setting. The real horror may be the slow-down in this game.



300 3.5 Adventure
 OS 1 player
 Available on Multiple views

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FIGHTER STICKS FOR THE
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BAN BOO



The only thing that feels better than rippin' a good long stun-fart is rippin' a good long stun-fart in 3-D.



WIZ T.



Better knock this guy stupid before he sucks your head up with that big ol' rhino butt of his. After that, you'll have to fight 16 brawlers of the roughest kind. You know, the sort that likes to pick its nose 'til it bleeds.



3-D fighting at its balziest. Now out on Sega® Genesis™ and coming November on Super Nintendo!



Tecmo Baseball Makes the Playoffs

Tecmo Super Baseball

Super
NES

By Quack-Draw McGraw

Fans of the popular Tecmo Super Bowl will be happy to hear that Tecmo Super Baseball follows closely in the footsteps of that good gridiron game. This cat manages to be a statistics-filled



PRO TIP: Check each player's ability ratings. Knowing their ratings in the seven different categories will help you play these better.

gaming experience that also generates some real excitement.

Put Me In, Coach

Much like Tecmo Super Bowl, TS Baseball has a wide range of game-play options. All 28 MLBPA-licensed teams and two Super Star teams are included, which you can alter to your liking. Whether you coach a team, play the computer opponent, or play a friend, you can enjoy a full 162-game season with all the up-to-date stats you can handle. Using Team Data, you can scope



out every major Batting and Pitching stat, and during a season, you



PRO TIP: The job is that's highlighted in red is the pitcher's most effective throw.

can check the current leaders in every category.

This game is more than just stats, though. Its good action is made possible by solid, responsive control. In the field, you can sign your fielders' infield and outfield depth and put on shifts. On the mound, you can throw a fastball, curve, change up, or any of your pitcher's specialties, and you can

precisely control the direction of the pitches. In the batter's box, use a Normal, Power, Contact, or Bunt stance, depending on the situation and your hitter. The batter reacts smoothly to your button presses, so count on high-average stars (like Tony Gwynn) striking lots of singles and power hitters (like Matt Williams) jerking plenty of dingers out of the park.



PRO TIP: Check the signal. If you're not sure what's going on, press Button X to reorient yourself.



PRO TIP: The game's controls are the opposite of most other baseball carts. Learn them before you play a real game.



PRO TIP: Change your batting style to suit the game situation. Making adjustments will increase your chances of winning.

Diamond Delights

To its credit, TS Baseball has better graphics than its football team-mate. Large sprites clearly show off every play, while lifelike portraits show off every player. An excellent 360-degree rotating view enables you to follow the ball around the park from the fielder's perspective. All that's missing are better details and some close-up animations of exciting plays.

If you think that the SNES has superior sound, TS Baseball might give you second thoughts. Cheap ballpark music and unclear voices hurt the overall feel of the game. One nice feature, however, is the jazzy rendition of "Take Me Out to the Ball Game."

Sultans of Swing

It's not a grand-slam homer, but Tecmo Super Baseball is certainly a ringing double into the gap, especially if you liked Tecmo Super Bowl. It's a nice way to spend the long off-season. **B**

The Home-Run Kings!



Griffey Jr./



Bonds/



Gonzalez/



Williams/

Tecmo Super Baseball By Tecmo				
Player	Team	Game	Difficulty	Controls
1	2	3	4	5
Price: \$49.99		2 players		
Available on:		Multiple views		
Bonus:		Battery backup		

Tony Tumbles with La Russa Baseball '95

La Russa Baseball '95 Genesis

By The Eternal Cheesehead

EA Sports' latest baseball entry is an updated version of 1992's Tony La Russa Baseball. Regrettably, La Russa '95 is a disappointing follow-up, especially when compared to superior, more intense Genesis baseball titles like World Series Baseball and Hardball '94.

Kirrrby Puckett!

La Russa does bring solid strategy to the stadium. Thanks to the MLBPA license, La Russa '95 features actual 1994 Major League



PRO TIP: Use the Pitcher's View. It's a lot less frustrating for both the pitcher and batter.

just start a full season. Here you must wander through a dozen menus, then select every individual game for the season. That's 162 games you have to highlight one by one! When you finally play, your frustration will build as you try to swing against a pitch that floats like a Waffle ball. Bat-



PRO TIP: Notice gamers should take advantage of the CPU. Field option small they're comfortable with the fielding controls.

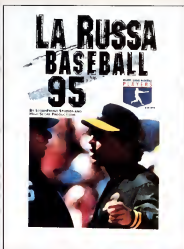


PRO TIP: Pay attention to La Russa's advice between innings. He'll give you valuable Pro Tips that you can incorporate into your strategy.

ting is very difficult in this game, so don't plan on scoring lots of runs with La Russa.

Rain Out

The graphics aren't great, but they're competent. You get two views: behind the pitcher or behind the batter. However, the color isn't strong, the outfielders are



small, and the fields are pretty plain. On the plus side, pitchers and batters are detailed (with the pitcher's gestures on close calls).



PRO TIP: Keep apprised of your pitcher's status via the Pitching Coach Reports before he goes to the mound each inning.

and the six stadium background facades do look real.

The audio will disappoint you as well. The screams of the crowd sound more like a muzzling faucet, and the fans only come alive for home runs. Other sound effects—such as the ump's calls and the three tunes played by the organ—resemble standard noises found in other baseball games. Only the good crack of the bat stands out.



And the crowd goes wild!

In a Slump

Accolade's original Hardball from the late '80s was better than La Russa '95. Stat fans might like it, but fans of high-scoring sports action looking for great graphics, sounds, and controls will take their ball to another field. **B**

La Russa Baseball '95 By EA Sports

Graphics	Sound	Game	Features	Controls
84%	81%	82%	83%	80%

\$49.95
 16-megs
 Available now
 EA Sports

2 Players
 Multiple views
 Battery backup
 Stage utility CD

World Series '95 Smacks A Grand Slam!

World Series Baseball '95 Game Gear

By Quick-Draw McGraw

The popular World Series Baseball for the Genesis makes a smooth transfer to the Game Gear with World Series Baseball '95, the newest addition to Sega's successful roster of baseball carts.

The Real Deal

World Series Baseball '95 features a ton of options that're usually seen only on 16-bit systems. Players can create their own team or select from all 28 Major League clubs and two all-star teams. WSB '95 boasts actual '94 lineups with every player's real '93 stats. Even projected stats for this season's rookies are included! Enter



PRO TIP: Both of the views work well, but the behind-the-batter view is more effective for hitting.

the pennant race with a 32-, 84-, 123-, or 162-game season, with an eight-team playoff system that mimics the six-division realignment. You can also play a friend with a Gear-to-Gear cable.

Clear Game Gear graphics are rare, but WSB '95 is the exception. The wide-open field and good-sized sprites make hitting and fielding a pleasure. Choose

from two views—behind the pitcher or behind the batter—both showcase fine graphics.

Might As Well Jump!

Decent controls pilot this simulation through its smooth game play. You'll jump for liners and dive for hard grounders on the turf.



PRO TIP: When diving for a grounder, move early. The fielders have slow diving motions.

The only true flaw to this cart is the sound. Cheesy music backs up a muffled voice with a very limited vocabulary.

Baseball's Best?

World Series Baseball '95 is full of excellent options and sharp



PRO TIP: Regularly review the Players' Data option to see each player's complete statistics.

game play, making it one of the premiere sports games on the Game Gear. Now it's time to play ball! **B**



F1 Tries Hard to Roc

F1-ROC II

By Ben D. Rales

Sega tries to add a new twist to racing games with some bulky-hooded technology, but ultimately F1-ROC II provides only above-average racing action.

ROC and Roll

At first glance, F1's abundant options qualify it for the trophy. You get 32 tracks (half are actual Formula One courses), three racing



PRO TIP: Moon City is the easiest Practice track, while the aptly named Wild Bear is probably the hardest.

modes (including a Grand Prix season), and three cars that can be customized. One option you'll miss, however, is two-player



PRO TIP: In RAID, you'll need to upgrade several components at once: A faster engine will need better tires and wings.

head-to-head competition on a split screen.

Your car handles well and responds smoothly to the controls, which is essential on some of the extremely twisty courses. Sega adds a good strategic dimension to the control with its new custom DSP chip, which makes your vehicle



perform differently depending on what happens in the race (for instance, your tires gradually wear out, and collisions affect the car's handling). You'll have to time your pit stops correctly to win.

The Racing World

You'll recognize the view: It's the standard behind-the-car racing you've seen for years. Although the backgrounds are imaginative (ranging from desert sunsets to city lights), the foregrounds aren't very detailed, and the cars are too small. Fun details, like sparks flying during collisions, are far too infrequent.



PRO TIP: Slow yourself by cutting across the wide shoulders on turns but don't hit the red lines.

The sounds are worse. Engines whine like buzzing bees, and tire screeches are almost muffled out of existence.

The many tracks, the realistic strategy, and the good controls make this an interesting game. Still, for hard-charging intensity and head-to-head action, you'll have to steer elsewhere. **B-**



Formula One Struggles To Compete on Sega CD

Formula One World Championship. Beyond the Limit



By Ben D. Kales

Taking the green flag this fall is Formula One World Championship, a strategic Sega CD game that immerses you in the racing world but lags behind in one key area—game play.

Nuts and Bolts

All the standard features of Formula One racing games are here. Choose from 13 different race cars (such as McLarens and Ferraris), 26 F-1 drivers (including Michael Andretti), and 16 international Grand Prix tracks ranging from Monaco to Japan. You customize everything on the car from the tires to the tranny and race in a variety of weather conditions. Three modes enable you to practice, compete in a full Grand Prix



Pick from some famous cars and some wild paint jobs!



PRO TIP: Hone your skills with practice laps at Sega Park. This track offers a good mix of turns and straightaways.



PRO TIP: Take notes as you customize your car for the different tracks. This strategic game really pays off for those who carefully fine-tune their cars after each race.

season, or join a specific 1993 Grand Prix race.

The strategic aspects of this game push it into the limelight. Like real-life racing, your car responds to how and where you drive it—for instance, if you drive on the dirt too much, the car overheats. If you enjoy figuring out the right tires for the right track and tackling the challenge of finding the perfect moment to pull



So I've Got No Arms, No Legs...



But I've Got Attitude!



In Your Face This Fall!



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PRO TIP: Slow yourself by cutting across corners but don't cut too much, or you'll bounce off some immovable obstacles.

into the pit, then Formula One is your game.

If you want intense racing, however, you won't find it behind the wheel of this car. The lack of two-player head-to-head competition deprives you of one of the best features of racing games. Touchy controls make your car too squirrely, and you'll often struggle just to stay on the track.

Through the Visor

The graphics contribute to these problems. The cockpit view puts you so low to the ground that it's

almost impossible to anticipate upcoming turns. With no on-screen map, it's hard to maintain a smooth racing line. Other graphical deficiencies include the lack of damage or spouts; too many gauges to look at quickly during a race, tiny rearview mirrors that are virtually useless, and the standard Sega CD previsualization that pops up when you get too close to anything. At least the full-motion video before the race is good, and the set-up screens are sharp.



PRO TIP: Follow the skid marks as you enter turns; they usually show you the best racing line.

The sounds, though, aren't sharp at all. There are no voices, and races are dominated by revving

engines that obscure tire screeches and collisions. Only the hard-driven "taas" during the video warmup warrant your attention.



PRO TIP: On the Grand Prix circuit, the Berezona course has the longest straightaway, while Suzuka is one of the roughest tracks.

Into the Pits

Formula One World Championship tries hard to recreate the racing world, and in that it mostly succeeds. But as for revving your adrenaline into high gear, this game needs a tune-up. **C**



Save the screen as often as you can! Drive slowly and carefully at the beginning of the race.

PRO TIP: There's lots of good advice in this game - follow it!



High-revving prerace video puts you in the proper mood for some burnin' 'W' burnin'!

Formula One World Championship, Beyond the Limit By Sega Sports

Driver	Level	Items	Practice	Options
	21	10	25	10
SRT 99	02	Available via	Auto racing	1 player
TT tracks	Behind the wheel view	Powered seating	Pitman's	Sega refing CD

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Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games • November '94



By Scary Larry

The Fantasy wasn't as Final as you thought. Squaresoft is back with Final Fantasy III, and without a doubt, it's one of the finest fantasies you'll see this year!

A Daring Esper-iment

Many things about this new adventure aren't apparent right off the bat. The story line is in no way connected to the previous Final Fantasy I for the SNES. This new adventure takes place centuries after the War of the Magi, in which beasts of doom called Espers were used as war machines by the ruling classes. Civilization

was almost wiped out in that war, and the surviving fragments of the populace began building societies based on technology and machinery, abandoning the ancient ways of magic.

