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May 1995

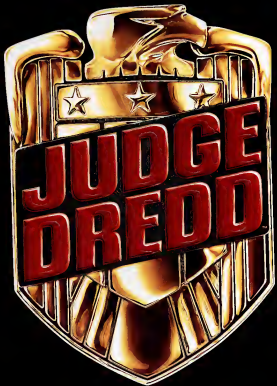
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Nintendo begins fielding Ultra 64 developers.

THAT. I'VE WISH YOU WERE ME. I'VE SWATT
 HEY CHARLES, NO ONE'S DOPPER THAN ME. I'M SWATT
 OTS. I'M DROPPIN' HOOKS. I'M SWEEPIN' BOARD
 WIN THE PAINT 'R'D THREADING THE NEEDLE FRO
 ANYWHERE. I'VE GETTIN' TIRED OF
 I'VE GOT TO GO. I'LL
 THEY W
 OR BREAKF
 WNER YOU
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 ENSE. COME ON, GIVE UP THAT ROCK. G
 PCK YOUR POCKET AND REVERSE SLAM
 WY YOU CALL THAT DEFENSE? A 92 YEAR
 VE HIP AND FAKE TEETH
 YOU WISH YOU WERE
 YOU THROW ENO
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Slam Up and Jam 2 is all the trash talk, elbow-throws! streetball you could ever want. The animations are dope and the combination moves are deadly. You've got twenty-five ways to shoot. Behind-the-back passes. Double-clutches. Alley oops. 10 players to pick from and zero refs. And it's the only video game in this world with Sir Charles himself. Enough talk. Get Slam Up and Jam 2. Then take some champ off the dribble and drive it to the hole.

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Hitting the Highway

It's cool when you're driving down the road and you see someone you know. You make contact with a wave, a nod, and a grin. GamePro's found a road you can cruise and make contact with us any time you want: the information superhighway.

The Internet started about 25 years ago as a linked network of computers around the globe that enabled scientists and researchers to share information. Recently opened to the public, the Internet now permits computer users across the world to exchange e-mail and share opinions in discussion forums called "bulletin boards." Commercial online networks, such as CompuServe and America-Online, have also linked up, adding inexpensive Internet access to their offerings.

Savvy users can find hot new game tidbits online, from both other gamers and game companies. If you're hungry to hit the highway and are in need of a road map, be sure to read "Surf's Up! Online Video Game Information" in this issue. It's the first installment in a two-part series that shows you how and where to find video game info via online sources.

Once you're wired into the Net, drop us a line—we're speeding along the highway, too. We've established a number of e-mail addresses for incoming messages:

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Suggestions and observations



Unfortunately, the volume of "snail mail" and e-mail that we receive prevents us from responding to you personally. We will, however, consider your questions, comments, game tips, and codes for publication. Be sure to include your name and address in your e-mail so that, if you win a prize (for supplying us with a tip that we publish, for instance), we'll be able to send it to you.

We don't expect our online presence to be limited to just e-mail in the future. In fact, some GamePro editors can be found surfing the networks now and then. We'll keep you apprised of new developments as they happen. Until then, we'll see you on the highway!

The GamePro
comments.gamepro@iftw.com
San Mateo, CA



GamePro Readers Speak Out!

Fightin' Words

There's a lack of interesting characters in today's fighting games. Most games have someone who looks suspiciously like Ryu, ninjas are a dime a dozen, and there's usually one woman who's not very strong but compensates with lightning speed. The story lines are also bland and overused: How many times have we heard about some mean guy who calls upon the fighters from around the world to fight to see who's best? Unless designers begin to expand the personality of these games, the genre is doomed to collapse.

Ingram Freske
Bellingham, WA



Here's a fan of fighting games: 17-year-old Andrew Hupborn of Miami, Florida. Andrew wonders when we gave out the MK II title. Check our October '94 issue.

Cart Queries

Donkey Kong Country is great! Is there going to be a sequel?

Bryan Munch
Westlake, OH

The Unknown Gamer replies: You bet! One of the biggest-selling games of the last few years will be followed by Donkey Kong Country 2. At the

Consumer Electronics Show in Las Vegas, Nintendo announced it's working on the sequel for release late this year. And don't forget Donkey Kong Land for the Super Game Boy—it's a pseudo-sequel!

I enjoyed the awesome NES game Batman: Revenge of the Joker back in 1992. Later that year, you showed a preview of the SNES version. It should've come out two years ago, but I never saw it in stores. Did Sunsoft ever release it?

Cheyne Hirko
St. Augustine, FL



Batman and Joker battled on the Genesis, never the SNES.

Lawrence of Arcadia replies:

Sunsoft did release Batman: Revenge of the Joker on the Genesis in the spring of '93, but it never made it to the SNES. The game got ratings of all 3.0s in our May '93 issue.

R.I.P.

Will there ever be any more games for the NES? Everyone keeps talking about more megas and bigger systems, but we should all realize that more power doesn't equal better games. Some of the best games ever made were for the old 8-bit NES. So I hope Nintendo and other companies don't turn their backs on that great machine. After all, if

it weren't for the NES, we never would've had the 16- or 32-bit systems.

Geri De Guzman
Manila, Philippines

Toxic Tommy replies:

Enjoy those memories, Geri, because the NES has gone the way of the TurboDuo, the Lynx, and the dood bird. At the Winter CES, Nintendo announced that it had officially "retired" the NES, so no new games will be made for it.

Rental Requests

Are video game rentals going to be available for the 3DO and Jaguar? I'm interested in buying one of these systems, but I'm worried that I won't be able to rent games.

Matthew Stevenson
Sugar Land, TX

Tommy Gille replies:

Currently, rental games for these systems are available in very limited numbers. Blockbuster, the nation's largest rental chain, rents 3DO games in only 50 of its stores, and it doesn't rent Jaguar games at all. Some small, independent stores do rent Jag games; call Atari for dealer information: 800/462-8274.

If you want to see rentals in the major chain stores, direct your appeals to the 3DO and Atari companies themselves. With enough letters from gamers, they'll push to make those games available across the country. To reach Atari, write to Customer Service: Jaguar rentals, P.O. Box 61657, Sunnyvale, CA 94089. To reach 3DO: Customer Support, 600 Galveston Drive, Redwood City, CA 94063.

One postscript to this issue: Until rentals are available everywhere, you can check out 3DO games before buying them by purchasing 3DO's CD

samplers. Each also shows off about ten titles, with up to ten minutes of interactive gameplay for every title. The samplers cost around \$5 and are available in stores or through 3DO Direct Sales: 800/335-3506.

Let's Get Technical

Are there any accessories or add-ons available for the 3DO system?

Lee Weeks
Winslow, ME

The Lab Rat replies:

We've checked out two 3DO peripherals lately—Innovation's SNES-controller adapter and CH Products' Flightstick. Both were discussed in "GamePro Labs" (March). A third peripheral, Naki's wireless controller, was put through its paces in "Labs" this issue.



Will games for the American version of the Sega Saturn work on the Japanese Saturn? If not, will Sega make an adapter?

Joe Panzarella
W. Hazleton, PA

Ronchard replies:

A Sega spokesperson says the games and systems won't be interchangeable, so be sure to buy Japanese games for the Japanese Saturn and American games for the American Saturn. Sega isn't planning to make an adapter, though it allows that another company may make one.

Address Central

Does Atari have a phone number that puts me in touch with a live counselor who has game tips? All the phone numbers listed in my Jaguar manuals have been disconnected.

Faul Schreier
Chico, CA

Ben D. Rules replies:

Atari is working on getting a line with live counselors later this year, but right now all it has is a 900 number with recorded game hints: 900/737-2827.

The Magazine Biz

Who picks the art you show in "GamePro Gallery"?

Goeff Dietrich
Tilsonburg, Ontario, Canada

Q. Envy replies:

We receive close to 1000 entries per month for our Reader Art Contest. The top 50 entries are posted in the main hallway of our editorial offices. During the month, everybody at GamePro stops by and checks out the latest and greatest submissions. At the end of the month, the editors and designers vote on the top ten.

As we've said in previous issues, creativity is our criterion when voting; we avoid obviously traced art. Age isn't important because we're looking at the overall effort. Make sure to put your name and return address on your envelope or on the back of your artwork; it's not necessary to include a letter. And sorry, we can't return your art to you.

Code Central



Your November issue said that the old Atari Pitfall game could be found in the eighth level of Activision's Pitfall for the Genesis. Where is it? **Elliott Sanderson**
Eugene, OR

Scary Larry replies:

The 2600 game was moved to the fourth level, Ruins 1. Look for the Atari scorpions lurking at the beginning of the level, go through the door, and bounce off the hidden web on the left to reach the spinning vortex on the right. For a shortcut, at the title screen press Select, Button A 26 times, Select, and Start.

Whaddaya Think?

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

GAMEPRO Magazine

Dear Editor
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PRIZE

This month's winning artist will receive a GAMEPRO T-shirt!



Anthonyess, Los Angeles, CA



Carlin Dean, Oxnard, CA



Dan Sparks, Anso, FL



Nelson Wong
Toronto, Ontario, Canada

Pick of the Month



Garrett Reppenhegen, Green Mt. Falls, CO



Anonymous
Vancouver, British Columbia, Canada

MEET IZZY

PART 2

...AND LEARN AWESOME FACTS ABOUT THE OLYMPIC GAMES!

IZZY'S OLYMPIC GAMES TRIVIA

- Most medals by single athlete: Egonne (9 gold, 5 silver, 4 bronze) by gymnastic, Larissa Latynina (Soviet Union), between 1996 and 2004.
- Most gold medals - Single games: Seven gold medals by swimmer, Mark Spitz (USA), in 1972.
- Most medals - Single games: Eight by gymnast, Nikolai Dikatchin (Soviet Union), in 1980.
- Most Olympic Games: Eight olympic games by equestrian, Ramonido d'Inzeo (Italy), from 1948 to 1976.
- First male Olympic champion: James Connolly (USA) won the triple jump in Athens, 1906.
- First female Olympic champion: Charlotte Cooper (Great Britain) won the singles tennis tournament in Paris, 1900.
- Youngest Olympic champion: Anthonis French boy who coxed the winning Netherlands pair in rowing at Paris in 1900. He was estimated to be from 7 to 10 years old.
- Oldest Olympic champion: Oskar G. Swahn (Sweden) who won the running deer shooting competition at age 64 in 1912.

GREEK VILLAGE I TIP #1

Once standing on the platform (after reaching the second combat point) jump UP to the LEFT. Izzy will go into a warp where he will reappear at the top of the level!



WHO IS IZZY?!

IZZY is the official character of the 1996 Atlanta Olympic Summer Games. He is also the star of U.S. GOLD'S IZZY'S QUEST for the Olympic Rings video game for the Genesis and Super Nintendo. IZZY exists in the Torch World where he is capable of morphing himself

into any sports equipment to help him gather gold, silver, and bronze medals hidden throughout his world.

GREEK VILLAGE I TIP #2

Jump straight UP to find the hidden egg. The egg will open up into a Funcoir Morph for IZZY.



STAY TUNED TO THE NEXT ISSUE OF GAMEPRO FOR MORE EXCLUSIVE, TOP-SECRET, IZZY GAMING TIPS!!



Michael Case, Lubec, ME



Kevin Seong, Layang, Malaysia



Michael Sherman, Akron, OH



Ivan Stamatov
Ottawa, Ontario, Canada



Kelly Bansen, Wilsonville, OR



Kate McKen, Bulger, PA

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- IZZY plush character

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- Atlanta carrying bag
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- IZZY doolittle pin

(20) FIFTH PRIZES

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Offer based on a total of 1000 prizes to be awarded by the deadline of 10/15/92.

U.S. GOLD

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CONTEST RULES AND REGULATIONS

OPTIONAL: If you have any questions, please visit our store, address and phone number on page 138. Or contact us directly by: IZZY Sweepstakes, P.O. Box 5950, San Mateo, CA 94402. Our hours: 10 AM - 6 PM, 7 days a week. All prizes are awarded on a first-come, first-served basis. All prizes are awarded in the U.S. and are subject to availability. All prizes are awarded on a first-come, first-served basis. All prizes are awarded on a first-come, first-served basis.

A random drawing by GamePro magazine will be held on 10/15/92. The prizes will be awarded to the winners of the drawing. Winners will be notified by phone. We reserve the right to change the rules and regulations of this contest at any time without notice. All prizes are awarded on a first-come, first-served basis. All prizes are awarded on a first-come, first-served basis.

ELIGIBILITY: Employees of U.S. Gold and all participating vendors, their subsidiaries, affiliates, advertising agencies, and their clients are ineligible to win. The contest is open to legal residents of the contiguous United States only.

(1) GRAND PRIZE

- Panasonic Entertainment Center
- 26" TV
- VCR
- Speakers
- Panasonic 300 system
- IZZY plush doll

CLIP ALL 5 IZZY'S TO WIN!

A different one will be featured in each GamePro Magazine from April '95 through the August '95 issues.

(1 OF 5)

Clip all FIVE IZZY's, paste onto an index card, **enclose** in an envelope and mail entry to:

Name _____
Address _____
City _____ State _____ Zip _____

IZZY Sweepstakes, P.O. Box 5950, San Mateo, CA 94402

THE
CUTTING
EDGE

NINTENDO'S SATELLAVIEW AND APPLE'S PIPPIN

Nintendo's out to prove there's still life - and possibly a future - in the Super NES with Satellaview. Apple's helping Bandai get a piece of the systems pie.



Satellaview will bring Nintendo interactive programming into Japanese homes via a satellite and the BS-X cartridge.



PIPPIN: THE APPLE OF BANDAI'S EYE

By *The Whizz*

Two more players are shaking the next-generation systems tree: Bandai and Apple Computer. Apple is developing a CD game system for Bandai codenamed "Pippin." Bandai will call the unit the Power Player, and it may be released as early as fall '95 for reportedly \$500.

An Apple at Its Core

The Pippin is a CD-ROM unit with a PowerPC chip at its core

(the 66-megahertz PC603), a quad-speed disc drive, 6 megabytes of random-access memory, CD-quality 16-bit sound, and a modified version of the Macintosh operating system, among other features. The unit will reportedly also include computer network support.

Programmer-Friendly Software

Pippin will play slightly modified versions of Macintosh software. In fact, the ease of converting Mac software for Pippin makes it attractive to developers.

The operating system won't be stored in the unit's memory; instead every CD will contain the operating system

in addition to game programming. For game developers, this means they can totally control their game environment by ensuring that the operating system optimizes gameplay. They will also be able to use the memory allocated to the operating system for other gameplay enhancements. Moreover, any time a new version of the operating system is available, Pippin game players won't have to

wait for new hardware to reap its rewards.

Apple estimates 50 titles will be ready if the unit appears this year, including games from Mac publishers

like Cyan (which produced *Myst*). Simon & Schuster Interactive will produce its smash PC software, *Star Trek: The Next Generation: Technical Manual* for Pippin and an interactive children's adventure called *My Favorite Monster*.

Apple Seeds Bandai

At this stage, Bandai emerges as a dark horse in the end-of-the-year game-system sweepstakes. But Apple certainly has the juice to make Pippin the Power Player. **E**

SATELLAVIEW: NINTENDO IN ORBIT

By *The Trackman in Japan*

While Sega is launching the Sega Channel via cable in the U.S. (see "The Sega Channel Spreads Nationwide" this issue), Nintendo plans to broadcast its TV programming from outer space. Satellaview is an add-on device for the Super Famicom (the SNES's Japanese counterpart) that decodes signals from Nintendo's own satellite TV channel. Satellaview subscribers will be able to play interactive games and watch special interactive TV programs.

Nintendo TV

Although plans are still in the works, subscribers will be able to download games to play and preview. Additional programming calls for quiz shows and music videos.

St. Ciga, the satellite channel doing the broadcasting, will transmit its signal in the bandwidth of WOWWOW, one

of Japan's satellite channels. Nintendo has contracted to broadcast daily from 4 p.m. to 7 p.m.

Decode Name: BS-X

To download games, you need the Satellaview unit and a cartridge called the BS-X Special Broadcast Cassette, which contains the decoding software. The Super Famicom (SF) sits on top of the Satellaview and links to it via a connector underneath the SF unit (the SNES has one, too). The BS-X cartridge slides into the SF cartridge slot. Subscribers will also need a satellite dish and a commercial decoder.

Satellaview Lifts Off

Nintendo's lips are sealed regarding an American version of Satellaview. At press time, Satellaview broadcasts in Japan were slated to debut April 1. No foolin'.



Star Trek: Technical Manual by Simon & Schuster is heading to the Pippin. (PC screen shown.)



METAL WARRIORS



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HOW AT THE ARCADES

By **Brian Lee**

Once again, daylight has faded into darkness on Capcom's night warriors as they return for a new battle. *Night Warriors* (*Darkstalkers' Revenge*) takes all the great elements of *Darkstalkers* and makes them scarier.

Forever Night

Night Warriors represents a complete makeover of the original *Darkstalkers*. All eight original fighters return, along with the two bosses who are now playable characters. Each character has more moves and much smoother animation,



J. Talbain burns Donovan with his new fire move.



Hsien-Ko, once a boss, is now a playable character.



Victor's new electric move is a real blast.



Donovan and Hsien-Ko, the two new fighters, demonstrate their moves.

NIGHT WARRIORS (*Darkstalkers' Revenge*)



Night Warriors features incredible character animation.



Anakaris is no match for Pyron's air moves.



Rikuo sees an opening to throw Victor.

and the backgrounds have also been revamped. A much wider range of colors enriches the screen.

Two new characters (Donovan and Hsien-Ko) join the Night shift. Donovan is a barbarian who swings a huge sword in combat. He can also freeze his foes, and with the spirit inside him, he electrifies enemies at close range.

Hsien-Ko is the smallest character in the game, but she has extremely long arms that she uses to throw a wide variety

of projectiles at opponents. Some of Hsien-Ko's other moves include spinning toward opponents from a grappling hook that she drifted into the

ceiling and summoning razor-sharp blades from the ground.

Good Night

Capcom didn't stop at new characters and a new look. It reworked the original game's Special bar to resemble the Mutant bar in *X-Men*. The special bar allows a fighter to perform special moves when it's changed. The bar also carries over between rounds and doesn't max out.

Night Warriors is a top-notch battle for fighting gamers into ghoulish combat. This game could keep you at the arcades long into the Night.

By **Capcom**
Available Summer '95



Don't be fooled by Donovan's closing move.



Desllei launches balls at his victims.



Watch out for Felicia's ferocious multiple attack.

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These fighting scenes from the movie will be digitized for the game.

Street Fighter: The Movie

By Bro' Buzz

PREVIEW
PREVIEW
PREVIEW

It looks like Street Fighter is going into syndication, but don't expect to see a rerun of the classic fighting game in a local arcade. Street Fighter: The Movie by Gamestar is a totally new one-on-one combat game based on last year's commando-fighting flick starring Jean-Claude Van Damme. In fact, Van Damme reprises his role as Guile to star in the digitized graphics.

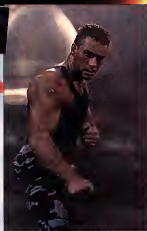
Incredible Technologies/Strata (the people behind Blood Storm) programmed the game from scratch. It will feature 14 new characters, but SF vets may recognize some of the signature moves from Street Fighter II Turbo. Gamestar also promises 50 new fighting moves with 12 backgrounds taken directly from movie footage.

Not only will Street Fighter: The Movie attempt to fill some big coin-op shoes, but its totally digitized look should show up just in time to go taken-to-boken with Mortal Kombat III, the champ of digitized fighting games. Street Fighter III? All's quiet at Capcom.

By Gamestar
Available April



Street Fighter vets will see some familiar curves.



Jean-Claude Van Damme returns as digitized Guile.



World Warriors will retain their regular fighting styles. For instance, Zangief still uses power moves.



Jean-Claude's the same but Chun-Li's changed.

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Includes a Free 72-Page
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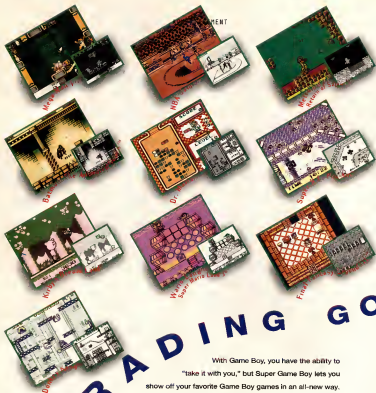
What's the result when Game Boy® and Super NES® have a head-on collision? Super Game Boy®. This high-impact unit transforms your favorite portable games into full-screen, multi-colored masterpieces! Super

Game Boy packs a lot of technology into a tiny Pak, but you don't have to be a brain surgeon to figure out how to use it. It's a simple piggy-back job. Just slide the Super Game Boy into your Super NES, as you would any other Super NES game, then pop any Game Boy game into the Super Game Boy.

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And once you're all set up, you'll play your Game Boy games using Super NES controllers. You'll hear the stereo Game Boy music through TV or stereo speakers. You'll play it in living color on your TV screen. Get the big picture?

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With Game Boy, you have the ability to "take it with you," but Super Game Boy lets you show off your favorite Game Boy games in an all-new way. Your Game Boy games will look better, play easier and take on a whole new level of graphic detail. In this case, bigger is definitely better. Instantly mutate Metroids to 10 times their original size! If a picture is worth a thousand words, the "before and after" shots here are saying a lot of good things about Super Game Boy!

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Donkey Kong Land



Metroid II: Return of Samus



Super Mario Land 6



Tetris

FOR SHOW



If you have a Super NES but not a Game Boy, you can access a whole new world of games once you have a Super Game Boy. Exclusive Game Boy titles like Donkey Kong Land, Metroid II: Return of Samus and the entire Super Mario Land series can now be played on your Super NES! Paks like the Legend of Zelda[®]: Link's Awakening[™] and the Final Fantasy Legend[™] series take on a whole new level of excitement with Super Game Boy.

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When you plug a game into Super Game Boy—POW—Instant color. Some color combinations look better than others, and some might be fitting for one game but not another. It all depends on what looks good to you. If the default color palette isn't to your liking, that's not a problem. Super Game Boy has lots of palettes to choose from, 32, to be exact.

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Choices

As you can see, games like Link's Awakening look great in almost any color palette. When customizing the game you're playing, you'll find that contrasting colors often work best.

BORDER OPTIONS

There is a secret about the border. If you pause your game and let it sit long enough, the border image changes and/or sets itself in motion. It's like a Super NES screen saver. Try it!

BORDER OPT.



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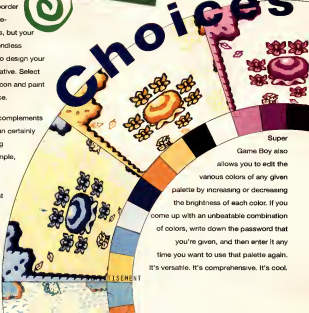
If you really want to go crazy with your borders, we suggest hooking up the Super NES Mouse to port II on your Super NES. It will work kind of like Mario Paint.SM Just select a color from the color palette, click and hold the button, and paint away!

Another custom feature that will help you create stand-out screens is Super Game Boy's border option. It has nine pre-programmed borders, but your choices are almost endless because you can also design your own borders. Be creative. Select the Custom Border icon and paint your own masterpiece.

Using a border that complements your game screen can certainly enhance your gaming experience. For example, set the scene for Link's Awakening by painting a border that features Koholint and Egg Mountain, or build an arena around your NBA JamSM court.



Choices



Super Game Boy also allows you to edit the various colors of any given palette by increasing or decreasing the brightness of each color. If you come up with an unbeatable combination of colors, write down the password that you're given, and then enter it any time you want to use that palette again. It's versatile. It's comprehensive. It's cool.

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ENHANCED MODE



Super Game Boy Enhanced Mode Icon

Programmers can now pre-assign colors to provide optimal contrast, vibrancy and detail with Super Game Boy Enhanced Mode. Different levels of a game

can access different color palettes, as well. And customized borders that surround the playfield can be built-in to create an exciting frame that complements the game. Check out games like Donkey Kong, Space Invaders,[™]

Wild Snake,[™] Bonk's Revenge,[™] Mega Man V, Donkey Kong Land and more! Keep an eye out for the happy face icon on the box. It lets you know that the Super Game Boy Enhanced Mode is ready to roll!



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Here's the deal. (one last time)

OK You've read the Super Game Boy ad in the March issue of *GamePro* (the ad is also in the May issue to help you pass the Super Quiz, Part III).

You've answered the questions about Super Game Boy that we printed in the March and April issues of *GamePro*. And now in the May issue, What's next?

1. Cut out the completed May quiz form.
2. Staple it together with the completed March and April forms.
3. Mail them to:

Super Game Boy Contest
c/o *GamePro* Magazine
P.O. Box 5823
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The last four Super Game Boy® questions. Don't choke.

7. Any Game Boy game can take advantage of Super Game Boy's powers of color transformation. T__F__
8. Game Boy lets you edit the various colors of any given palette. T__F__
9. If you come up with an unbeatable combination of colors, write down the _____.
10. Programmers can now pre-assign colors to provide optimal contrast, vibrancy and detail with Super Game Boy _____ Mode.



Here's what you can win (as if you don't already know)

The rest is up to fate (and great timing)

1 Grand Prize winner of a 27" Stereo TV, Super NES™ Control Set, Super Game Boy and the **NEW** game Donkey Kong Land.

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3 Second Place winners of the **NEW** game Donkey Kong Land and Super Game Boy.

3 Third Place winners of a Super Game Boy.

3 Fourth Place winners of a 1 year subscription to *GamePro*.

Your entry must be postmarked by June 1, 1995. So don't delay.

Good Luck. And have a Super time.

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Contest Rules and Regulations

Official Rules: No purchase necessary. One entry per person. All duplicate entries of similar nature voided. Substantive NINE Inc. and Nintendo assume no responsibility for any misdirected responses or illegible entries. All stated prizes must be postmarked by June 1, 1995. Void where prohibited.

Swearing of Prizes: Winners will be determined on June 28, 1995 by a random drawing by Nintendo's computer. Odds of winning depend upon the number of eligible entries received. Winner shall be eligible

to accept prizes. Winner may not assign or assign a prize certificate permission to use their name, photographs, and likeness for purposes of advertising and promotion on behalf of Nintendo and/or Nintendo without further compensation. Winner is responsible for any and all federal, state, and local taxes if necessary. A complete list of prize winners will appear in a future issue of *GamePro* magazine.

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**SPECIAL
FEATURE**

ONCE AND FUTURE KINGS

Video Game Hardware Outlook

New hardware systems mean video gamers will have some tough buying decisions ahead of them. Here's how the systems stack up.

By **Tim White** and **Manny LaMancha**



THE SWEET SIXTEENS

Nintendo Super NES

Outlook: Sixteen-bit systems have seen their heyday. That doesn't mean they don't have good gameplay left in them, but rather that the number of new games is beginning to dry up. Long-time licensees like Capcom (Street Fighter, Mega Man) have already publicly decided to not create new 16-bit games. On the other hand, Nintendo and some major licensees, such as Acclaim, continue to support this system.

Naturally, the hefty SNES game library should produce some great bargains as stores begin clearing their shelves. But remember, just last Christmas, Donkey Kong Country introduced rendered 3D polygon graphics to the SNES. Later this year, the FX2 chip in games like StarFox 2 and Commando could make such graphics a 16-bit standard. Even if Nintendo delivers the

Ultra 64 by Christmas, good 16-bit games will be available at year's end, but the new technology is likely to eclipse the SNES in 1996.

Debut: 1991

System price: \$99.95

Game prices: \$19.95-\$99.95

CPU: 16-bit custom Motorola 6803C



Installed base: 16 million

No. of licensees: 71 (U.S.), 190 (worldwide)

Game library: 625

Sega Genesis

Outlook: See the outlook for the Super NES above. These two systems, dominant in their day, are destined to go head-to-head all the way to the video game hall of fame. The Genesis also has a deep library of good games, so newcomers and vets who decide to wait for Saturn prices and programming to settle should reap the rewards of shrinking price tags and readily available rentals. Sega will also be responsible for feeding game-hungry Sega CD and 32X owners, too.



Debut: 1990

System price: \$99.95

Game prices: \$19.99-\$99.99

CPU: 16-bit Motorola 68000

Installed base: 16 million

No. of licensees: 60

Game library: 550

STAR STRUCK

3DO

Outlook: Remember when the 3DO was the cutting-edge CD-only system of choice? 3DO carved a niche for itself despite a hefty price tag, but it's still pricey after a drop from \$700 to \$400. Since Goldstar and Sanyo have joined Panasonic as systems manufacturers, expect prices to take another dip. The M2 Accelerator 64-bit upgrade and video CD capability, which should arrive in late '95, will help solidify 3DO's stature. Saturn, PlayStation, and Ultra 64, however, have probably already whittled down the number of new 3DO owners before they even hit the shelves.



Debut: October 1993

System price: \$399.95

Game prices: \$60-\$70

CPU: 32-bit Motorola 68000

Installed base: 200,000

(worldwide)

No. of licensees: 200

Game library: 70

PRO TIP: Monitor the number of pages that GamePro devotes to reviews of 16-bit games. If that number dips and reviews for other systems grow, you'll know how the 16-bit systems are faring. (This works with other game mags, too, but you should count their pages at the rack and leave the mags there!)

Atari Jaguar and Jaguar CD

Outlook: As you read this, the much-delayed Jaguar CD is due, and a Jaguar/CD peripheral combination could hold its own against the new 32-bit systems. In fact, look for an integrated unit later this year. Atari's also working on a new base unit with a CD, which is code-named Jaguar 2. The Jag needs killer games, but it has one thing going for it: low price.