But now an Esper has been discovered, and magic is returning to the world. Many fear that the old ways are returning, and many more are plotting to use it for their own ends. You must guide a group of characters through scores of different lands and put a stop to the evil before it's too late.

The absence of a central character is another interesting aspect of this game. You guide several characters on the quest, and sometimes individually on separate quests. For example, you may play the first part of the game as Terra, then the computer switches to Locke, and you play as him for a while. The

game doesn't proceed in a linear fashion; instead it follows a free-wheeling, all-encompassing style of game play that brings all the party members back together. Nonlinear game play makes the game more like real life and less like a series of coincidences involving one member that affect the outcome of the game.

Skills A-Plenty

Not every battle is a big hack-slash sword fight. The battles require a strategic approach that is both fun and daring in its experimentation (most RPGs offer less than half the combat options found here). The char-



PHOTO: You start the game in Narshu. Take a good look at the town and remember where everything is located.

acters of course have magic spells, but they also have the special abilities and moves (listed in the boxes below and right).

In addition to these moves, the Espers introduce another innovative aspect of game play. You can equip these



Sabin: Edgar's twin brother, who traded the throne for his own freedom...



Sabin's Blitz technique: Massively damaging attacks performed by a series of button presses.



Moogle: Use us to save Terra from the guards!



Moogle's Dance: A series of ritual steps with varying effects on enemies. The dances include a Love Sonata, Desert Aria, or Snowman Jazz.

Final Fantasy III
(By Squaresoft)

ESPER	SAINT	GUARD	FIGHTER	CHIEF	INT.
-------	-------	-------	---------	-------	------

\$75.00
24 megs
Available October
1994

1 player
Multiple saves
Battery save



Gau: Dragged to monster holes, eyes blinking with listed grace. A youth surviving against all odds.



Gau's Rage: A technique that enables Gau to learn other fighters' moves.



Cyan: Faithful retainer to his family's saga, with the courage and strength of a hundred men...



Cyan's Dawnbrake: Eight powerful sword techniques to master.



PRO TIP: When riding a Chocobo, you're invincible. Instead of rushing straight to your destination, explore a bit.



PRO TIP: When using the Magic spells, target more than one character (by pressing the Left or Right button). Multiple-damage attacks will weaken enemies for other fighters.

magical beings like a weapon, and once you do, you steadily learn all their magic spells. Espers have at least five spells trapped within them. As you earn Magic Points (like Experience Points, after each battle), the Espers slowly release spells

and place them at your disposal. Every fighter can be equipped with at least one Esper at a time.



Pickles and Relics

Besides the usual assortment of weapons and spells, each fighter has two weapons slots to carry Relics, which are items that can greatly enhance (or, if you don't know what you're doing, diminish) a fighter's abilities. Relics include Sprint Shoes that speed up a character, a Wall Ring to



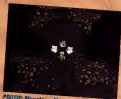
PRO TIP: The Bio Blaster is an effective wide-range weapon, but it will actually increase the some enemies' power.



PRO TIP: One of the Moogles groups will learn a Dance during battle. Let this group proceed first, and use the Dance on every group of enemies. Dances are unpredictable and do a fair amount of damage.



PRO TIP: Check the clock in the old man's house when you awaken from the coma.



PRO TIP: Moogles will come out of the cave to help you. Press Button Y to determine which group of Moogles goes where.

bounce shots off you and onto an enemy, and the Black Belt, which enables a player to randomly counterattack when hit.

Fantasy Star

The graphics in Final Fantasy continue the tradition of small, undersized, Japanese-influenced sprites. It would be interesting to see a game that used this engine with full-sized characters. Despite that shortcoming, the graphics are outstanding, with imaginative, well-illustrated enemies and rich, detailed backgrounds. The caves of Mount Koits stand out in particular.

The music is a treat, even for tone-deaf RPG addicts. It's oppressive when it needs to be, quick and hurried in battles, and light and airy throughout the rest of the game. All the sound effects (including the ominous droning of the Bio Blaster) perfectly



PRO TIP: Remember where this secret entrance is in case you return to Narshe (and you will).



PRO TIP: After meeting Edgar, check all areas of Figaro Castle for goodies.



PRO TIP: Find the Weapons Shop in the castle. Buy all three weapons they have to offer (Noise Blaster, Bio Blaster, and Auto Crossbow).



Boots meet Squall.



PRO TIP: Drink from the recovery spring inside the cave to South Figaro, then stay and fight to build up Experience Points.



PRO TIP: South Figaro is the first place where you can buy flasks. Equip each member with Sprint Boots first, then True Knight flasks. Sprint Boots will definitely speed up the game, and True Knight rings will help protect party members low on energy.



PRO TIP: Don't use the Bio Blaster on the Braziers. It returns MP Points to their bar.



The Meg inn at Oboro. Whose adventure is more urgent?



PRO TIP: The Fire spell is effective against sea creatures.



PRO TIP: Behind the bookcase in the merchant's study is an entrance to his basement...and all kinds of treasure chests!

match this fantastic romp.

The menu-based controls are easy and simple, streamlined even further by a feature called Optimum. When you choose it, the fighter is equipped with the best weaponry and armor in his arsenal. You won't have to sort through endless junk to find out what's most effective for your fighter!

Going My Way?

A game this good to look at and this fun to play has more going for it than just better programming. Final Fantasy II definitely adds depth to the superior game play of its predecessors, Final Fantasy II and Secret of Mana, and it actually improves on those games. Characters, plot lines, and multiple-choice scenarios all combine to form one fantastic game!

RPG enthusiasts, pen-and-paper dungeon masters, and hardcore role players will all be thrilled with this new adventure. It's a good thing this Fantasy isn't Final!

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YOU CAN BE THE ALIEN.

Lunch. Toast. you from the inside out. The it's one thing to be low man on

Dogmeat. You're on the menu. The Alien eats Predator's razor-like mouth parts go for the crust.

the food chain in a 16- or 32-bit game. But in Jaguar's 64-bit system, it takes extremely

ALIEN

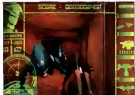
fine-tuned reflexes to stay alive. Give your reptilian hindbrain a workout. Be the



*YOU'RE THE MARINE, BUT BE THE ALIEN. YOU'RE THE PREDATOR. Be any one of them and **JUST** your biological destiny, kill or be killed.*



THE ALIEN LASHES OUT. Its claw and tail strikes are beautiful and deadly. No such aesthetic apply to the face system. That's just plain sick.



YOU'RE JUST A CREWMAN WITH A SHOTGUN TO THE ALIEN. Texture-sopping brightness the claustrophobia of the subart. Too bad. Tell your therapist.

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OR YOU CAN BE LUNCH.

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The PREDATOR'S DINKS FROM HELL may outmatch your more conventional weaponry. Might be a good idea to keep your fist-and-tee handy.



THE PREDATOR CAN SEE WHAT YOU CAN'T. Stay out of his view. Too many 3-rays can be bad for you.



MARINE? HELPLESS VICTIM? IS MORE LIKE IT. Your extraordinary bit-mapped image makes the shape of your skull look so very right to the Predator.

JAGUAR

G A C B I T

DO THE MATH

INTERACTIVE MULTIMEDIA SYSTEM



By Beethoven

The durable TV bear takes his hop-a-bop show to the Game Boy for good-natured adventures. They're easy, but only mildly entertaining.

YOGI BEAR



Super Mario Bear

Yogi may not be smarter than a crafty Nintendo plumber, but his game is similar to the Mario classics. Yogi hops, bops, and dodges slow-moving enemies straight out of Mario.

At least the game doesn't merely retch the new SNES Yogi. It takes Yogi from jelly-



PRO TIP: Continue jumping off these blocks, and you'll jump higher and higher until you can get to the next platform.

stone Park to five areas, including Cloud World, Pirate Ship, and Mine Shaft. Magic doors, trampolines, and hidden blocks add some excitement, but the action's still pretty repetitive. The controls are accurate, but there's not much for this bear to do.

No Pic-A-Nic

This cart doesn't really bring anything new to the small

Yogi Bear By Gameboy

Genre	Platform	Release Date	ESRB Rating
Adventure	Game Boy	1993	BEG.
Size MS	1 player		
1 meg	8 axes		
Available now	Site view		
Manufacturer	Wolfgang		

PROVIEW

Game Boy



By Beethoven

Question: When is a dog a bird?
Answer: When it's a turkey like Beethoven. This Game Boy version of last year's inexplicably popular movie has weak graphics, poor sounds, and awful controls.



Beethoven

Dog Day Afternoon

As Beethoven, the lovable St. Bernard, you walk, jump, and head-butt your way through six worlds in search of your lost pups. You have slow, basic tasks to perform, such



PRO TIP: Gotta mosh in the Restaurant level by jumping on tables and shaking pepper at the diners.



PRO TIP: As you pop out rivets in the Construction Site, be careful that the girder the rivets were holding doesn't fall on you.

as popping out the rivets at a construction site with your head and leaping over food-tossing chefs. These tasks should be simple, but the mushy controls make the moves almost impossible.



PRO TIP: Don't forget to pop the rivets at the top as you bounce across these moving platforms.

such as Beethoven standing in midair while platforms move right through him. Repetitive music plays behind the action, and the one main sound effect is Beethoven's birdlike chirp when he gets hit.

Call the Pound

Beethoven the movie appealed to kids, and so might this game—for a little while, anyway. Unfortunately, the frustrating controls make this must too hard for anyone to handle. Roll over, Beethoven, and tell the dog catcher the news. **B**

Beethoven By Hi Tech Entertainment

Genre	Genre	Release Date	ESRB Rating
Adventure	Game Boy	1993	BEG.
Size MS	1 player		
1 meg	8 axes		
Available now	Site view		
Manufacturer	Wolfgang		

JIM TRIES JUGGLING.



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Re
Interactive Entertainment



- 5-3-7214 SHAQ-FU ENFORCER OF JUSTICE 42-FA 9

HE WEARS

SIZE 22 EEE SHOES

ON HIS FEET.

HIS OPPONENTS

USUALLY WEAR THEM

ON THEIR FACE.



WELCOME TO KUNG-FU, SHAQ-STYLE. LIFE-LIKE ANIMATION FROM DELPHINE (THE MAKERS OF FLASHBACK) TURNS SHAQ LOOSE ON THE MANY FACES OF EVIL, FROM HIS MASSIVE HANDS TO HIS SIZE 22EEE FEET, YOU'LL FEEL EVERY SINGLE BRAIN-ALTERING BLOW.



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SHAQ-SHAQ BRINGS THE EVIL AURGH TO HIS KNEES.

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By **Rov' Buzz**

What institution of higher education has the longest waiting list in the galaxy? Every Trekkler knows it's Starfleet Academy! Now *Star Trek: The Next Generation: The Advanced Holodeck Tutorial* gives you a full-fledged Game Gear scholarship.

You Make It So

You command a Holodeck sim of the U.S.S. Enterprise on a series of space-flight objectives assigned by Starfleet Academy Instructor Capt. Jean-Luc Picard. The challenges involve classic TNG



STAR TREK THE NEXT GENERATION

The Advanced HOLODECK TUTORIAL



PRO TIP: When sensors show other ships are close, check them out before you do anything. Recursions are everywhere.

scenarios, such as saving plague-threatened colonists and transporting critical diplomatic personnel. Successfully completing each test moves you closer toward graduation.

Game Gear Game Profile

**Star Trek
The Next Generation:
The Advanced Holodeck Tutorial**
(By *Blawfish*)

GA This *Starfleet Academy* driver is a steady execution of strategy games, but it's no picnic for dropouts.



224 kb
2 megs
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StarStation

1 player
Multiple views
Parents

The Crew (and Cast) of the Enterprise



Capt. Jean-Luc Picard



Lt. Worf



Credit: William Riker



Lt. Geordi La Forge



Lt. Geordi La Forge



Chief Miles O'Brien



The U.S.S. Enterprise NCC-1701-D



Welcome to Starfleet Academy!



Beam me down!

Graphics in Control

The Game Gear controls do a workmanlike job of enabling you to cycle through the six crewmen and access the systems at their stations. Phaser fights are first-person-perspective shoot-em-ups from the Bridge. Establishing orbits around planets requires slick side-view flying from Data's sensor screen. Rerouting critical power takes place through a massive circuit diagram in Engineering, which requires you to make so many quick moves that you fry your fingers along with your brain.

The game's challenge may make the staunchest fans consider damping their warp cores, but the TV-style visuals should dazzle them into com-

PRO TIP: When a crewman's outline flashes and beeps, talk with him immediately.



PRO TIP: In any situation where a phaser shotout is possible, put the shields up.

PRO TIP: Attention, *Trekheads*: *Star Trek Generations: Beyond the Nexus* (based on the new movie) is coming to the Game Gear.

pleting their Academy training. The character portraits are right on, thanks to topnotch GG colors.

If the graphics grab aspiring Ensigns, the sounds will solidify their quest for a Starfleet career. The nifty TNG theme music and the warp swooshes are TV true.

Graduation Exercise

Starfleet Academy is no summer school, but *Next Generation* fans will want to pull Enterprise duty. Engage!



PRO TIP: If the Enterprise suffers more damage than you can handle, you can always "warp back" to the Earth sector for repairs.

PRO TIP: Make sure La Forge has the ship's power under control before you use *Photon Torpedoes*.

TNG fans know: Starfleet Academy is tough, and this game fulfills those expectations. Completing the scenarios requires you to make split-second decisions based on info from key personnel, then the button-presses fly as you fire up various on-board

systems. At least the famous Enterprise crew is on hand at their customary stations: Worf's mans weapons and Data monitors sensors, for instance.

SONIC

THE HEDGEHOG

TRIPLE TROUBLE



Knock heads with Knuckles!
This nasty echidna wants the whole echidada
— and he'll stop at nothing to get it!
Can your new Strike Dash stop him?



Dive in! The action goes aquatic
when you set sail with Tails!
in the underwater Sea-Fox!
At last, a cure for that sinking feeling!



Jet-jami! Skard heavily on
Sonic's™ new jet skateboard,
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How that's travelling!

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By Bacon

Sonic junkies who hunger for a new Game Gear fix will rejoice at this latest release—it's a delightful variation on the classic hop-n-bop romp. But don't expect anything astonishingly new, or you'll start feeling a little blue yourself.

Our Hero

Robotnik's out to destroy the world by building a powerful weapon with the Chaos Emeralds, and this time he's bamboozled Knuckles into helping him. A treasure hunter, Nack the Weasel, also shows up, and the only loot on his mind

SONIC THE HEDGEHOG TRIPLE TROUBLE



PROTIP: In Act 2 of the Great Turquoise Zone, stick to the lowest possible path to reach this Emerald Monitor. You'll have to bust through some hidden walls to find it, but if you land on it with 50 Rings, you'll visit into one of the game's Special Stages.

is sparkly and green.

With all that competition and the usual pack of robotic nuisances, Sonic and Tails have their work cut out for them. Players choose either the speedy hedgehog or the flighty fox and tackle six standard Zones—forests, underwater factories, snowy mountains, and such—that each end with a boss. If you collect enough Rings and the right Monitor, you can try your hand at collecting an Emerald from the Special Stages.

Oddly, the game just isn't as challenging as previous Sonic adventures. Fewer enemies than usual populate the

Zones, and the mazes, Special Stages, and bosses won't slow down advanced gamers at all.

That Sequel Feeling?

Despite the familiar feel, this cart isn't completely lost in the sequel doldrums. Even the



PROTIP: To reach a "Ring paradise" in Act 2 of the Sunset Park Zone, climb up as far as possible after the roller-coaster ride that begins the Act. Head right and fall through the first exploding bridge into an area filled with nearly 200 Rings.

most hardened gamer will crack a smile after taking off in Tails's new submarine or Sonic's Rocket Shoes. Beautiful, bright graphics light up each Zone, and the crisp details won't leave you squinting.

Energetic sound effects, like the crunch of your snow-



PROTIP: Disappearing down into these snow drifts in the Robotnik Winter Zone is often fatal, but sometimes you'll discover a hidden room or new path.

board shredding through the snow, intensify the action. The tinny music often bogs down the sound effects, but at least you can tune it out.

You'll feel right at home behind the familiar controls. Even the new power-ups—the sub and the jet-powered skateboard, for instance—handle so smoothly that they'll feel instantly comfortable. Sadly, the slowdown that



AIRBORNE!
Here's a sample of some of the coolest new toys you'll find for Sonic and Tails!

rears its ugly head on busy screens will drive you crazy. There's nothing worse than losing a life because slowdown turned your perfectly timed jump into an untimely demise.

Still the Real Thing

If you're an avid Sonic fan, these flaws won't prevent you from thoroughly enjoying this game. And even if you're getting tired of the blue guy, this cart's worth a quick rental—there's enough for a fun-filled weekend. **C**

Classic Game Gear Profile

Sonic the Hedgehog: Triple Trouble

(By Bacon)



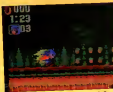
If Sonic's your man, you'll enjoy frolicking through these new but uninspiring Zones. Sonic enters, however, may have "seen it, done it" too much already.



4.5	4.5	4.5	4.5
4.5	4.5	4.5	4.5
4.5	4.5	4.5	4.5

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7 player
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 Multicarting



If you hold up and press Button 1 or 2, Sonic rears up for a fancy Strike Dash that makes him momentarily invulnerable, and Tails uses his tail to take to the air.





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the game

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AT THE HOSPITAL THEY SAID WE WERE FREAK EPICHERS, WE SAID, "THANKS DUDEL."



GAME GEAR

CLOTHESLINE JUMPING IS A GREAT SPORT. IT HAS THE THRILL OF VICTORY AND THE AGONY OF, UH, FALLING.

SOME DUDE FREAK OUT WHEN YOU TOUCH THEIR CAR, BUT WE WEREN'T GONNA DRIVE IT, FAD.



THE CLOWN IS INTO OUR ANIMAL MAGNETISM. THAT'S WHY WE PRESERVE IT BY NOT SHOWING.

SUPER NES

1 OR 2 PLAYERS

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S.W.A.T.-PRO

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Game-BUSTING
MK II CODES for the Genesis!

Mortal Kombat II Test Modes



In the Options menu, place the cursor on "Done!" Now press **Left, Down, Left, Right, Down, Right, Left, Right**, and **Right** on the directional pad. If you did the trick correctly, the words "Test Modes" will appear. Now highlight and access the Test Modes menu for the options below.

Test Mode offers three menus that you can access, each with unique options.

Test Mode 1

No Damage to P1:
Player 1 will not receive damage during a fight.

No Damage to P2:
Player 2 will not receive damage during a fight.

1 Hit Kills P1:
This option cripples Player 1 — it takes only one hit to defeat 'em.

1 Hit Kills P2:
This option cripples Player 2 — it takes only one hit to defeat 'em.



Test Mode 2



Background: Select any background you wish to fight in.

- | | |
|-------------------|----------------------|
| 1 = Dead Pool | 6 = Armory |
| 2 = Kombat Tomb | 7 = Pit II |
| 3 = Westland | 8 = The Portal |
| 4 = The Tower | 9 = Kahn's Arena |
| 5 = Living Forest | 10 = The Blue Portal |

Free Play: You never lose any credits.



Battle Plan: Choose your starting position in the Tournament.

- | |
|----------------------------------|
| 0-11 = The regular MK characters |
| 13 = Shang Tsung |
| 14 = Kintaro |
| 15 = Shao Kahn |

Soak Test: View a ton of CPU vs. CPU matches.

Test Mode 3



Fatalities: The CPU will always do a Fatality if it wins.

Friendships: The CPU will always do a Friendship if it wins.

Babalties: The CPU will always do a Babality if it wins.

Gooh, Nasty: Unknown!

Mortal Kombat II Random Character Select



Genesis

Super NES

At the Character Select screen, highlight the character in either top corner (Liu Kang or Scorpion), then **hold Up** and **press Start**. The computer now automatically selects a random character for you. Only a true master can win with any character!

Secret Characters, Credits, and Handicap Mode



Do the following tricks at the Character Select screen. Fair warning: These tricky codes are tough to pull off and require you to push all the buttons in about a second.

CPU Handicap



At the Character Select screen, press **Down, Up, Right, Up, Left, and Select**. The CPU will take large amounts of damage from your attacks, and you will take less damage from its attacks.

29 Credits



At the Character Select screen, press **Left, Up, Right, Down, Left, and Select**.

Fight Noob Saibot



At the Character Select screen, press **Left, Up, Down, Down, Right, and Select**.

Fight Jade



At the Character Select screen, press **Up, Down, Down, Left, Right, and Select**.

Fight Smoke



At the Character Select screen, press **Up, Left, Up, Up, Right, and Select**.

Fight Shao Kahn



At the Character Select screen, press **Right, Up, Up, Right, Left, and Select**.

Fight Kintaro



At the Character Select screen, press **Up, Down, Down, Right, Right, and Select**.

Kintaro and Shao Kahn Destroy Logo



To watch Kintaro and Shao Kahn destroy the Acclaim logo at the beginning of the game, press and hold **Buttons L and R** when you turn on the power. Continue to hold down the buttons until the bosses appear and get to work.

Battle Mode



At the Start screen, simultaneously press the **L, R, and Start** buttons. Now you and a friend can fight it out in a survivor series with four different combatants.

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

3DO

Out of This World

Secret Game



To play a hidden Break Out-style game called "Stalactites," enter the following password: BRGR

Janet Ross
Jackson, AL

Super NES

X-Kaliber 2097

Level Select



At the title screen, press Right, Right, Left, Left, Up, Down, Left, Down, Down on the directional pad. Now press Button A to activate the round-select screen, and you're free to start the game at any level.

Richard Cajo
Richmond, CA

Advertisement



Arcade

NBA Jam Tournament Edition Hidden Character Passwords

Paul Barker:	PCB May 9
Boran:	SAB Aug 29
Pat Cox:	PGC Apr 11
Rachel Daves:	RJD Sept 3
Martin Martinez:	HAM Aug 7
Vinca Pontarelli:	VJP Apr 11
Jake Simpson:	JMS Feb 22

Dennis Evangelista
The Internet

Sega CD

Stellar-Fire

Stage Skip



At the Options screen, press and hold Buttons A, C, and Start. While holding down these buttons, press Up on the directional, and you'll skip to the next stage. Each time you press Up, you'll skip forward by one stage. If you press Up seven times, you can check out the game's ending.

Rick Williams
Riverside, CA

Super NES

Zombies Ate My Neighbors

Silly Sound Trick



When the LucasArts logo appears on-screen, press the L or R buttons. If you press the L button, you'll hear a person scream. Press the R button, and you'll hear a dog bark.

Rebecca Bianco
Empire, CA

Advertisement



S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Genesis

The Jungle Book

Fight Shere Khan



Take a quick one-time shot at Shere Khan to end the game. Begin a normal game, then press Start to pause. Now press **A, C, A, C, A, C, A, C, B, B, B, B**. If you did the trick correctly, you'll hear a "Ya" sound. You'll now have one chance at beating Shere Khan, but if you fail, you'll be returned to the beginning of the game.

Dan Mostad
Parma, OH

Super NES

Double Dragon V: The Shadow Falls

Play as the Bosses



At the main menu screen, press **L, R, Up, L, L, Down, R, R**, then press Start
Frank Hill
Foster City, CA

Genesis

The Jungle Book *Ten Seconds More*



Begin a normal game, then press Start to pause. Press **A, B, B, A, A, B, B, A**. If you did the trick right, you'll hear a laughing sound. When you unpauses the game, you'll have an additional ten seconds. You can do this trick as many times as you need to.

Dan Mostad
Parma, OH

Advertisement



Super NES

Blackthorne

Passwords



Mine Level 2	FBWC
Mine Level 3	QP7R
Mine Level 4	WJTV
Tree Level 1	RRYB
Tree Level 2	ZS9P
Tree Level 3	XJSN
Tree Level 4	CGDM
Sand Level 1	TJ1F
Sand Level 2	GSG3
Sand Level 3	BMRS
Sand Level 4	Y4DJ
Castle Level 1	HCKD
Castle Level 2	NRLF
Castle Level 3	J6BZ
Castle Level 4	MJXG
Castle Level 5	KJCH

Brian Eddy
Belmont, CA

Genesis

Virtua Racing

Racing Backward



At the screen with the Sega logo, hold A, B, and Up, then press Start. Now release all the buttons, then go to the Mode Select screen and choose the "AUTRIV GNICAR" option. Now you can race backward on all the tracks.

Karen Hough
Cupertino, CA

Advertisement



S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

3DO

Out of This World

Hidden Image



To check out an Out of This World cartoon image, press L and R when the game's demo sequence is playing. Continue to hold down L and R through the Start screen, and an image of a wacko chopping off a guy's head will appear.

Javel Ross
Jackson, AL

Super NES

Super Slapshot

Customized Team



To customize your hockey team, enter the following password: . B R . C . D . B R . Now choose Tournament or Exhibition mode and select your team. At the Today's Match screen, press down to highlight and change your team's attributes. You'll now have a souped-up team when you hit the ice.

Adam Fields
Needham, MA

Advertisement



Genesis

Gunstar Heroes

Logo Trick



To make the title logo rotate down instead of up, press Down on the directional pad before the logo begins to rotate.