If game developers release titles across multiple systems, the Jaguar might be a viable system in the war between next-generation systems.

Debut: Jaguar 1993;
Jaguar CD 1995
System price: \$160 (Jaguar);
\$149 (Jaguar CD)
Game prices: \$60-\$70



CPU: 64-bit Motorola 68000 with 4 custom processors
Installed base: 150,000
No. of licenses: 200
Game library: 30

Neo-Geo

Outlook: The prices listed below say it all: SNK deserves credit for creating coin-op games that are good enough to maintain high interest in this system, but the U.S. version of the Neo-Geo CD will likely be a better buy (see right). SNK will still publish games for arcades, cartridge units, and CD units (in that order). A new U.S. Research and Development unit began operations a few months ago, so the Neo-Geo's here to play.

Debut: November 1991
System price: \$549



Game prices: \$199
CPU: 16-bit Motorola 68000 with custom SNK processing chips
Installed base: Not available from SNK
No. of licenses: 32 (Japan)
Game library: 40

Neo-Geo CD

Outlook: Overseas Neo-Geo CD games look gorgeous and play well, and arcade games that never made it to the cartridge system will appear for the CD. Overseas units, however, are plagued by outrageously slow access time. SNK reports that, consequently, U.S. CD systems will house a double-speed disc drive. If you seriously want to bring a good arcade game home, consider this investment, but use your stopwatch before you use your credit card.

Debut: November 1994 (Japan and U.K.); July 1995 (U.S.)
System price: \$399



Game prices: \$49-\$69
CPU: 16-bit Motorola 68000 with custom SNK chips
Installed base: Not available
No. of licenses: 32 (Japan)
Game library: 54

Philips CD-i

Outlook: The CD-i was the first dedicated CD-based electronic-entertainment system, but Philips seems content to stick with the technology and stay in the shadows despite its respectable CD library. Although there are bone-tide gems such as Burn: Cycle and The 7th Guest, inconsistent game quality puts the CD-i at a disadvantage against other high-powered game producers.

Debut: 1991
System price: \$400
Game prices: \$29-\$69
CPU: Motorola 68000



Installed base: 1 million (worldwide)
No. of licenses: 25
Game library: 54

Sega 32X

Outlook: Although the 32X is a neat peripheral, it was set up to grow in the Saturn's shadow. Sega and its licensees will produce enough Genesis carts, Sega CD discs, 32X carts and CDs, and Saturn CDs to keep everyone happy, but savvy shoppers should always follow the games. If there are enough available 32X games that you want to play and replay, go for it. What's "enough" is your call.

Debut: November 1994
System price: \$149
Game prices: \$60-\$70



CPU: Sega Genesis required.
Installed base: 500,000
No. of licenses: 40
Game library: 25

Sega CD and Sega CDX

Outlook: When the Genesis goes, so will the Sega CD and CDX, though it's entirely possible that Saturn CDs could help keep the Sega CD embers glowing with modified versions. The 32X does wonders for the Sega CD's graphical resolution, but that meager 32X game library won't entice you.

Debut: November 1992
System price: Sega CD \$399, Sega CDX \$299
Game prices: \$60-\$70
CPU: Sega Genesis required
Installed base: 2 million
No. of licenses: 35
Game library: 150



PRIMED AND READY

Sega Saturn

Outlook: Looking extremely good! The Japanese version of Virtua Fighter, along with early peeks at Daytona USA and Shinobu, should convince any skeptics that Saturn's going to blast off in the U.S.

Debut: November 1994 (Japan); November 1995 (U.S.)
System price: approximately \$350
CPU: 32-bit Hitachi RISC chips



Installed base: 680,000 (Japan)
No. of licenses: 100 (Japan); 100 (U.S.)
Game library: 100 planned by end of 1995 (U.S.)

Sony PlayStation

Outlook: Also looking extremely good! Sony's new to the systems game, but the prediction here is that it'll be a monster if it can maintain the same high standards with its games that it obviously did with the PlayStation hardware. Ridge Racer and Top Gun (see "Overseas Prospects," April) are awesome demonstrations of PS potential.

Debut: November 1994 (Japan)
System price: approximately \$350



CPU: 32-bit LSI custom processor
Installed base: 500,000 (Japan)
No. of licenses: 97 (U.S.); 290 (Japan)
Game library: 19 (Japan)

Nintendo Ultra 64

Outlook: Although most people have never seen an Ultra 64, Nintendo quietly promises a 1995 debut even as the Saturn and PlayStation continue to steal mucho thunder. When it does appear, though, Nintendo has the software savvy and the business muscle to establish it as a major machine. Figure to make a video game buying decision among three major game systems in 1996, but gamers everywhere are anxious to see what that "64" really means.



Debut: Fall 1995
System price: approximately \$250
CPU: 64-bit MIPS custom processor
Installed base: Not applicable
No. of licenses: Not applicable
Game library: Not applicable



R.I.P. NES

By Manny Llancho

We lost a dear friend recently.

At the Winter Consumer Electronics Show this past January, Nintendo announced its plans for 1995, including the upcoming Ultra 64 console, the Virtual Boy 3D portable system, and continuing support for the SNES and Game Boy. Nintendo also announced, however, that it had officially "retired" the venerable NES from its lineup and has no plans to release new games, something most licensees had decided long ago. Virgin's *The Jungle Book* was the last third-party game released for the NES.

Nintendo will continue to support the NES with phone tips, but it has stopped manufacturing the 8-bit console

Nintendo Entertainment System
NES-1010



Even as the life of the original NES (left) was waning, Nintendo sought to cut manufacturing costs and streamline its design with a new NES in 1993 (right).



This move serves as the final nail in the coffin of a dedicated servant that lasted nearly ten seasons; as with canine companions, that's an eternity in video game years.

Nintendo can take heart in the fact that it sold 34 million NES systems in the U.S. since the product's launch in 1985, and that millions more were

sold worldwide in addition to the Famicom (the older brother to the NES). With all the competition that's taking place in the video game industry, it's not likely that any hardware producer will post numbers like that for some time. The NES appeared at a time when electronic gaming was down in the dumps, and it rekindled a

fire in the industry.

GamePro takes this opportunity to bid a fond sayonara to this veteran game platform. As we look forward to the 32- and 64-bit systems, look back on this ground-breaker and refresh the memories. ☐

In the Beginning...

In early 1989, GamePro's humble beginnings included being given away at Toys 'R Us stores with a video game purchase. Of course, the NES was the meat of GamePro's editorial pages. In that issue, we reviewed NES games like *Adventure Island* and *Operation Wolf*. "The Cutting Edge" provided

info on such NES peripherals as the U-FORCE and Power Glove. The first "Overseas ProSpects" featured the Famicom version of *Super Mario Bros. 3*.



Games of NES-ssity

Over its decade of use, the NES has seen a variety of 8-bit games. See how these memorable titles compare with your NES favorites:

- | | |
|--------------------------|------------------------------|
| Arkanoid | Maniac Mansion |
| Bases Loaded | Mega Man (the series) |
| Batman | Metroid |
| Bethleheem | Mike Tyson's Punch-Out!! |
| Blastar Master | Mega Garden (The series) |
| Castlevania (the series) | Pro Wrestling |
| Contra | RC ProAm |
| Demon | Rolling Thunder |
| Double Dragon | Rush 'N Attack |
| Dragon Warrior IV | Silver Surfer |
| Duck Hunt | Snake's Revenge |
| Duck Tales | Solomon's Key |
| Enduro | Super C |
| Kid Nite | Super Mario Bros. |
| King's Quest V | Super Mario Bros. 2 |
| Kirby's Adventure | Techno Super Bowl |
| Life Force | Teenage Mutant Ninja Turtles |
| Link's Awakening | Yeh! |



The most popular games for the NES include *Link's Awakening* and *Double Dragon*.

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HARD!!!



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**SPECIAL
FEATURE**

The SEGA CHANNEL Spreads Nationwide

Cable TV and video game systems used to compete with each other as entertainment. Discover how Sega Channel has combined the two.

By Manny LaMazza

Imagine having a library of 50 new games each month. How about getting previews of unreleased games, cheats, hot game news, contests, and more? It's real, and it's called the Sega Channel.

Able Cable

The Sega Channel is a partnership between Sega of America and the two biggest cable TV operators, TCI and Time Warner. After successful beta testing in a dozen U.S. cities last year, this innovative service is now established in 81 metropolitan areas. It's currently available in such cities as Pittsburgh, Houston, and Denver, and it's making its way across the nation (see sidebar).

To tune into the Sega Channel, you need a Genesis, but gameplay varies from the traditional cartridge plug-in-play. Your local

cable TV system provides a special adapter that plugs into the Genesis's cart slot and connects to the incoming cable feed. Setting up the Sega Channel service on one TV doesn't affect other cable connectors you may have in the house.

When the Genesis unit is turned on, the special adapter locks in on the Sega Channel



The graphics, like this New Year's-oriented selection screen, are themed to the month.

minute to pull the game out of the Sega Channel's constantly flowing signal, a 62-megabyte "datawheel" that holds all of the month's game selections, and load it into the adapter's 24 megabits of memory. At that point, you can play the game as often as you'd like—it stays resident in the adapter until you shut off the Genesis unit or load another game.

Each month, the roster changes to provide up to 50 selectable Genesis games. Titles are also being licensed from such publishers as Electronic Arts, Capcom, Playmates, and Konami, so that well-known games like *Urban Strike*, *Lethal Enforcers*, and *Battle* will be available to subscribers in addition to games developed by Sega.

Some games on the Sega Channel will be exclusive titles for sub-



When you plug the Sega Channel adapter into your Genesis, you access a library of 50 games.

signal off the incoming cable feed. You then see a cursor-driven menu of selections on your TV screen. The menu choices include Test Drives, which is a selection of game demos; Sports Arena, a series of athletic challenges; and

Family Room, which includes games for every member of the family.

At the Wheel

After you choose a game to play from one of the categories, it takes less than a



Even as the game loads, you get information in a window to keep you busy.



Browse the News Link for upcoming contests and promotions, like *The Great Earthworm Jim Race*.



Pick a selection from the main menu to bring up a list of games. When you highlight a game, you see the game's rating and the number of players it supports.

scribers, such as the recent premiere of Mega Man: The Wily Wars, which isn't available on store shelves. Other games you'll find are altered to fit the adapter's memory. For instance, Super Street Fighter II's 40 megabits were trimmed by removing some of the characters. The Channel's also purchasing games that were completed but not released.

A Video Hints option in the game menu shows you how to get through certain parts of a game. Nothing like getting behind the wheel and having a roadmap to get you there.



A couple of gamers get some time on the Sega Channel.

tions, and other news. For instance, a specially programmed version of Earthworm Jim gave gamers the opportunity to win a free trip



The startup screen

Santa Cruz, CA; Sunnyvale, CA; Walnut Creek, CA; Denver, CO; Brewster, CT; Hartford, CT; West Hartford, CT; New Castle, DE; Wilmington, DE; Athens, GA; Birmingham, IL; Batavia, IL; Carpinville, IL; Chicago Heights, IL; LaPorte, IL; Lasalle, IL; Lisle, IL; Skokie, IL; Vilpiano, IL; Villa Park, IL; Bloomington, IN; Dysenburg, IN; Indianapolis, IN; South Bend, IN; Great Bend, KS; McPherson, KS; Wichita, KS; Baton Rouge, LA; Anne Arundel/Baltimore, MD; Johnstown, ME; Charlotte, MI; East Lansing, MI; Grand Rapids, MI; Annapolis, MD; St Charles, MD; St. Louis, MO; Ranken

for two to Los Angeles to meet Earthworm Jim's creators.

To keep you occupied, you also get a flow of news while the game is loading.

Cut to the Chase

Perhaps the best part about this new way to play video games is the cost: The service has a monthly fee of



Each game provides a description and a series of choices for you to pick from.

\$12.95-\$14.95 with no limit on your playing time. Also, for concerned parents, the Parental Control feature restricts or totally blocks access to games with certain ratings.

TV or Not TV

The Genesis won't last forever, not with more powerful systems just around the corner. But because the upcoming Saturn is a CD-based system with the potential for games about 200 times bigger than the Genesis, it's not likely we'll be seeing a Saturn



The Parental Control feature permits adults to limit what games come down the wire.

Channel soon - game delivery would take too long. With more than 15 million Genesis units in U.S. homes, the Sega Channel expects to extend the system's lifespan and provide low-cost entertainment to its owners.

By the end of 1995, Sega Channel execs say the service should be available to more than 30 million homes and estimate 1 million cable viewers will also be Sega Channel subscribers. Folks at the Sega Channel are also talking to the



Choose a game and play to your heart's content.

developers of the XBand modem at Catapult about adding the capability for two players to download a game and play against each other via XBand modems.

Check with your local cable company to see when the Sega Channel will be coming to your area. Expanding your Genesis library may be as easy as turning on your TV. □

Coming to A Station Near You

At press time, the Sega Channel is expected to be available in the following locations as of March. Call your local cable company for availability. If you have any other questions, contact the Sega Channel at 402/537-3637.

Birmingham, AL; Pina County, AZ; Tucson, AZ; Alameda, CA; Contra Costa/Pleasanton, CA; Cupertino, CA; Fremont, CA; Hayward/San Leandro, CA; Pacifica, CA; Palo Alto, CA; San Jose, CA; San Mateo, CA

County/Pearl, MS; Gasconia, NC; Keene, NH; Moshea, NY; South Jersey, NJ; Reno, NV; Brookhaven, NY; Buffalo, NY; Jamestown, NY; Lancaster, NY; Mt. Vernon, NY; Rochester, NY; Rockland, NY; Muskegon, MI; Tulsa, OK; Portland, OR; Milwaukee, WI; Coatesville, PA; Delaware County, PA; Hamburg, PA; Hershey, PA; Jamison, PA; King of Prussia, PA; Lancaster, PA; Marietta, PA; Harrisburg, PA; Pittsburgh, PA; Pottstown, PA; Sellersville, PA; Sioux Falls, SD; Beaumont, TX; Houston, TX; Cheyenne, WY

Online Video Game Information, Part 1

Maybe it's time you used your thumbs for more than pushing buttons! If you cruise into the worldwide computer networks, you'll find all sorts of mouth-watering game info.

By *Moony LeNardo*

[Part One of this two-part feature focuses on information about games from game companies. In the next issue, Part Two will help you track down tips and tactics.]

Instant game information is only keystrokes away if you have access to a personal computer and are connected to such online computer networks as the Internet, CompuServe, and America Online. Whatever your need—a level-select code, tactics to beat a boss, or a release date for an upcoming game—you can find game developers and fellow gamers online to help.

Gamers aren't the only ones exploiting the power of the so-

called information superhighway—game companies are racing to set up shop on the cyberspace byways. The rush to “get wired” means more information will be available to news-hungry gamers.

Byte into the Internet

The latest rage on the Internet is the World Wide Web (Web), an online medium where companies set up “pages” with information about their products (see sidebar below). A Web browser provides simplified point-and-click navigating, so you can get up to speed instantly.

Sega and Rocket Science Games recently jumped into

the Web; still other companies are establishing their own pages. The companies’ Web pages offer fresh information on their products, along with screen shots of games, contests, and even products you can buy.

Some companies also share information with players on the game-related Usenet news groups and mailing lists. This info may be a press release for an upcoming game, but often company representatives dole out game codes, discuss strategy, and even post job offers.

Pay-For-Play Nets

The commercial networks—CompuServe, America Online,

and Delphi—are also a hotbed of gaming info. While they generally cost more to access than the Internet, they’re still a worthy source of game info. Some companies, such as Nintendo and Sega, have created their own forums that enable gamers to communicate with company reps and game producers. Others, like Capcom, have joined existing forums, such as CompuServe’s Video Game Publishers Forums. Some company forums also provide hint files, game graphics, and message boards.

Game-related companies, such as Galoob, the creator of the Game Genie, are also active on the networks. Galoob’s

The Company Connection

Companies can be found on the major computer networks at the addresses listed below:

Internet

Check out these newsgroups:
nc.games.video.misc
nc.games.video.3ds
nc.games.video.atari
nc.games.video.cd-i
nc.games.video.nintendo
nc.games.video.sega

World Wide Web

Sega, Rocket Science, Sony Electronic Publishing, and Time Warner Interactive currently have Web pages at the addresses below:

Sega
<http://www.segaa.com>

Rocket Science

<http://www.rocketsci.com>

Sony Electronic Publishing

<http://www.sony.com/sepa/index.html>

Time Warner Interactive

<http://www.pathfinder.com/twi>

CompuServe

CompuServe has forums for Nintendo and Sega, in addition to two Video Game Publishers Forums (Group A and Group B), each currently listing the companies below:

Group A
 Accolade
 American Laser Games
 Data East
 Electronic Arts
 Galoob (Game Genie)

Koei
 Koreani
 Spectrum HoldByte
 SquareSoft
 Takara
 Working Designs

To reach these companies, type
GO VIDAPUB

Group B

Activision
 Capcom
 GameTek
 Interplay

To reach these companies, type
GO VIDEPUB

Nintendo’s forum:
 Type **GO NINTENDO**
 Sega’s forum:
 Type **GO SEGA**

America Online

Game companies each have their own forums. Here’s a list of company keywords we found:

3DO
ACCOLADE
ACTIVISION
ATLUS
CRYSTAL (Crystal Dynamics)
DISHY (Dishy Interactive)
GAMETEK ®
INTERPLAY
LUCAS (LucasArts)
MINDSCAPE
SPECTRUM (Spectrum HoldByte)
TWI (Time Warner Interactive)

Glossary of Online Terms

Browser—The software you need to link to the World Wide Web over an Internet connection.

E-mail—(Electronic mail, or e-mail, is the process that sends a text message through the Internet to another user.

Home page—A magazine-like page that appears onscreen when you connect up to a World Wide Web site.

Internet—A noncommercial network that links computers worldwide. It's estimated to have 20-30 million users.

Mailing list—A series of messages on a particular topic that are automatically

outed to your e-mail box. For example, you could join a Super NES mailing list.

Newsgroup—A messaging board on Usenet where various topics are discussed. Game newsgroups have names like rrc: games video seps and at: games sfs.

Usenet—A series of message boards, called newsgroups. Each newsgroup covers a specific topic from various categories (like "rec" for "recreation" and "comp" for "computer").

World Wide Web—The Web is the area of the Internet that supports multimedia

available through CompuServe, providing a large library of Game Genie codes.

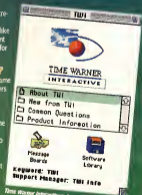
If you like your information straight from the horse's mouth, a real-time conference is the place for you. Live, interactive, and fun, real-time conferences enable you to ask pointed questions and get the lowdown directly from game producers like Ed Boon, co-creator of Mortal Kombat, and industry executives like Howard Lincoln, president of Nintendo. How's that for immediate information?

Wire You Waiting?

What better source for game info than the game makers themselves? They aren't willing to divulge everything about their games, however. That's where the players come in. Next issue, we'll catch a ride to the places where players talk to each other on the networks, take a shortcut to find movie lists and other helpful game info, and show you how to avoid potholes if you want to subscribe to game-related online mailing lists. Until then, fire up your modem and start cruising! 



Sega recently set up a forum and a store on CompuServe.



Time Warner Interactive's forum on America Online.

Getting Wired

You need a computer with a modem that's connected to a phone line.

America Online—Costs \$9.95 a month, which includes five free hours. Each hour after the first five costs \$2.95. Call 800/827-6264 for info and free AOL software.

CompuServe—Costs are \$9.95 per month for unlimited use of basic services, but forums and other services back on a charge of \$4.00 per hour. Call 800/546-6199 to sign up.

Delphi—Delphi has discount plans, and you can also sign up for a 30-day free trial by calling 800/605-6236 on your account. The Usenet service prompt then automatically enters JOINDELPHI. At the Password prompt, type 2393. Or call 800/850-4035 for information.

Internet—Costs can be as low as \$19 a month for dial-up access. Your best bet is to talk to someone at a computer store or check a computer-related publication.



Recent Science's home page features a design as well as its games and advertisements.



ON LOCATION Weapon Lord: Testing, Debugging, and Balancing



The Weapon Lord project is almost complete—for GamePro as well as Namco and Visual Concepts. All that remains is exterminating those nasty bugs.

By Slasher Queen

We've traced the development of Weapon Lord over several months, covering its design, programming, gameplay, and art development. As Weapon Lord nears completion, one of the most important tasks remaining is to ensure that it's free of bugs and as fair and balanced as possible. That job lands the Weapon Lord team in the crazy world of game testing.

A Debugging Raid
Visual Concepts, the game's developer, relies on Namco's testing department for feedback on bugs. A bug is anything that causes the game to do the unintended. It can be as simple as the game crashing and resetting or as complex as a series of moves that take off too much (or too little) damage.

Visual Concepts (VC) and Namco's game testers are so joined at the hip that, at least three times a week, VC mods a new version of the game to Namco. Namco receives the code, burns it onto an EPROM board, and distributes it to its ten testers.

Make It Crash, I Dare You

According to Jeff Yonan, Namco's most experienced tester, the best way to test a video



It ain't easy being Weapon Lord!

game is to try the unexpected. Do things and make moves that the programmers probably never thought about, he says, and you'll probably find areas of the game that have

problems with programming and cohesiveness. The testers' most important job is to try to make the game crash as much as possible.

Weapon Lord, however, is supposed to be a hardcore



Jason "Jay Rasta Fighter" Cole, one of the top Street Fighter players in Northern California, is quickly becoming a Weapon Lord tester.



Fred Conners, a Weapon Lord tester, likes to put down the Demon Lord.



Jeff Yonan, game compiler, burns another Weapon Lord EPROM for testing.





Bone carries a big mallet, but testers found the damage he causes didn't match his formidable appearance.

one-on-one fighter designed for expert players. So who could test it better than top-ranked Street Fighter players?

Producer/Designer James Goddard went scavenging at a top Street Fighter arcade: Golfland in Sunnyvale, California. He hired Jason "Jay Rasta Fighter" Cole and Jerald Guess, two of the top-ranked players in the weekly SF tournaments.

As expert SF players, these guys know what to look for in a fighting game. Beyond bugs, the team digs for perpetual combos, too-cheap tactics, unrealistic ranges, characters



The team spends long, late hours at the screens to fine-tune WeaponLord's gameplay.

who are too powerful or too weak—anything that makes the game unfair and unbalanced.

From Test Screen to Design

Can testers become involved in the game-design process? Definitely. Fred Corchero is a temporary tester for WeaponLord. Goddard and Producer/Designer David Winstead included Fred in a brainstorming session about the game. Corchero then developed 40 move ideas, including Divada's teleportation and her ability to use her orb as a weapon.

Once WeaponLord is near completion, plans call for it to be installed in an arcade cabinet and sent to Golfland in Sunnyvale for hands-on player reactions. That's a stiff test for a game that's intended for the SNES and Genesis, but Goddard and Winstead want as much player feedback as possible. WeaponLord's still on track for a June 21 release—look for it! **[E]**

The Testers Talk Back



WeaponLord's testing team (from left to right): Matt Macchia, Todd Pifer, Chris Pugh, Jeff Erickson, Jerald Guess, Fred Corchero, Jason Cole, Anthony Constantine, and Malco Raja

The crew that put WeaponLord through its paces discusses the trials and tribulations of game testing.

GamePro: How do you think WeaponLord compares to Street Fighter?

Jerald Guess: There's more to WeaponLord strategy than just waving around and throwing fireball after fireball. WeaponLord's different, but it has just as much strategy as SF.

GP: How have you been involved in balancing the design?

Jason Cole: One thing we suggested that they get rid of was dzzies. They didn't really go with the game because the big combos could always dizzy someone.

GP: What's an example of an obscure bug?

Jeff Erickson: There was one bug where you'd use the same move over and over to wear a fighter down to no energy, then you'd pull a different move to kill them, and the game would crash.

GP: What specifically do you look for when you balance the game?

Chris Pugh: Range, speed, and damage. Moves that have no range, no speed, and do no

damage are weak.

Malco Raja: For example, Bone is not a finished character, so some of his moves don't have the damage and range that they will in the final version.

James Goddard: Balancing is a real challenge because often the testers will find problems with characters we haven't even touched yet.

GP: Are you guys finding combos that not even the game's designers know?

MR: We found a seven-hit, a nine-hit... we even found a 13-hit combo with Jen-Tail. It won't be in the final version because it's perpetual.

GP: I found a 1000-hit combo with Bone...that's obviously gotta go.

GP: What's the cheapest thing about WeaponLord?

JC: Like Korr, he can get you in the corner and do his Double Flame Strike, which will go through your block and hit you. Of course, you can double Thrust Block it, but then he could wait for the Thrust Block and trip you. This is more of a psych strategy than a true chisp.

GP: Do you guys get along with each other?

Anthony Constantine: We're not exactly the best socially. Picture a bunch of men in a small room with the temperature fluctuating from freezing cold to burning hot. We beat on each other in the game all day, and there's instigators, people who brag when they win. People keep pushing each other's buttons...but it's still a lot of fun.

A close-up, high-contrast photograph of a man's face, focusing on his eyes and mouth. The lighting is dramatic, with a strong blue glow emanating from his right eye, which is partially obscured by shadow. The rest of his face is in deep shadow, with only the contours of his nose and lips visible. The overall mood is mysterious and intense.

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JAM, NHL® '05, OR MORTAL
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YOUR GENESIS™ PLUG IN
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Genesis



By Tommy Glaze

Keep your guard up because Toughman brings the art of boxing to a fierce new level of Genesis competition. Featuring a behind-the-boxer view, Toughman Contest plays like Super Punch-Out but incorporates a wide range of special moves and combos normally found in good side-view fighting games.

Raging Bulls

Based on the real Toughman Contest, this game features similar tournament-style action. You begin by entering the regional tournament where



PRO TIP: Chain together Power Punches for highly effective combos. To really spin your opponent's head, let loose with a Power Hook, then a Back-Handed Slap.

untrained brawlers square off in three-round matches.

The regional winner progresses to the championship in hopes of becoming Toughman world champion. With a choice of 24 contenders, you



can compete in one- or two-player exhibition matches, set up a tournament, or enter the Toughman contest directly.

Technological Knockout

Because there are a whopping 32 megs packed into this cart, it's easy to understand why these dirty fighters look so



PRO TIP: When you land a hook, you'll stun your opponent long enough to land two more hooks with the same hand.

Celebrity Toughmen

Could you be as impressive as if they really existed.

Never mind the other tough guys - this one's gonna be talking to you whenever he's bored off.

Save the Same Profile
Toughman Contest
(By EA Sports)

TEEN With 32 megs of deep gameplay and super graphics, Toughman KOs the competition.

Graphics	Sound	Gameplay	Control	Value
4.5	4.5	4.5	4.5	4.5

544 kb 24 challenges
32 chips Multiple areas
Available now Multiplayer
Rating: M (Mature) Friends
7 players



PRO TIP: When the opponent throws a flurry of hooks, dodge them and immediately counter with multiple uppercuts.



Toughman fans may recognize this real-life two-time world finalist, Buster Bass. Watch out for the Bear's deceiving chin taunt. He's one tough bear!

Crazy Backgrounds!

Hey, Buster! The man in this log house will, er...show you his butt.

Crazy Backgrounds!

This customer picks away a lot of traps, but it comes right back up!



PRO TIP: Unlike some boxing games, your coachman gives you helpful advice. Turn to him when you're having trouble.



PRO TIP: Dodge an opponent's Power Punch, and he freezes for a moment. Nail him with a Power Punch of your own.

The good music on the menu screens gets you psyched for the fight.

Custom Delivery

The sharp control and the array of custom Power Punches separate Toughman from other



PRO TIP: An easy, effective combo is a regular uppercut followed by a Naysayer Power Punch.



PRO TIP: When your opponent is dizzy or almost out of energy, knock them out of the ring with the Super Uppercut.

Crazy Backgrounds!



Watch for this bungee jumper as the back wall of the Colosseum.

boxing carts. Players can equip their fighter with 3 of 14 Power Punches, ranging from haymakers to head bats. Be careful when throwing these punches—if you miss, your opponent can hit

you twice as fast as normal for a short time.

Toughman stands tall in the video game ring. Like Super Punch-Out, the Toughman contenders fight harder as you progress through the ranks. Where the two games really differ, however, is in the two-player action, which Super Punch-Out doesn't even have. For a pal pounding good time, Toughman lets a second player fight as the opposition.

Fans of Greatest Heavyweights and Legends of the Ring will miss the famous faces and the build-your-own-boxer feature, but when the bell rings in the final round, the unanimous decision goes to Toughman. ■



Feed the Lions!



Fight in the Colosseum and prepare to 100 your opponent. On the third Anniversary, you must knock them out of the ring. A Super Uppercut or Windmill Wind up will do the job.

A lion jumps off its pedestal to fetch him!

Genesis



By **Scary Larry**

Sold platform gaming and long levels will make this version of Stargate a favorite for diehard action enthusiasts. In this classic pyramid buster, you'll find that the Marines don't just land on the shores of Montezuma.

The Sand Played On

Stargate is loosely based on last year's flick. You play as Colonel Jack O'Neil, a career Marine who's sent to help scientist Daniel Jackson search out a culture similar to that of ancient Egypt. The only setback is that the culture exists on a planet a million light-years from Earth, and it's only accessible through a Stargate. In addition, Colonel O'Neil has his own agenda: to detonate a nuclear weapon and destroy the Stargate once he discovers what's at the other end.

At the beginning of the game, you quickly become separated from your crew, only to find that the workers on this new planet are rebelling against their masters. You side-scroll through the levels, searching for your men, supplies, weapon power-ups, and more while blasting the enemies you encounter. Count on

rescuing Daniel Jackson a few times, too.

Dune with a View

Good graphics make for a good visual adventure. The well-illustrated ancient Egyptian settings vary between houses, caves, and pyramids. Your sprite moves fluidly, much like Ripley in *Alien 3*.

The enemies you face, however, are disappointing in their visual banality. Boring beetles, flying beetles, and guards make up the majority of the opposition.



PRO TIP: Crouch for protection from the beams the beetles shoot at you.



PRO TIP: Look out for unusual patterns in the floor. They sometimes indicate a long fall that will kill you.



PRO TIP: The first box is Ra. Just below this battleground are three grenade containers and three life bars. Toss grenades, avoid Ra's projectiles, and fill up on health when you're low.

The fairly funky music serves up Tut-struttin' disco in every level. The sound effects are average, but there's only so much you can do with a constant machine-gun noise.

STARGATE



PRO TIP: To avoid deadly long falls, hang from a ledge and scout the ground below.



PRO TIP: The only useful weapon against guards is grenades.



PRO TIP: Sometimes you can grab onto overhangings or unusual backgrounds.



The control can be as confusing as reading hieroglyphics. With one button, you jump and release from hanging ledges, with another you shoot, and with yet another button you run and throw grenades. You'll waste a lot of grenades before you get the controls down.

The Miracle Nile

Stargate will definitely not disappoint adventure fans or players who are looking for an exciting platform piece with purpose. With its long-lasting playing power, Stargate would keep you occupied for a voyage across a million light-years. ■

Genesis Game Preview

Stargate

(By Andrew)



Sand, sun, and...ahhh! Stargate takes you a million light-years from home and brings back excitement, mystery, and fun.



MSRP Available on Multiplatforms 1 player 12 missions Side view Action/Strategy Platformer

PUSH YOUR CD TO THE MAX!



Based on the elite "Flying Nightmares" Marine Harrier squadron, this game really pushes the envelope of CD technology.

Everything is state-of-the-art: Stunning 3D texture-mapped graphics. Intense full-motion video sequences. Internal, external and missile camera angles. Plus the hottest CD-quality sounds and special effects.

FLYING NIGHTMARES

It all adds up to the most exciting combat flight simulator on Sega CD. Imagine the power under your command: Harrier jump jets that can turn on a dime and stop dead in midair. Laser-guided missiles, cluster

bombs and radar-jamming pods. It's enough to make your heart pound and palms sweat. It'll also strain your brain. This happens to be one intelligent action-adventure game as well. Flying Nightmares. Pushing CD technology — and you — to the max.



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Genesis



By Captain Squidoo

Some spiders just refuse to be squished. Acclaim recycles its favorite arachnid once again, and while it's not truly great action and adventure, Spidey's latest Genesis game has enough bite to keep you playing.

Spider Sense

This game is a comic-book fan's dream because it boasts more famous cameo appearances than the Oscars.

Spidey's searching through



PRO TIP: Before you confront Doctor Octopus, snag these Spidey icons in the upper platforms of the lab. Mail the Doc with a few special weapons.



PRO TIP: In Coney Island, break through the window and hit this wall switch to activate a moving platform above and to the right.

New York for a large gang of superbilities, among them Venom, Rhino, Green Goblin, and Ravencroft. You'll battle through Coney Island, sewers, and downtown buildings before you're through.

As usual, your hero web-slings and wall-crawls his way past trouble, but this time new weapons aid you. Scattered throughout the game are power-ups supplied by the Fantastic Four, whose guest appearance adds specialized shields and superweapons to your arsenal. Count the grenades and Web Bolts that Spidey



PRO TIP: When Spidey's costume turns blue and white, he's temporarily invincible. Use the opportunity to charge attackers, also users, and you have yourself one tough spider, man.

Spyn' on Spidey

The graphics won't dazzle you, but they convey a good comic-book atmosphere and hold your interest. The sprites are big (though the villains aren't huge), and everybody is fast and nimble. Fine details, imaginative enemies, and strong colors fill the screen, making this game worth play-



PRO TIP: Position your enemies correctly, and you can knock 'em off platforms with only one hit.



ing just to enjoy the decent visual surprises.

By contrast, the sounds are fairly routine. An unintelligible theme song, standard sound effects, and no voices or growls amount to "been there, heard that."

Another sticky strand in Spider-Man's web connects to the controls. They're certainly versatile, giving you lots of weapons to choose from and lots of spider abilities to experiment with. But their accuracy is something else. Web-slinging is an acquired



PRO TIP: Bounce off the horizontal flagpoles for extra hit.

skill, wall-crawling never becomes automatic, and simply jumping forward from a doorway can sometimes test your patience.

Marvel-ous

This game adds to the long list of good, challenging, unspectacular games based on Marvel Comics' creations (it also adds some interesting biographical summaries of almost two dozen Marvel characters in its manual—give it a read). Spidey fans and action/adventure fans will agree: You can't keep a good spider down.

SPIDER-MAN

Genesis Game Profile

Spider-Man

(By Acclaim)



Spidey gets some new power-ups courtesy of the Fantastic Four and imaginative enemies courtesy of Marvel Comics in this solid action/adventure game.



MSRP: \$49.99
 Acclaim/Genesis
 1 Player
 3-4 Ages
 Action/Adventure
 3 Levels

A SINISTER SAMPLING



Tinkerer



Scorpion



Mysterio



Rhino



Doctor Octopus



Magma



Green Goblin

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LIKE HIGHTOPS.



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ARE COOL,

BUT AFTER

AWHILE THEY

START TO STINK.

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Genesis



By **Gregory Squires**

Arnold Schwarzenegger is back with a bang! After starring in the dismal Last Action Hero game, movie-dom's favorite muscleman hits the Genesis in another movie-based cart. This one's explosive fun. No lie.

Film Fun

If you played the SNES version of True Lies, you'll know the Genesis game right down to its passwords. Once again you play as a gun-totin' agent blasting through ten mazes. The mazes and the plot echo the film, and you get movie stills between levels.

True Lies is similar to Soldiers of Fortune, including its use of that game's overhead view and multiple weapons. You plod through rooms and pathways, looking for guns and grenades to use, bad guys to blast, and medical boxes to scoop up.

Innocent bystanders mill around like lemmings, walking right into your shots. The continuous action gives shoot-em-up fans lots to like.

Absent Arnold

The overhead-view graphics are detailed and colorful,



PROMPT: As in the SNES game, don't fire at the enemies in Stage One, and they won't fire at you.



PROMPT: Keep moving as you shoot oncoming attackers to evade yourself a harder target to hit.



PROMPT: Don't try to subdue anybody with a flamethrower. Just lose a grenade and get out of the way.



PROMPT: Watch out for innocent bystanders who wander into the line of fire. Kill three citizens, and you have to restart the level.



PROMPT: Be ready to shoot charging missiles when you go up escalators and stairways.



PROMPT: You don't need to shoot every bad guy in Level One - just get to the computer and down the stairs to the right as fast as you can.



Somebody bring the marshmallows!

though the scrunched sprites may be too small for some tastes. Unlike the Last Action Hero game, which began with a giant Schwarzenegger logo, True Lies' graphics downplay Arnold's role. He's not in every cut scene, and there's no long intro to set up the movie's plot. In fact, you see more of Tom Arnold, who constantly appears to dispense advice.

The biggest disappointment is the sound. If you're going to reduce Arnold's visual presence, then you should pump up his vocals as compensation. Unfortunately, Acclaim delivers no voices other than muffled grunts from victims. Shots and reloading sounds ring clear, and propulsive music stirs the action, but there's nothing memorable.

True Grit

Efficient controls make this game fairly easy. Armed successively with a pistol, a shotgun, and an Uzi, you make short work of baddies without taking damage. Other exciting pick-up weapons include flamethrowers, grenades, and mines. The only control limitation is Arnold's slow speed, though his duck-and-roll maneuver imparts some, but not much, desperately needed mobility.

Don't get cocky after beating the early levels - True Lies gets harder midway through when extra lives are harder to find. But stay with it because you'll find fun everywhere. True Lies gives you plenty of bang for your buck. **B**

Genesis Game Profile

True Lies
(By Acclaim)

PROS: Fans of shoot-em-ups will like this good movie-based game, even if it is identical to the recent SNES version.

Genre	Class	Series	Available	Company
Shoot-em-up	ADJ.			

Get It! Available for: Shoot-em-up
1 player

It's worth Overhearing the Microworlding Passwords

A LETTER TO TECMO® GAME PLAYERS



TECMO® SUPER BOWL II™ SPECIAL EDITION



Dear Tecmo Game Players:

For those of you who were unsuccessful in your attempt to purchase a copy of Tecmo Super Bowl II: Special Edition, we at Tecmo would like to apologize for the time and effort which many of you spent and for any disappointment.

The production cycle for video games is around 3 months from the time an order is placed until a game is available at retail. The length of this cycle makes it very difficult for Tecmo to accurately predict demand for any game.

The demand for Tecmo Super Bowl II was much greater than we could have anticipated, and we sincerely apologize for any inconvenience. Unfortunately, Tecmo Super Bowl II is now sold out at most retail stores and will be discontinued in favor of a new fall release.

We are pleased to advise you of the planned fall release of Tecmo Super Bowl III: Final Edition. In addition to all of the great new features, Tecmo Super Bowl III will feature most of the changes in the NFL for 1995.

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Phone (310) 787-2800





By **Scary Larry**

If you think this game is going to be any more exciting than the low-grade movie it's based on, think again. No Escape is less fun than its lackluster big-screen predecessor.

Dull and Duller

You're a political inmate on Abselem Island, a prison that's inhabited by both savages and civilized prisoners. The savages include tree dwellers, motorheads, techno warriors, and mole men. The civilized



Genesis



PRO TIP: Protruding stems and levers in the Tree Dweller levels activate hidden platforms.



PRO TIP: Listen to what the prisoners say about each item. They also tell you in on the item and tell you what else you may need.

prisoners have various articles and artifacts that you use.

Gameplay revolves around creating weapons and tools by combining different items. For example, combining two Ion Pods gives you the Ruger grenade. You can trade for items, but you find most of them by searching the levels.

Unfortunately the awkward controls bring the action to a grinding halt. The menu system used for trading and

building items is cumbersome, and the jump, punch, and kick controls are difficult even for intermediate gamers.

Escape Clause

The graphics are long on style but short on substance. Flashy-back-style sprites interact in detailed but dull levels. The sprites mainly jump and kick, and hidden areas are few.

The sound far outweighs the sound effects. The tunes consist of decent technorock, but the sound effects are dismal groans and grunts.



PRO TIP: In the Techno Warrior Camp, deactivate all these machines, or some platforms will be unobtainable later on.

Overall, this cart doesn't deliver the escapist adventure that 16-bit gamers need. With an unwieldy interface and confusingly similar levels, you may be saying no to No Escape. **B**



By **Ryan & Gattin**

A younger sibling of Sega's best-known ocean-going mammal, Ecco Jr. is just what it sounds like—an easy version of Ecco the Dolphin designed for very young children.

Nothin' Fishy Here

At first glance, Ecco Jr. looks identical to its famous older brother: Picture-perfect graphics include beautiful ocean scenes crammed full of enchanting sea life. As soon as you begin to play, however,



PRO TIP: Use Ecco's meter to send the ball across the surface of the water to the seal.

Dolphin Safe

As you'd expect, Ecco's controls are simple to operate. The graphics aren't simplified, however: All the creatures and background scenery have the same breathtaking visual appeal of the grown-up Ecco adventures. As in the original Ecco games, the beautiful, haunting music and sounds

Ecco Jr.



PRO TIP: There are lots of crystals in this level, but you have to find the ones that are just the right color.



PRO TIP: Ecco can jump over rocks that protrude from the water.

enhance the action.

Ecco Jr.'s definitely for little kids—heck, the manual is part coloring book. But that's great because the original Ecco games were way too tough for younger players. Now even the youngest Ecco fans can go fish. **B**

you discover that this Ecco adventure is geared for kids seven and younger.

In each of the 18 stages, you navigate Ecco, his dolphin buddy, or a friendly killer whale through a different task. When you complete the task, you move on to the next stage.

The tasks include simple chores like gathering buried treasure, playing hide 'n' seek, and finding a lost sea turtle egg. The gameplay doesn't include any fighting, and Ecco and his friends never die.

No Escape by Progrems

Available	Good	Great	Excellent	Outstanding
0.0	0.1	0.2	0.3	0.4

INT.

MSRP: 14.99
 18 maps
 Available now
 Action/Adventure

1 player
 Size: 1MB
 Multiplayer:
 255K rating, Not rated

Ecco Jr. by Sega

Available	Good	Great	Excellent	Outstanding
0.0	0.1	0.2	0.3	0.4

BEG.

MSRP: 14.99
 Available now
 Puzzle

1 player
 18 levels

Size: 1MB
 Multiplayer:
 Parents
 ESRB rating: Kids to Adults

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FROM HOME.

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Sega CD



By **Devised Lee**

Fatal Fury Special is yet another Neo-Geo arcade game that's been poorly converted for a home system. Fans of the Fatal Fury series who are expecting more from their Sega CDs will be disappointed.

Fatal Attempt

In the arcade, the third installment of the Fatal Fury games offered more moves, new characters, highly detailed backgrounds, and smooth animation. Some of these great



PRO TIP: Use Terry's Blazing Knuckle to pass through projectiles and to ward off enemies who may jump in.

features don't even see the light of day on the Sega CD.

The one big plus is that all the fighters and their moves made it onto the disc. Even Ryo from Art of Fighting is in



PRO TIP: If an enemy knocks you down, try throwing them as soon as you get up.

the lineup, and no code is needed to use him, giving you a total of 16 characters to choose from.

Not So Special

The problems start with the uneven graphics. The fighters are fairly large, but their movements aren't smooth. Key animation frames have been removed, making this disc look like the first Fatal Fury game.

The backgrounds are also a letdown. Some have been so simplified that the characteristics that made them special have vanished altogether. The biggest butchering takes place in Duck King's nightclub level, where the cool lasers and most of the dancers in the back of the club are missing.

On a positive note, all the great arcade music has been faithfully reproduced. The

voices, however, are scratchy and are almost entirely drowned out by the music. Cough medicine, anyone?

Training Mode

Thankfully, the arcade version's controls are basically intact. With some of the crucial frames of animation missing, however, arcade vets may find



PRO TIP: Do Jube's run-and-grab move to catch your enemy off guard.

that their timing is off, especially if they try to jump in for two-in-one combos. You'll pull off your favorite combos only after some major practice.



Fatal Fury Special isn't a bad game. Beginners who aren't spoiled by the arcade predecessor might have a good time for a while.

But as a CD, Fatal Fury Special just doesn't set itself apart



PRO TIP: When you're in close, most moves will deliver more than one hit.

from the rest of the fighting pack. Games these days must be a cut above their competitors to survive, but FFS just doesn't rise above the average fighting game. Unfortunately, it's anything but special. ■

Sega CD Game Profile

Fatal Fury Special

(By JVC)

FATAL Fatal Fury Special's 16 selectable fighters may satisfy the average fighting enthusiast, but true fans of the arcade version will be seriously disappointed with this CD's lack of detail and character movement.



Price per cartridge: 7.99
 CD: 15 weeks
 Available on: Sega CD
 Rating: Fighting



PRO TIP: Jump back and forth from the background to the foreground to avoid projectiles and corner traps.



Ryo Sakazaki from Art of Fighting is a playable character.

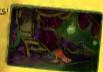
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then it's a
deadly game
you'll get!

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Sega CD



By Bacon

Road Rash debuts on the Sega CD with an uneven but exciting version of the top motorcycle thrashing game. This disc, which blends the phenomenal tunes and full-motion video of RR 3DD with simpler, bit-mapped courses, will thrill Genesis Rashers but disappoint 3DD gamers.

Crack that Chain

Like the 3DD version, this Rash pits you against five tracks in such California locations as Napa Valley, the Sierra Nevadas, and the Pacific Coast. With a club or chain in hand, you race and fight through Thrash mode, which lets you pick any track on any level. Or tackle Big Game mode, where you assume an identity and save your green for better bikes as you battle through the levels.

Sadly, Rash on the Sega CD lacks the 3DD's breathtaking scenery and the Genesis's two-player simultaneous racing and



PRO TIP: *Never buy races to win the cash to buy a sweet bike.*



PRO TIP: *Take blood baths and rises on the right side.*

endless options. But you'll have a blast clobbering the pack and dashing to the finish even without these niceties.

Raw Rash

The graphics peel out with striking full-motion-video cinematics that pump you up before a race, reward your victories, and mock your defeats with hilarious put-downs. Once you hit the streets, though, the

graphics return to the less dazzling 16-bit realm. Realistic backgrounds provide a pretty backdrop to bland foregrounds lined with pedestrians and other obstacles.

Unfortunately, the slight pause between pressing a button and the onscreen response dampens the kind of high-speed reactions that redline the intensity. The controls otherwise respond ably; as you sink money into better bikes, you'll feel what you're paying for.

Black Sun

With killer grunge tunes from hot bands like Soundgarden, the rockin' music perfectly accompanies the rough-n-tumble action. You can even change songs when you pause!

The nice sound-mixing feature enables you to fine-tune the blend of music, engine roars, and sound effects. Although



PRO TIP: *Watch how you store your weapons, or your opponents will rob you of it.*

the hard-drivin' engine noises energize the action, you'll turn down the other effects after your first race.

Despite its shortcomings, this disc's amusing cinematics, thrilling gameplay, and increasingly difficult levels will draw you in. The Rash has finally arrived on the Sega CD!



Winner takes all!



Losers are royally roasted!



The cops haul you off to the clinik.



Eat pavement when you wreck.



Sega CD Game Profile

Road Rash

(By Technic Arts)

With fun video clips, Jennifer's tunes by bands like Soundgarden, and gripping gameplay, this version of the Rash will have you dodging clubs even when your eyes are closed.

Genre	Style	Color	Audio	Controls
1.0	5.0	5.0	5.0	5.0

CD
Available now
Backlighting
2 players

5 tracks
5 levels
Behind the Wheel view
Personal settings
Save feature

Brandish

While Some Fantasy Games Just Scratch the Surface, Brandish Unlocks the Underworld!

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Headless warriors are out to ruin your day



Namono contributes a rolling boulder and a handy combo



Some underworld characters give helpful advice for a price



- ✓ NAVIGATE YOUR WAY THROUGH FIVE TREMENDOUS LEVELS AS YOU FIGHT TO RETURN TO THE SURFACE
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PC
Windows

USE TO BUY IT
K&A
A S E A



By Captain Squidoo

Trivial Pursuit, one of the best all-around board games, makes a not-so-trivial pursuit of the video game arena. Unfortunately, the slow gameplay on this CD might make you one bored gamer.

Trivial Trivia

Who doesn't recognize this disc's gameplay? You answer trivia questions in six categories, including History and Sports & Leisure. Classic mode



Sega CD



PRO TIP: As you make your moves in the Classic game, aim for the pie colors you don't have.



By Boredhead

After making several 16-bit appearances, Wheel of Fortune rolls to the Sega CD. Fans of the TV show will be fans of the game because the CD almost exactly duplicates the show.

Buy a Vowel!

Wheel's concept is inexplicably popular. Unlike Jeopardy!, WOF doesn't test your knowledge—it tests your ability to guess random objects or phrases.



PRO TIP: Hold down Button A until the spin meter goes green to get maximum spin on the wheel.

The CD offers 6000 simple word puzzles, and you spell out the answers. The controls are basic, and the strategy is minimal (basically, try not to buy vowels). Pat Sapik's not hosting, but Vanna White turns letters, just like on TV.

Merv Griffin, the show's creator, got rich from Wheel, but



Vanna, letter-turner diva, is all her favored glory.

Sony Imagesoft probably won't. Whereas other game-show CDs (including Trivial Pursuit) spice up things with video clips and musical selections, WOF plays it straight. No illustrative video clips, no musical numbers—just Vanna,



PRO TIP: Don't solve the puzzle too quickly. If you know the answer, you can make more cash if you spin a few extra times to RV in correct letters.



digitized players, a cicky wheel, and a board full of blocky letters.

The graphics and sounds aren't much, either. Vanna's digitized image and voice are omnipresent because she performs Pat's coaching duties as well as her own. She looks pretty good (though stiff), and her voice is clear. But the rest is so simplistic that the CD's sound and graphics potential is wasted.

The Wheel Deal

As an accurate representation of the show, the CD does the job, which should please WOF devotees. But anyone expecting more from their Sega CD than what they get for free on TV will be disappointed. Let this Wheel roll by. **C**

TRIVIAL PURSUIT



PRO TIP: Since you don't have a board to display each player's status, refer frequently to the info screen for updates.

puts you on the familiar circular game board, trying to acquire pie pieces. Fast mode tests your knowledge with a stripped-down Q&A session.

The video game has two things the board game doesn't: sound and graphics. Instead of just getting a question about a song title, you hear the song. Instead of just reading a question about Eddie Murphy, you see a clip from his flick. The sounds are the best part, with orchestrated music and good voices. The video clips, how-

ever, are small and grainy. Dopey cartoons animate questions not illustrated by film or photos.

Bored Game

As with trivia games like Jeopardy!, the slowness of asking and answering limits the fun. Thankfully, you don't have to spell out your answers in Trivial Pursuit as you do in other



PRO TIP: Before you start a Classic game, experiment with the Fast game to see what categories are your strongest.

trivia games, so it's an easy game to play. But constant interruptions as the disc accesses drag this game to frequent, frustrating halts.

Solo players might enjoy meandering through the categories, but groups will have more fun reading questions to each other back on the board game. And that's so much fun that this disc seems trivial. **B**

Trivial Pursuit by Imagesoft

Available on	Sega CD	Available on	Sega CD
Available on	Sega CD	Available on	Sega CD

Price: \$49.95
 CD
 Available on: Sega CD

Wheel of Fortune by Sony Imagesoft

Available on	Sega CD	Available on	Sega CD
Available on	Sega CD	Available on	Sega CD

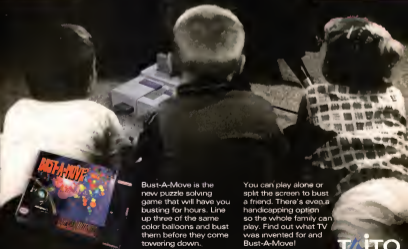
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IT'S WHAT TV WAS INVENTED FOR...BUST A MOVE!



Look for the
BUST-A-MOVE
Sweepstakes

in the June issue
of GAMEPRO



Bust-A-Move is the new puzzle solving game that will have you busting for hours. Line up three of the same color balloons and bust them before they come towering down.

You can play alone or split the screen to bust a friend. There's even a handicapping option so the whole family can play. Find out what TV was invented for and Bust-A-Move!

T/ITO

Taito America Corporation

32X

TEMPO



Earthworm Jim's not the only game with flying axes. The Downtown Performance stage is a razz-ding experience!



PRO TIP: When you feel like big bubble blasts and fun quick combat, you're invincible, so sink out all enemy waves.



PRO TIP: Koby is best used for long-range attacks or for help with multiple enemies.

Show Stoppers

If you want to see imaginative 32X graphics, check out Tempo's dazzling stages. The backgrounds are so dense with wild colors and swirling shapes that it's sometimes hard to concentrate on the foreground action. Older



PRO TIP: It's safer to nail enemies from a distance, but if you bounce off 'em, you can reach extra goodies.



By Captain Squidoo

Younger gamers looking for a good 32X game will embrace Tempo with open arms. Dazzling sound and graphics combine with simple gameplay to make a perfect game for novices.

Dance Party

Tempo is reminiscent of Ristar, another recent Sega platform game that's ideal for younger players. Like its predecessor, Tempo's gameplay is straightforward and simple: Bop ene-

mies, fly and jump to new platforms, and nail bosses after each stage.

Tempo adds a musical theme, which means you play in such areas as the inside of a giant stereo and recover health



PRO TIP: Bounce on this switch so its light turns blue, then ride the adjacent sonic waves up to new platforms.

by finding musical notes. Despite these new touches, though, it's still the kind of game you've played before.

Tempo isn't just the name of the game, it's also the name of the multitalented hero. Tempo's a dancing, flying, jumping bug whose four arms and two legs provide you with a weapon-flying attack, three kinds of kicks, and three hand slaps.

Control is quick and responsive, making Tempo all



PRO TIP: Arrows point you toward exits, but go against them when necessary to search for extra musical notes, as on this Indigo Performance ramp.

but invulnerable to the easy enemies he encounters (though accurate jumping and flying takes practice). As an extra advantage, you can also find his girlfriend, Katy, at different points throughout the game. You can't play as Katy, but she stays by Tempo's side to join the attacks. Together, they're one dominant dancin' duo.



PRO TIP: Always enter lit rooms and backlit screens with some kind of attack. An easily dispatched enemy is usually inside.

Get the Beat

This game has it all for younger gamers: tons of eye and ear candy, easy gameplay, a unique new hero, and musical passwords to ensure success. Although veterans won't find much challenge, rookies will have a blast. Watch out for Tempo, the really New Kid on the Block. **B**

32X Game Preview

Tempo

By Inqur



You've played this kind of game before, but you haven't seen or heard

these special effects. Psychedelic graphics and hankied music put dazzle in Tempo's simple platform action.



\$49.99
28 stages
Available now
Action/Adventure
1 Player

2 Maps
3D view
Multiplayer
Passwords

1st and 32X

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All new advanced passing gives you 80 yards of viewable field to hit the open man, multi-view perspectives heat up the running game with in-your-face action and the exclusive Smooth-Cam delivers the most advanced instant replay from virtually any angle.

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Acclaim
ENTERTAINMENT INC.



By Scurry Levy

Crisp graphics, awesome music, and an engaging interface make this game the best of the Brutal series. Above the Claw's leash, however, is reined in by massively difficult gameplay and a super-fast computer A.I.

Long Arm of the Claw

Brutal, which is available for the SNES, Genesis, and Sega CD, has been significantly enhanced for the 32X. You now choose from 12 selectable characters, including former bosses Karate Croc and Dali Lama, and two newcomers, Chung Poe and Psycho Kitty.

GameTek also created real martial arts techniques and philosophies for the charac-



PRO TIP: Block after every hit you score. The computer comes after you with a vengeance.



PRO TIP: In a one-player game, opponents drain your energy while recharging their own. Stop them in mid-recharge with a flurry of hits.

Brutal Above the Claw By GameTek			
Genre	Year	Platform	Developer
	1995	32X	A.O.J.
\$19.99	24 megs	12 characters	6-bit view
Available now	Fighting	Powerade	CD-ROM
2 players		120 hit combos	16-bit



32X



By Captain Squideo

Rock 'N' Roll Racing meets Road Rash in this rockin' cart. Motorfiacs will ride full throttle.

Motorcycle Madness

Motorcross's gas tank is full of attitude. You race from a behind-the-biker view with kicks and punches edging you past 11 other riders. You bounce, slide, and jump your bike on 12 hilly courses



tracks that are littered with obstacles. There's not much strategy, though—don't bother looking for power-ups, weapons, or bike-customizing options.

The racing's not simple, however. MC's controls offer endless combinations of stunts and racing techniques that propel you toward the checkered flag. In addition to punching and kicking, you can pop wheelies, lean over the handlebars for increased speed, slide around turns, and pull acrobatics for extra cash. At first, the stunts are



PRO TIP: Don't just kick a guy when he's down—run over him to keep him off his bike longer.



PRO TIP: Pull up on the front wheel as you make your jumps, or you'll end 50 feet of dirt.



PRO TIP: Bikers pile up at the start of the race, so get ahead—or out of the way—quickly.

tough to execute, but you'll soon be flaunting daring "power salutes" to the cheering crowd.

Graph-X and Sound FX

The graphics are as up and down as

the hilly tracks. The sprites are big, but there's serious pixelization up close or when they're bunched together. Also, your view zooms in and out, which can be distracting. At least you get pretty good wipeouts.

The sounds add horsepower. The music rocks raucously, and instead of the typical whining engines, you hear rumbling roars. Yells add personality to the action.

If you're a biker or you're looking for racing action on your 32X, take Motocross Championship for a spin. It's fast fun. **C**

Motocross Championship by Sega			
Genre	Year	Platform	Developer
	1995	32X	A.O.J.
\$19.99	24 megs	12 courses	6-bit view
Available now	Motorcycle racing	Powerade	CD-ROM
2 players		120 hit combos	16-bit

Wimps & Wannabe's need not apply



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Super NES



By Toxic Tommy

Your friendly neighborhood Spider-Man's web-slinging his way onto the SNES and the Genesis (see ProReview this issue). Although the two 16-bit games are virtually identical, this SNES version makes Spider sense for all but hardcore action nuts.

Spider Slayers

Spider-Man's on the hunt to snare a gang of supervillains with cameo help from the fabulous Fantastic Four. Spider-Man fares better, however, as



PRO TIP: Web Plus! Use the power reactor climbing-shooting developments for Doc Ock.

a thinking game than an action caper. That's too bad, since Doctor Octopus, Rhino, Lizard, and more of Spidey's greatest adversaries are ready to rumble.

The side-view flat fighting and wall-crawling arachnid antics are great for kids and

intermediate Spider friends. Overall, however, the fighting action will disappoint Spider-Man veterans.