Steven Hartman
San Jose, CA

Super NES

The Jungle Book

Stage Select



At the Virgin logo screen, press Up, Up, Up, B, B, Y, Y, Select, Up, Down, Left, Right, B, Up, Y, Left, Select, and Down. If you did the trick right, you'll hear several tones. Now go to the Options screen, and you'll be able to access the Stage Select option.

Stephen Young
Cincinnati, OH

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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:

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P.S. - 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!

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GAME ENHANCERS

Hot Game Genie and Pro Action Replay Codes

Genesis (Game Genie)

Dance The Battle of Arrakis	B907-DA2C B907-DA2C	Start on Scenario 9 Shows the game credits
Hook	AEXY-875E G208-DEVK G2V1-8197	Start with nine lives Player 1 has infinite lives Player 1 has infinite energy
The Little Mermaid	AA93-AT8E TAM3-G7AA	Start with nine lives Start on Unlabeled Stage
RoboCop	300C-Y1V7 3G07-831A	Infinite time Infinite ammo
Sonic 3	ACGA-AA87 3C7F-8274	One Blue sphere needed for a Chaos Emerald Only two Chaos Emeralds needed to become Super Sonic (in addition to Rings)
Streets of Rage 3	8A5A-DA4N 8A5A-8A5A 178B-C0E7	Start with nine lives No energy loss when performing Special Attacks Axel's jump kick does more damage
Super Street Fighter II	M27F-AA8E CCEA-AM8C	Master Code - must be entered Allows up to seven stars on Start Game screen
T2: Judgment Day	A207-C880 M5A-AA8C	Infinite ammo Start on last level
Virtua Racing	AL87-8A2N 8CLC-8AG7	Always finish in first place Accelerate/brake rate instantly
X-Men	8X8E-X137	Infinite energy

Game Boy (Game Genie)

Darkwing Duck	01A-08F-04D FAD-398-4CL	Infinite lives Infinite ammo on pickup
F-15 Strike Eagle	5A3-81C-912 5A3-80C-054 FAA-52D-4CL	Start with 90 Sidewinders Start with 90 Mavericks Infinite bullets
The Little Mermaid	C98-22E-36E C0C-79F-36E	Infinite energy Infinite lives
Quarth	054-9EA-866 008-31D-06F	Select up to level five Super fast ship
Swamp Thing	C92-83E-A28 FA3-82F-4CL FAP-CF9-4CL	Infinite energy Infinite lives Infinite environmental meter

Genesis (Pro Action Replay)

Streets of Rage 3	FF0F6-C0032 FF0F8-80005 FF006-C0032 FF005-80005	Player 1 has unlimited energy Player 1 has infinite lives Player 2 has unlimited energy Player 2 has infinite lives
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Super NES (Game Genie)

Chester Chootah:	C28C-07AF	Infinite lives
Wild, Wild Quest	1C8A-AP0D	Slower timer on all levels
Equinox	C28F-AP4D 3C8C-00C7 CE8E-0D17	Infinite to some monsters' life Infinite life energy Infinite magic
Lethal Enforcers	3CCE-C48E G08F-1F9C 3CB5-140C 3CB2-446C	Infinite bullets Keep weapons until you die No damage from enemies No damage from shooting civilians
Prinns of Dark Water	AKDA-AA9C ACE7-8688	Infinite lives Infinite projectiles
Pocky and Rocky	C933-A794 D0A7-AD65 C93E-A797 D035-0761 CB2D-0F0E	Pocky has infinite energy Pocky has infinite lives Rocky has infinite energy Rocky has infinite lives Stops timer
Rock 'N' Roll Racing	D9C7-C005 C28F-1F8A 3CB5-C067	Start with \$5,020,000 Infinite power charges No damage if you hit other cars
Star Trek: The Next Generation	D0AF-446C D786-44D8	Phaser power doesn't deplete Medical packs heal completely
Super Street Fighter II	D002-8D0E D047-8D01	No charging required for some special moves Some special moves can be done in the air
Tao-Mania	C935-4000 E889-319C	Infinite health Each Kwi bird worth five

Game Gear (Game Genie)

Ecco the Dolphin	3E3-458-C46 21C-049-8E2	Infinite air Infinite energy
Sonic Chaos	008-38D-83E 0A2-18C-84E 996-93C-866 506-99C-F7E	Infinite time Each Ring worth ten Sonic starts with 99 lives Tails starts with 50 lives
Soldier Returns	A24-18C-643 SAD-A2F-2A2	Destroy all enemies with one shot Infinite lives

Codes Provided By:

Robert Ackwood River Ridge, MI	Adam Lenz Missoula, Ontario, Canada	Jason Papp Jonestown, VA
Donal Davis Suncoast, FL	Gerardo Marquar Tampa, FL	Scott Simpson Seattle, WA
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GamePro called NFL Football '94 "The Best Football Game of the Year." So what did we do for '95? We started from scratch to bring you a game where you play and compete with all 28 NFL teams and over 1,500 players including Rice, Sanders, Seau, Elway, White and more. Actually be the receiver and call for the ball! Add in bone-crunching new sound effects, injuries, skill ratings in 13 categories and a battery-backup that tracks league leaders, single game and season stats, and you know this could only come from Sega Sports™.



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FORGET IT'S A GAME

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... WAS A TV SCREEN.

SOME RACING



GAMES ARE MORE



IN YOUR FACE



THAN OTHERS.



COMING THIS NOVEMBER
FOR THE SUPER NES.

Officially
Nintendo

THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

Fighter's Edge
Exclusive

MORTAL KOMBAT II



By Slesher Quan

Exclusive Fighter's Edge killer combos for each character in Mortal Kombat II!

(For more cool combos, check out the November '94 issue of SHOT!Pre.)

KILLER
KOMBOS

GENESIS
SUPER NES

KUNG LAO



Hats Off to Kung Lao



1) Jump in and do a deep Kick as you start the Hat Throw taps.



2) Land and do the Hat Throw to cap off this combo.



Air Bullet Shot



1) Jump straight up and meet the opponent in midair with a Kick.



2) Immediately do the Bullet Kick to nail 'em before they land.

JOHNNY CAGE



Corner Uppercut Blast (Genesis Only)



1) Jump in with a deep Kick when the opponent's pinned in the corner.



2) Land and immediately juggle 'em with an Uppercut. Lethal!

REPTILE



Slide Force Triple Hit



1) Do the Forceball to suck the enemy into your clutches.



2) Jump Toward 'em and do a midair Kick.



3) Land and execute the Slide before they hit the ground. Nasty!

LIU KANG



Air Fire Fight



1) Jump at the opponent and meet them in midair with a punch as you begin the High Fireball taps.



2) While you're still in the air, do the High Fireball to really light 'em up!
Note: This move works if you jump straight up or if you jump toward them



Crossing Bike Riders



1) Cross up the opponent with a deep Kick as you Charge the Bike Kick.



2) Unleash the Bike Kick to pedal 'em to their demise!

LEGEND



Intermediate Combo



Advanced Combo

JAX



Jumping Wave Craze



1) Jump in with a deep Kick as you start the Sonic Wave motion.



2) Land and throw the Sonic Wave. This move washes 'em away!



Air Back Cracker



1) While you're both in midair, jump and do a Punch. Then jam on Block.



2) Grab 'em with the Backbreaker while you're still in the air.

Note: You can do this combo if you jump up or jump toward the opponent.



KITANA



Corner Four-Hit Lift Combo



1) When the opponent's in the corner, do the Lift Ray to set 'em up for something nasty.



2) Jump toward 'em and Kick as you start the Fan Throw taps.



3) Do a Fan Throw while still in the air.



4) Land and Uppercut them before they hit the ground. This combo takes off over half their energy!



MILEENA



Flying Sai Kicker



1) Jump and meet the opponent in midair with a Kick as you Charge the Sai Shot.



2) Quickly throw the Sai while still in the air.
Note: This move works if you jump straight up or jump toward them.



Jugglin' Roll Out



1) When the enemy jumps in, do a standing High Punch as you start the Roll taps.



2) Immediately do the Roll to launch 'em into the wild blue yonder.

SCORPION



Classic Aikyo-Spear Smacker



1) Jump in with a deep Kick as you start tapping Back for the Spear.



2) Throw the Spear to get 'em over here!



3) Blast 'em with an Uppercut.



Growing Leg Grab!



1) Cross up the opponent with a deep Kick as you start the Leg Grab motion.



2) Do the Leg Grab to put 'em down on the ground.

RAYDEN



Air Torpedo Terror



1) Meet the opponent in midair with a Kick as you start the Torpedo taps.



2) Do an air Torpedo for an awesome double juggle!
Note: This move works if you jump up or if you jump toward them.



Juggling Torpedo Counter



1) When the enemy jumps in, counter with a standing High Punch as you start the Torpedo taps.



2) Quickly do the Torpedo to surprise 'em with a big hit.



BARAKA



Surprise Double Kick



Get in close and hit High Kick twice. This move will do a quick Double Kick that will knock 'em high into the air.
Note: This move is not a real combo since it's blockable, but it's so surprising your opponent will forget to block!



Counter-Spark Attack



1) When the opponent jumps in, do a standing High Punch as you start the Blade Spark motion.



2) Do the Blade Spark to really rock 'em back in time!

SHANG TSUNG



Thunder-Skull Skull



1) When the opponent jumps in, do a standing High Punch as you start the Single Fleming Skull taps.



2) Immediately do the Single Fleming Skull. You can try for more Skulls, but it's tough!



Little Character Combo



Shang Tsung doesn't have many combos because he has only one Special Move. However, his ability to morph is devastating! Morph at just the right moment and do a big combo to gain the upper hand.

SUB-ZERO



Slide to Slide



1) Jump in with a deep Kick as you prepare to Slide.



2) Immediately Slide to hit 'em twice where it counts.



Freezing Combo Drive



1) Start off the combo with the Freeze.



2) Cross 'em up with a deep Kick as you get ready to Slide.



3) Nail 'em with a Slide for a surprising juggle.



Steel Base

Can't see it.
It's on the bottom.
That's why it's
called a base.

Solid Metal Core

in Ball and Foot

Variable speed
Slow Motion
control.

SUPER ADVANTAGE

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Super Advantage™ for the Super Nintendo®

The **only** joystick with the **muscle**
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Arcade



By Slesher Quan

Special thanks to Alex Jimenez, Kelly, Phil Reed, and the staff at Capcom.

DARKSTALKERS: THE NIGHT WARRIORS

Special Techniques and Super Moves

A monstrously cool one-on-one fighting game, *Darkstalkers* closely resembles *Street Fighter II*. Here are some of the new techniques and moves you need to know, as well as each character's special moves and powers.

Dashing



Many characters can dash Toward or Away from the opponent. To Dash, double-tap the controller Toward or Away. Try attacking as you Dash.



Air Blocking



Do you hate cheesy Fireball/Uppercut patterns? We all do. In *Darkstalkers* you can block in the air, which is useful to avoid landing on Fireballs. Just hold Back when you jump.

The Special Meter



The Special meter at the bottom of the screen is similar to the Super meter in *SSF II Turbo*. You charge the meter by doing Special Techniques or certain regular moves. When it's charged, you can do one enhanced Special Technique, which will exact more damage than usual, or you can do a Super Move. Either way, think fast, because the meter only lasts about ten seconds!

JOYSTICK LEGEND

- ↑ = Up
- ↖ = Up-Toward
- = Toward
- ↘ = Down-Toward
- ↓ = Down
- ↙ = Down-Away
- ← = Away
- ↗ = Up-Away

Motion = Move the joystick in one continuous, smooth motion.

Tap = Tap the directions indicated in sequence.

Charge = Hold the direction indicated before for the number of seconds indicated for the number of seconds of charging time. (Example: 1 Sec = 1 second of charging time; 2 Sec = 2 seconds of charging time.)

P = Press any Punch Button.

K = Press any Kick Button.

3P = Simultaneously press the three Punch Buttons.

3K = Simultaneously press the three Kick Buttons.

Air = The move must be done in the air.

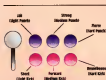
Ground/Air = The move can be done on the ground or in the air.

Close = The move must be done when close to the enemy.

Far = The move must be done when the enemy is far away.

Rapidly = Hit the indicated button rapidly.

Special Note: All techniques are done assuming your character is facing to the right. If you're facing left, reverse Toward and Away commands.