Such standard bad guys as robots, thugs, and armored assassins are unimaginative,

SPIDER-MAN



PRO TIP: Use the Plus! in the Doc Ock level to blow up his' down.

weak, and few and far between. And, though Doc Ock's challenging boss attack starts things off with flair, the rest of the crud crew attack in limited, predictable patterns.

The real challenge is in trying to maneuver through the levels, where you'll burn some brain time trying to make fantastic jumps and web-sling to the exits.

Caught in the Web

Although Spidey's controls lack fighting pizzazz, they really make the Spider powers shine. Put in reasonable



PRO TIP: The poison-op-bated Spidey is accessible from the Lab, the Constructive Siles, and Cove. Inland Search down as far as you can.

strong graphics. Comic book fans will also dig the nicely detailed pix of the Spider foes.

The sparse sounds, on the other hand, are pretty much



PRO TIP: Use the Attack Tard... leveling you will... from.

PRO TIP: Spidey's... down... from... some areas.

there to fill air space. The funky new Spider-Man theme's hip, but the effects are blah.

Webbed Ain't Dead!

In this cart, Spider-Man certainly does whatever a spider can, but the comic's still the grand showcase for his talents. This game could be a good way to spend some time between issues.

THE FANTASTIC FOUR



Mr. Fantastic's besace attack!



Invisible Girl powers up the Spider armor.



The Thing brings a power-up to Cloobber's line.



The Human Torch flames out!



Spider-Man's greatest foes have escaped no more from Ravenholt!

Super NES Game Profile

Spider-Man
(By Andrew)

This Spider-Man's great for intermediate-level fans, but the action fac-tion will crave a fiercer fight.

Genre	Real	Game	Feature	Control
Adventure	2.0	2.5	3.0	2.5

2.0 Available for
 Multiplayer
 1 player

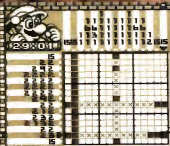
3 levels
 Size: 100
 Released: 1991

Requires Great Skull.

Try Mario's Picross.

How far into the hidden picture?

There are 15 blocks on each row and column. Determine which block to darken by figuring out clues from the numbers. Numbers above the column are read from top-to-bottom. Numbers to the left of the rows are read from left-to-right.



Each individual number tells you how many squares this square will be darkened. There's more than one number? There will be at least one blank square between each darkened area. You have figured out that a square should not be darkened, mark it with an "X".

See if you have the head for Mario's Picross™.

The unique new puzzle game that's as challenging as Tetris™.

Use clues and numbers to uncover the hidden picture.

It's the ultimate exercise

This is one of over 250

on Game Boy® and Super

Picross. Do you have what

for your brain.

puzzles you'll find

Game Boy®. Mario's

it takes?



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Super NES

METAL WARRIORS



By Captain Squideo

If you like to shoot first and think later, Metal Warriors is for you. Its shooting action is a blast in more ways than one.

Ways of the Warriors

Fans of 1993's *Cybernator* will recognize Konami's latest action/shooter. Metal Warriors puts you inside a flying and walking robot blasting its way



PRO TIP: When you come to an apparent dead end, try firing your Energy Cannon (bottom Y). It blasts through certain walls, ceilings, and floors.



PRO TIP: Constantly refer to your map so you'll know if you're heading down a blind alley.

Super NES Game Profile

Metal Warriors

(By Konami)

Shoot, slorp, and fly with your futuristic soldier through high-tech settings. This explosive game looks and plays like a new and improved *Cybernator*.



Price not available | 1 player
 28 weeks | 4 releases
 Available now | 33k view
 Action/Adventure | No rating

through a simple side-view mazelike battlefield teeming with enemies.

The nine levels have different goals (usually rescues or search-and-destroy missions), but the action's the same: Blast everything in sight, find new weapons, and blast some more. It's explosive fun, especially in the Head to Head mode where two players compete in smaller arenas.

The disparate levels in this good-looking game include the inside of a huge spacecraft, a jungle, and ice fields. Sharp details and bright colors combine for strong visuals, with dramatic cut scenes adding good comic-book intensity.

Populating the diverse worlds are tons of well-



PRO TIP: Stay airborne as you battle big guns. As a mobile target, you're harder to hit.



PRO TIP: Blast every crate. Occasionally you'll find health power-ups and weapons inside.

defined robots, high-tech gun emplacements, and darting airborne attackers. As a nifty touch, some of your enemies are tiny humans who are like annoying mosquitos to your big bad bot. And everything's clearly visible - the onscreen action is uncluttered by status



PRO TIP: After blasting through the orange blocks, rescue your Mission One shipmate at the lower left. Shoot a passageway through to the left to escape.

PRO TIP: Watch out for slowly moving platforms and gates. They're easy to ignore in the heat of battle but deadly if you're trapped.

bars, timers, or point totals.

The sounds are the only relative weakness. While they're not bad, they aren't really distinctive. Standard explosions and feeble grunts are layered over typically torrid technorock. It's not quite the heavy metal these metal-heads might've inspired.

Test Your Mettle

Superior controls make this game stand out. You start with an energy shield, saber and cannon, as well as a jet pack for transportation. Later, you find a variety of homing weapons and grenades for extra firepower. What's more, you can make your tiny pilot jump from his Metal Warrior to shoot other little guys. You can then guide him to a pilotless Metal Warrior, where he jumps in and fires an array of new weapons. Control variety like this makes for hours of stunning gunning.

Easy mazes, fast fun, and gun-happy thrills - hey, you don't have to be a rocket scientist to play Metal Warriors. You just have to love action games. Good ones like this are in shoot supply. **B**



GamePro ProStrategy Guide

CHALLENGE FROM THE DARK SIDE

SEGA
CD

ETERNAL CHAMPIONS



How To Do an Overkill
On Each Character's
Background

Killer Combos
For Each Fighter

Complete
Character Profiles

Learn Each Character's
Hidden Special Moves
And Skill Moves

By *Devoted Leo*

The Final Contest

Eternal Champions: Challenge from the Dark Side proves that the second time can be the charm. The sequel to *Eternal Champions* brings back all the original fighters with several new moves each, but it improves greatly on gameplay and character animations. And for those who wanted more blood and more ways to finish off your opponent, there are now four ways to brutally end a fight. If that's still not enough change for skeptics, four new characters (Ramses, Riptide, Dawson, and Raven), nine playable hidden characters, and two other players somewhere in the game beat up the fighting roster.

This guide gives you a breakdown of the main fighters and their hidden special and skill moves. You'll also find some tasty combos and learn how to how to do an Overkill on each character's home turf.

SEGA
CD

ETERNAL CHAMPIONS

CHALLENGE FROM THE DARK SIDE

Controller Legend



Kicks:

Button A = Snap
Button B = Thrust
Button C = Wheel

Punches:

Button X = Straight
Button Y = Lunge
Button Z = Swing

↑ = Up

↗ = Up-Toward

→ = Toward

↘ = Down-Toward

↓ = Down

↙ = Down-Away

← = Away

↖ = Up-Away

Motion = Move the directional pad in one smooth, continuous motion.

Tap = Tap the buttons or directions indicated in sequence.

Charge = Hold the direction indicated for the number of seconds indicated.

Close = The move must be done when close to the opponent.

[] = Simultaneously execute commands in parentheses.

Special Note: All instructions assume that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

SHADOW

Shadow is a true ninja — adaptable, versatile, and deadly. She has a wide variety of projectile weapons, hand-to-hand attacks, and mystical ninja powers at her disposal. There is no enemy or obstacle she can't handle.



Shadow Mode



Press (X Y Z) to become a "shadow" and attack without fear of injury. This effect lasts for five seconds.

Flying Mine



Motion ↓ ↘ → Z. Shadow throws an auto-locking mine that explodes on impact.

Ninja Weapons



Charge ← for one second, Tap →, X or Y. Shadow throws a Shuriken straight forward.

Charge ← for one second, Tap ↗, X or Y. She throws a knife upward.

Charge ← for one second, Tap ↘, X or Y. Shadow throws a bomb toward the ground.

SPECIAL
MOVES

Banzai Blitz



Charge ← for one second, Tap →, [B C]. Shadow pulls an auto five-hit move.

Flying Step



Charge ← for one second, Tap →, [A B]. Shadow executes a high-speed slide.

KILLER
MOVESKILLER
COMBOS

Five-Hit Combo

Jump in and Tap B, ↓, A, (start to Charge ←) B →, (Y Z)

Seven-Hit Combo

Jump in and Tap Z (start to Charge ←) X (in close), [B C]

LARCEN

Larcen relies on a strong offense, even more so now with the addition of his new specials. With the exception of one air-defense-and-reflex move, he has a virtual arsenal of attacks, aerial assaults, projectiles, Machine Gun Kick, Slash 'n' Turn, and other special moves that combine to make him a truly fearsome fighter.

**SPECIAL
MOVES**

Low Sweep



Charge ← for one second, Tap →, Z. Larcen wraps his grappling hook around the opponent's legs.

Power Sweep



Press (A B C), and Larcen attaches his hook to the ceiling and swings feet first.

Air Sweep



Press (A C). This move can be done in the air as well. Larcen jumps back and throws his hook toward the enemy.

Backflip Kick



Motion ↓ ↵ ← C. Flip backward to deliver a bone-cracking kick.

Mantis Strike



Motion ↓ ↵ → A to jump forward and deliver a battering knee strike.

**SIX
HIT
MOVES**

KILLER COMBOS

Four-Hit Combo

Jump in and Tap B, ↓, B (start to Charge ↵), Y, →, Z

Six-Hit Combo

Jump in and Tap C (start to Charge ←), B (in close), →, (Y Z)

RAX

A dangerous fighter before, Rax is a true combat machine with his new special attacks. Cyber-charged punches, locks, and Atomic Knee strikes coupled with the Shock Wave and jet-powered uppercuts make him an offensive fighter first and last.

**SPECIAL
MOVES**

Air Jets



Charge ↓ for one second, Tap ↑, B. Rax ignites his jet boots and hovers for a short time.

Cyber Kick



Press (A B C). This move boots the enemy with a devastating lock.

Shock Wave



Charge ← for one second, Tap →, (Y Z). Rax summons a blast of electricity, then slams down his fist, sending a shock wave across the ground.

Jet Uppercut



Charge ↓ for one second, Tap ↑, Z. Rax delivers a cyber-powered uppercut with his jet boots.

Turbine



Charge ← for one second, Tap →, A. This move blows your opponent to the opposite side and neutralizes their projectiles.

**SIX
HIT
MOVES**

KILLER COMBOS

Seven-Hit Combo

Jump in and Tap Z (start to Charge ←), A (in close), →, (B C).

Five-Hit Combo

Jump in and Tap C, ↓ X, Motion ↓ ↵ → B.



SLASH

Slash has a few new tricks up his sleeve. His club has been modified to shoot fire and spray ice, and he's learned a couple of wild acrobatic maneuvers to throw the enemy for a loop.

Don't underestimate his ability to deliver a good beating.



SPECIAL MOVES

Fire Club



Motion \downarrow \rightarrow X. Slash shoots a stream of fire from his club.

Ice Club



Motion \downarrow \rightarrow Y. Slash freezes his enemies with a spray of ice from his club.

Spinal Crush



While in close, Hold \rightarrow , Tap Y to grab your opponent and hit them over the head with the club.

SPECIAL MOVES

Double Foot Kick



Motion \downarrow \leftarrow C. Slash does a back flip while kicking the enemy rapidly with his feet.

Club Dive



Motion \downarrow \leftarrow B. Slash leaps over his enemy's head, beating them as he passes.

KILLER COMBOS

Seven-Hit Combo

Jump in and Tap Z (start to Charge \leftarrow), B, \rightarrow , (B, C).

Three-Hit Combo

Jump in and Tap C, A (in close), Motion \downarrow \leftarrow C.

RIPTIDE

Aside from her daggers and Kajukenbo blitz attacks, Riptide can make her opponents reel from the sounds of thunder and lose their footing as if being tossed about in a ship.

She can also summon the force of a tidal wave in one great punch.



SPECIAL MOVES

Whirlwind T-Port



Charge \downarrow for one second, Tap \uparrow , C. Riptide disappears and reappears in a cyclone of wind.

Kriss Blade (Air Attack)



While in the air, Charge \leftarrow for one second, Tap \rightarrow , X (to throw the blade forward) or Y (to throw the blade downward).

Kriss Blade (Ground Attack)



Charge \leftarrow for one second, Tap \rightarrow , X (to throw the blade forward) or Z (to throw the blade upward).

SPECIAL MOVES

Whirlpool Reflect



Charge \leftarrow for one second, Tap \rightarrow , A. Riptide morphs into a whirlpool that catches and reflects projectiles.

Tidal Punch



Motion \downarrow \rightarrow X. Riptide's punch summons the force of a crashing wave.

KILLER COMBOS

Seven-Hit Combo #1

Jump in and Tap Z (in close), Motion \downarrow \rightarrow , Tap Z.

Seven-Hit Combo #2

Jump in and Tap C (start to Charge \leftarrow), A, \rightarrow , (B, C).

RAMSES III

The epitome of raw power, Ramses can change into a great snake, a golden statue, or living fire. He can also summon the spirit of the phoenix, the crocodile, or the jackal and can focus the power of the sun into a blast of energy.

Ramses is a supreme offensive and defensive fighter. Only a very clever or skilled warrior can pose a threat to him.



Snake Attack



Charge ↓ for one second, Tap ↑, G. Ramses morphs into a great serpent and delivers a sneak attack.

Torch Attack



Charge ↓ for one second, Tap ↑, Y. Ramses transforms into a living fire, rolling across the scene and scorching enemies.

Hack and Smack



Charge ← for one second, Tap →, (X Y). Ramses wields his blade and flails in a four-hit combination.

Phoenix Dive



While in the air, Charge ← for one second, Tap →, Z. Ramses becomes a firebird and dives at the enemy.

King Combo



Charge ← for one second, Tap →, (B C) to unleash a five-hit strike attack.

KILLER COMBOS

Seven-Hit Combo

Jump in and Tap Z, ↓, Y, W, X, →, (X Y).

Five-Hit Combo

Jump in and Tap Y, ↓, Y, Motion ↓ ↘ → C.

BLADE

Blade returns with new multi-strike moves and a few power moves that utilize his great strength. Blade overcomes his enemies with moves like the Brick Wall and the Lightning Strike. He can also chop his enemies down to size with his Slice 'n' Dice move.



Personal Shield



Press (X Y Z). The shield absorbs about half of the damage inflicted on Blade. Too many attacks can overload it.

Tracking Blade



Charge ← for one second, Tap →, (X Y). This move is like the straight blade with the added advantage that it auto-attacks.

Projectile Containment Field



Press (A B). The field causes any projectiles fired at Blade to travel at half speed.

Brick Wall



Charge ← for one second, Tap →, B. Blade uses his own mass and strength to overpower the opponent.

Excessive Force



Charge ← for one second, Tap →, (B C). Blade punches, kicks, and batters the opponent with this five-hit attack.

KILLER COMBOS

Six-Hit Combo

Jump in and Tap C, ↓, Y, Motion ↓ ↘ → C.

Four-Hit Combo

Jump in and Tap Y, C (in close), Motion ↓ ↘ → (B C).

TRIDENT

**SPECIAL
MOVES**

Trident boasts a stronger offense and more control over the seas that are his home. His bio-fields still form the foundation for his fighting style, but he now has brutal special moves that subject his opponents to face-lashing, wave-pounding, and blade-skating attacks. He can also escape or make surprise attacks with his Wave Master Islopert.

Repulser Field



Press [B/C]. A yellow cloud surrounds you and pushes away your opponents.

Bio-Drain Field



Press [Y/Z]. If opponents touch you, this red cloud limits their attacks.

Depth Charge Field



Press [X/Y]. This blue cloud makes your enemies move slower if they touch you.

Liquid Mode



Press [A/B/C]. Trident transforms into water and passes through solid objects. This move is good for getting out of the corners.

Tidal Wave



Motion ↓ → Z. Trident summons a wave from the depths of Atlantis to hurl at his opponent.

Slash Spin



Motion ↓ → C. Trident turns into a ball and rolls forward. Motion ↓ ← C to roll backward.

**KILLER
COMBOS**
**KILLER
COMBOS**

Seven-Hit Combo

Jump in and Tap C, ←, B →, [A/B]

Eight-Hit Combo

Jump in and Tap Z (start to Charge ←), B, A →, [B/C]

MIDKNIGHT

MidKnight is back with a new set of lightning moves and special moves born from his vampiric powers. He can manifest the power of the beast within and render his body highly resistant to damage. He can also summon the energies of the ancient bloodsuckers and deliver a flying Demon Fang Kick to an airborne enemy.

**SPECIAL
MOVES**

Flying Wall Smash



Charge ← for one second, Tap →, Z. MidKnight flies forward with both fists extended and rams the opponent.

Mist Attack



Press and hold [A/C]. MidKnight vaporizes into mist and barrages the opponent with ghostly strikes.

Manifest



Press and hold [A/B/C]. MidKnight becomes supercharged and resistant to damage.

**KILLER
COMBOS**

Shoulder Roll Or Side Kick



While in close to the opponent, Motion ↓ → Z. MidKnight rolls up and over, delivering a blow to the back of the enemy's head.

Overhead Stomach Punch



Charge →, press [A/B/C] to grab your opponent and send them flying with a punch to the midsection.

**KILLER
COMBOS**

Eight-Hit Combo

Jump in and Tap Z (start to Charge ←), Y, A →, [B/C]

Six-Hit Combo

Jump in and Tap C, C (in close), Motion ↓ → B.



XAVIER

Originally a spell-thrower with limited defensive abilities, Xavier returns with stronger defense and a spell or two. Xavier can keep opponents away with his Dragon's Bite uppercut, reflect projectiles with his Mystic Shield, and harass opponents with his Phantom Strike.



SPECIAL MOVES

Swap Spell



Press [X Y]. Xavier switches places with the opponent. This move tricks opponents into being hit by their own projectiles.

Possession



Press [X Y Z]. Xavier changes to his opponent's identity. Possession lasts several seconds.

Confusion Spell



Press [A C]. Xavier's spell confuses his opponent by scrambling their controls for five seconds.

Snap Back



Charge ← for one second. Tap →, X to strike from a distance by extending the end of the cane to twice its normal length.

Dragon's Bite



Motion ↓ ↘ → C. Xavier delivers a nasty uppercut with his cane.

KILLER COMBOS

Five-Hit Combo

Jump in and Tap Z, K, A, Motion ↓ ↘ → C.

Seven-Hit Combo

Jump in and Tap C (start to Charge K), X, X, →, X.

JETTA

Jetta was primarily a hit-and-run character in the first EC, but now she has some fierce offensive and defensive moves. Coupled with her Phasing powers, the new moves make Jetta a formidable offensive fighter as well as a dangerous hit-and-run fighter.



SPECIAL MOVES

Flying Choke Hold



Charge ← for one second. Tap →, Z. Jetta throws her sleeves around her opponent's neck and pulls upward.

Resonate



Press [X Y Z] to do the Phase move, then press [A C]. This move causes a non-blocking enemy to shake uncontrollably and respond poorly to their controls.

Ceiling Grab Or Death Dive



Charge ↓ for one second. Tap ↑, B. Jetta grabs onto the ceiling and hurls a Bladering, then falls in a Death Dive.

Power Burst



Motion ↓ ↘ → C. Banging her bracelets together, Jetta sends an energy burst back and forth.

Ricochet



Charge ↓ for one second. Tap ↑, A or C. Jetta spins into a ball, bounces off the ceiling, then quickly darts left or right.

KILLER COMBOS

Eight-Hit Combo

Jump in and Tap A (start to Charge K), Y, →, (Y Z)

Seven-Hit Combo

Jump in and Tap A, (start to Charge K), A, →, (B C)

RAVEN

A manipulator of the forces of time, Raven can slow time, step into a time portal, teleport about the battlefield, create a time rift, suck the enemy into a black hole, and actually delete seconds from the battle clock with the power of her hourglass. As a voodoo priestess, she can animate her snake tattoo, create a voodoo doll of the enemy to hurt them from afar, or curse her opponent with a Raven's Fury.



SPECIAL MOVES

WALK MOVES

Create Void



Motion ↓ ↘ → Z. A black hole appears and sucks in your opponent.

Time Split



Charge ← for one second, Tap →, (Y Z). Raven teleports around the field several times, escaping damage. Note: Tap A, B, C to reappear.

Destabilize Time



Press and hold (X Y Z). Raven's hourglass slows everything around her, including her opponent.

Raven's Fury



While in the air, Motion ↓ ↘ → B. Raven dies at the enemy.

Mambo Combo



Charge ← for one second, Tap →, (B C). Raven unleashes a devastating five-hit kicking attack on her opponent.

KILLER COMBOS

Five-Hit Combo
Jump in and Tap B (start to Charge ←), B, A, →, A.

Nine-Hit Combo
Jump in and Tap A, A, (A B C).

DAWSON

Dawson is the perfect mix of martial finesse and bar brawling. He can pummel enemies with his Spinning Axe Pick or coil and cuff them with his Rattle-Snake Belt Grab. He can also work them with his Rolling Tumbleweed or whip them with his Proy-Tail Strike. Through brute force or stylized attack, Dawson gets the job done.



SPECIAL MOVES

WALK MOVES

Dual Knife Throw



Charge ← for one second, Tap →, X. Dawson throws a pair of knives dead-on at his opponent.

Spit Attack



Charge ← for one second, Tap →, (Y Z). Dawson spits tobacco at his enemy, slowing down their movement.

Hat Attack



Charge ← for one second, Tap →, Z. Dawson throws his hat at the enemy.

Spinning Axe Pick



Motion ↓ ↘ → C. Dawson spins at his opponent.

Step Out



Stand on the opposite side of the screen from the opponent and Motion ↓ ← C. Dawson teleports from one side of the screen to the other.

KILLER COMBOS

Six-Hit Combo
Jump in and Tap B, A, Motion ↓ ↘ → C.

Seven-Hit Combo
Jump in and Tap Z, ←, B, Motion ↓ ↘ → B.

THEY WERE JUST TOO YOUNG TO DIE



BLADE



MIDNIGHT



RIPTIDE



DAWSON



RAMSES III



SHADOW



SLASH



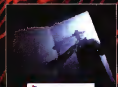
JETTA



RAVEN



TRIDENT



LARCEN



RAX



XAVIER

OVERKILLS

Note: Overkills can be performed only during a match's final round.



Shadow's Overkill



When fighting in Shadow's stage, maneuver your opponent under the second letter of the sign to the left. Position yourself even further to the left of the screen and throw a projectile to activate the Overkill.



Larcen's Overkill



During the final round in Larcen's stage, your enemy must be standing to the right of the double doors. Place yourself further to the right and use your hook to start the Overkill.

Rax's Overkill



To activate the Overkill on Rax's stage, lure your enemy toward the middle of the screen in the center of the fire. To start the move, position yourself to the left and hit boss with a projectile.

Slash's Overkill



To start the Overkill on Slash's home turf, maneuver your victim into the left corner. Stand toward the right and deliver a final move to start the Overkill.

Riptide's Overkill



To perform the Overkill on Riptide's stage, position your opponent directly underneath the wooden mast in the center of the ship. Stand on the right and throw a projectile.

Ramses III's Overkill



To do the Overkill on Ramses' stage, lure your opponent directly under the small pillar in the background that's just to the right of the center. To start the slaughter, face just to the left of them and release a projectile.

Blade's Overkill

In Blade's stage, position your enemy just to the right of the end of the fire. You should be standing just to the right of your enemy when you deliver the final hit.

Trident's Overkill

To achieve the Overkill on Trident's stage, your enemy should be directly underneath the mermaid statue. Position yourself just to the right of your enemy as you deliver the final hit.

MidKnight's Overkill

To activate the Overkill on MidKnight's stage, get your enemy directly under the danger sign on the right. Place yourself almost in the corner of the right wall, then release your final hit to start the Overkill.

Xavier's Overkill

To activate the Overkill on Xavier's stage, work your opponent into the area to the left of the fire, directly in front of the closest side-door entrance to the house in the background. Stand on the far left and launch a projectile at them.

Jetta's Overkill

To get to the Overkill on Jetta's stage, lure your enemy toward the second entrance sign on the right, directly in front of the right flap. Stand on the left side, fairly close to them. To activate the Overkill, just let loose with a projectile.

Raven's Overkill

On Raven's stage, you can start the Overkill when your opponent is standing just to the left of the flaming skull. Position yourself on the left-hand side but remain fairly close to them. Throw a projectile to finish them with the Overkill.

Dawson's Overkill

To activate the Overkill on Dawson's stage, work your opponent into the right-hand corner of the stage. Push them all the way into the corner before you deliver the final hit.

GamePro ProStrategy Guide



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Super NES



By Scary Larry

Imagine: You're golfing, and you're ready to swing. It's a tough shot because two large trees stand between you and the hole. You shoot, the ball sails...then suddenly it turns into a blaze of electricity and plows through both trees! Now you have an idea what's



PRO TIP: Use the rebounding retainer wall to your advantage. Bank shots to take out as many obstacles as possible.



PRO TIP: Use a gentle stroke when trying to land the ball on a hill. Don't bounce the ball; it may pass over the slope and roll down the other side.

in store for you with Kirby's Dream Course.

Kirby in One

Kirby's still after King Dedede, but this time they battle it out on the greens. With the help of Kracko, Cordo, and Wispy Woods (Kirby's archenemies from previous games), King Dedede is ready to hit the links against Kirby.

Kirby can only hope that the tide — and the putting green — will turn his way...literally. You must guide Kirby into holes like a golf ball, but the holes are guarded by enemies, spikes, pools of water, and spinning tiles that redirect him. On top of that, all the courses are set in midair, so



The sound is Kirby-esque as well. Cute music and funny special effects accompany every shot, and though they're not

one wrong shot, and you're permanently off the green.

The controls are simple: You aim Kirby and plan his trajectory. He can also power up to destroy obstacles, run clear of sand traps, and float gently

for everybody, the sounds do enhance the game.

For the Birdie

If you're not a Kirby fan, you'll definitely miss the hole with this game. Kirby and his spe-



Figure out the trajectory of the ball on one of Kirby's wacky courses, and you'll be on par!

right into the hole. Shooting accurately can be tricky, however. Sometimes you'll swear you sunk a putt only to see the ball glance off the rim.

Kirby Putts Things Right

The graphics are just what you'd expect from this puff ball. Bright, colorful, and funny, the visuals are faithful to the Kirby tradition established on the NES and Game Boy.

cial powers are everywhere, barreling through trees, skimming off the surface of water, and blowing up enemies.

But if you like the Kirby series, there's nothing else you need to know about Dream Course. It's just as fun as the previous titles, with lots of color and kooky gameplay. Being a fan of miniature golf (C'mon, admit it) will also help you love this wildly amusing game. Kirby gets a birdie. **C**



Super NES Game Profile

Kirby's Dream Course

(By Nintendo)

every **game** Want to shoot 18 holes with a fat, scowling, multitalented puff of fluff? No, not the President. Kirby's Dream Course does for golf what NBA Jam did for basketball.

Genre	Style	Level	Portable	Quality

A.D.J.

5/4/91
 31 mpeg
 300 kbps
 Fantasy golf

2 players
 16 levels
 Multiplayer
 Battery backup



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Super NES

By Toxic Tommy

Even though this is the third Wing Commander game, it's entitled "Wing Commander II: Vengeance of the Kilrathi." It's almost identical in look and feel to the other two installments - and that's both good and bad.

Report for Duty

This time, the Kilrathi cat people put you, the Wing Commander, in the doghouse! Your mothership was destroyed while you tangled with the Kilrathi's invisible stealth fighters. But since you're the only one who "has seen the enemy," everyone's calling you the chicken commander!

The story line is compelling, and a mysterious saboteur adds intrigue. More-



Trade insults with Kilrathi pilots.

over, the story graphics are the game's visual stars. Clean, detailed close-ups of characters are nicely presented.

Commanding Views

You fly via a cockpit view, but one of the space-fighters also offers a cool tail-gunner look. The forward view is dominated by the top-notch instrument panel, but the dogfight visuals are limited. The tail-gunner look offers a full-field kill zone.

Wing's weak spot is the combat animation of the Kilrathi ships, which jerk around and quickly dive off the tiny gameplay space.

Unlike previous Wing games, lasers and shields quickly recharge so intermediate peons should have no problem filling space with lousy litter.

The nicely crafted controls also help pile up the felix fatalities. You can spin your ship 360 degrees on a dime.

Wing Commander survives this battle. It's



PRO TIP: During dog...er, cutlights, speed up to chase or evade your foes. Slow down when you're ready to shoot.



YOU'RE BUSTED!



This time you've been labeled a traitor. Aha, galactic assassin-bay duty!

...but the story graphics are great!



There will be more than that.

A Kilrathi cloaking device? Your commander thinks you're seeing...er, not seeing things.

Targeting enemies by sight is as tough as ever.

The sounds are also a little tough...on the mind. The minimal effects are just okay. The military music's fine, but the action lures drone.

Here Kitty, Kitty

Your Kilrathi competition isn't so tough. This Kilrathi crew fights like cats, which cuts down the challenge factor.

close enough to the originals that fans will expect the cat-scratch combat graphics. It also offers notable improvements - it just should have kept earlier challenge factors. Intermediate Commanders and rookies should feel free to just Wing it.



PRO TIP: In the Broomfield, you can attack forward at top speed and hit Raptor A to finish the victim with the tail gun after you pass.

PRO TIP: You can always attack with full shields. Just outrun attackers as you recharge. Twelve seconds does it.



The Kilrathi plot to destroy their own crew to keep the stealth fighters secret.

PRO TIP: 200 to 250 kps is a good speed for fighting and for eluding asteroids.

PRO TIP: If you run into invisible stealths, use the radar screen to track and attack them. Fire when the blips are dead center.



Angel reborn as commander of the Concordia.



Can you save your career?

Super NES Game Profile

Wing Commander II: Vengeance of the Kilrathi
(By PC)

Despite improved graphics and an easier challenge, the third Wing Commander is almost identical to the earlier installments of this durable series.

Graphics	Sound	Control	Challenge	Strategy
4.0	3.5	4.0	3.0	4.0

Play and load times: 40 minutes
 4 Player: First-person cockpit view
 Available on: Super Nintendo
 1 Player: Forward scrolling
 1 Stage: Passwords



By The Unknown Gamer

Although Kirby's Avalanche is a refresh of an overdone puzzler theme, it's so well done that it's worth playing - that is, if you don't already have three puzzle games just like it.

It's an Avalanche!

If you've seen Columns or Dr. Robotnik's Mean Bean Machine (Genesis), or Dr. Mario (SNES), you've seen Kirby's Avalanche. One player squares off against the CPU or two players go head-to-head in a battle to manipulate pairs of colored blobs that fall down a well. To make the



Super NES



PRO TIP: This game is all about sabotage. Try to make multiple matches at once, which makes things even more difficult for your opponent.

pairs of blobs left and right, and button presses switch the order of the blobs.

Kirby Konquers

Although typical for puzzle games, the graphics are nicely executed. Lighthearted animated sequences preview each CPU challenger, and the colorful blobs squish together



PRO TIP: As your attack starts to build, move objects to the sides so you have room to maneuver.

in an amusing manner. The tunes are repetitive, but cute digitized Kirby speech liven up the action somewhat.

If you've played similar puzzlers, you'll find nothing new about Kirby's Avalanche. If you haven't, it's a well-done little game that might just suit your style. **C**



By Tommy Githle

Izzy, the Olympic mascot, is searching for the five Olympic rings to ensure that the '96 Summer Games get under way. He ain't too hip, and he ain't that hype, but he's a cute little platform hoper with a decent game.

Izzy Target

Players guide Izzy through ten straightforward platform levels. Izzy splats enemies with jumping attacks and morphs into one of eight characters, including a hang glider and a

caters to novices. With just a long jump and an attack jump, Izzy's controls are simple - but even as a young player's game, there are some tricky spots.

Plenty of discovery in the twisting levels makes Izzy's Quest fun. Hidden areas are everywhere, and each screen contains numerous Easter



PRO TIP: Destroy all the sheep creatures around this outcropping in the first level. Be sure that no more appear, then enter and grab the 1-up.

Kirby's Avalanche



PRO TIP: As in standard Tetris-style puzzlers, keep an eye on the preview window in the middle of the screen.

blobs disappear, you connect four or more together. The player whose well fills to the top of the screen first loses.

Strategy is simple. Make matches to keep your side of the screen empty and link up strings of blobs to cause chain reactions that fill up your opponent's. Control is easy: The directional pad moves the

Kirby's Avalanche by Nintendo

Developer	Genre	Colors	Players	Controls
\$49.99	10	2-Demo	ADJ.	
8 meg	10	10 levels		
Available May	ESRB rating: All Ages	ESRB rating: All Ages		
Puzzle		10 levels		

Izzy's Quest for the Olympic Rings



PRO TIP: In the Elder's challenge, stay clear of the walls and use your speed sparingly.

skateboard. The infrequent morphing, however, isn't integral to the action.

With nice detail and a visually stimulating Izzy, the graphics are sharp; in fact, they're almost identical to the Genesis version's. Izzy's enthusiasm shines through every frame of animation.

The sound echoes Izzy's Olympic spirit with blasting trumpets and great effects. The music, unfortunately, is more smurfy than inspiring.

Slow and Izzy

Although the skill level is adjustable, the game's style

eggs (literally painted eggs) housing power-ups and bonuses. You'll have a good



PRO TIP: When you drop to this Izzy checkpoint, bear right. Jump behind the large rock to find the hidden baseball morph, then go back to the left of the checkpoint and smash through the wall to find a 1-up.

time jumping around with Izzy, but you probably won't need to add him to your collection. **C**

Izzy's Quest for the Olympic Rings by U.S. Gold

Developer	Genre	Colors	Players	Controls
\$39.99	10	10 levels	ADJ.	
16 meg	10	Only one		
Available May	ESRB rating: All Ages	ESRB rating: All Ages		
Platformer		10 levels		

Super Return of the Jedi

Official Players Guide

By Tim Rooney

Do you have what it takes to become a Jedi Master? This hot new strategy guide shows you how to save the Rebel Alliance and defeat Darth Vader and the Emperor.

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deliveries, bomb jobs, and even mob hits, within the time limit earns you the password to the next city district and eventually to freedom.

Your hovercab is nothing short of raving death, thanks to its impressive array of weapons. You begin with hood-mounted guns, and as you earn money, you can visit the local "Weapon King" to purchase everything from cannons to missiles to circular saws.

Purchasing an Uzi is necessary for those drive-bys where you need to shoot out of your side windows. As the

enemies get tougher, you must upgrade your weapons to survive, and you'll need to hit the repair shop often.

You have a great weapon inside the cab, too: If you don't want your passenger anymore, the ejection seat drops them off a little short of



hovercab is your ticket out of Kemo. You cruise the streets, earning cash by transporting passengers and running missions for the resistance force. (The resistance force wants to end the rule of Omnicorp, which is responsible for the quarantine.) Completion of all assignments, such as package



PRO TIP: In the Core level, ensure a successful hit on the Lebaron Gang at the Drive-In with a healthy cab and a loaded "Reaper Rack."



PRO TIP: When you make your delivery to the mall in the Kemo Core, the entrance is marked by a line of orange posts.

their destination. And when all else fails, remember your cab itself is a weapon, and you can run over anyone in your path.

Remains of the Froy

Beginning with an introductory full-motion rock video, great graphics fill this game. You get four views from your cab (front, back, and both sides), so you always know who's around you. And there's no



By Tommy Glisz

The life of a taxi driver is pretty tough in today's world—but it's nothing compared to the dangerous life of a hovercab driver in the quarantined city of Kemo in 2048. As former family man Drake Edgewater, you're one of the few sane people surviving in a prison city overrun with psychotics. In *Quarantine*, an ultraviolent new game bound to gain cult status, your chance for escape from this crumbling metropolis rides on your skills as a tough cab-driving road warrior.

The Home's Brake—Not Snake

In this combination of driving and shooting action, your



PRO TIP: A good cabbie knows the streets. Use your compass and radar as guides, but try to memorize a quick, easy route when picking up a customer.

300 Game Profile

Quarantine

(By GameTap)



Add Doom's gameplay to the plots of movies like *Escape From New York* and *The Road Warrior*, and you get a gritty, intense game called *Quarantine*.



\$49.99	Fun price-wise
10	Multitasking
Available now	Game location
Need internet	Not rated by the ESRB
1 player	200 rating '17
3 levels	



PRO TIP: The streets are brutal on your hovercab, so splurge on protective armor as soon as you can afford it.



PRO TIP: No rangers are patrolling Kemo Park, so go offroad through trees and graveyards to save time on a fare.



PRO TIP: When you bomb Omnicorp TV in the Core level, take the bomb to the station and eject it using your ejection seat.

Drake's World



KEMO CITY - 2048 AD



This cool full-motion rock video introduces you to the futuristic world of Drake Edge-water and the crazed society he must escape from.



PRO TIP: Your hovercab can't swim, so be extra cautious around water.



PRO TIP: Unless they're raising a hand to hail you, most people in the streets are there to cause trouble. Don't hesitate to shoot 'em.

need to fret over any blood code - this game delivers blood up front and by the truckload. For example, when you run down pedestrians, their remains leave stains. Each level offers new vehicles to battle, and the multiple weapons and explosions add to the cool visuals.

The gothic backgrounds in these Doom-like levels scroll sweetly. Each district has its own distinctive yet macabre detail. The projects, for example are lined with burning buildings, and the trees in the park are decorated with corpses.



PRO TIP: Save your fuel for mass MBs, such as when you face the Mad Mob in Kemo Park.

Grunge, Sweet Grunge

Finally! A game with music you'll really enjoy! There's nothing like listening to good tunes when you drive, and Quarantine has tons of music tracks (and even lets you select the tracks) from rock bands signed to major labels.

Good sound and voice effects complement the music. The explosions, the whistle of a launching missile, and a customer shouting for a taxi all make the overall sound an awesome experience.



PRO TIP: The perimeter of each level is fortified with many mines and missile bunkers. Avoid driving close to the walls, or you'll take heavy damage.

Are You Talking To Me?

Kemo City is one tough gaming environment because your controls aren't as responsive as you'd like. Shooting is easy and accurate, but driving is hard work. Making U-turns in some levels is nearly impossible, negotiating your cab around obstacles while switching weapons and views is tricky, and any quick maneuvering can get frustrating, especially when the clock is ticking down.

With graphical violence, Quarantine is adult in its nature and isn't a game for the squeamish. Nor is it a game for the impatient: The long, involved levels will keep players behind the wheel for weeks before they see the last districts.

But what a trip it is. Doom lovers looking to score more gore will dig this grim, futuristic escape saga that spares no fares. **A**





By **Money Lohmeier**

Immercenary molds an engaging cyberspace story of suspense and intrigue into an excellent 3DO adventure. People "jumping" into a virtual-reality world called Perfect are dying. Four agents have lost their lives while trying to discover the reason. Now it's your turn, Number Five....

Ammo-U-S-E

Immercenary is a Doom-style jaunt into the VR world of Perfect and its center, the Garden. Beginning with little power and the lowest rank, you start your battle against



PRO TIP: Don't take on a stronger enemy unless you have adequate ammo algorithms and high DOA levels.

agility. The DOA adds a strategic dimension that raises the game's FunFactor.

Controlling Number Five is simple, though the manual makes it look complex. Clean menus put every command within a couple of button

The audio is a great mix of soothing New Age music and startling stereo battle sounds. Audio cues are crucial to your survival, so it's good that the background sounds aren't distracting.

Peek-A-Boom!

Immercenary is a strange mix, but it's a heck of a lot of fun. To twist a phrase, it's a hip-hop action/adventure that's light on the RPG tip.



PRO TIP: Listen to the scientists between levels for helpful information.



PRO TIP: In DOAs, talk to the ATHMs to get information.

You get a good dose of combat, a compelling sci-fi story that's revealed gradually, and a slick first-person approach. You can't run-n-gun without thinking ahead because you have to consider your fragile DOA levels.

It's not the longest or most difficult game you'll play. But when a game goes for something new, rather than rehashing old themes, it's worth noticing. Immercenary is a virtual breath of fresh air. **B**

IMMERCENARY

Perfect's inhabitants (called Athms) with a laser. As you progress, you discover "ammo algorithms" — more powerful weapons for more powerful foes.

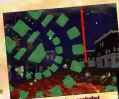
As your rank improves, you build DOA levels, which determine your strength in three areas key to your survival: defense, offense, and



presses. The worst part is the delay after you change weapons, but that is the lone flaw in the seamless controls.

VR After You

The Garden's graphics offer a crisp first-person perspective. As the title implies, you really become immersed in the imaginative world. The cut scenes' full-motion video is some of the clearest you'll see, though the editing is choppy.



PRO TIP: Find a spire in a secluded place to recharge safely.



PRO TIP: Save frequently, especially after a good jump.



PRO TIP: Grab all the ammo you can, but use it only when you have enough DOA units for it.

3DO Game Profile
Immercenary
 (By Decimate Arts)

T RPG and action/adventure elements blend with slick first-person graphics and addictive gameplay to make this game a thinking man's sci-fi Doos.

Genre	Cost	Control	Features	Challenge
INT.				

3DO 35
 CD
 Available now
 Action/Adventure/RPG
 1 player

3DO 35
 3DO 35
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A REAL Experience from the 3DO Zone, Frankie 'One-Speed,' NY

THE DAEDALUS ENCOUNTER



"The good news - I'm on a ship with Tiá Carerre. The bad news - I'm only a brain on life support and we're being pulled toward an alien sun. If we don't take out the Krinn and change course we're toast. Literally. This is a job for brain men. Great game. Super graphics. Funny lines. 4 CD's. And Tiá is not painful on the eyeballs. Later!"

Panasonic
Software Company



By Scary Larry

Something falls in this game, all right, but it's not the Shadow. It should be the people who think that a 64-bit system should even entertain this 16-bit imitator.

Shadowy Characters

This direct port of the SNES and Genesis fighters should have remained in the 16-bit arena. Virtually unchanged from its predecessor, DO V on the Jaguar is a weak game that serves up a silly exercise in one-on-one fighting.

The standard best-two-out-of-three format reigns here. You choose from eight characters (including Billy and Jimmy



PRO TIP: Cheap tactics work best. Trap a fighter in the corner and whittle away.

Lee) in a fight to make things right. This game, however, has no depth or interesting game-play mechanics to back up its fighting spelt.

The graphics sport no serious improvements over the 16-bit version. Although it tries to go for a more realistic 3D background, the game falls short: the sprites still look amateurish and cartoony.

The music is headache-inducing, bass-rich factory rock. All that's missing is Spanx-clad dancers and steam.

The control is about average for a game that boasts



Jaguar



PRO TIP: Charge moves when you are at least one character's distance away.

DOUBLE-DRAGON

The Shadow Falls

tons of special moves. The moves come off fairly easily, but forget multiple-hit combos or



PRO TIP: When playing against the computer, block every air attack and counter with a low punch or kick.

defensive attacks, which you'll find in more serious fighters.

Fighting in the Dark

You have to be a tremendous fan of the Double Dragon brothers to want this cart. Even casual fighting fans will draw the curtains on this shadowy game. Jaguar owners looking for a serious fighting game are still left in the dark. **C**



By Captain Squideo

Old-fashioned pinball on the high-tech Jaguar—what a concept. But while the prospect of high-speed pinball on a 64-bit system seems intriguing, the reality is surprisingly mundane. There isn't nearly enough game to make the jag roar.

Subsonic Pinball

There's not much action in Pinball Fantasies. You play standard pinball on four small tables. That's it. No wondrous power-ups, no hidden warp areas, no ramps, no characters.

Control? It's mindless—just flip those flippers. Purists may



PRO TIP: You can hit balls with the most force if you strike them with the tip of your flippers.

aural atmosphere for the individual tables. The Speed Devils table, for instance, runs revving car noises behind the action. But where are the voices and the memorable music? Just more underused jag potential.

Fantasyland

Straightforward and simple, Pinball Fantasies isn't any different from the old pinball machines left in the dust years ago by modern arcade video games. This game might appeal to

Pinball Fantasies



PRO TIP: Using your flipper, catch the ball, cradle it, then carefully aim it for maximum points.

like this game, but anybody who thinks a \$60 video game should offer some imaginative surprises will be severely disappointed. There was more gameplay in Sonic Spinball for the Game Gear.

To its credit, Pinball Fantasies has decent graphics. Hallucinatory introductory backgrounds swirl like sweet eye candy. And the tables themselves, themed around subjects like cars or crypts, are sharp and colorful.

The sounds create a fine

young novices or veterans with nostalgic feelings for the glory days of Bally tables. But does



PRO TIP: Use Tilt (Button A) sparingly—a few taps can shake the table to your advantage.

that make Pinball Fantasies real video game fun? You'd have to be living in a fantasy world to think that. **C**

Double Dragon V: The Shadow Falls
By Williams

Genre	Year	Cost	Features	Controls
ADJ	1993	\$49.95	2 players	Joystick

Price not available
18 mags
Available April
Rating: ESRB rating: Teen
Fighting

Pinball Fantasies by Atari

Genre	Year	Cost	Features	Controls
ADJ	1993	\$49.95	Overhead view Multi-screening DSM rolling balls to movie to movie	Joystick

Price not available
18 mags
Available April
Rating: ESRB rating: Teen
Fighting

HardBall '95 lets
you trade players
and build any team
into a contender.

We expect to
sell thousands in
San Diego alone.

You live by the trade. You die by the trade. Just the way you'll find it in HardBall '95. So you can trade, say, a Milwaukee reserve for a Montreal starter. Or deal for a lefty to strengthen the Seattle rotation. Or, if you've got some time on your hands, try to rebuild San Diego. But the front office is not all we've made more realistic. Stadiums are more detailed, from the wind at The Stack to the altitude at Mile High. You get night games. You get 700 MLBPA players with 1884 stats. Digitized graphics that are swear-word real. And a computer opponent that's now even tougher. Get HardBall '95 for Sega Genesis now. It could go fast. Especially in San Diego.



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By Jeremy Gilde

While most TV programs cater to the intellectually challenged, one program challenges your intellect: Jeopardy! A tough, well-designed version hits the CD-L.

Daily Double

As on the quiz show, you must correctly answer host Alex Trebek's challenging trivia questions from six categories in two rounds of play, followed by Final Jeopardy. Alex even



PRO TIP: Quickly enter the first letters of your answer. If your answer isn't in the answer menu, delete your first choice and enter a second guess.

addresses you personally if you choose a name from the contestant database.

Don't expect to see Alex, though, except in the opening sequence and the Final Jeopardy round. This, plus the lack of a graphic panel of goofy onscreen contestants, keeps the full-motion video to a minimum.

Where the graphics lag, the sound picks up. You don't see Alex much, but you'll certainly hear him; he announces every category and reads every question. The nearly perfect voices and effects are only missing the audience noises

Jeopardy! by Philips

Double	Gold	Color	Feature	Control
11	12	13	14	15

ADV

\$25.99 Multiple views
 \$25 Save feature
 Available now ESRB rating: Kids
 To game show in white
 4 pieces



CD-I



By Greasy Gus

Like the Energizer Bunny, the Lemmings keep going...and going. Unfortunately, this former 16-bit puzzler isn't going any where new on the CD-I.

Lemming at 'Em

The Lemmings are a pack of good-natured yet blindly marching animals. You use your cursor to guide them across platform-style levels to the exit. This calls for plenty of strategy because you assign the lemmings tasks such as building stars and digging tunnels. If they make it out successfully, you proceed to a trickier level.

Other than a new introductory sequence, the graphics look unchanged from previous versions. The terrain is crisp, but the lemmings are still very small. You'll find yourself



A cute animated sequence opens Lemmings on the CD-L.



PRO TIP: Lems hat lemmings to scale this obstacle and parachute them off the other side. Set up the first as a blocker, and when the other Lemmings turns around, have him dig a path straight through.

becomes annoying if you're stuck on a level and you hear the same tune repeatedly.

Follow the Leader

The controls can be sluggish when you try to assign a lemming a task. But the cursor

PRO TIP: Guess an immediately when playing categories you know well. You have a moment to figure out the answer.



Your host, Alex Trebek

and the oh-so-important Daily Double sound effect.

Finally, Jeopardy!

The control improves greatly over the Sega CD and 16-bit versions. You no longer need to spell your entire answer; just enter the first few letters, and an alphabetical answer menu appears.

This no-frills game does have a few holes. It doesn't offer computer competition, and Final Jeopardy must be played using pen and paper. Jeopardy! enthusiasts, however, will agree that this version is the best.



stretching your neck to see if your lemming is doing what he's supposed to do.

Overall, the sound is average despite some good effects, like the Bomb Lemming screaming "Oh, no!" before exploding. The music



PRO TIP: Dig through these grills that look like backgrounds, or your lemmings will waste time walking up and down them.

moves quickly and accurately enough, and it also enables you to control the horizontal scrolling of each level.

With 120 levels and four skill settings ranging from Fun to Mayhem, Lemmings is a handful for gamers who love simple strategy. As for this CD-I version, there's nothing here Lemmings fans haven't already seen.

Lemmings by Philips

Double	Gold	Color	Feature	Control
11	12	13	14	15

ADV

\$24.99 Only new
 \$2 Multitasking
 Available now Parents
 Strategic Enhanced artwork
 1 player ESRB rating: Kids
 120 levels 16 levels



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World Series '95 Smacks One out of the Park

World Series
Baseball '95 Genesis

By Bacon

Many games thought the original World Series Baseball was king, but the monstrously cool refinements in WSB '95 send that game and the competition back to the minors. Remarkable graphics, realistic sounds, and smothered new features earn this cart a trip to the All Stars.

Great Seats

WSB's hallmark was dazzling digitized graphics, and in this version, they're even more impressive. You bat and pitch from the same astoundingly realistic close-up views, and phenomenal backgrounds depict all the actual pro stadiums. This cart really shows



PRO TIP: Watch the shadow of the ball to determine the speed of the incoming pitch so that foulballs and changeups don't surprise you.



PRO TIP: When chasing a long fly ball, start moving your fielder into position as soon as the view starts scrolling after the ball.



PRO TIP: Develop a feel for which combinations of pitches, speed, and aim work well for your pitchers.



PRO TIP: Watch your pitcher's stamina; when he starts slowing down, warm up someone in the bullpen.

you what it's like to step up to a major-league plate.

The fielding-view spoils remain a tad on the small side, but much more detail has been brushed into both views. The players and umpires move with lifelike realism—the second baseman even fidgets if you're slow to select your swing.

Over the Fence

The killer features and customizable options will blow baseball fans out of the park. WSB '95 sports two new modes—Playoffs and Classic Home Run Derby—that nicely round out the strong original lineup of Exhibition, League, Bunting Practice, and Home Run Derby.

Choose from all 28 major-league teams, three All-Star teams, and three Legends teams that feature historic greats like Babe Ruth and Ty Cobb. Stick



Swat homers like flies as Babe Ruth on the Legends of MLB team!

with the real rosters and make trades during the season, or draft your own teams from a pool of all the major-league players.

With the Strategy option, you can fine-tune your fielders' positioning to match each batter's tendencies, which are shown in a chart before each at-bat. Unlike other games, however, you can't adjust the batter's position or steer a pitch in the air, but you can switch teams at any point.

Grand Slam

Al Michaels no longer calls the shots, but the clear, generic



PRO TIP: Prepare for each batter's strengths by using the Strategy option to reposition your fielders.



Taunt your opponent as you circle the bases after a homer!

announcer keeps the pace lively, and the hazy chopiness that marred the original has been cleaned up. Striking sounds, such as the echoing announcement of batters, deepen the realism despite the feeble crowd noises.

The responsive controls help you react quickly in the field, on the mound, and at bat. Stealing and leading off still demand awkward taps, though.

With adjustable difficulty and unending features, WSB '95 packs enough punch to entrance you for the whole season. Grab your glove and get ready for a great game! **B**



The Sporting News Baseball Loses Power

The Sporting News Baseball Super NES

By Ben D. Males

The *Sporting News* may be the sports authority, but it's a new rookie in the video game world. The *Sporting News Baseball* shows flat visuals, no matter how authoritative, still need some seasoning.

And Now, the News

SNB is a standard baseball cart that lacks distinctive features. Well, it does have one unique feature: Among your three stadium choices is the cornfield from the movie *Field of Dreams*. Beyond



PRO TIP: With its shallow camera, the Dream Field can be a nightmare for pitchers.



PRO TIP: Agilesst demanding power hitters who can pull any pitch out of the park, such as Ken Griffey, Jr., swing your defense around to the left and pitch to the outside.

that, you're treated to the same behind-the-catcher pitching view and the same overhead fielding view that you've seen for years.

No dramatic closeups of the plate as in *World Series*, no screen rotation as in *ESPN*, no view from the mound as in lots of other games, no team names, no head shots, and no real stadiums. This one is the simple pitch-by-

run baseball you played on yesterday's carts.

Admittedly, as far as that pitch-by-run action goes, it's pretty good. Your players respond well, and you have good control over your pitches. There aren't many strategic options, however; SNB keeps things simple, resulting in easy, high-scoring games.



PRO TIP: Mix up your pitches. Nothing like a 68-mph changeup to throw batters off balance.



The Straw playing for L.A.? What is this, "Overpaid .340 Hitters of the 1993 Dodgers"?



He's still a "Machine" in the Home Run Derby, though.



PRO TIP: Don't ignore opposing base runners—throw over to first to keep 'em honest.



Did we say easy? When the Dodgers' speedster Delmo DeStrods cracks eight out of 10 pitches into the seats in the Home

PITCHER		BATTER	
NAME	STATUS	NAME	STATUS
RYNE SANDBERG	ON	RYNE SANDBERG	ON
RYNE SANDBERG	ON	RYNE SANDBERG	ON
RYNE SANDBERG	ON	RYNE SANDBERG	ON
RYNE SANDBERG	ON	RYNE SANDBERG	ON
RYNE SANDBERG	ON	RYNE SANDBERG	ON
RYNE SANDBERG	ON	RYNE SANDBERG	ON
RYNE SANDBERG	ON	RYNE SANDBERG	ON
RYNE SANDBERG	ON	RYNE SANDBERG	ON
RYNE SANDBERG	ON	RYNE SANDBERG	ON
RYNE SANDBERG	ON	RYNE SANDBERG	ON

PRO TIP: Pitchers aren't necessarily listed in order of effectiveness. Scroll down to find a starter with a good win/ERA combo.

Run Derby, you know something's goofy.

In line with that simplicity, the stats aren't much. Baseball fans probably demand more stats than the fans of any other sport, and that's another reason that this game fades in the standings. Not only are the stats average (just ERA and wins for pitchers), they're not even up to date: Ryne Sandberg is still on the Cubs! Ah, memories.

Sporting Graphics

The pitching and hitting graphics

steal the visual show. That's not saying much, considering your other players are midgets, and you have only three fields to look at. But the pitchers and hitters are big, fast, and smooth. Bring a batter, and you'll see him cringe in pain.

The sounds, however, are nothing special. You hear the usual crack of the bat and cheers from

the crowd, along with flat calls from the ump and what sounds like improvised organ music.

If average stats and sounds don't bother you, you can have a pretty good time running up the score with SNB. Sophisticated players won't think it's a field of dreams, but novices might. **B**



The Sporting News Baseball
By Hudson Soft

Platform	Year	Genre	Features	Developer
SNES	1993	Baseball	Multiple views, Multiplayer, Audio commentary	ADJ
SNES	1993	Baseball	Multiple views, Multiplayer, Audio commentary	ADJ
SNES	1993	Baseball	Multiple views, Multiplayer, Audio commentary	ADJ
SNES	1993	Baseball	Multiple views, Multiplayer, Audio commentary	ADJ

NBA Hangtime Hits A Layup on Sega CD

NBA Hangtime '95

Sega CD

By Bruce

Reminiscent of the classic NBA Jam, NBA Hangtime ditches out fun two-on-two half-court hoops. Despite the slow pace and stilled sprites, the killer moves, courts, and players will keep you dunkin' like a cop at a donut shop.

Makes the Playoffs

Billed as two games in one, this disc actually serves up the same gameplay in two scenarios. In the NBA Hangtime mode, you choose from all 27 NBA teams (with three real players each) and hit the court for standard hoops in a standard arena.

In the wingnut World Tour mode, you pick a team from 12 countries like Canada and Tahiti, playing on a different court for each. World Tour teams consist of fantasy players like Smedley from England, and some squads even have female players!

Each scenario offers ordinary two-on-two gameplay (though adapted to the half-court game) and the expected Exhibi-



tion, Season, and Playoff modes. The court heats up with an exciting array of special moves (such as spins and super passes) and dunks that you control with multi-button taps.



PRO TIP: To shoot accurately, tap Button A a second time at the peak of your jump.



PRO TIP: Stick with man-to-man coverage; your players are generally too slow to chase someone down.



PRO TIP: If you grab the rebound, pass to your teammate to clear the ball, then immediately fire it back for a quick dunk.

tion, Season, and Playoff modes. The court heats up with an exciting array of special moves (such as spins and super passes) and dunks that you control with multi-button taps.

Experienced Jammers will relish the opportunity to choose exactly how they dunk in their opponent's face. The functional, easily learned controls support the long move list, but memorizing the button presses requires some studying.

Bounces off the Rim

Graphically, this game couldn't have a prettier wrapping. Nifty live video of ESPN's Dan Patrick (Hangtime) and ESPN2's Stuart Scott (World Tour) provides humorous commentary, even



though the usual Sega CD color bleed and interminable load time choke things up.

Once you hit the court, however, the graphics become less impressive in a hurry. The realistic backgrounds, especially in the



PRO TIP: Never charge straight into an opponent—the ball will always be stolen. Use the Spin move to roll around them.



PRO TIP: To bag an easy three, lure the opposing team under the net and pass to your teammate.

World Tour, spice up the action, but the tiny sprites lack detail, and the animation is so choppy that you'll think a strobe light is flickering during the dunks.

Even worse, the players move with a staggering slowness that diminishes the intensity. Fortunately, the hefty hip hop tunes and feisty announcer keep the action rolling, overcoming the flat grunts and ball sounds.

If rough edges don't saw away at your fun, Hangtime's controllable dunks and half-court gameplay provide a fresh change of pace. The adjustable difficulty and wide range of teams should keep the challenge constant—just don't expect the sharp sprites and run-n-gun fun of NBA Jam. **C**



PRO TIP: Periodically bench your players to keep them fresh throughout the match.

NBA Hangtime '95 by Sony Imagesoft

Platform	Year	Developer	Publisher
Sega CD	1995	Imagesoft	ADJ
Available also		Multiplatform	Gann 1995
4 players		ESRB rating: Not yet rated	

It's "Hail Mary" Time for Troy Aikman

Troy Aikman Football

By Slo Mo



The Cowboys lost the NFC championship game, and Troy Aikman's NFC squad got blown out at the Pro Bowl. You can't blame Troy for those losses, though, and you shouldn't blame him for the mediocre performance of this Jag game, either.