RIKIU (MERMAN)

Special Techniques

Sonic Attack



Motion ↓ ↘ → P

Glass Gas Attack



Motion ← ↙ ↓ ↘ → K

Super Move

The Geyser



Motion → ↘ ↙ 3P

Special Techniques

Jumping Drill

Dash ← K

Dorsal Saw

Tap ← → P

Special Throw #1

Motion → ↘ ↓ ↙ ← P (Close)

Special Throw #2

Motion → ↘ ↓ ↙ ← K (Close)

Super Move

The Abyss

Motion → ↘ ↓ 3K

JON TALBAIN (WEREWOLF)

Special Techniques

Luna's Hammer (Diagonal Down)



Motion → ↘ ↓ P (Air)

Blaze Kick



Tap ↓ ↑ P

Power Roll Throw



Motion → ↘ ↓ ↙ ← K
(Close)

Super Move

Luna Sledge (Horizontal)



Motion ← ↙ ↓ ↘ → P

Special Techniques

Luna's Hammer (Horizontal)
Motion ↓ ↘ → P

Luna's Hammer (Diagonal Up)
Motion → ↓ ↗ P

Eclipse Throw
Motion → ↓ ↘ K (Close)

Super Moves

Luna Sledge (Diagonal Up)
Motion ↓ ↙ ↗ P

Luna Sledge (Diagonal Down)
Motion ↗ ← ↙ ↓ ↘ P

VICTOR (FRANKENSTEIN)

Special Techniques

Von Stomp

Motion ↓ ↙ ← K

Rush Punch

Charge ← 1 Sec. → P

Dashing Knee

Tap ↙ ↗ K

The Grab Shock

Grab the opponent, then Tap ↓ ↑ P (Close)

The Power Belt Throw

Rotate the joystick 360 degrees, 3P (Close)

Rush Kick

Charge ← 1 Sec. → K

Special Technique

Whirlwind Punch



Motion ↓ ↙ ← → P

Super Moves

Thunderstrike



Charge ↓ 2 Sec. ↑ 3P

Super Rush Punch



Charge ← 2 Sec. → 3P

ANAKARIS (MUMMY)

Special Techniques

Retribution



When a Fireball is close,
Motion → ↘ ↓ ↙ ← P to
catch it.

Fireball Spit



After a Retribution, Motion
↓ ↘ → K to spit the Fire-
ball back.

Grand Wrap



Motion ↓ ↘ → P (Far)

Super Move

Pharaoh's Wrath



Tap Forward, Jab, ↓ Short,
Strong

Special Techniques

Pharaoh's Curse
Motion → ↙ ↓ ↘ ↗ P (Air)

Sarcophagus Smash
(Close)

3P; move ← or → to con-
trol range

Sarcophagus Smash
(Far)

3K; move ← or → to
control range

Long Snake

Tap → ← → P

MORRIGAN (SUCCUBUS)

Special Techniques

Fireball

Motion ↓ ↘ → P

Deemon Blast

Motion ↓ ↙ ← K (Air)

Hell Ride

Motion → ↘ ↓ ↙ ← P
(Close)

Special Techniques

Air Fireball



Motion ↑ ↗ → P (Air)

Shadow Blade



Motion → ↓ ↘ P

Super Moves

Deemon Drill



Motion → ↘ ↓ ↙ ← K
rapidly

Doppelganger



Tap Jab, Jab, → Short,
Fierce (Close)

DEMITRI (VAMPIRE)**Special Techniques****Teleport Dive Bomb**Motion ↓ ↘ ← K
(Ground/Air)**Super Moves****Power Wave**

Motion ↓ ↘ ↘ 3P

Special Techniques**Fireball**
Motion ↓ ↘ → P
(Ground/Air)**Power Stake Throw**
Rotate the joystick 360 degrees with any punch. (Close)**Spinning Uppercut**
Motion → ↓ ↘ P**Shadow Boost**

Motion ↓ ↘ ↘ 3P (Close)

SASQUATCH (BIGFOOT)**Special Techniques****Frost Blast**

Motion ← ↘ ↓ ↘ → P

Ice Fortress

Tap ↓ ↓ 3P

Special Techniques**Ice Hammer**
Motion → ↓ ↓ P (Close)
Refrigerator
Motion ↓ ↘ ← K (Close)
Vortex Kick
Motion → ↓ ↘ K**Super Moves****White Out**

Motion ← ↘ ↘ → 3P

BISHAMON (SAMURAI)**Special Techniques****Impaler**

Motion ← ↘ ↓ ↘ → P

Spirit Hold

Motion ↑ ↘ → P (Air)

Rush Slash

When the Impaler connects, Motion ↓ ↘ → P

Super Move**The Bushido Crush**

Motion → ↘ ↓ ↓ P ↘

Special Techniques**Long Strike**
Charge ← 1 Sec. → P**Low Strike**
Charge ← 1 Sec. → K**Upper Slash**
Motion → ↓ ↘ P when you're getting up or after doing the Retriever**The Skinner**
Motion → ↘ ↓ ↓ ← P (Close)**Retriever**
Motion ↓ ↘ ← P when the Impaler connects**Super Moves****Super High Slash**
Tap → ← → P**Super Low Slash**
Tap → ← → K**FELICIA (CATWOMAN)****Special Techniques****Rolling Smash**

Motion → ↘ ↓ ↘ P rapidly

Scratching Post

Motion → ↘ ↓ ↘ ← K (Close)

Super Move**Rolling Fury**

Motion ↓ ↘ → ↘ ↓ ↓ 3P

Special Techniques**Litterbox Kick**
Motion ↓ ↘ → K**Large Kick**
Motion ← ↓ ↘ K**Rolling Slash**
Motion ← ↘ ↓ ↘ P rapidly**LORD RAPTOR (ZOMBIE)****Special Techniques****Helicopter**Motion ↓ ↘ ← ← K
(Ground/Air)**Death Dance**

When the opponent's knocked down, Tap ↓ → P

Coffin Maker

Motion ↓ ↘ → ↘ P (Close)

Super Moves**Hell Blast**

Motion → ↘ ↓ ↓ ← K

Special Technique**Hell Jump**
Motion ← ↘ ↓ ↘ → K**Super Move**
Demon Blade
Charge → 2 Sec. ← 3P



TOP GEAR 2

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Split screen view shows your also-ran how you do it.



You're All-World on 64 different circuits in 16 countries.



An on screen readout shows you how to win.



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GENESIS™



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TORRANCE, CA 90501

A Player's Guide to Power Peripherals



By The Lab Rat

November, Halloween's come and gone, and all that's left are the discarded candy wrappers and half-eaten caramel apples. Yummy! And for the next entrée, the Lab Rat has a new multiplayer adapter and a sport accessory that really swings, along with an innovative new joystick.

Tap for the Tribe

Naki has a new multiplayer adapter, the **Tribal Tap**, that comes in Genesis and SNES flavors. The Genesis Tap works with both Sega and Electronic Arts multiplayer games. This six-player adapter (according to Naki, six-player games are in the works) has four ports in the front and one on each side. It's considerably smaller than the Hudson MultiTap, and it's lightweight, so you won't mind lugging it over to a friend's house. A switch on the front toggles between two-player, five-player, or six-player action.

In the FORE! Front

Sports Sciences, Inc., has the perfect solution for those stormy days when swinging through 18 holes just ain't gonna happen. Play indoors! The **TeelGolf** is an interactive golf club for the Genesis that works in conjunction with a floor unit via infrared remote control. The entire unit is connected to a Genesis with a cable and works with PGA Tour Golf II and other popular golf games.

The A, B, and C buttons on the handle of the club control menus or any other button-specific aspects of the game.

Multiplayer Adapter



The Tribal Tap

System: Genesis and SNES
Features: Six-player compatibility? When will this righteousness end? But Naki did do gamers right by making the Genesis version compatible with both Sega and EA games.

Price: \$29.99 (Genesis)
 \$24.99 (SNES)

Available: Now
Contact: Naki
 (800)824-NAKI

The only drawback of this unit is that you'll need plenty of space so that the arc of your swing doesn't break any vases (or hit an unsuspecting family member). Beyond that, it's a cool accessory for those who can't make it to the course...or want to sneak in 18 holes before a meeting.

Get with the Program

The **Smart Pad**, Innovation's new programmable joystick for the SNES and Genesis, is as innovative as it is smart. Heard it before? Here's the rub: You can purchase ROM cards that provide preprogrammed moves for games like Street Fighter II Turbo, Mortal Kombat, and Fatal Fury (more are in the works). Just slip your favorite card into a slot on the back of the joystick, and with one button press, you can do Ryu's Dragon Punch, Terry Bogard's Rising Knuckle, and more!

The joypad itself is nothing to write home about. The SNES version has a standard layout, four buttons with two triggers (right and left) on the top. Buttons for turbo and slow motion are built in, along with a switch on the top to select which

Programmable Joystick



The Smart Pad

System: Genesis and SNES
Features: Forget learning the intricacies of programming a fighter's special moves into a controller. The Smart Pad does the walking so your fingers can do the socking.

Price: \$19.99 (ROM cards)
 and \$15.99-\$19.99

Available: Now

Contact: Innovation
 203/295-2090

character you're playing. Four action buttons serve as additional special-move buttons. A set of switches along the top are numbered from one to eight; each number represents a particular fighter (one is Chun Li, two is Balrog, etc.). You can click to your favorite fighter and, voilà, the moves are preset for each.

If you're tired of trying to find all the special moves for a character, use the Smart Pad. It will save you tons of time, and you'll soon be playing like the GamePros. □

Game Peripheral



TeelGolf

System: Genesis
Features: Couldn't get to the course on time? Bring the green home to you with the TeelGolf!

Price: \$129.99

Available: Now

Contact: Sports Sciences
 216/967-0660

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A SEGA MANIAC?
OR
AN SNES
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BUYERS BEWARE



By The Watch Dog

Winter's creepin' in on us, but the chill won't stop me from reporting the lowdown on products you purchase. Here are some letters from our careful consumers.



- Why does my copy of Super Street Fighter II freeze between rounds and after matches?
- Ronjan Skidar, Cincinnati, OH**



Capcom Customer Service states:

"If you own an older SNES model and are having trouble with your copy of Super Street Fighter II, try these steps. First, clean your system and your game pak with a reliable cleaning kit. If that doesn't work, play your game on a friend's Super NES to see if the problem prevails.

"If the problem still persists, please submit your problem in writing to Capcom. Be certain to include your name, address, and most importantly, you must include your telephone number. Send your letters to the attention of M. Britton, Customer Service Department, Capcom USA, 475 Oakmead Parkway, Sunnyvale, CA, 94086.

"At Capcom, we're dedicated to servicing our customers and will work quickly to correct any problem you may be experiencing."



- I just noticed a label on the back of my Super Nintendo game paks that reads, "This game must be cleaned regularly. Use the Super NES cleaning kit only." Should I buy a SNES cleaning kit, or is Nintendo just trying to sucker me into buying stuff I

don't need? I've had some of my SNES games for a long time, and I've never had a problem.

Jeff Windham, Suisun City, CA



The Watch Dog says:

Regular cleaning of your game paks is a must (the frequency depends on game play, but it's usually about once every two weeks). Proper maintenance will extend the life of your games and your game system. As for exclusively using the Nintendo game-cleaning kit, that's a personal choice; the advisory on the back of the game pak only recommends the Super NES kit. Cleaning kits are also available from Doc and Naki.



The clean zone.



- I think I've been ripped off, and I need your help. I just bought TMNT: Turtles in Time. I paid \$60 for it, and I finished it in less than half an hour. If I try to resell the game, I would only get \$10 or \$15 for it. Are dealers ripping kids off?

David Lopez, Coral Springs, FL



The Watch Dog says:

Games are designed for players of different abilities. In one-player mode, this game is rather easy for advanced players. If you're not sure about a game, though, the best thing to do is rent it before you buy it. It will only cost you about \$3 and you can find out if the game has staying power for you. Or read video game magazine reviews. Most reviews will indicate a game's challenge level.



Look before you leap.



- I recently purchased the Game Gear Sonic 2 Sports Pack. I noticed that the small print says it's not compatible with the TV Tuner. Why? Did I get a bad version of the Game Gear? Is there anything else different about this version?

Chris Bianchetti, Sherborn, MA



A spokesperson for Sega's Customer Service Department states:

"The current Game Gears on the market are not compatible with the TV Tuner, which has been out of circulation for more than a year. Sega has no plans to reintroduce a TV Tuner for the new generation of Game Gears. There is nothing else different about this Game Gear system and the older Game Gear system."



Time is next time...

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IF IT WERE

WHEEL OF FORTUNE FOR SEGA CD HAS ARRIVED, WITH AMERICA'S FAVORITE GAMESHOW HOSTESS,

ANY MORE REAL,

KARNA WHITE, GUIDING YOU THROUGH EVERY SPIN OF THE BIG WHEEL. IT'S ALL HERE—FROM THE OPENING THEME MUSIC

THERE WOULD BE

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VIRTUALLY NEVER HAVE TO SIT THROUGH A SERIOUS SOLID PUZZLES, BUY HOWELS, AND JUMP UP AND DOWN WITH GLEE AS YOU "WIN" CASH, TRIPS AND

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(sure, it's just a game)

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to Knuckle under?



Gear Up! Hit the mark
and watch this edgy Echidna
stir up some real trouble!