Looks Tough on Paper

Like its 16-bit teammates, Troy Aikman fields a well-prepared collection of features. You play the 28 NFL teams according to the '94-'95 schedules (including Playoffs and Super Bowl), or you can organize a custom schedule. There's also a slick design-your-own play



Big sprites for big plays



The Custom Play Screen enables you to change receiver routes and blocking patterns.

feature, aided handsily by an excellent, controllable, frame-by-frame Replay mode.

In this game, money truly talks. Every team has a cash reserve that you use to upgrade the talent. As you might guess, high-priced teams like the 49ers and Cowboys are overwhelmingly better than cheap outfits like the Cardinals and Buccaneers.

There are three skill levels—Easy, Pro, and Veteran—but Easy and Pro are ridiculously beatable



PRO TIP: Money talks. Pay the backs to the defense and the QB, once you figure out key plays. Veteran mode, however, features a top-notch gameplay challenge: On pass plays, you must guide receivers and then actually catch the ball by hitting the Catch button.

The controls support other commendable features, too. You can make players hurdle oppo-



PRO TIP: The Weak Post Pattern is killer at the Pro skill level. At the Veteran level, one receiver is usually open if you can make the catch.

nents, spin, and stiff-arm with either the left or right arm. Defenders can go for diving tackles and use speed bursts to catch runners.

Sights that Make Sore Eyes

Unfortunately, the second-string graphics drop Troy's controls and other features for a loss. As with the other Aikman games, frenetic animation makes the players run around in choppy, upstaging movements—only this time the sprites are larger! The static movement really creates problems during



PRO TIP: Improve your interception percentage against the CPU by using the middle linebacker back into pass coverage with the safeties. The CPU QB likes to try to split safeties on over-the-middle passes, but now you're there! This approach works with any formation.



PRO TIP: The Strong Side Sweep can always gain yardage against the CPU. Flip-flop the direction until you find the weakest link in the defense.



PRO TIP: Read the safeties on pass plays against the CPU. If you see them move to double up a wide receiver, go to your short receiver, who should be open.

crowded running or passing plays, where it's impossible to pick out individual players in the mob.

Moreover, the 2D character sprites mean that when you flatten someone with a tackle, you really flatten them! Tacklers look like steamroller victims, and tacklers literally droop.

At least the sounds hold their own. There's no cheesy "action" music, and the player noises and John Madden-soundlike announcer are fine.

Troy Aches, Man

Despite some tantalizing innovations, Troy Aikman Football sits in favor of better-crafted 16-bit games, including Troy's own clones. Looks like the top Cowboy ride the pine this year. ☐

Troy Aikman Football
By Williams Entertainment

Price not available	16 chips	Available time	2 players
1-800-4-A-1-1	©1994 Williams	1599 retail	15th in series

Tecmo Fires a Wrist Shot...and Misses

Tecmo Super Hockey

Genesis

By Shepeth McGraw

From the company that brought you the popular Tecmo Super Bowl comes a new title for fans of the world's fastest sport. Grab a stick, strap on some skates, lace up your gloves, and get ready for some decent NHL action.

Delayed Penalty

At first look, TSH's many options show some potential. In one- or two-player action, you can play a preseason or regular game filled with penalties and vicious fights. The ambitious can tackle a full



PRO TIP: One-timers and pass shots are the most effective ways to score. Since the goalie moves up and down, it's easy to aim away from him.

goalie with a fake slapper. But this and other scoring moves, such as slapshots and one-timers, aren't as fast or as smooth as they are in other top hockey carts.

Watch Every Punch

TSH's graphics are highlighted by large, clear sprites, especially when a fight scene occurs. Brief animated clips randomly appear during a game to add excitement. Also, when you take control of a new player, his name appears on the bottom of the screen, which eliminates any confusion and helps you with strategies.

Although the sound effects are nothing spectacular, they contain all the elements of a hockey game. Sounds like crowd noise,



PRO TIP: There are three effective ways to win a face off. Learn them to counter the opponent's choice.



PRO TIP: Beware of too many poke checks—the more that you attempt, the more likely you are to be called for roughing.

punches, and board crashing are all here. And even though you'd prefer not to hear the ref's whistle, it's always there to keep you in line.

Check Line

Geared for true Tecmo sports fans, this strategic cart probably won't satisfy serious gamers. With many other hockey titles available for the Genesis, this game is not the top choice for a



PRO TIP: When controlling your goalie, you don't have a wide range of moves to choose from. Just try to stay in front of the puck.



PRO TIP: To avoid getting hit on a fight, stay even with your opponent, and you'll automatically block his attack.

true fan. If your store is out of NHL '95 or Brett Hull Hockey, however, you might want to give this cart a chance. **C**



You can choose from three levels of game speed.



PRO TIP: The Team Data mode is an important feature. Use it when constructing your lines.

season with up-to-date standings, real NHL players, and stats in eight categories. Play an All-Star game or enter the playoffs, and you might just get to kiss the cup!

This checklist supplies many control features, but unfortunately, they don't respond well to the button presses. As in most hockey games, you can head up the ice with a speed burst, drop a pass into the slot, and deke the

Fred Couples Scores A 32X Birdie

Golf Magazine Presents
36 Great Holes
Starring Fred Couples

32X

By Ben D. Rales

Lake Masters' Champion Fred Couples, this fine game exhibits lots of power.

Shootin' Birdies

This game's strength lies in its options. Sega Sports has staffed this cart with every conceivable option, from three club shafts (Metal, Bone, or Graphite) to six modes (including Skills, Shoot-Out, and Scramble). Customize your clubs, your clothes, the order you play the holes—this game is for thinking golfers who love to experiment.

It's also for golfers who love to practice. If the terrific options rate an eagle, the shooting controls barely make par. Unlike most golf games, swinging in



PRO TIP: Keep the Ball Trails option on while you're at the driving range to see if a shot pattern develops.



PRO TIP: As you swing for the green, aim a little short to allow extra yardage for the roll.

Fred Couples requires three button presses. Plan on visiting the driving range often. And with no scores as you choose a club and



PRO TIP: Study the overhead-view map so you can anticipate obstacles, such as the distant water hazard.

read through the shot info, plan on bringing your glasses, too.

Right Said Fred

The 36 holes in the title are great; golf nuts will go nuts when they look down these long, colorful, detailed fairways. Unfortunately, the visuals are inconsistent. For instance, the overhead-view maps aren't very clear or helpful, and trees become pixelated when they're near your perspective.

The sounds break par. Fred encourages you after shots, though his voice is pretty flat. But nice detail, like the different clicks for each surface the ball hits, adds realism.

Most people will probably never play all these great holes in real life, so seeing them here is a treat. If you like sophisticated golf games, hit the links with Fred. **B**

QB Club Gets Sacked On Game Gear

NFL Quarterback Club



By Greasy Gus

With NFL Quarterback Club, Acclaim tries unsuccessfully to squeeze NFL action into a Game Gear cart.

Quarterback Sacked

Offering Preseason, Play-Off and Season modes, this game puts all 28 NFL teams at your disposal. The gameplay isn't very entertaining, however. The play books are pretty limited—unfortunately, each team is afforded 20 running and passing plays, so pass-happy



PRO TIP: When the computer team scores, select the Graveyard Blitz to block the extra point. The penalties have no effect, so don't worry about going offside.

teams like the 'Niners don't have the added passing plays you'd like. Even worse, you're missing the Simulation mode, QB challenge, and the "build-your-own QB" feature that made the 16-bit games unique.

After the great opening cinematic, you'll be disappointed with the game's graphics. The perspective is good, but the character detail has been sacrificed to give you a larger field view.

The sound is even worse than the graphics. The major problem is



PRO TIP: Secure a breakthrough for a touchdown by rapidly pressing button 2 after you make a reception.

the lack of game-related noises:

There are no tackling sound effects! Other than the crowd noise, you get zero NFL sounds.

Quarterback Clubbed

With offensive spin moves and speed bursts, the simple, effective control is the best thing this game has to offer.

When passing, however, the



For an interesting change of pace, play in the X's and O's mode.

computer chooses your intended receiver.

Two difficulty modes give the experienced armchair QB more to sweat over, but too much is missing to put this game in the end zone. If you have to stretch the pro season onto the Game Gear, there's a better game on Madden's field. **B**

NFL Quarterback Club by Acclaim

Quarterback	Team	Color	Buttons	Buttons
	19	19	21	21
	20	20	22	22
	21	21	23	23
	22	22	24	24

Get to Acclaim now! Visit us at www.acclaim.com

Site: Seattle, WA
 Platform: Game Gear
 Genre: Sports
 Release Date: 1998



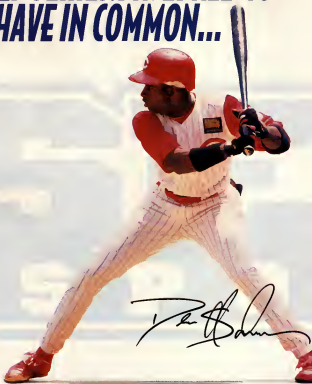
Golf Magazine Presents 28 Great Holes Starting Free! Complete by Sega Sports

Quarterback	Team	Color	Buttons	Buttons
	19	19	21	21
	20	20	22	22
	21	21	23	23
	22	22	24	24

Get to Acclaim now! Visit us at www.acclaim.com

Site: Seattle, WA
 Platform: Game Gear
 Genre: Sports
 Release Date: 1998

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-Ray Winking, Game-Tar Magazine!



Roberto Alomar faces Jack McDowell in all-star batting mode.



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Role-Blayer's Realm

The Monthly Guide to the World of Role-Playing Games • May '95

THE SAVAGE EMPIRE

WORLDS OF ULTIMA

By Sir Scary Larry

It's another Lord British adventure, but this time the Avatar finds himself stranded in an ancient jungle surrounded by warring tribes. This story line is surrounded by familiar Ultima-like sights, which is both a blessing and a bummer.

Empire Strikes Back

Your mission in *Savage Empire* is muddled. Lord British has bequeathed a valuable Moonstone to you with instructions to find out more about it. You end up an amnesiac in a vast jungle, guest of the friendly Nahuatla tribe. As you try to piece together



your memory, you come across other vaguely familiar members of your expedition.

But you're not alone in the jungle. It's filled with more danger and unexpected surprises than the White House lawn, including dinosaurs, giant ants, and hostile tribes.

As you search through the



PRO TIP: If you travel south-south-east of the Nahuatla village, you'll find the ruined lab. You need numerous items here, including some empty containers that can hold lac, a rifle, and more.



PRO TIP: Anything you take from a chest, pot, or container will reappear when you exit a room. Go back to find even more gems, plants, or tools.



PRO TIP: Don't let an item just sit in your inventory. Double-click on it, and you may be surprised by the cloth as a starter.

villages and surrounding areas, you come across items that you must combine to make weapons and tools. In addition, you'll need shaman magic, which is acquired by obtaining certain plants.

Suave Savage

Like most other Lord British games, this one sports a distorted 3D-overhead view. The



PRO TIP: Gather some tar into an empty bucket. Tar and cloth strips make great fuses for grenades.



PRO TIP: You'll need at least 100 gems before you get to Tichitatz (check the map for its location). That money is for the Obsidian Sword, which is the most powerful sword early in the game. Perhaps other lines you find (like Obsidian Knives in Tolava) can be traded for the Sword.



PRO TIP: Ovens are great for firing soft pots into hard grenade shells.

sprites aren't very detailed, and the rooms usually contain no more than one object to find. Even the enemies, like the dinosaurs, look strange rumbling after you from the odd perspective.

The music and sound effects are effective but not very imaginative. Music changes will alert you to enemies, which is helpful, but the weak, sparse sound effects only hurt such an expansive RPG.

Another *Avatar*-specific problem is control, which is menu driven...and sometimes very confusing. You must combine different objects, which means a lot of costly trial and error, especially if items that you need are in a village you left a long time ago. Thankfully, all items reappear when you leave rooms.

Lordy Lordy

Ultima players will also recognize the long-winded conversations, confusing subplots, and annoying characters who pop up for seemingly no reason at all. Fans of the Ultima series will certainly enjoy this jungle epic for its change of pace. Other RPG players may want to check out the Ultima games before becoming acquainted with this one. It can be truly *Savage* to the unbrated. C



PRO TIP: Sulfur + Saltwater + Charcoal = Gunpowder

The Savage Empire by PGI

Genre	Year	Series	Platform	Content
Adventure	1995	Ultima	PC	INT.

Price not available
3 maps
Available Why
Contains RPG
T-1000

To contact our Multitasking
Battery Backup
ESB rating Not yet
T-1000

BEYOND OASIS

GENESIS



By The Unknown Gamer

Prince Ali (sound vaguely familiar?) finds a lost gold amulet and gains some mysterious powers. Now he must round up four elemental spirits to wield the full power of the gold amulet and stop the evil one who carries the silver amulet. So begins this action/adventure RPG that, though pretty to look at and



PRO TIP: To beat the gargoyles, *just jump and stab them.* Intriguing to play, is definitely not for hardcore RPGers.

Mighty Is Prince Ali

To collect the four spirits, each with its own unique power, and vanquish the carrier of the silver amulet, Ali has to roam the land, complete different quests, collect special items, and search for clues. In addition, the game also has some other familiar role-playing elements (such as Experience Points): The gameplay, however, focuses squarely on hack-n-slash action, including lots of hand-to-hand combat and some puzzle solving.

Similar to characters in games like Golden Axe, Ali has a collection of stab, kick, and jump moves. If you move him in close, you can even get him to execute a primitive combo of



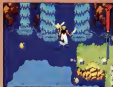
PRO TIP: In this area inside the *Big Shrine*, stand on the left-green platform to make a stone ball stop. Put the stone ball on the right-green platform to open the door.



PRO TIP: Push the stone ball on the platform, then sacrifice the *Water Spirit* via the water jet. When the Spirit appears, use her abilities to douse the fire that blocks the doorway.



PRO TIP: When you fight the large crab guarding the *Water Shrine*, stand to the right of its large claw and stab it repeatedly.



PRO TIP: Use the *Water Spirit's* bubbles to open the door to the waterfall.



sorts. The controls for Ali and the various spirits that he eventually masters are simple combinations of button presses.

Other than figuring out the order of events, strategy is practically absent. Beyond the bosses, it doesn't matter which weapon you use against the range of enemies you face.

RPG Lite

The graphics in *Beyond Oasis* are better than average, especially for role-playing games. The $\frac{3}{4}$ -overhead view gives the graphics a 3D feel that extends to the large, varied



PRO TIP: To open the door to this chamber, use the bow and arrow to activate the lever.

enemies. The gorgeous background scenery also has some nice special effects.

The downside, of course, is that the play area isn't nearly as large as it is in a traditional RPG. Nice sounds, such as Ali's gulp as he eats and the screams of dying enemies, highlight the action.

The different gameplay aspects create a nice mix, but beginning and intermediate players will easily finish the game and be left wondering what's beyond Oasis. And the game has way too little true role playing to interest serious fans. It's an ideal game, though, for players who want a taste of RPG or beginners who aren't ready for a heavy-duty quest.



PRO TIP: Jump and kick or stab the Staff boss and do the same to his hands. You can eliminate the fire snakes with the *Water Spirit's* bubbles, but you can also stab them - *very carefully.*

Beyond Oasis by Sega

\$29.99
 24 pages
 Action/Adventure
 Action/Adventure/RPG
 1 player

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By **Stacy Lary**

Seasoned RPGers may wonder how *Dungeon Explorer* qualifies for this section. *Dungeon Explorer* is an overhead-view action/RPG with plenty of knights, mages, dungeons, and weapons. However, it will remind role-playing veterans of the arcade classic *Gauntlet* more than anything else.

Now Slaying in a Dungeon near You

This simple hack-n-slash maze buster follows a bare-bones story line. You choose either a mage, knight, elf, monk, beast, or ninja and travel through the dungeons of



PRO TIP: The first accessible dungeon is on the lower-left side of Freedom Hill.

Dungeon Explorer by Sega



Price not available
Available now
Fantasy RPG
1 player

Download now
Multiplatform
Save feature
ESRB rating: Kids to Adults

Darkling Tower. Your quest? To seek and rescue the Goddess of Ambition...and no, it's not Madonna, dragon-breath.

Armed with some rusty weapons and a lot of bravery, you slash at a variety of miscreants, like slime balls, scorpians, and mini tornadoes. While slashing away, you find treasure chests, potions, spells, and other helpful items. As you gain experience and cash, you can upgrade your weapons and armor.

Gaining experience isn't a problem because even the controls are a bit on the light side. One button slashes, another powers up your character, and another selects dif-



PRO TIP: Don't satisfy yourself with just destroying your enemies; also destroy the pots that generate them for extra chests, potions, and other goodies.

ferent items; no strenuous menus to wade through, and no weapon-guessing for maximum effectiveness.

Maze Daze

Speaking of lightweight, the graphics don't really beef up this title. The overhead view is filled with colorfully animated sprites that are nonetheless



PRO TIP: You can't enter a castle until you first eliminate all enemies outside.



PRO TIP: Restore Green Clay Pots for emergency situations, like when your character's health meter is flashing "Peril." Clay Pots restore all Food and Life Potions (just climb in after activating them).

fairly small and repetitive. The dungeons are all dully similar.

The hits aren't exactly alive with the sounds and music. The average sound effects are compounded by small voice samples and dismal death groans...or yelps, actually.

Warriors 'R' Us

Although certainly steeped in RPG traditions like weapon selection and experience-building combat, *Dungeon*



PRO TIP: Let enemies come to you. Run around a corner, then run back when they give chase. Use them up and take them out.



PRO TIP: Keys regenerate when you leave a room and then return.



PRO TIP: A tedious way to upgrade is to start a game, grab the gold on Freedom Hill, save, restart, and repeat. In a couple of days, you'll have enough gold for the best armor and weaponry around.

Dungeon Explorer fills the lack of conversation with other characters and the consequently thin story line.

Dungeon Explorer fills the shoes of action freaks who like a fantasy thread in their games, but connoisseurs of spell-casting and dragon-clubbing will want something with a little more Orc meat to it. This game will appeal to a younger, action-oriented crowd of gamers. Don't expect a lot, and you won't be disappointed in your explorations. **B**



RISE OF THE PHOENIX

By *Bro' Buzz*

Koei is back with another epic SNES Chinese history feason. This time, the story recounts the exploits of the warlords Lu Bang and Xiang Yu as they wage a civil war in ancient China around 210 B.C. Koei fans may find that, though the gameplay feels familiar, it's not as satisfying as previous titles.

PRO TIP: As with most Koei games, *setting is an important asset here since the numerically superior army usually wins the battles.*



PRO TIP: The Delegate command speeds up castle battles, but it also shows you effective fighting strategy.



PRO TIP: Just free it your foe has a bigger army!

Line of the Phoenix by Koei

Character	Class	Level	Experience	Storage
	Warrior	12	1100	10
	Warrior	12	1100	10
	Warrior	12	1100	10
	Warrior	12	1100	10

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19 Ages

SUPER NES

Yu Be Bad

You play either Bang (the good guy) or Yu (the bad guy) and command their respective military forces. Through four scenarios, you must kick your foe's butt out of successive Chinese cities and eventually out of China altogether. That means you must occupy towns, raise cash, and build armies.

To appreciate it all, you must get a thrill from watching numbers add and subtract. As is Koei's style, you'll find more windows and



That's the Lu Bang vs. Xiang Yu



PRO TIP: Some captured generals are extremely vengeful. Consider executing them to avoid a future attack. Potential troublemakers sometimes challenge you to a duel during battles.



menus here than in a high-rise Chinese restaurant. However, the adept controls let you handily manipulate the numerical data, and a calculator-style interface makes crunching numbers a breeze.

Less Bang For the Bucks?

The crisp controls make Phoenix a sort of "Koei lite." Because the basic strategy is to quickly move through conquered cities, you don't have to spend as much time building long-term profit centers to fuel your military forces. Instead, you can usually shake out the suffering

townspeople for gold, provisions, and draftees, then just cut out of town for the next fight.



PRO TIP: Identifying cities on the map is important but tough. Jet down the names of cities as you discover them.

Battles are also streamlined. The view is limited to basically two scenes, a castle siege and an open-field, mounted melee. Only the siege scenario has individual fighting units, and you can't position them.

The graphics are typically Koei: sharp but static. There



PRO TIP: Random events, such as plagues and sandstorms, will hinder your marches. Avoid stricken areas if you can.

are plenty of handsome face shots of generals and adversaries. Nicely detailed battle graphics make the tiny combatants look good, but primitive animation gives them little pizzazz.

Gentle, unobtrusive Asian music dominates the sparse sounds. The battle noises, however, are strictly expendable.

Stir-Fried Phoenix

Rise of the Phoenix is a bird of a different feather for Koei fans. The relatively low-level city building may not add up for hardcore accountants. The simplified battle sequences will leave militant players itching for a fight. Chew on Phoenix, and, 30 hours later, you may still be hungry. **D**



By Scary Larry

Harry Tasker is looking for a few bad men. As an undercover spy, Harry is trying to save the world, but he can't even save this meager game.

Nothing but the True

Following the SNES version pretty faithfully (see ProReview, April), True Lies on the Game Boy is an overhead



Game Boy

See Harry Run

The same, one-dimensional graphics mash furniture, hedges, enemies, and other elements into one big, uninteresting background. On a small Game Boy screen, Lies is tough on the eyes.



By Captain Squidoo

Think you're a pinball wizard with the silver ball? You can try working your magic on Pinball Fantasies for the Game Boy, but this game's limited gameplay means you'll run out of fun within 15 minutes.

Tit!

Like the new Jaguar version of this game, you get four pinball tables, each with its own theme (Partyland, Speed Devils,



PRO TIP: At the beginning of Partyland, all your upper flippers are the ball approaches the table, and you might reach the high-scoring PONE area to the right.

but there's not anything really eye catching. Some animations, wacky explosions, or even introductory scenes might've been interesting.

The sounds are the game's relative strength. The fast-paced music and layered

True Lies

action/adventure that's surprisingly low on both action and adventure. You lead Harry through various rooms, shoot most moving enemies, gather weapons and keys, and leave.

The gameplay is solid but boring. You can easily switch between a handgun, machine gun, shotgun, or grenades (when you find them), but they all have the same basic effect.

Guiding Harry is nothing special, either. Although he's armed to the teeth, you'll wish he could do more than just slowly plod around.



PRO TIP: Stay behind the safety of a wall and let enemies drift toward you.



PRO TIP: Shooting enemies off-screen works. Lie up the sucker, step out of hero's way, and fire.



PRO TIP: Watch out for grenades. When you accidentally toss them into an obstruction, they'll roll back on you.

Sound effects run the gamut from blah to blah. Weak shooting effects are further compromised by repetitive, annoying music. A Walkman stereo is not only a requirement but also a blessing.

Although this game may alleviate the boredom brought on by an afternoon spent in the back seat of a car, don't waste your time on it unless you're stuck that badly. True Lies doesn't ask for a lot of your time, and it doesn't give you much in return. No lie. **B**



PRO TIP: At the top of the Stones Roses table, gently tap the Tit! button to keep the ball in the KEY area.

PRO TIP: Don't give up on a ball if it falls past your flippers. Occasionally, it will ricochet back onto the table.

Billion Dollar Gameshow, and Stones Boney). You play Pinball Fantasies just like pinball, using simple flippers at the bottom of the table to flick the ball back up to the top.

The controls require no thought; the tables are uncomplicated (there are no side rooms, ramps, or hidden areas), and the action is slow. You quickly run out of challenges, and you quickly run out of fun.

The graphics should be dazzling and busy, like real pinball machines are. Unfortunately, these tables are pretty sparse. You can make out the point totals and special areas,

sound effects effectively duplicate actual pinball action.

Fantasy Island

The idea of handheld pinball isn't bad, but this can't deliver the goods. More creativity and complexity in the gameplay and graphics would've added up to more fun. **B**

How Like by Attribute

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1	1	1	1	1

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Video Game Strategies, Weapons, and Tactics

Super NES

Mortal Kombat II

Double Fatality Time and Super Damage



Quickly enter the following button presses at the character-select screen. The "character-selected" whooshing sound confirms each trick.

Double fatality time:
Up, Up, Left, Up, Down, Select

Super damage (two hits defeat your opponent, and your opponent's hit damage you half the normal amount):
Down, Up, Right, Up, Left, Select

Adam Hammer
Richmond, British Columbia, Canada



Sherry Tette, Salem, OR

Super NES

Donkey Kong Country

50 Lives, "Bad Buddy" Trick, and Sound Test



At the Select A Game screen, highlight "Erase Game" with your cursor and then enter any of the following tricks:

50 Lives

Press B, A, R, R, A, L, and then begin with one of your saved games.

"Bad Buddy" Code

Press B, A, Down, B, Up, Down, Down, and Y. In two-player team games, this trick enables either player to gain control at any time by pressing Select.

Sound Test

Press Down, A, R, B, Y, Down, A, and Y. Press Select to skip through the game sounds and music.

Mark Greer
Lakewood, CO

3DO

Shock Wave

Power-Up Cheats



Press II to pause the game during play and enter this master code: B, A, C, C, A, A, and X. Press II again, enter any of the codes below, and then press X. You can use the missile power-up and smart bomb only once per mission.

Laser power-up: C, A, A, B, A, C, A
"Xtra Laser" message appears.

Missile power-up: C, A, A, B, A
"Nuke 'Em Up" message appears.

Smart bomb: A, C, A, B, A, A, C, A, A, A
"Smart Bomb" message appears.

Invisibility: A, B, A, C, A, A, B, A
"Invincible" message appears.

Mike Everett
Montgomery, AL

Arcade

Killer Instinct

Double the Speed

As soon as each player has selected a character, hold Right on the joystick and simultaneously press all three punch buttons (in a one-player game, the first player must do this with their controller and Player Two's controller). These buttons must be held until the prefight match screen appears and then released after you hear the swooshing noise for the second time. This code doubles the normal speed of the game, but it must be re-entered with every new match.

Brian Swobick
Joliet, IL

Arcade

X-Men: Children of the Atom

Play as Akuma



Hit this Super Street Fighter boss against the X-Men! As Player One at the character-select screen, move the cursor to Spiral in the lower right-hand corner and hold it there for two seconds. Then, in one motion, move the cursor left across the bottom row of characters until you reach Iceman. Continuously move back one to the right to Colossus, up one to Cyclops, right two (past Wolverine) to Omega Red, and down to Silver Samurai. Wait on Silver Samurai for two seconds, then **simultaneously** press **Fierce Punch, Fierce Kick, and Quick Kick**. Akuma will jump down and pose for you. His moves are exactly the same as in Super Street Fighter II Turbo.



Richard Zadorov, North Miami Beach, FL



Jay Aron, Beverly Hills, CA

Super NES

Samurai Shodown

Play as Amakusa



This pad trick enables you to play as Amakusa in the two-player or Countdown game. At the Takara logo screen, press **A, Y, X, and B**. A voice confirms that you've done the trick correctly. At the title screen, select the game you want to play. Then, at the character-select screen, select any character and **simultaneously hold down L and R** to select Amakusa. In the two-player game, continue to hold down the buttons until your opponent has selected his character.

Super NES

The Lion King

Level Select and Invincibility



Go to the Options screen and press **B, A, R, R, Y**. Level-select and invulnerability options appear. When you exit the Options screen and begin the game, you immediately jump to the level you selected and, if you switched invulnerability to "On," you'll be invincible!

Ryan Houston
Thomaston, GA

Do You Have a Secret Weapon?

If so, send it to SWAT and, if we publish it, we'll send you a free GamePro T-shirt! We also want more of your artwork. Every reader who gets their artwork published in SWAT will also receive a free T-shirt. Cool! Send your best tips and secrets to:

GamePro Magazine
Secret Weapons
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail your tips to:
swat.gamepro@ihw.com

Slammin' Heads Of State!

Want to mix it up with the prez, the missus, or of' satellite ears? Use these codes:



Bill Clinton

Enter "C," then simultaneously press Button A and Start. Enter "I," then press any button. Enter "C," then simultaneously press Button B and Start.



Hillary Clinton

Enter "H," then press any button. Enter "C," then simultaneously press Button B and Start. Enter a space, then press any button.



Prince Charles

Enter "R," then simultaneously press Button B and Start. Enter "O," then simultaneously press Button A and Start. Enter "Y," then press any button.

Rap and Rebound!

Music stars make noticeable appearances in NBA Jam TE: Heavy D., Fresh Prince, and the Beastie Boys are all in the house!



Heavy D.

Enter "H," then simultaneously press Button A and Start. Enter "V," then press any button. Enter "Y," then simultaneously press Button B and Start.



Fresh Prince

Enter "W," then simultaneously press Button Y and Start on the SNES or simultaneously press Button C and Start on the Genesis. Enter "I," then simultaneously press Button B and Start. Enter "L," then press any button.



Jazzy Jeff

Enter "J," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "A," then simultaneously press Button A and Start. Enter "Z," then simultaneously press Button A and Start.



Mike D.

Enter "M," then simultaneously

NBA Jam Tournament Edition

Hidden Characters and Power-Ups

Genesis and Super NES

More than 37 hidden characters and 16 power-ups are secreted away in NBA Jam Tournament Edition, and GamePro enlisted the help of some serious Internet GamePros to rain in the codes.

We've included the codes for both Genesis and Super NES and noted where system-specific button presses are needed.

Hidden Characters!

Note: Enter the following codes at the Enter Initials screen. The codes and button commands are the same for the Genesis and SNES versions, except that Button Y on the SNES corresponds to Button C on the Genesis.

The Clown Princes of Halftime!

Find out if the team mascots can pound the parquet as well as they can incite the crowd. Play as the mascots for various teams with these codes:

Benny



Enter "B," then simultaneously press Button B and Start. Enter "N," then press any button. Enter "Y," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis.

Crunch



Enter "C," then simultaneously press Button A and Start. Enter "R," then simultaneously press Button B and Start. Enter "N," then press any button.

Hugo



Enter "H," then press any button. Enter "G," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "O," then simultaneously press Button A and Start.

Gorilla



Enter "G," then press any button. Enter "O," then simultaneously press Button B and Start. Enter "R," then simultaneously press Button B and Start.

press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "K," then press any button. Enter "D," then simultaneously press Button Y and Start on the SNES or simultaneously press Button C and Start on the Genesis.



Adrock

Enter "A," then press any button. Enter "D," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "R," then press Button B and Start.



Mca

Enter "M," then simultaneously press Button B and Start. Enter "C," then simultaneously press Button B and Start. Enter "A," then press any button.

Order in the Sports!

This is cross-training the hard way for Frank Thomas and Randall Cunningham! But for the Bird, it's all old hat.



Frank Thomas

Enter "S," then simultaneously press Button B and Start. Enter "D," then press any button.

Enter "X," then simultaneously press Button A and Start



Larry Bird

Enter "B," then simultaneously press Button A and Start. Enter "R," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "D," then simultaneously press Button A and Start



Randall Cunningham

Enter "P," then press any button. Enter "H," then press Button A and Start. Enter "L," then press Button Y and Start on the SNES or Button C and Start on the Genesis.

The Who? Crew

Most of these characters are neither sports stars nor well known. These hidden characters give you the opportunity to see most of the people who worked on Jam TE, however.



Chow Chow

Enter "A," then press any button. Enter "M," then simultaneously press Button A and Start. Enter "X," then simultaneously press Button Y and Start on the

SNES or Button C and Start on the Genesis.



Weasel

Enter "R," then simultaneously press Button B and Start. Enter "A," then simultaneously press Button A and Start. Enter "Y," then press any button.



Brutah

Enter "L," then simultaneously press Button A and Start. Enter "G," then simultaneously press Button B and Start. Enter "N," then press any button.



Kabuki

Enter "D," then press any button. Enter "A," then simultaneously press Button B and Start. Enter "N," then simultaneously press Button A and Start



Facine

Enter "X," then simultaneously press Button B and Start. Enter "Y," then simultaneously press

Button B and Start. Enter "Z," then simultaneously press Button A and Start



Air Dog

Enter "A," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "L," then press any button. Enter "R," then simultaneously press Button B and Start.



Kid Silk

Enter "K," then press any button. Enter "S," then simultaneously press Button B and Start. Enter "K," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis.



Scooter Pie

Enter "H," then simultaneously press Button A and Start. Enter "T," then press any button. Enter "P," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis.



Moosekat

Enter "M," then simultaneously press Button B and Start. Enter "P," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "F," then press any button.



Moon

Enter "J," then press any button. Enter "A," then simultaneously press Button A and Start. Enter "Y," then simultaneously press Button B and Start.



Kirby

Enter "C," then simultaneously press Button B and Start. Enter "K," then press any button. Enter a space, then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis.



Snake

Enter "G," then simultaneously press Button A and Start. Enter

"O," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "F," then simultaneously press Button B and Start.



Falcus

Enter "J," then simultaneously press Button A and Start. Enter "F," then press any button. Enter a space, then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis.



Muskett

Enter "M," then simultaneously press Button B and Start. Enter "G," then simultaneously press Button B and Start. Enter "M," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis.



Hill

Enter "N," then simultaneously press Button A and Start. Enter "D," then simultaneously press Button B and Start. Enter "H," then simultaneously press Button A and Start.



Rumell

Enter "M," then simultaneously press Button A and Start. Enter "J," then press any button. Enter "T," then simultaneously press Button A and Start.



Rivett

Enter "R," then press any button. Enter "J," then simultaneously press Button A and Start. Enter "R," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis.



Divita

Enter "S," then simultaneously press Button A and Start. Enter "A," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "L," then press any button.



Liptak

Enter "S," then press any button. Enter "L," then simultaneously

press Button B and Start. Enter a space, then simultaneously press Button B and Start.



Geskie

Enter "T," then simultaneously press Button B and Start. Enter "W," then press any button. Enter "G," then simultaneously press Button A and Start.



Carton

Enter "J," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "M," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "C," then simultaneously press Button B and Start.



Blazo

Enter "B," then simultaneously press Button Y and Start on the SNES or Button C and Start on the Genesis. Enter "L," then press any button. Enter "Z," then press Button Y and Start on the SNES or Button C and Start on the Genesis.

Power-Ups

Note: Enter the following codes at the "Tonight's Match-Up" screen. All codes work for both systems.

In NBA Jam TE, you can use two codes at once, which means that you can have simultaneous Unlimited Turbo and Teleport Passing! Awesome!

Shot-Percent Display



Press Up, Up, Down, Down, and Button B.

Quick Hands



Press Left, Left, Left, Left, Button A, and Right.

Max Power



Press Right, Right, Left, Right, Button B, B, and Right.

Power-Up Goal Tending



Press Right, Up, Down, Right, Down, and Up.

Power-Up Fire



Press Down, Right, Right, Button B, A, and Left.

Power-Up Turbo



Press Button B, B, B, A, Down, Down, Up, and Left.

Power-Up Offense



Press Button A, B, Up, A, B, Up, and Down.

Power-Up Three-Pointers



Press Up, Down, Left, Right, Left, Down, and Up.

Power-Up Ounks



Press Left, Right, Button A, B, B, and A.

Power-Up Block



Press Down, Right, Button A, B, A, Right, and Down.

Block an Opponent & Both Opponents Fall



Press Up, Up, Up, Up, Left, Left, Left, Left, Button A, and A.

Block an Opponent And the Opposing Teammate Falls



Press Up, Up, Up, Up, Left, Left, Left, Left, Button A, and B.

Teleport Pass



Press Up, Right, Right, Left, Button A, Down, Left, Left, Right, and Button B.

Rainbow Shots



Press Up, Down, Up, Down, Right, Up, Button A, A, A, A, and Down.

Speed Up



Press Up, Up, Up, Up, Left, Left, Left, Left, Button B, and A.

Slippery Court



Press Button A, A, A, A, Right, Right, Right, Right, and Right.

Special thanks to Jason Deen, Boyd@rci.sipco.com, Brian Smolik, and any others who worked on the RGVN posting of the FAQ. Many thanks to all our GamePros for their diligent work.

GAME ENHANCERS

Hot Game Genie and Pro Action Replay Codes

Genesis (Game Genie)

BattleTech	AXCT-CAJY	Infinite ammo
	AK79-AA7L	Infinite lives
	ATGA-CAS4	Don't lose gas from overheating
	AD3T-AA6W	Start on mission 2
	AE3Z-AA6W	Start on mission 3
	AK3T-AA6W	Start on mission 4
	AX3T-AA6W	Start on mission 5
Sonic & Knuckles	AEKY-AAQD	Start with 5 lives
	EF3Y-AAQD	Start with 5 lives
	GR3Y-AAQD	Start with 50 lives
	EF3Y-AAQD	Start with 99 lives
	EGNA-CA47	Infinite lives
<i>Note: There must be no other carts attached.</i>		
The Incredible Hulk	AEVY-BAE2	Level-select screen appears after game starts
	DV9V-AA9Y	Don't take damage as Hulk or Super Hulk
	ACTA-BAQ2	Infinite transformation capsules
	AKKV-AA9Y	Guns have infinite ammo
	EG4A-BAEY	Start with nine lives
Jammit Basketball	AXBT-AAAC	Infinite Pump-ups
	HTLY-AA8E	Opponents have only \$100
	ATLA-AAQD	Start at game 4
	ATLA-AAQD	Start at game 5
	ATLA-AAQD	Start at game 6
	AZLA-AAQD	Start at game 7
	ATLA-AAQD	Start at game 8
	BAJA-AAQD	Start at game 9 (against the Judge)

Super NES (Game Genie)

Clay Fighter 2: Judgment Clay	2A0B-2A0E	Select Massive Difficulty at Options screen
	CB51-7D64 + #251-7F04 + 4651-7F64 + F651-7FA4	Infinite energy and time
Donkey Kong Country	C2C9-8E2C or C2C1-8A9C	Infinite lives
	746B-C34D or 746B-C33D	Start with 51 lives
	176B-C34D or 176B-C33D	Start with 100 lives
	3D81-1273 or 3D84-1583	Super Jump for Donkey Kong
	AD81-1873 or AD89-1A83	Super Jump for Diddy Kong
	23C4-3213	Many characters become invincible
<i>Note: There are two versions of Donkey Kong Country. If the first code doesn't work, try the second one.</i>		
Super Adventure Island II	C2D2-6F9A	Becomes invincible after you're hit
	CB45-8D4D DF91-770B	Start with more money Fall slowly
Total Carnage	C932-3413	Infinite lives
	4623-3F13	Infinite time bombs
Unbracers	D42D-AD0B	Game plays at Stupid speed
	3CA4-3F69	No timer in most races



© Lewis, Conway, NY

Code of Honor

Have you discovered a hot Game Genie or Pro Action Replay code? If so, send it to Game Enhancers. If we publish your code, we'll print your name and you'll get a cool GamePro T-shirt! So get cranking on those codes and send them to:

GamePro Magazine

Secret Weapons (Game Enhancers)
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail your codes to:
swat.gamepro@btw.com

Codes Provided By:

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Game Gear (Game Genie)

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THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

ARCADE

KILLER INSTINCT

The Move List

By *Bruised Lee*

(Special Thanks to Brian L. Smith)

T.J. Combo



Sweeping Backhand

Charge ← two seconds, Tap →, QP

Springing Backhand

Charge → two seconds, Tap ←, QP, QP

Double Roll Punch

Charge ← two seconds, Tap →, MP

Charging Punch

Charge ← two seconds, Tap →, FP

Straight Knee

Charge ← two seconds, Tap →, QK or FK

Flying Knee

Charge ← two seconds, Tap →, MK

Punching Bag

Rapidly Tap QP (Close)

Winding Uppercut

Hold FP for three seconds, then release

Stabbing Uppercut

Press and hold ↓, Tap FP

Air Juggle

Charge ← two seconds, Tap →, FP

Combo Breaker

Charge ← two seconds, Tap →, MK

Ultra Combo

As part of a combo, Charge → two seconds, Tap ←, FP

Counter Projection

Charge ← two seconds, Tap →, MP

Knockdown Move

After being knocked down, Charge → one second, Tap →, K

Transition Move 1

Charge ← two seconds, Tap →, MP, Charge → one second, Tap ←, MK

Transition Move 2

Charge ← two seconds, Tap →, FP, Charge → one second, Tap →, QP

Transition Move 3

Charge ← two seconds, Tap →, FP, Charge → one second, Tap ←, MP

Transition Move 4

Charge ← two seconds, Tap →, FP, Charge → one second, Tap →, FP

Transition Move 5

Charge ← two seconds, Tap →, FP, Charge → one second, Tap →, FK

Air Combos

In the air, Tap FK, Charge → one second, Tap →, MK, Or Tap MK, Charge → one second, Tap →, QK

Shadow Move

Press and hold FP, Charge ← two seconds, Tap →, then release FP

Humiliation

Tap ↓, ↓, ↓, QP

No Mercy - Number One

Motion ← ↓ ↓ ↓ → FK (Close)

No Mercy - Number Two

Tap ←, ←, →, →, MP (stand one character's distance away)



Fireball

Motion ↓ ↓ → P

Uppercut

Motion → ↓ ↓ P

Sword Swipe

Motion ↓ ↓ ↓ ↓ ↓ FP

Flying Kick

Motion ↓ ↓ ↓ ↓ K

Combo Breaker

Motion → ↓ ↓ MP

Counter Projection

Motion ↓ ↓ ↓ ↓ K

Knockdown Move

After being knocked down, Motion → ↓ ↓ P

Release Moves

Press and hold QP, Motion ↓ ↓ →, then release QP. Or press and hold FP, Motion ↓ ↓ →, then release FP.

Ultra Combo

As part of a combo, Motion ↓ ↓ ← QK

Air Combo

In the air, Tap FK, Motion ↓ ↓ ↓ ↓, Tap MK. Or Tap MK, Motion ↓ ↓ ↓ ↓, Tap QK.

Shadow Moves

Press and hold FK, Motion ↓ ↓ ↓ ↓, then release FK. Or press and hold FP, Tap →, ↓, ↓, then release FP.

Humiliation

Motion → ↓ ↓ ↓ ←, Tap MK

No Mercy - Number One

Tap ←, →, →, QP (Close)

No Mercy - Number Two

Tap ←, ←, →, →, MP (stand three character's distance away)

Humiliation

Tap ↓, ↓, ↓, QP

No Mercy - Number One

Motion ← ↓ ↓ ↓ → FK (Close)

No Mercy - Number Two

Tap ←, ←, →, →, MP (stand one character's distance away)

Shadow Move

Press and hold FP, Charge ← two seconds, Tap →, then release FP

Humiliation

Tap ↓, ↓, ↓, QP

No Mercy - Number One

Motion ← ↓ ↓ ↓ → FK (Close)

No Mercy - Number Two

Tap ←, ←, →, →, MP (stand one character's distance away)

Shadow Move

Press and hold FP, Charge ← two seconds, Tap →, then release FP

Humiliation

Tap ↓, ↓, ↓, QP

No Mercy - Number One
Motion ← ↓ ↓ ↓ → FK (Close)

No Mercy - Number Two
Tap ←, ←, →, →, MP (stand one character's distance away)

Shadow Move
Press and hold FP, Charge ← two seconds, Tap →, then release FP

Humiliation
Tap ↓, ↓, ↓, QP

No Mercy - Number One
Motion ← ↓ ↓ ↓ → FK (Close)

No Mercy - Number Two
Tap ←, ←, →, →, MP (stand one character's distance away)

Shadow Move
Press and hold FP, Charge ← two seconds, Tap →, then release FP

Humiliation
Tap ↓, ↓, ↓, QP

No Mercy - Number One
Motion ← ↓ ↓ ↓ → FK (Close)

No Mercy - Number Two
Tap ←, ←, →, →, MP (stand one character's distance away)

Shadow Move
Press and hold FP, Charge ← two seconds, Tap →, then release FP

Humiliation
Tap ↓, ↓, ↓, QP

Controller Legend



↑ = Up

↗ = Up-Toward

→ = Toward

↘ = Down-Toward

↓ = Down

↙ = Down-Away

← = Away

↖ = Up-Away

FK = Fierce Kick

FP = Fierce Punch

K = Press any Kick button

MK = Medium Kick

K = Up-Away

MP = Medium Punch

P = Press any Punch button

QK = Quick Kick

QP = Quick Punch

Motion = Move the joystick in one continuous, smooth motion.

Tap = Tap the indicated buttons or directions in sequence.

Charge = Hold the direction indicated for the number of seconds indicated.

Close = This move must be done when close to the enemy.

[] = Execute commands in parentheses simultaneously.

Special Thanks to Adam at Goldfish USA in Sanityville, California, for all of his help with the Killer Instinct move list.

Knockdown Move

After being knocked down, Motion \leftarrow \downarrow \downarrow \rightarrow , Tap K

Combo Breaker

Charge \leftarrow two seconds, Tap \rightarrow , GP

Ultra Combo

As part of a combo, Charge \leftarrow two seconds, Tap \rightarrow , FP

Air Combos

In the air, Tap FK, Charge \rightarrow for one second, Tap \leftarrow , MK, Or Tap MK, Charge \rightarrow for one second, \leftarrow , Tap OK.

Release Move

After a Combo Breaker, press and hold GP. Motion \downarrow \rightarrow , then release GP.

Shadow Move

Motion \leftarrow \downarrow \downarrow \rightarrow , Tap FP

Humiliation

Tap \rightarrow , \rightarrow , \leftarrow , OK

No Mercy - Number One

Tap \leftarrow , \leftarrow , FK (stand one character's distance away)

No Mercy - Number Two
Motion \rightarrow \downarrow \downarrow \leftarrow MK (stand one character's distance away)

No Mercy - Number Three
Motion \leftarrow \downarrow \downarrow \rightarrow MP (stand one character's distance away)

**Shield Charge**

Charge \leftarrow continually, hold down GP

Fireball

Motion \downarrow \rightarrow \rightarrow P

Red Fireball

Press and hold GP. Motion \leftarrow \downarrow \downarrow \rightarrow , then release GP

Sword Attack

Charge \leftarrow two seconds, Tap \rightarrow , MP

Shield Charge

Tap \rightarrow , \rightarrow , P

Teleport

To Teleport in front of your attacker, Tap \downarrow , \downarrow , \downarrow , R
To Teleport behind your attacker, Tap \downarrow , \downarrow , \downarrow , K

Slide

Press and hold \downarrow , Tap FK

Morph

As part of a combo, Tap \downarrow , \downarrow , \downarrow , and any button

Air Juggle

Motion \downarrow \rightarrow \rightarrow P

Combo Breaker

Tap \rightarrow , \rightarrow , MP

Knockdown Move

After being knocked down, Tap \downarrow , \downarrow , and any button

Ultra Combo

As part of a combo, Motion \leftarrow \downarrow \downarrow \rightarrow FP

Counter Projectiles

Tap \downarrow , \downarrow , \downarrow , K

Air Combos

In the air, Tap FK, Charge \rightarrow for one second, Tap \leftarrow , MK, Or Tap MK, Charge \rightarrow for one second, Tap \leftarrow , OK.

Release Move

Press and hold GP. Then jump in the air and Tap \downarrow , \downarrow , and release GP. To teleport in front of your attacker, press and hold OK. Jump in the air. Tap \downarrow , \downarrow , and release OK to teleport behind your attacker.

Humiliation

Motion \leftarrow \downarrow \downarrow \rightarrow FK

No Mercy - Number One
Tap \leftarrow , \leftarrow , MK (stand one character's distance away)

No Mercy - Number Two
Tap \leftarrow , \leftarrow , OK (stand one character's distance away)

**Red Flame Torch**

Tap \leftarrow , \leftarrow , GP

Charge

Tap \rightarrow , \rightarrow , P

Air Charge

In the air, Tap \rightarrow , \rightarrow , P

Defiler

Motion \rightarrow \downarrow \downarrow \leftarrow MP

Invincible

Motion \rightarrow \downarrow \downarrow \leftarrow FP

Flame Torch

Tap \rightarrow , \rightarrow , K

Opposed with Kick

Motion \rightarrow \downarrow \downarrow K

Air Juggle

Tap \rightarrow , \rightarrow , FP

Combo Breaker

Motion \rightarrow \downarrow \downarrow MK

Knockdown Move

After being knocked down, Motion \rightarrow \downarrow \downarrow K

Ultra Combo

As part of a combo, Tap \rightarrow , \rightarrow , FP

Air Combos

In the air, Tap FK, Charge \rightarrow for one second, Tap \leftarrow , MP, Or Tap MK, Charge \rightarrow for one second, Tap \leftarrow , GP.

Counter Projectiles

Motion \rightarrow \downarrow \downarrow \leftarrow MP

Humiliation

Tap \leftarrow , \leftarrow , \leftarrow , FK

No Mercy - Number One
Motion \leftarrow \leftarrow MP (stand two characters' distance away)

No Mercy - Number Two
Motion \leftarrow \downarrow \downarrow \rightarrow OK (stand two characters' distance away)

**Fireball**

Motion \downarrow \rightarrow \rightarrow P

Ripper Morph

Charge \leftarrow two seconds, Tap \rightarrow , P

Charge

Motion \downarrow \downarrow \downarrow \leftarrow GP or MP

Spinning Swords

Motion \downarrow \downarrow \downarrow \leftarrow FP

Back Flip Kick

Press and hold \leftarrow , Tap FK

Spinning Kick

Charge \leftarrow two seconds, Tap \rightarrow , K

Air Juggle

Motion \downarrow \rightarrow \rightarrow GP

Combo Breaker

Charge \leftarrow two seconds, Tap \rightarrow , FK

Knockdown Move

After being knocked down, Charge \leftarrow one second, Tap \rightarrow , K

Ultra Combo

As part of a combo, Charge \leftarrow two seconds, Tap \rightarrow , MP

Counter Projectiles

Charge \leftarrow two seconds, Tap \rightarrow , P

Air Combos

In the air, Tap FK, Charge \rightarrow for one second, Tap \leftarrow , MP, Or Tap MK, Charge \rightarrow for one second, Tap \leftarrow , GP.

Shadow Moves

Press and hold FP, Charge \leftarrow two seconds, Tap \rightarrow , then release FP. Or press and hold MP, Motion \downarrow \downarrow \downarrow , then release MR

Humiliation

Motion \rightarrow \downarrow \downarrow \leftarrow FP

No Mercy - Number One

Tap \downarrow , \downarrow , \downarrow , OK (Close). After your attacker transforms into a frog, Tap FK to slap on 'em.

No Mercy - Number Two

Tap \leftarrow , \leftarrow , \rightarrow , GP (stand one character's distance away)

**Fireball**

Motion \downarrow \leftarrow \leftarrow P

Air Fireball

In the air, Motion \downarrow \leftarrow \leftarrow P

Red Ball

Charge \leftarrow two seconds, Tap \rightarrow , P

Low Flame

Motion \downarrow \downarrow \downarrow \leftarrow FP

Flying Feet Attack

Charge \leftarrow two seconds, Tap \rightarrow , K

Flip Attack

Motion \downarrow \downarrow \downarrow \leftarrow K

Air Juggle

Motion \downarrow \leftarrow \leftarrow GP

Combo Breaker

Charge \leftarrow two seconds, Tap \rightarrow , FK

Knockdown Move

After being knocked down, Charge \leftarrow one second, Tap \rightarrow , K

Ultra Combo

As part of a combo, Charge \leftarrow two seconds, Tap \rightarrow , OK

Counter Projectiles

Charge \leftarrow two seconds, Tap \rightarrow , FK

Air Combos

In the air, Tap FK, Charge

\rightarrow for one second, Tap \leftarrow , MK, Or Tap MK, Charge \rightarrow for one second, \leftarrow , Tap OK.

Tranquilize Move 1

Charge \leftarrow two seconds, Tap \rightarrow , FP, Charge \rightarrow for one second, Tap \leftarrow , OK

Tranquilize Move 2

Charge \leftarrow two seconds, Tap \rightarrow , FP, Charge \rightarrow for one second, Tap \leftarrow , FP

Release Move

Press and hold MP, Motion \rightarrow \downarrow \downarrow \leftarrow , then release MP

Humiliation

Tap \downarrow , \downarrow , \downarrow , \rightarrow , FP

No Mercy - Number One

Motion \leftarrow \leftarrow MK (two characters' distance away)

No Mercy - Number Two

Motion \leftarrow \downarrow \downarrow \rightarrow MP (two characters' distance away)

No Mercy - Number Three

Tap \rightarrow , \leftarrow , FK (two characters' distance away)

**Fire Ball**

Motion \downarrow \leftarrow \leftarrow P

Spinning Glass

Charge \leftarrow two seconds, Tap \rightarrow , P

Glow Ball

Charge \leftarrow two seconds, Tap \rightarrow , OK

Charge Opposed

Charge \leftarrow two seconds, Tap \rightarrow , MK

Jump Attack

Charge \leftarrow two seconds, Tap \rightarrow , FK

Need

Motion \downarrow \downarrow \downarrow \leftarrow FK. This move increases the length of your moves and makes them stronger.

Air Juggle

Charge \leftarrow two seconds, Tap \rightarrow , FK

Combo Breaker

Charge \leftarrow two seconds, Tap \rightarrow , MK

Knockdown Move

After being knocked down, Charge \leftarrow one second, Tap \rightarrow , K

Ultra Combo

As part of a combo, Charge \rightarrow two seconds, Tap \leftarrow , GK

Air Comboes

In the air, Tap FK, Charge \rightarrow for one second, Tap \leftarrow , MK, Or Tap MK, Charge \rightarrow for one second, Tap \leftarrow , GK.

Transition Move 1

Charge \leftarrow two seconds, Tap \rightarrow , MK, Charge \rightarrow for one second, Tap \leftarrow , MK.

Transition Move 2

Charge \leftarrow two seconds, Tap \rightarrow , MK, Charge \rightarrow for one second, Tap \leftarrow , GK.

Counter Projection

Charge \leftarrow two seconds, Tap \rightarrow , GK.

Nemilition

Tap \rightarrow , \rightarrow , GP

No Mercy - Number One

Motion \leftarrow \leftarrow \leftarrow MK (stand one character's distance away)

No Mercy - Number Two

Motion \leftarrow \leftarrow \rightarrow MP (stand one character's distance away)

No Mercy - Number Two

Motion \leftarrow \leftarrow \rightarrow FK (stand one character's distance away)

**Spinning Axe**

Charge \leftarrow two seconds, Tap \rightarrow , P

Uppercut

Motion \rightarrow \downarrow \downarrow \leftarrow P

Detachable

In the air or after an uppercut, Motion \downarrow \leftarrow \leftarrow FP

Fireball

Motion \downarrow \rightarrow \rightarrow K, Press and hold \uparrow or \downarrow to direct the fireballs.

Knock Charge

Charge \leftarrow two seconds, Tap \rightarrow , FK

Air Juggle

Motion \downarrow \rightarrow \rightarrow GK

Combo Breaker

Motion \rightarrow \downarrow \downarrow \leftarrow \leftarrow GP

Knockdown Move

After being knocked down, Motion \rightarrow \downarrow \downarrow \leftarrow \leftarrow P

Air Combo

In the air, Tap FK, Charge \rightarrow for one second, Tap \leftarrow , MP, Or Tap MK, Charge \rightarrow for one second, Tap \leftarrow , GP.

Offra Combo

As part of a combo, Charge \leftarrow two seconds, Tap \rightarrow , GP

Counter Projection

Charge \leftarrow two seconds, Tap \rightarrow , P

Shadow Move

Press and hold FP, While in the air or after an uppercut, Motion \downarrow \leftarrow \leftarrow , then release FP.

Humiliation

Tap \downarrow , \downarrow , \downarrow , \rightarrow , GK

No Mercy - Number One

Motion \leftarrow \downarrow \downarrow \rightarrow FP (stand two characters' distance away)

No Mercy - Number Two

Motion \rightarrow \downarrow \downarrow \leftarrow FK (Close)

**Fireball**

Motion \downarrow \rightarrow \rightarrow , Tap P, \leftarrow , \downarrow , \downarrow , \rightarrow , GP to throw two fireballs. Tap \rightarrow , \leftarrow , \leftarrow , \downarrow , \downarrow , \rightarrow , GP to throw three fireballs.

Uppercut

Motion \rightarrow \downarrow \downarrow P

Teleport

To teleport in front of an attacker, Motion \leftarrow \downarrow \downarrow P. To teleport behind an attacker, Motion \leftarrow \downarrow \downarrow K.

Reflector

Motion \rightarrow \downarrow \downarrow \leftarrow P

Claw Charge

Charge \leftarrow two seconds, Tap \rightarrow , K

Laser Shot

Motion \downarrow \downarrow \downarrow \leftarrow K

Air Juggle

Motion \downarrow \rightarrow \rightarrow GP

Combo Breaker

Motion \rightarrow \downarrow \downarrow MP

Knockdown Move

After being knocked down, Motion \rightarrow \downarrow \downarrow P

Air Combo

In the air, Tap FK, Motion \rightarrow \downarrow \downarrow , Tap MP, Or Tap MK, Motion \rightarrow \downarrow \downarrow , Tap GP.

Ultra Combo

As part of a combo, Motion \rightarrow \downarrow \downarrow , Tap GP

Counter Projection

Motion \rightarrow \downarrow \downarrow \leftarrow P

Shadow Move

Press and hold FK, Charge \leftarrow two seconds, Tap \rightarrow , then release FK

Nemilition

Motion \leftarrow \downarrow \downarrow \rightarrow MK

No Mercy - Number One

Motion \leftarrow \downarrow \downarrow \rightarrow FK (stand two characters' distance away)

No Mercy - Number Two

Motion \rightarrow \downarrow \downarrow \leftarrow FP (stand two characters' distance away)



To play as Eyedol, you must first pick Reptor with MP or MK. As soon as you do, hold down GP, MP, GK, and hold Left on the controller.



When you see this screen, hold MP, FP, FK, and Right. Continue to do this until you hear "Eyedol!"

Eyedol has undesirable power, but his speed can't topnotch, and it may take you some time to get used to his jarring abilities. His Charge moves require only one second, not two. Some of his basic moves and combos are covered below.

Fireball

Motion \downarrow \rightarrow P

Charge

Charge \leftarrow one second, Tap \rightarrow , GP

Club Swing

Charge \leftarrow one second, Tap \rightarrow , MP

Power Swing

Charge \leftarrow one second, Tap \rightarrow , FP

Forward Jump

Charge \leftarrow one second, Tap \rightarrow , GK

Straight Jump

Charge \leftarrow one second, Tap \rightarrow , MK

Backward Jump

Charge \leftarrow one second, Tap \rightarrow , FK

Ground Stamp

Press and hold \leftarrow , Tap MP

Combo 1

Tap \leftarrow , GP, \rightarrow , GP, \rightarrow , MK, \rightarrow , FP

Combo 2

Tap \leftarrow , \rightarrow , GK, \rightarrow , FP

Combo 3

Tap \leftarrow , \rightarrow , GP, press and hold \leftarrow , Tap FP, FP, FP, \rightarrow , FP

Air Juggle

Charge \leftarrow one second, Tap \rightarrow , GP

Combo Breaker

Charge \leftarrow one second, Tap \rightarrow , P

EYEDOL'S ENDING



Mega Moves for Genesis and Super NES

By **Scary Larry**

For all the Mega Moves on the SNES, you must hold down Button L while you perform the pad trick. On the Genesis, always hold down Buttons A and B when you do the trick, but release the buttons when instructed to do so.