Play Sonic & Knuckles by itself or Lock-On with other Sonic Games!



Lock-On Sonic 3!

Transform Floating Island into a huge 34-meg Sonic-epic, complete with new characters and multiple surprise endings! Then keep it all active with Game Save!



Lock-On Sonic 2!

Now you can play as Knuckles, and take advantage of all his sneaky signature moves! Climb...glide...play like never before!



SEGA



**SAVE \$10 BY MAIL
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Collect 10 wrappers of participating Lifesavers Company products and get a \$10 mail-in rebate on purchase of participating Sonic games with official rebate form, Sonic receipt and Sonic proof of purchase.

See Lifesavers displays at participating stores for details. All rebates must be received by JANUARY 31, 1995.



tick

THERE NEVER SEEMS TO BE

tick

tick

tick

tick

ENOUGH TIME WHEN YOUR BRAIN IS

tick

tick

tick

tick

BEING EATEN BY A CYBER-VIRUS.

tick

Prepare for total immersion. BurnCycle fuses a cyberpunk action-adventure movie with a frenetically paced role-playing game. Sound easy? Don't make us laugh.



Every nanosecond counts. Burn Cycle is your wit and manhoodship meeting at the physical and mental challenges we throw your way. Be fast. Be who hesitates is lost.



Hardwire your neurons. Critics are calling Burn Cycle "a totally synthesized, fully transcendent, bio-controlled, electronic rush." Man, what an understatement.



Click forward to the year 2003 **tick** where you've become a jaded **tick** athletic data thief named Sel Cutter **tick** with a neural implant jack in your neck **tick** and one day while downloading corporate secrets **tick** into the software inside your skull **tick** you also contract a nasty little **tick** computer virus called BurnCycle **tick** which is basically genes corrode your brain **tick** like battery acid in two hours unless you can **tick** outwit and outshoot relentless enemy agents **tick** Tied Dot the only guy who may know how to save you **tick** then make peace with your personal demons **tick** and somehow God help you **tick** locate the party responsible **tick** in this cold hard neon-lit world **tick** before you bite the oh what a hammer **tick** year time's eg



SHORT PROSHOTS

PreViews of Hot New Games!



Super NES

Donkey Kong is a classic: the original super simian adventure was one of the games that helped the industry take off. Now Nintendo's bringing DK back for an encore in a revamped game that resembles the original in name only.

King Kong

Absolutely the first thing you'll notice about Donkey Kong is the gorgeous rendered graphics. The one-player 32-meg cartridge (and yes, it's really gonna cost under \$100) was developed by Rare in England. Utilizing an advanced computer-



modeling technique that involves Alias Research's PowerAnimator software tools, Rare was able to animate characters in three dimensions and add incredibly realistic lighting and shadowing effects. The graphics have a brand-new look for 16-bit gaming, and the sounds boast very cool jungle tunes and

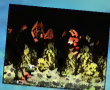
monkey sounds that'll make you feel like grabbing a banana.

The game plays' multi-scrolling platform action stars Donkey Kong, his little buddy Diddy Kong, and a cast of other simian sidekicks (including Candy Kong, Funky Kong, and Ganryu Kong). During the more than 60 hop-n-bop levels of play, DK and pals are trying to recover bunches of stolen bananas that were nabbed by the diabolical Kremlings, an amusing crocodile



crowd. Besides the regular levels, the duo can search out more than 60 bonus areas.

Kong and Diddy Kong leap, frolic, and swing like normal monkeys, and they can



also ride atop a crew of crazy animal sidekicks like Rambi the Rhino and En Garde, a Swordfish. And of course, Donkey Kong wouldn't be Donkey Kong without barrels—the big guy grabs them everywhere. He uses some as weapons, while others hold special power-ups and other surprises.

What a Swinger

Donkey Kong's graphics make it an evolutionary step up from the rest of the video game crowd. We'll have a review next month, as well as more on how this exciting cart was developed.

By Nintendo
Available November



KONG'S KOUNTRY

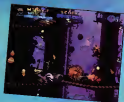


Kong travels all over this crazy country.



Super Return of the Jedi

Super NES

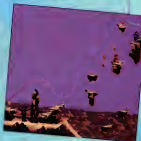
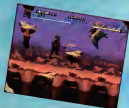


The final game in one of the best video game action/adventure series ever, *Super Return of the Jedi* is packed with new features that make it even more stellar than *Super Star Wars* and *Super Empire Strikes Back*.

In 19 huge levels of play, the 16-meg action closely mirrors the plot of the film *Return of the Jedi*—including battles in the Forests of Endor, the Death Star, Jabba the Hut's Lair, and even the famous Speeder Bike chase scene. The game play varies from side-scrolling platform battles to forward-scrolling, first-person flying action with cool 3D graphics and gorgeous Mode 7 effects.

Best of all, in addition to the original three character choices (Han, Luke, and Chewie), players also fight as Leia and an Ewok. Gamers looking for the complete experience will want to crank up John Williams's powerful original tunes from the movie—they sound great on this cart.

By JVC
Available November



Animaniacs

Genre

Super NES



Wakko, Yakko, and Dot, the cartoon stars of Warner Brothers' *Animaniacs* are making their debut in, as they put it, "interactive audiovisual entertainment." The trio is cut loose on the lot at Warner Brothers, and they're wreaking havoc on the different sound stages. Romp through movie locales like *Space Wars*, *Bungle in the Jungle*, and *Remember the A La Mode* in this platform-style action/adventure cart. Each *Animaniac* has a different ability, and you swap around the skills in this one-player cart so that the leader can use them all.

By Kenan
Available November



EP

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Morph from...

Walker

Landburner

ENTER



ELECTRO DRAM

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FX

King of Fighters '94

Neo-Geo

SNK's made a fighting name for themselves with hits like Fatal Fury Special, Art of Fighting, and Samurai Shodown. King of Fighters '94, its latest fighting game, boasts an unprecedented 24 fighters. In addition to the standard two-player character-versus-character fighting, players can fight in teams of three characters



from eight different countries. The battle ends when all three fighters on a team run out of energy, so winning requires a whole new set of strategies because you must coordinate each fighter's regular and special moves to create the strongest team.

By SNK
Available Now



Power Rangers: Generals



Fighting games are hot, and so are the Power Rangers. So the inevitable has happened — a Power Rangers fighting game. In this 16-meg, two-player, head-to-head fighting cart, players can fight as any of the five Rangers, the three Power Zords, or, in the two-player mode, even the enemy characters. The fighting action is similar to other fighting games — each character has a repertoire of special and standard moves and tries to annihilate their opponent before time runs out.



Players can adjust difficulty, time, and control settings, and, in the one-player mode, play through a scenario that includes cinematic scenes and a Power Rangers story line.

By Sega
Available November



Ecco: The Tides of Time

Genesis



The biggest star of the undersea world since Ripper and Anel returns in another seaworthy action/adventure. Varied styles of play, puzzles, and an enchanting story line that includes the elusive Vortex are



blended with captivating graphics that outshine those in the first Ecco. Look for some outstanding 3D tunnel-traveling sequences. Ecco also has a new friend, Treks, accompanying him on his quest, and he can morph into sea creatures like sharks and sea gulls — a strategic skill when he gets into tough predicaments. As challenging and bewitching as the original, Tides of Time'll put you undersea for hours and hours.

By Sega
Available November



SUPER
FX

VORTEX



Walker



Hard Shell

THE

ELECTRO BRAIN

IMPORTED BY
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Robotrek Super NES

That master of role-play adventures, Enix, is ready to rocket you into the far reaches of outer space for a one-player RPG with a science-fiction theme. A band of Hackers has invaded Roco, and you must save your home world by figuring out what they want. In a nice twist on standard RPG



elements, members of your party include Robots instead of Wizards: You don't heal them, you clean them! During play, you maneuver using the overhead-view field and world maps and enter into battle with a side-view battle screen. The small, cartoon-style sprites resemble Secret of Mana.

By Enix
Available November



MegaRace Sega CD



Virtual TV, virtual racing, virtual fun? Not! MegaRace is futuristic racing competition with rendered 3D graphics that provide a first-person perspective on the action. The fastest isn't best in the future, driving skills and aggression are crucial as you try to ram your challenger into oblivion. Choose your vehicle and customize it with different weaponry and other special items. Once the two-player racing begins, you'll have to carefully hoard your resources if you want to survive on each of the nine tracks.

By Mindscape
Available December



Lawnmower Man Genesis Sega CD



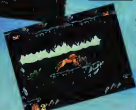
Based on the flick of the same name, Lawnmower Man puts you in the role of Dr. Angelo or Carlo as you struggle to prevent CyberJobe and his assorted virtual cohorts from wreaking havoc on humankind. The two-player action/arcade game play

includes 3D driving, flying, puzzles, and platform levels. Digitized graphics from the movie are combined with polygon graphics in the action scenes. FCI has an interesting Sega CD version in the works, but no distributor has been set, so its release date is up in the air.

Genesis
By Time Warner Interactive
Available October

Sega CD:
By FCI
Release date not available



The Lion King **Genesis**

Hot on the heels of last year's Disney's Aladdin for the Genesis, Disney and Virgin have again teamed up to bring The Lion King to video game life (see Super NES ProReview, page 116). This 24-meg cart traces the life of Simba — from his days as a carefree cub to his final battle to recapture his kingdom, Pride Rock. The game play includes traditional platform action as well as 3D scrolling areas like the wildebeest stampede. Simba moves with great realism, and, as he grows, players must learn new techniques. Disney animators created more than 2000 new animation cels just for the game, and the graphics have that superior Disney magic. The score includes all of the original tunes from the movie, plus two songs created just for the game.

By Virgin/Disney
Available November



VORTEX



WHIRLWIND

from



Walker



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IN SEARCH OF THE NEXT LEVEL

The next level of video games is here, but it's not what you might think.



16-Bits Is Enough

Nintendo built a new kind of game in Donkey Kong Country—a game that looks so much better than any thing yet available on the high-end platforms that people can't believe you play it on the Super NES. Believe it. At last summer's CES show in Chicago, showgoers insisted that there must be some sort of trick, like they expected to see a guy behind a curtain pulling levers.

New Hardware Not Necessary

For years you've been promised the next level of video games. Some companies like 3DO and Atari claim that their game systems are at the next level. Sega has claimed for years that Genesis is the next level. They also have said that the Sega CD and 32X will be the next level, at least until the Saturn comes along. Why don't they

level with you? Because the next level isn't necessarily a matter of high-priced new gear that will be obsolete almost before it leaves the package. Nintendo looked at it the other way around. Instead of engineering a new system every six months, why not improve today's games through new software development techniques? The result is Donkey Kong Country—the next level of video game sophistication, programming wizardry and total fun. And you can plug it into your Super NES Control Deck this fall. No gadgets. No gimmicks.

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The world's most special adventure in a Super book...
 returning to your Donkey Kong Country. You can
 read it first! It's got you in the center before the
 adventure!

They kept asking what "chip" it used. The beauty of DK Country is that it doesn't use any special hardware, just awesome programming, and it doesn't need an expensive booster like Sega's 32X for the Genesis because the Super NES already has the basic equipment that can deliver incredible graphics and sound. No one thought that it was possible to put fully rendered computer animation on a 16-bit video game, but then Nintendo did it. Now the industry is rushing to catch up to the new standard that Donkey Kong Country has set.



Beyond The Hype

Most game companies thought that the next level of games would use digitized graphics and a CD-ROM drive. That's the hype behind multimedia systems promising new interactive experiences. But as anyone who has played most multimedia CD-ROM games can tell you, the experience doesn't live up to the hype. What's wrong with multimedia? CD-ROM is inherently slow and digitized animation is very limiting. You can do what's more, even with more than 500 megabytes of memory, you are limited to a frustratingly small amount of video animation. For true game creativity, you need to take a step beyond digitization to fully rendered computer animations. What that means is that you can create any character imaginable in three dimensions and the computer can move it any way you want, turn it at any angle and place it on any background. The technique is called Advanced Computer Modeling (ACM) and the result is a far more lifelike game experience. That's how Donkey Kong Country was made and it promises to be the future of video games.

Amphibiousity of Donkey Kong Country—like Donkey Kong—takes 3D modeling for the game development at 3DO Ltd. to mind-blowing.



Talking The Big Numbers

Both 3DO and Atari aspired to create the ultimate high-end video game system. Not only did each of the two new systems promise an evolutionary step up to the next level of gaming, the hardware featured some big numbers. Both systems claimed fast processing and enhanced graphics. But raw processing power doesn't make a great game. In fact, the most impressive numbers are the high end retail price tags of the systems—\$250 for the Jag and a whopping \$400 for the 3DO. So far there haven't been many games released for these new systems because the platforms haven't sold well. It seems that game players aren't convinced

that 3DO and Jaguar represent the next level any more than the slow-selling Sega CD. As for Sega's 32X adapter, how many games do you suppose will be made for a tacked-on system with a life-expectancy of maybe a year? It's simple. The Super NES still has the best games in the world and it won't bankrupt you. Sometimes the grass (not to mention your wallet) is greener where you're at right now.



CRIMINAL MINDS
 Donkey may have been preschool aged, but Donkey Kong Country on the Super NES probably has the most intelligent programming in any 16-bit console game.



3DO AND ATARI/CRIMINAL MINDS
 3DO and Atari were the first serious challengers of CD-ROM, and both still have games you'd enjoy. For the price of the system you'll appear to be able to buy games to play to 3DO Country. Take note.

Bubsy **Jaguar**



Those string-out aliens, the Woolies, are back with yet another insidious plot to make life one big hassle for Bubsy. This time, the humorous bobcat



with the usual chip on his shoulder must prevent the distortion of the world's fairy tales in 15 levels of platform action/adventure. This one-player cart is Bubsy's first foray into 64-bit entertainment, and he's dogged by an entirely new cast of enemy characters.

By Atari
Available Christmas '94

Double Dragon V

Jaguar



Two of the original video game stars, Billy and Jimmy Lee, will appear on the Jaguar in an adventure that's nearly identical to the Super Nintendo and Genesis versions (see ProReview, GamePro, August 1994). The side-view, head-to-head fighting action lets you choose from 12 characters, each with the usual repertoire of special moves and standard techniques.

By Williams Entertainment
Available December



Blue Lightning **Jaguar**



a variety of planes and soar into two different kinds of action. During Air Missions, you fire away against other planes in head-to-head dogfights. Ground Missions require you to destroy ground targets like helicopters and tanks. The Jaguar's graphical abilities should make the action especially realistic.

By Atari
Available Christmas '94



Remember Blue Lightning for the Lynx? The one-player flight sim is taking off again on the Jaguar. As a pilot in a UN Squadron, you fly four missions around the globe. Choose from



Troy Aikman NFL Football

Jaguar



boasts the ability to create your own offensive or defensive plays, or you can choose from more than 80 of Aikman's favorites. Along with the normal full-season play, options include customizing a season, playing in Coach

mode, buying a team, and even setting players' salaries. No salary-cap problems here!

By Williams Entertainment
Available December



When Troy Aikman takes to the gridiron in this two-player game, he'll be backed by 28 NFL teams with official logos (but no real players). The game





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Slayer 300



Love exploring dungeons? *Slayer* might be your ultimate one-player role-play adventure. Create your own character and choose from Dwarves, Elves, Humans, and more in different classes like Clerics, Paladins, Thieves, or Fighters. Customize a dungeon and then venture into battle against slimy dungeon denizens. Cast spells and defend yourself with different weapons. You can't leave bread crumbs behind, so map the dungeon yourself or save a tree and take advantage of the automapping feature.

*By Strategic Simulations
Available December*

Off-World Interceptor 300



Climb behind the wheel of a futuristic off-road vehicle and hit the intergalactic road in brutal two-player off-world racing. You're an interplanetary bounty hunter who crosses six vicious alien worlds, each with different car-grinding terrain, including jumps, tunnels, hardies, craters, and dangerous aliens. The off-road action's a kick in the seat, especially when you take a gander at the texture-mapped 3D polygon graphics that 300 does so well.

*By Crystal Dynamics
Available September*

Way of the Warrior 300



This first fighting game for 300 serves up nine digitized characters and two 3D rendered bosses, à la *Mortal Kombat*. The action, set in a mountain fortress, includes standard head-to-head fighting for one or two players.

Each character has 60 to 80 normal and special moves, including locks, grabs, throws, projectile attacks, and more. CD tunes and slick sound effects add oomph to the realistic graphics. Scrolling, unusual perspectives, weather effects, and 3D-modeled backgrounds are just a few of the graphical treats in store for you — not to mention killer fatality moves with realistic blood and gore.

*By Universal Interactive Studios
Available November*

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ROCK & ROLL RACING



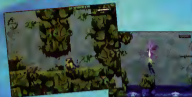
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Generations Lost

Genesis



In this eight-meg fantasy action/adventure, you journey across a strange land as Monobe, battling mutants, exploring villages, and discovering how to activate a special high-tech suit bequeathed to you by a wise man. The one-player game has Flashback-style game play and graphics, and Monobe discovers unique power-ups and magic as the game advances. An unusual, eerie soundtrack rounds out the game's atmosphere.

By Time Warner Interactive
Available November

Skeleton Krew

Genesis



If you loved Smash TV and Arcus Odyssey, you'll probably enjoy this cart's run-n-gun action. The Skeleton Krew is called into action to clean up Monstro City's evil cryogenic mutant population. During the one- or two-player simultaneous action, Krew team members crash through eight levels on foot, in a tank, aboard a jet ski, and in a submarine.

By Time Warner
Interactive
Available November



World Championship Rally

Super NES

Sega CD



Arcade-style racing action powers two different versions of this World Championship Rally simulation. When the race begins, up to four players climb behind the wheel of a customized rally car. Brutal conditions reign, including night and day driving and varied weather conditions. The SNES cart includes five different tracks, while the Sega CD utilizes digitized footage from the world's toughest rally tracks and all 35 stages of the real Rally.

By JVC
Available December

Doom

32X



In the 32X version of the PC classic, you're playing in Hell...no...really, you are! You roam the fiery depths from a first-person perspective similar to Wolfenstein 3-D. Your mission is to - what else? - fight your way out. While battling

Hell's denizens, you search for better weapons, stronger armor, secret areas, and passages. Doom for the 32X includes most of the PC version's special levels and stages, and the 32X boasts the power to display the same gory graphics as the original, so expect an MA-17 rating on this one.

By Sega
Available November



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golfing experience available!
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realistic you may get stuck!
• Buggy status on how many links
you've won when you ball lands in the
water.

Okay, we're just kidding about the
last feature!

But all you can see, **Links** for
Sega CD is the closest thing to per-
fection when it comes to golf games.
So you can bet that if any game
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future, it'll be **Links**.

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NATION WITH YOUR BRILLIANCE, BUT YOUR DOG WILL LOOK AT YOU WITH A NEWFOUND RESPECT... *(sure, it's just a game.)*



The Punisher

Genesis



Capcom's classic arcade game is coming to the Genesis in a 16-meg cart starring Frank Castle, the Punisher. The two-player action includes special attacks and a variety of weapons.

By Capcom
Available November

Panic

Sega CD



Popular in Japan, this unusual game asks players to solve humorous, offbeat puzzles by finding the solution that lets the main character escape from each of the hundreds of rooms in the game.

By Data East
Available October

Star Fleet Academy

Super NES



As a Star Fleet Cadet, you must complete realistic space missions to graduate and become a Federation Officer.

By Intergay
Available November

The Tick

Genesis Super NES



Fox's animated show *The Tick* appears this fall, and this spin-off game stars its 400-pound arachnid superhero as he takes on the world's villains in 44 stages of arcade-style action.

By Fox Interactive
Available November

The PageMaster

Genesis Super NES

Super Game Boy



Join Richard Tyler (a.k.a. Macaulay Culkin in the movie) as he travels through such classic literature as *Frankenstein* and *The Big Bad Wolf*. The game includes 3D flying sequences and hidden areas.

By Fox Interactive
Available November

Carrier Aces

Super NES



This cart has World War II air battles for one or two players. The missions include bomb runs, dogfights, and other realistic battle simulations.

By Gavetok
Available December

The Brainies

Super NES



In this action/adventure puzzler, you try to maneuver the Brainies, fluffy little aliens, back to their sleeping pads in 100 brain-busting levels.

By This
Available November

Stellar Assault

32X



Space, the final frontier. Scratch that space-jockey itch with shootin' action that's illustrated with 3D polygon graphics.

By Sega
Available Christmas '94

Future Zone

Super NES



Future Zone's action/adventure play sends the player through 16 futuristic levels, including 3D mazes, virtual flight simulation, hand-to-hand combat, and traditional platform play.

By Electro Brain
Available First Quarter '95

Dirt Trax FX

Super NES



Electro Brain's second SFX-chip game, *Dirt Trax* rips with 25 dirt-bike racing tracks, cut-out and time-trial modes, four types of motorcycles, and eight racers.

By Electro Brain
Available December

Super Motocross

32X



Get on your bad motor scooter and hit the hills for dirt-bike motocross action. Digitized 3D graphics give this game a thrillin' perspective.

By Sega
Available Christmas '94

Metal Head

32X



Guide a mech warrior through futuristic cityscapes. The explosive high-tech battle includes 3D polygons and awesome graphics.

By Sega
Available Christmas '94

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ANY WAY
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–Dick Vitale

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basketball
commentator
and coach

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The game's so awesome, I'm proud to have my name on it. Just check out all the prime time features of *Dick Vitale's "AWESOME, BABY!" College Hoops*:

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Dick Vitale



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OVERSEAS PROSPECTS

An International View on Video Games



By **The Trokman in Japan**

Sega's Saturn, Sony's PlayStation, and Panasonic's 3DO Multiplayer aren't alone in bringing new technology and high power to the world of video gaming. NEC and Bandai are the next companies to climb into the battle royale for the next generation.

NEC-FX

Scheduled for a Fall 1994 release alongside the Saturn and PlayStation, NEC is moving on up with the 32-bit NEC-FX. Without using a polygon-gener-



NEC plans to make knockout FX graphics.

ating graphics chip like other next-generation machines, the FX will bring animated characters to life at a scorching 30 frames per second (as fast as a TV cartoon) and will command a maximum of 16 million colors. The unit will refine its eye-catching display with built-in JPEG compression, a graphics-processing technique that saves some overall processing speed

to put more punch into animation. NEC plans on using the high-quality visuals, CD music support, CD movie-playing capability, and Photo CD support to appeal to an older game-playing audience. Even the FX's controller will sport a



Battle Heat strives to add flair to fighting-game graphics.

sophisticated look with eight action buttons and a standard directional pad, vying with the PlayStation for the "most finger-damaging control pad" honors.

One announced game, Battle Heat, combines cinematic Japanese anime-style animation, sophisticated dialogue, and, of course, crystal-clear CD sound with fighting-game action. A second game, FX Fighter, features one-on-one combat with a Virtua Fighter look but rendered character graphics.

NEC doesn't appear to be just jumping on the 32-bit bandwagon. The FX could be here to play.



NEC hopes the 32-bit FX will appeal to sophisticated gamers.

System Wars HEAT'Up in Japan

THE NEWEST PLAYERS TO ENTER THE HIGH-STAKES COMPETITION OVER THE NEXT-GENERATION VIDEO GAME HARDWARE, NEC AND BANDAI STEP ONTO THE FIELD WITH BIG-LEAGUE TECHNOLOGY.



The BA-X will support two infrared remote controllers.

BANDAI BA-X

Sega, Sony, Nintendo, 3DO, and NEC may command much of the new-system spotlight, but they should keep their eyes on the dark horse of the bunch...Bandai! The Bandai BA-X is sort of hard to explain—not because it's purple (though that's hard to explain, too)—but because it isn't a dedicated game machine.

Billed as the "one machine for one-family multimedia" here in Japan, the BA-X will emphasize CD movies, CD music, karaoke, and Interac-



Bandai plans to create interactive video CDs that don't follow traditional video game design.

tive videos. Instead of traditional video game formats, the interactive videos will include entertainment such as adventure role-playing games, educational software, quiz games, and interactive comics.

Bandai, the world's largest toy maker, holds the licenses to such popular comic characters as the Dragonball series, Ultraman, and the Mighty Morphin' Power Rangers, so expect BA-X products featuring those hot characters.



REAL GAMES FROM PANASONIC



By Game Over Man

Panasonic is getting into the games business! To support its REAL 3DO Multiplayer, the system manufacturer has acquired three Japanese games and plans to release them on the Panasonic label in America. Here's a preview of the games due this fall.

BURNING SOLDIER



In the year 2095, Mars is history, and Earth is about to become old news. Aggressive aliens have invaded the solar system, and it looks like a job for a 3DO shooter! Burning Soldier flames across 18 stages, and its pulse-pounding outer-space graphics will take you

for an awesome ride. Although your space interceptor, Strike Fighter, is flying on auto-pilot, you whip a gunsight cursor around the screen to blast invading starships.

*By Pack-In-Video
Available Now*

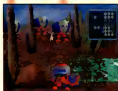
GUARDIAN WAR



The first 3DO role-playing game, Guardian War is cast in the classic RPG mold. Players guide the Golem warriors on a

quest to save their kingdom from the evil Azral and his minions. Characters build up assets such as hit points and experience points, and the combat system is turn based. You even get squat, blocky character graphics...rendered polygons, of course.

*By Micro Cade
Available October*



WAILAE COUNTRY CLUB



Wailae is actually the second 3DO game introduced by Panasonic from T&E Soft's True Golf Classic series; Pebble Beach was the first. You play 18 holes on a computer-simulated course based on the actual Wailae Country Club in Hawaii. Fairways, bunkers, greens, and roughs sport the actual course topography and local environmental conditions. Aerial-view video images of the Wailae course and narration guide your game play. **Q**



*By T&E Soft
Available October*

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3DO Powers Up

In an effort to remain competitive with upcoming hardware entries, **The 3DO Company** has announced plans for the **M2 Accelerator**, an add-on to the 3DO Multiplayer The Accelerator will increase the machine's performance from 32 bit to 64 bit. The plans call for the development of a chip with a custom PowerPC micro-processor coupled with multiple graphics and sound processors. IBM and Motorola will assist in the development by engineering and manufacturing the chip.

Best of all, the new micro-processor will use the Multiplayer's operating system and development tools, so old games will play on the new hardware and programmers won't have to learn a new system. "We don't think the consumer should have to start over just because there are new technical breakthroughs every few years," said Trip Hawkins, 3DO's president and CEO. 3DO expects compatible products to be introduced in late 1995.



By this time next year, 3DO will give its Interactive Multiplayer a PowerPC boost.

Nintendo Loses Suit

A company that filed for bankruptcy in 1983 has prevailed in a lawsuit against **Nintendo of America** - to the tune of a \$208.3 million award from a federal jury. According to a Newsbytes report, **Alpex Com-**

puter Corporation, a now-dissolved company, advised in 1983 more than 70 companies of its plans to sue companies that infringed on its patents.

In this case, filed in 1986, the patent identified technology for displaying bitmapped images. Most companies had settled out of court for far less than the figure Nintendo must pay, but Nintendo doesn't intend to make any withdrawals from its bank accounts just yet. Howard Lincoln, Nintendo's chairman, called the verdict "preposterous" and claimed the patents had expired. Another spokesperson said the decision will be appealed.

Hasbro Redux

GamePro told you in April 1994 that **Hasbro** bought approximately 1.5 million shares of Virgin Interactive Entertainment, then worth about \$25 million. The story has gotten more confusing. Hasbro has exchanged those shares for 1.3 million shares of Blockbuster Entertainment Corp.

Hasbro and Blockbuster have agreed to form an interactive partnership, which could lead to the VR game system Hasbro is rumored to be developing.

Blockbuster Crowns Champs

The first **Blockbuster Video 1994 World Game Championship** attracted more than 220,000 players worldwide, which was whittled down to 230 finalists who met in Fort Lauderdale, Florida, for the final playoff. When the dust settled, Fred Doughty of Baltimore, Maryland, was named the Genesis champ and Mark Guisane



The competition at the Blockbuster Video World Game Championship in Florida was hot and heavy.

of Manchester, Massachusetts, became the SNES champ.

The event also offered attendees the chance to play upcoming games from more than 30 game companies and meet celebrities like Jenna von Oy (from TV's *Blossom*), Olympic skiing gold medalist Tommy Moe, NBA player Glen Rice, and Jonathan Taylor Thomas (from TV's *Home Improvement*).

Check future issues of GamePro for details of the champions' trip to the San Francisco area to visit the GamePro office, where they'll be editors for a day and review a game for the magazine. They'll also visit Electronic Arts and Capcom and be digitized into a future "Stalk" game by EA.

Fighter's History Fight Continues

Capcom and **Data East** have each done their share of fighting games, and now they're set to have a fight of their own - in the Northern district court of California. As previously reported



The courts will decide soon if Fighter's History (SNES version shown) is too close to SF II.

("ProNews," GamePro, June 1994), the pair were beset to count over claims by Capcom that Data East allegedly had, according to Capcom's general

Troy Aikman NFL Football



Williams Entertainment shot a commercial for Troy Aikman NFL Football and gave GamePro some behind-the-scenes glimpses of the action. Two-time Super Bowler Aikman said that participating in development of a video game was a "great thing...I do believe that the people will like what they see." Former coach Jimmy Johnson even stopped by for a cameo and called Aikman "the finest quarterback in the game today." Let's hope Troy's game does as well.

NINTENDO GAMES

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GENESIS

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SUPER NES

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counsel, "...deliberately set out to copy Street Fighter II in designating Fighter's History." Data East asked to have the suit dismissed, but the judge denied the request. The trial is set to start on October 31.

Baseball on Strike...Not!

With the recent major-league baseball strike, a big hole opened up in many sports fans' lives. Pittsburgh's **KDKA-TV 2** has been using **World Series Baseball '94** on the Sega Genesis to play out the Pirates' scheduled games. The game highlights are then shown on the evening news broadcasts, mixed in with video clips from actual Pirates' games, like the manager commenting on the team's performance.

Sports producer Frank Wilson said some of the viewers think the idea is silly, but others say it compensates for not having "real" baseball highlights.



TV station **KDKA-TV 2** in Pittsburgh has its viewers playing Pirates games on the Genesis and shows the results on newscasts.

Meanwhile, Nintendo is waging its own baseball campaign with a "Nintendo No-Strike Baseball League." Its game counselors have been playing the entire baseball schedule on Ken Griffey Jr. Presents: Major League Baseball, then posting the results to an

800 number that the media can call to nab the details. The scores can then be passed on to the public in newscasts and newspaper sports sections.

Atari Intros Hard And Soft Wear

In an effort to make the Jaguar name and Atari logo more recognizable, Atari is working with the Norscot Group to offer **Jag-Ware**, a line of Jaguar-embellished merchandise that includes key chains, coffee mugs, pins, pens, and water bottles, as well as sweatshirts, T-shirts, and denim jackets.



Atari wants the Jaguar on people's minds - and on their bodies.

To order Jag-Ware or request a free catalog, call 800/653-3313 or fax 800/653-4904; from outside the U.S. or Canada, phone 416/241-3313 or fax 416/241-4904.

TDK Refreshes 3DO Memory

TDK, one of the latest 3DO licensees and best known to consumers for audio cassette tape, will try to give the **3DO Interactive Multiplayer** some memory of its own. The Memory Card will be available in the first quarter of 1995. TDK's Memory Card and card reader will connect to the 3DO

console via an expansion port and allow the player to save game statuses to the card.

Aura in Kombat

SHANG TSUNG WINS



Mortal Kombat II is more of a rumble with Auron's Interactor.

Aura Systems, makers of the **Interactor**, a vest-like peripheral that transmits audio vibrations during game play (see "GamePro Labs," *GamePro*, October 1994), has made a deal with **Acclaim** to promote **Mortal Kombat II** in **Interactor** ads. In addition to inclusion in Auron's \$5 million ad campaign, Acclaim will put Interactor

cards in the MK II game boxes, and Auron will pack Acclaim into its Interactor packaging. Acclaim will also program "special audio cues" into the game code to take advantage of the Interactor's capabilities. The Interactor will hit stores in early September.

Aura has also signed a deal with Williams Entertainment to do "strategic marketing" in relation to Williams's upcoming releases, *Double Dragon V* and *Troy Adkman NFL Football*. Aura and Williams will swap the same kind of promotional opportunities that Aura and Acclaim did.

Contest Winners

We had nearly 5000 entries for our **"Shut Up and Jam! Streetball World Championship Contest"** (*GamePro*, May 1994). Here are the winners:

Mega Man Cartoon



You may have caught the recent introduction of the *Mega Man* cartoon (*"ProNews," GamePro*, March 1994), which is licensed from Capcom. Here are some of the characters that are appearing in the show, including a young female counterpart named Roo. As expected, Mega Man's traditional adversaries and allies also make appearances.

Grand Prize

Tristan Smith, Anderson, IN
The winner gets a trip for two to the Streetball World Championship in Dallas, Texas, October 1994, including airline tickets, accommodations for three days and two nights, and spending money; an Asciiware Fighter Stick SG-6 and Fighter Sock SN, a pair of Charles Barkley's basketball shoes, a Sport Accolade polo shirt; a Charles Barkley-

anographed basketball; and a Sport Accolade gym bag.)

First Prize

(Winners receive a Shut Up and Jam! hat and their choice of either an Asciiware ascilpad for the SNES or an Asciiware ascilpad SG-6 for the Genesis.)

Kurt Robert Bogseth, Lisle, IL; Jay Estes, Tucson, AZ; Malcolm Holmes, Portland, MN; Shannon R. Jackson, Silverton, OR; Cam-

BLOCKBUSTER VIDEO

November Hot Sheet!

NES

1. The Jungle Book
2. Mario's Time Machine
3. Mega Man 6
4. TMNT: Tournament Fighters
5. Kirby's Adventure
6. Mario Is Missing!
7. The Ren & Stimpy Show: Backdoor
8. Tecmo Super Bowl
9. Tetris 2
10. WWF King of the Ring

Super NES

1. Mortal Kombat II
2. Earthworm Jim
3. Super Street Fighter II
4. The Jungle Book
5. Maximum Carnage
6. Incredible Hulk
7. Troy Adkman NFL Football
8. Double Dragon V
9. Double Racer FX
10. King of the Monsters 2

Genesis

1. Mortal Kombat II
2. Earthworm Jim
3. Jurassic Park: Rampage Edition
4. Maximum Carnage
5. The Jungle Book
6. Bill Walsh College Football
7. Super Street Fighter II
8. NHL '95
9. Troy Adkman NFL Football
10. Lucha Strike

Sega CD

1. Star Wars 3D: Rebel Assault
2. Formula 1 GP
3. Helmdell
4. Who Shot Johnny Rock?
5. Ulike
6. Heart of the Alien: Out of This World II
7. Mortal Kombat
8. Crime Patrol
9. Fishenbells
10. Lethal Enforcers II - Gun Fighters

to Patino, Miami Beach, FL; Stanley Huzar, San Jose, CA; Daniel Swanson, Trumbull, CT; Andy Tarquinio, Los Altos, CA; Michael To, Garden Grove, CA; Tony Wernet, Bay St. Louis, MO.

For a complete list of winners, send a self-addressed envelope to "Contest Winners," GamePro Magazine, 951 Mariners Island Blvd., San Mateo, CA 94404.

...And More Contest Winners

We had nearly 5000 entries for our "World Cup '94 Trivia Contest" (GamePro, July 1994). Here are the winners:

Grand Prize

Nelson Bonasal
Roukonkoma, NY

The winner receives an XEye Entertainment System from JVC, an official World Cup soccer ball autographed by the German team, a World Cup USA '94 Sega CD video game, auto-

graphed CD copies of the World Cup album and Scorpions' "Face the Heat," a World Cup USA '94 watch, a one-year subscription to GamePro, and a GamePro T-shirt.)

First Prize

(Winners receive autographed CD copies of the World Cup album and Scorpions' "Face the Heat," a World Cup USA '94 watch, and a World Cup USA '94 gym bag.)

Mike Adduci, Betradorf, IA; Rocco DiMartino, Miami, FL; Ruben Espinoza, Ventura, CA; Ryan Govinga, Kitchener, Ontario, Canada; Rudi Kuntz, Topeka, KS; George Martinez, Hialeah, FL; Suzan Sandle, Forest Hills, NY; Erik Torres, Santa Ana, CA; Samuel Waisbord, Chula Vista, CA.

For a complete list of winners, send a self-addressed envelope to "Contest Winners," GamePro Magazine, 951 Mariners Island Blvd., San Mateo, CA 94404.

At the Deadline



Thanks to **The Software Toolworks** and the **Make-a-Wish Foundation**, a visit to a local mall could net you a \$1000 scholarship. To publicize its upcoming NCAA Football game, The Software Toolworks will be hitting malls on November 19 in ten cities: New York, Los Angeles, San Francisco, Dallas, Houston, Atlanta, Chicago, Denver, Washington D.C., Baltimore, and Philadelphia.

Professional athletes — Mac Randy White, Fred Biletnickoff, Steve Bartowski, and Mark Moseley — will challenge gamers, and one winner at each mall will take home a \$1000 scholarship. From those ten winners, two will be randomly chosen to fly to Pasadena, California, where they'll compete in a playoff at the Rose Bowl. If you'd like to attend the mall tour and enter the contest, you can get more informa-

tion by calling The Software Toolworks at 800/238-3088.



AT&T has quietly announced that it has dropped plans to release the **Edge 16** modem for Genesis and 3DO platforms ("Cutting Edge," GamePro, September 1993). It was originally targeted as a device that would enable gamers to play specially coded games against another player over standard phone lines, while permitting simultaneous voice contact.

According to an AT&T spokesperson, the company chose to devote attention to developing new telephone technologies but hasn't put aside the thought that it may still get into the interactive-gaming market at a later date. Also, the spokesperson noted that the Edge 16 modem technologies could be sold to another company and reintroduced to the public.

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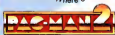


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