Rozor Romon's Back Flip Elbow Drop

The opponent must be lying down with your wrestler in front of him.



Super NES: Press Left, Left, Right, and Button B



Genesis: Press Left, Left, Right, then release Button A

Dink's Field Goal Kick

Stand behind your opponent when he's stunned.



Super NES: Press Left, Left, Left, and Button A



Genesis: Press Left, Left, Left, and Button C

Luna's Propeller Splash

The opponent must be lying down in the ring.



Super NES: Press Left, Down, Down, and Button B



Genesis: Press Left, Down, Down, then release A



Owen Hart's Whirling Dervish

The opponent must be standing in the ring.



Super NES: Press Up, Right, Down, and Button Y



Genesis: Press Up, Right, Down, then release Button A

Bam Bam Bigelow's Tarpedo

The opponent must be standing in the ring.



Super NES: Press Up, Down, Left or Right, and Button Y



Genesis: Press Up, Down, Left or Right, then release Button B

Bret Hart's Butt Flip

When the opponent is lying beneath you, climb the turnbuckle, then do the following:



Super NES: Press Right, Right, Up, and Button B



Genesis: Press Right, Right, Up, then release Button B

Lex Luger's Super Funch

The opponent must be standing in the ring and within punching range.



Super NES: Press Up, Up, Down, and Button B



Genesis: Press Up, Up, Down, then release Button B



Virtua Fighter 2

Complete Move List



Punch Spin Kick

Tap P, K

Punch Side Kick

Tap P, K (Short)

Punch Low Spin Kick

Tap P, ↓, K

Job Straight

Tap P, P

Double Punch Snap Kick

Tap P, P, K

Flash Motion Punch

Tap P, P, P

Comb-Back Knuckle

Tap P, P, ←, P

Comb-Elbow

Tap P, P, →, P

Comb-Elbow Spin Kick

Tap P, P, →, (P, K)

Spinning Back Knuckle

Tap ←, K

Double Spin Knuckle

Press end hold ←, Tap P, P

Spinning Arm Kick

Tap ←, P, K

Spinning Low Spin Kick

Tap ←, P, ↓, K

Rising Elbow

Tap →, P

Elbow Spin Kick

Tap →, (P, K)

Start Back Knuckle

Tap ←, P

Start Low Spin Kick

Tap ←, P, ↓, K

Knee Kick

Tap →, K

Toe Kick

Tap ↓, K

Blat Hammer Kick

Tap →, →, K

Spinning Kick

Tap (K, G)

Leg Slicer

Press and hold ↓, (K, G)

Double Spinning Kick

Tap K, K

Somersault Kick

Tap ↖, K

Northern Light Kick

Press (P, G) (Short)

Face Crasher

After a jump kick, press (P, G)

Neck Breaker

Tap →, →, P (Short)

Punch High Kick

Tap P, K

Punch Side Kick

Tap P, K (Short)

Job Straight

Tap P, P

Double Punch Snap Kick

Tap P, P, K

Flash Motion Punch

Tap P, P, P

Comb-Rising Knee

Tap P, P, P, K

Comb-Somersault

Tap P, P, P, ↖, K

Comb-Rising Kick

Tap P, P, P, ↑, K

Rising Elbow

Tap →, P

Double Joint Ball

Tap →, P, K

Knee Kick

Tap →, K

Double Step Knee

Tap →, K, ↓, K

Jack Knife Kick

Tap ↓, K

Jack Knife Kick Side

Tap ↓, K, K

Glacier Kick

Press and hold ↘, Tap K, K

Mirage Kick

Press and hold ↘, Tap K, K, K

High Kick Straight

Tap K, P

Rising Knee

Press and hold ↓, Tap →, K

Dist Knee

Tap →, →, K

Leg Slicer

Press and hold ↓, press (K, G)

Somersault Kick

Tap ↖, K

Front Sapsax

Press (P, G) (Short)

Back Drop

After a jump kick, press (P, G)

Neck Breaker

Tap →, →, P (Short)



Rambler Zai

Tap P, K

Rambler

Tap P, P

Soken Sengou-Zai

Tap P, P, K

Rainkicks

Tap P, P, P

Rambler-Tennis-Kyaku

Tap P, P, P, K

Rambler-Tennis-Sawkyaku

Tap P, P, P, press and hold ↓, Tap K

Rambler-Halfen-Kyaku

Tap P, P, P, ↖, K

Rambler-Sengou

Tap P, press and hold (K, G)

Rambler-Enzenzoku

Tap P, press and hold ↓, Tap (K, G)

Shakuzou

Tap ↘, P

Kawato

Tap ↘, P, P

Rambler-Sengou-Zai

Tap ↘, P, P, K

Rambler-Sho

Tap ↘, P, P, P

Rambler-Tennis-Kyaku

Tap ↘, P, P, P, K

Rambler-Tennis-Sawkyaku

Tap ↘, P, P, P, press and hold ↓, Tap K

Rambler-Halfen-Kyaku

Tap ↘, P, P, P, ↖, K

Rambler-Sengou

Tap ↘, P, press and hold (K, G)

Rambler-Enzen-Sho

Tap ↘, P, press and hold ↓, press (K, G)

Shujin-Sho

Press and hold ↘, Tap P

Chu-Gaki

Tap →, P

Sengou-Ga

Press (K, G)

Enzen-Sho

Press and hold ↓, press (K, G)

Taihou-Rambler-Kyaku SW

Press and hold →, Tap K

Kokyaku-Rambler

Tap ↖, K

Rambler-Tsurukari

Press (P, G) (Short)

Ryusaku-Senbon

Tap ←, P (Short)

Tenchu-Mabuchi

Tap ←, →, P (Short)

Controller Legend



Defense Punch Kick

↖ = Down-Away

← = Away

↖ = Up-Away

↑ = Up

↗ = Up-Toward

→ = Toward

↘ = Down-Toward

↓ = Down

G = Press the Defense button

K = Press the Kick button

P = Press the Punch button

Short = From a short distance

Middle = From a middle distance

Long = From a long distance

Motion = Move the joystick in one continuous motion.

Tap = Tap the indicated buttons or directions in sequence.

() = Execute commands in parentheses simultaneously.

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

PAI CHAN

Rambler Zai

Tap P, K

Rambler

Tap P, P

Soken Sengou-Zai

Tap P, P, K

Rainkicks

Tap P, P, P

Renkun-Tenshi-Kyaku

Tap P, P, P, K

Renkan-Maiten-Kyaku

Tap P, P, P, K, K

Renkan-Senshou

Tap P, press and hold (K G)

Renkun-Ekanshou

Tap P, press and hold ↓, press (K G)

Sempu-Gi

Press (K G)

Ekanshou

Press and hold ↓, press (K G)

Toku-Ronshyaku-Gi

Press and hold →, Tap K

Maiten Kyaku

Tap K, K

Rain Shouki

Tap X, P

Tensai Soko

Press (P G) (Short)

Sempu Enjin

Tap ←, →, P (Short)

Tenchi Zanaku

Tap ←, ↓, P (Short)

Tenchi Incho

Tap →, →, (P K) (Short)

**Genbu-Aerial**

Tap P, K

Ron-Geki

Tap P, P

Satcho-Rankagoku

Tap P, P, P

Gyaku Matsubu

Tap X, P

Gen-Geki

Tap ←, P

Rensai Gakusho

Tap →, P

Gyochu Tetsu

Tap ←, K

Chubu Soudenshyaku

Tap →, →, K

Tensai Souchushou

Press (P K)

Tenji Chogeki

Press (K G)

Sempu Setai

Press and hold ↓, press (K G)

Saifu Tensochu

Press (P G) (Short)

**Rensai Tai**

Tap P, K

Reshu Rensui

Tap P, P

Renkan senshou

Tap P, P, P

San Ishto

Tap X, P

Katagaki Sho

Tap X, P, P

Bancho

Tap →, P

Gyucha Senshou

Tap ↑, P

Toho Souhou

Press (P G)

Saji Sempu

Tap →, (P G)

Kusko Zetsusho

Tap →, K

Zen Sotai

Tap ↓, K, K

Ko Sotai

Tap ↓, (K G)

Senshu Tai

Tap ↓, ↓, K

Wato Shu Shutai

Press (P G) (Short)

Ronko Shukatsubo

After a jump kick, press (P G)

**Negozane**

Tap P, K

Resho

Tap P, P

Resho-Kyaku

Tap P, P, K

Soufuyuki

Tap P, P, P

Sandou-Fujinkyaku

Tap P, P, P, K

Maji Uchi

Tap →, P

Fashin Hizageri

Press and hold ↓, Tap →, K

Ryuu Kyoku

Tap →, →, K

Sempu Karl

Tap K, K

Seisho-Geri

Tap K, (K G)

Bessai Geri

Press and hold ↓, press (K G)

Kalim Jisai-Kyaku

Motion ← ↓ ↓ → → K

Koto Jisai-Kyaku

Motion → ↓ ↓ ← ← K

Reiya Hoshokyo

Tap →, →, (P K G)

Taito

Press (P G) (Short)

Kasra Kassai

Before landing from a jump, press (P G)

Kaeraha

Tap ←, P (Short)

Katana Kassai

Press (P K G) (Short)

Kage Kassai

Tap ← → P (Short)

**Knuckle Kick**

Tap P, K

Double Knuckle

Tap P, P

1-2 Upper

Tap P, P, P

Smash Upper

Tap X, P

Double Upper

Tap X, P, P

Vertical Upper

Press and hold X, Tap P

Stech Elbow

Tap →, →, P

Elbow Upper

Tap →, →, P, P

Elbow

Tap →, P

Elbow Hammer

Tap →, P, ←, P

Tee Kick

Tap ↓, K

The Kick Hammer

Tap ↓, K, P

Knee Attack

Tap →, K

Back Flip

Press (P G) (Short)

Back Breaker

After a jump kick, press (P G)

Power Slam

Tap →, P (Short)

Body Lift

Tap ←, (P G) (Short)

Iron Crow

When the enemy is crouching, Tap ↓, P

Machine Gun Knee Lift

When the enemy is crouching, press and hold ↓, Tap →, P

**Narrow Kick**

Tap P, K

Job Straight

Tap P, P

1-2 Upper

Tap P, P, P

Senic Upper

Tap X, P

Vertical Upper

Press and hold X, Tap P

Knee Blast

Tap →, K

Arm Rallyart

Tap →, →, P

Shoulder Attack

Tap ←, →, P

Brain Buster

Press (P G) (Short)

Goroua Sagitta

After a jump kick, press (P G)

Body Slam

Tap →, P (Short)

Ghost Saving

Motion ← ↓ ↓ → → P

Double Arm

When the enemy is crouching, press (P K G)

**Nachhose-Kalbs**

Tap P, P

Kassai Tai

Tap P, K

Jusho-Chochu

Tap →, P

Maji-Tsuyaku

Tap →, →, K

Renkan-Tai

Tap →, →, K, K

Rensa-Chochu

Tap →, →, P

Maha-Kakusan

Charge ↓, Tap →

Zekusan-Ko

Tap ←, →, →, (P K)

Doppo-Chochu

Press (K G), then release G while still holding K

Soko-Ao

When the enemy is down, Tap X, P

Tenchi-Sotai

Press (P G) (Short)

Shidai-Ao

Tap ←, →, P (Short)

Nishi-Sourin

Tap ←, →, (P K) (Short)



A Player's Guide to Power Peripherals



By The Lab Rat

During our May spring cleaning of the lab, we uncovered a lost tape of Kurt Cobain singing "Feelings," along with the redesigned CD-i player and controller, and some wireless controllers for the 3DO.



Eye on the "i"

In the wake of all the hype over next-generation systems, the **CD-Interactive Player (CD-i)** by **Magnavox** has already reappeared with a new lightweight, compact design.

The CD-i plays music CDs, photo CDs, and, with a Digital Video Cartridge, it plays the latest CD-i movie CDs and full-motion video games.

With 42 games available as of the new year, the CD-i player matches the 3DO's intense sound quality, but its graphics and full-motion video in games like *Burn: Cycle* and *Dragon's Lair* surpass the video quality of the 3DO. 3DO, however, will release its own video-enhancement additions soon, which will enable 3DO systems to play the same movie CDs as the CD-i.

On the market now for about six months, the CD-i Model 550 is practically portable, weighing in at about eight pounds. It comes complete with the Digital Video Cartridge, two discs (International Tennis Open and Compton's Interactive Encyclopedia), and it's also packed with Philips' new Game Pad (see sidebar "Philips' Game Pad").

The Model 550 is pretty pricey at \$500, but the CD-i 450, a lesser model that doesn't include the Digital Video Cartridge or Game Pad, can be picked up for

Controller

Wireless 3DO Controllers
System: 3DO
Features: These two wireless 3DO controllers feature good range, a Turbo setting, and a Sleep mode battery cover. However, you may need to doctor the diagonals.
Price: \$58.00
Available: Now
Contact: NakiTek, 800/626-6264

\$300. The DV Cartridge is necessary to view CD movies and play games with full-motion video, so you'd need to eventually add it on for the cost of another \$250 if you want full functionality.

3DO Remote Control

3DO gamers who prefer to lounge back and play without the restraint of a cord, **NakiTek** has a pair of **wireless controllers** for you. Flat-faced and black, these controllers are very similar in design to the Panasonic 3DO controller.

Unfortunately, like the Panasonic controller, they also don't fit comfortably in your hand. Button B, however, is positioned a little higher on the new pads; this staggered layout makes the buttons more accessible.

Going beyond stock features, these controllers are equipped with a cool Turbo setting. The Pad is powered by two AA batteries, and players will find the remote response time excellent. A Sleep mode adds life to your batteries.

The directional-pad diagonal responded sluggishly at times during our gameplay test. As with the stock Panasonic 3DO controllers, you'll improve the diagonal response if you slightly loosen the three screws on the back of the controller behind the directional pad. **[E]**

System

CD-Interactive Player Model 550
System: CD-i
Features: Plays full-motion video games, music CDs, photo CDs, and CD-i movie CDs. Two CD-i titles and a Game Pad are included.
Price: \$499.00
Available: Now
Contact: Local electronics store or Philips, 800/340-7888

Philips' Game Pad

Philips' new **Game Pad** offers considerable design enhancements over the previous CD-i Touch Pad controller. Adding three more feet of cord, this well-sculptured grey beauty with rounded edges is extremely lightweight and comfortable. The directional pad is responsive and feels somewhat like a Genesis controller. For \$30, CD-i gamers who are using the old controllers will want to trade up to this model. Contact Philips at 800/340-7888.

BUYERS BEWARE



By The Watch Dog

Grrrr! And I do mean that in the kindest way possible. Now that all the April fools who don't read my column have parted with their money, we can get down to some more consumer-related business. This month: The mystery behind WWF Raw codes, some Game Genie news, and an update from "GamePro Labs."

Q: After seeing Virtual I/O's PDS Gamer in "GamePro Labs" (December 1994), I thought it might be a reasonable alterna-

tive to buying another TV. This is where virtual reality and reality are worlds apart. Not only did the design change to something that resembled a bad sci-fi movie prop, but the list price more than doubled on the base model and more than tripled on the top-of-the-line model. In "Labs," you called \$250 "pricey." At \$599 and \$799, a better word would be "history."

Tim Haak, Oregon, WI



Virtually unreal

A: A spokesperson from Virtual I/O responds: \$599 is the list price for I-Glasses, which is a different unit from the one mentioned in the magazine. The PDS Gamer is not yet out of the developmental stage, though Virtual I/O hopes to release it sometime later this year. The PDS Gamer is still expected to retail at around \$250.

The Watch Dog notes:

GamePro hasn't reviewed the I-Glasses, but we'll take a look at them in a future "GamePro Labs."

Q: I was planning to buy the Game Genie, but a friend told me that it may erase the memory of saved games. Is this true?

Tsai Ping Chu, El Paso, TX



Genie (not)

A: A representative from Game Genie Technical Support states: It's true that some codes will erase the memory of saved games. This problem does not happen with codes from Galoob [the maker of the Game Genie]. A master code is sometimes required (as with Super Metroid) that protects saved games. If a game's memory is ever in jeopardy because of a code, we will notify you in the instruction manual or wherever Galoob-sanctioned codes can be found.

Q: I have Alone in the Dark for the 3DO. When I try to save a game, "Error: Game Not Saved" appears on the screen. When I try to make room for a saved game, it indicates that a game of Alone in the Dark is already saved. But when I try to load the game, the 3DO resets. What should I do?

Shaun Burns, Tucson, AZ



Alone again

A: The Watch Dog says: It sounds like a recurring problem with the memory unit on the Panasonic 3DO (we've received complaints about this before). Here's what Panasonic says:

Glenn at Panasonic Customer Support states:

There may be a memory problem with the unit. We suggest that you run the Sampler CD that came with your unit. Encoded on the CD is a program that resets the memory, which should clear up any problems you're having.

Q: I just purchased WWF Raw for the Genesis. It's a good game, but none of the Mega Moves are in the manual. When I called Acclaim to ask for the Mega Moves, the company representative said, "We have no idea what the moves are; we haven't received the game yet."

Please keep in mind, Watch Dog, that this was a long distance call I was paying for. I need answers to my WWF Raw questions.

Christopher Heddy, Cathedral City, CA



A Raw deal

A: A representative from Acclaim Consumer Services Department states:

More than two-thirds of the Super Mega Moves for WWF Raw have been given to customers over the Consumer Hotline. There are no plans to release the remaining third.

The Watch Dog says:

At GamePro, we feel that super or "special" moves are an integral part of any game. Look for a list of WWF Raw super moves in "The Fighter's Edge" on page 119.

A: At GamePro, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

GamePro's Buyers Beware
P.O. Box 5826
San Mateo, CA 94402

You can also e-mail us at:
buyers_beware@gamepro.com

GamePro's



Pitfall: The Mayan Adventure Official Players Guide

By Corey Sandler

Deep into the jungle with Pitfall! This exclusive full-color Official Players Guide gives you all the level maps and the strategies you'll need to

rescue your father, Pitfall Harry, from the spirit of an ancient Mayan warrior, Zakoke, the Lord of Evil. Without this guide, you may never see your father again!

\$13.95 Code: BK-332 SNES, Genesis, Sega CD, Sega 32X

Lufia and the Fortress of Doom Official Players Guide

By Ronald Wartow

Don't be left out — this strategy guide is packed with navigation tips and survival essentials to get you through Lufia's complex world. Discover all the winning combat strategies, detailed MonsterWatch tables, and hints to help you defeat the Sinistrals and destroy the Fortress of Doom.

\$9.95 Code: BK-328 SNES



Final Fantasy III Players Guide

By Peter Glasfon

This guide is jam-packed with all the clues, hints, and tool and spell charts you'll need to survive your quest across two worlds! Learn how to arm your party members to defeat Emperor Gestahl and Zefira!

\$12.95 Code: BK-317 SNES



Super Return of the Jedi Official Players Guide

By Tim Rooney

From Jabba's Palace on Tatooine to the mysterious moon of Endor, this guide has all the secret tips and hints you will need to successfully defeat Lord Vader and Emperor himself!

\$12.95 Code: BK-325 SNES



Super NES Power Players Guide: 1995 Edition

By Corey Sandler & LeAnne McDermott

Master today's hottest Super Nintendo games with this guide's in-depth game profiles. There are power tips and strategies for Donkey Kong Country, Mortal Kombat II, Super Street Fighter II, The Lion King, NBA Jam, Mighty Morphin' Power Rangers and Earthworm Jim. This one-of-a-kind strategy guide also includes clues and mini-tips for more than 38 of today's leading video games!!

\$12.95 Code: BK-328

SHORT PROSHOTS

Previews of Hot New Games!

ComixZone Genesis

ComixZone, a hot Sega cart that blends original gameplay with a comic book look, could be one of the year's most innovative games. You play as Sketch Turner, a 19-year-old who created a successful strip called *ComixZone*. Lightning strikes one night, and Mortus, the villain in *ComixZone*, escapes from the comic and warps Sketch into it. To stay in the real world, Mortus has to eliminate Sketch, so you must keep Sketch alive and maneuver him safely through the comic.

You'll notice *ComixZone*'s sizzling graphics right away. Lots of games have been based on comic books, but this is the first one that attempts to genuinely imitate the look and feel of a real comic. Using a newly patented gameplay design, *ComixZone* puts Sketch right into the hand-drawn pages.

Each of Zone's six levels is a page in an issue of *Comix-*

Zone. You'll need both your brain and your brawn to pass through the panels on each page. You must destroy all the enemies on each panel or solve a puzzle before you can continue to the next panel. All panels have to be cleared before you can move to the next page.

As you drop from panel to panel in this side-view, one-player game, Mortus's hand appears and quickly draws in his henchmen—a crew of mutant humanoid aliens. Fortunately, Sketch is not on his own. He'll get some serious help from Roadkill, his pet rat, and General Alissa Cyan, a character in *ComixZone*.

In light of the scarcity of great 16-bit games, *ComixZone* should be a great *Comix* relief.

By Sega
Available Spring '95





3D Baseball '95 Saturn

This MLBPA-licensed baseball game, the first in Crystal Dynamics' Championship sports line, boasts real players and stats, authentic baseball action and stadiums, and commentary by Van Earl Wright. To imbue the polygon players with realistic motion and a 3D look, Crystal Dynamics used a new animation process called Real Motion Control to capture hundreds of live-action player moves. To add even more realism, the photorealistic 3D stadiums were modeled using Silicon Graphics workstations.

*By Crystal Dynamics
Available Second Quarter '95*



Solar Eclipse Saturn

This Saturn shooter features 3D graphics with full-motion video. Survival means battling across a texture-mapped 3D environment that includes caverns, planet surfaces, space, and asteroid fields. More than 40 minutes of full-motion video are woven into the action via com-link communications. The game stars Claudia Christian from the TV series *Babylon 5*.

*By Crystal Dynamics
Available Summer '95*



Legacy of Kain - Blood Omen Saturn

Voyage through the dark side in this quest with a gothic horror twist. As Kain, a reluctant vampire, you must feed on blood to maintain your health while you seek vengeance in the strange world of Nosgoth. During your quest, you can morph into vampire, wolf, and med forms, depending on the skills that circumstances demand. The action is enhanced by real-time arcade-style sword- and spell-slinging combat. More than 25 minutes of full-motion video and voiceover add realism.

*By Crystal Dynamics
Available Fall '95*



Dragons of the Square Table Saturn

This strange graphic mesadventure takes Camelot-style King Arthur action and gives it a warped Monty Python-esque twist — courtesy of Terry Jones, *Monty Python's Flying Circus* cast member and director of *The Life of Brian*. As Flicker, a brave young dragon, inventor, and squire-in-training, you must navigate through a bizarre world called Cavelot and try to complete a series of strange quests against bumbling humans.

The gameplay includes arcade action in events like Dragon Thumb Wrestling and CAT-a-pull, plus lots of wacky objects and odd puzzles to solve. The graphics include more than 3000 frames of animation for a smooth, cartoon-quality look. Fifteen hours of character voiceovers support the action.

*By Crystal Dynamics
Available Fall '95*



Primal Rage

Genesis Super NES 32X CD

Saturn 300 Jaguar CD Game Boy Game Gear

Last month, we gave you a first peek at Primal Rage for the home systems. We know you're impatient for info on what's going to be one of the top games this summer, so here's a progress report.

Time Warner's (TW) goal is to make all the home versions as close as possible to the arcade original. Although the handheld carts will obviously be graphically limited, the early versions have good detail, large sprites, and smooth game-play mechanics.

The 16-bit versions will have two-player head-to-head

fighting action with all seven original dino fighters (Saron, Diablo, Armador, Talon, Versigo, Blizzard, and Chaos). The early versions look great, especially the graphics on the SNES version. TW promises to include virtually all the popular moves, combos, and finishing sequences. Wonder if that'll include Chaos's handy use of his bodily functions? We'll keep you informed....

*By Time Warner Interactive
Genesis, Super NES, Game Boy,
and Game Gear Available August
32X CD, Saturn, 300, and Jaguar
CD Available November*

Genesis



Game Gear



Super NES



Game Boy



Chaotix 32X

In *Sonic the Hedgehog's* first speedy adventure for the 32X, one or two players (in a cooperative game) zip across the landscape as Sonic speeds even higher than normal. It seems Doc Robotnik has invaded Sonic's theme park, and the little critters have to give the bad doctor the heave-ho.

The cast of characters stars the ever-popular Knuckles, plus a bunch of new animals like Vector Crocodile, Mighty the Armadillo, Charmee Bee, and Espio the Chameleon.

The action/adventure game-play rocks with some old, fan-

iliar Sonic touches, but you'll find a lot of new stuff, too. The graphics appear to be more 3D in appearance than those in previous Sonic adventures, and there are other surprises—like a huge metal Sonic!

Chaotix offers more than 25 rounds, including five gigantic 3D levels, some towering vertical levels, three types of bonus rounds, and lots of hidden secrets.

By Sega
Available Spring '99



Mad Dog II: The Lost Gold

Sega CD 300

This one- or two-player game uses live actors and full-motion video to bring the first-person arcade shooter to life. You're a cowboy in the Old West, hunting down Mad Dog and his band of renegades to beat them to the punch in the hunt for gold treasure. The interactive gameplay includes scenes in a moving wagon train and a climactic final showdown with Mad Dog. The

gameplay is designed to change depending on the decisions the player makes.

*By American
Laser Games
Available Now*



Panzer General

300

In this World War II strategy war game, it's 1939, and you're a German general. Fresh from conquering Poland, it's your job to command more than 350 types of troop units and vehicles in order to conquer the rest of Europe. The visuals incorporate actual

World War II combat photography and footage, highlighted by CD-quality sound and explosive sound effects. There are also 35 individual scenarios playable from either the Allied or Axis side.

*BySSI
Available April*



Mathemagics

300

Remember the Rubik's Cube? This game's somewhat similar. Mathemagics uses the simple systems of math wizard Arthur Benjamin to solve complex math problems. Math? Fun? Sure! The Learning Cube interface and the game's unusual 3D graphics make it better than algebra class any day!

*ByL3 Interactive
Available Now*



Slopestyle

300

L3's interactive Learning Cube also appears in its first interactive sports disc. The CD includes 27 comprehensive lessons for beginning and intermediate snowboarders, plus more than 50 minutes of radical snowboarding video footage. A gritty soundtrack stars the likes of Jawbreaker, Glue Gun, and Wool and Inch

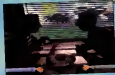
*ByL3 Interactive
Available Now*



Theme Park **Genesis**

Love the Boardwalk, Cedar Point, and Great America? How'd you like to create your very own amusement park? In SimCity-style simulation action, this port of a popular PC game lets you design your own theme park—but you have to create one that's more profitable than your competitors' parks. You must also resist takeover attempts, plan rides, position food stands, organize security, lay out paths, and choose sideshow entertainment. Next stop... GamePro Land!

*By Electronic Arts
Available May*



Toughman Contest **32X**

Based on the real-life Toughman Contest, this cart puts you smack in the middle of the famous fighting tournament as a competitor with opponents from around the world. In head-to-head competition against up to seven players or the CPU, you try to defeat all other competitors to become the Toughman champion. Each of the 24 fighters has a unique fighting style and three special punches. The action takes

place in five arenas in three-minute, knockdown, drag-out rounds where you win by KO, TKO, or Decision.

*By Electronic Arts
Available April*



Shining Force **Sega CD**

The popular Genesis RPG series comes to the Sega CD with completely new levels. As Prince Nick of Cypress, you battle King Iom and his invading army. In standard RPG action combined with action/adventure sequences, you search the land for clues and surprises, including more than 18 characters. Enhanced graphics, sound, and animated sequences round out this upgrade.

*By Sega
Available Now*



NFL Quarterback Club 32X



The 32X gets its first dose of tough gridiron action with this enhanced version of Acclaim's NFL Quarterback Club series.

This 32-meg version includes a view that displays 80 yards of field at all times, an updated player roster with '94 season stats, three viewer perspectives (normal, zoom, and blimp), and an advanced instant-replay feature. Beautifully digitized and animated graphics utilize 32,000 colors, and a tough CPU opponent calls new offensive and defensive plays.



By Acclaim
Available Spring '95

NBA Action '95 Starring David Robinson

Genesis

This 16-meg one- or two-player update of Sega's hoops cart includes all 27 NBA teams, real players, and the '94-'95 NBA rosters and schedule. You can trade players and create your own top pro team, which can include stars from a roster of Hall of Fame greats. Marv Albert calls the plays for Full Season, Playoffs, and NBA Finals competition.



By Sega
Available Now



Bass Masters Classic

Genesis

Super NES

Go fish! Sure, you laugh, but the bass fishing games just keep reeling in the bucks. A small band of devoted fans love these carts that, with the assistance of the Bass Anglers

Sportsman Society, show off authentic fishing action.

This one-player cart includes five lakes, a Practice pond, a wide selection of bait (like worms and grubs), natural obstacles, variable water temperature and time of day, tournament sponsors like Evinrude, and, believe it or not, Mode 7 underwater effects to simulate realistic fish movement.

By T&W
Available Second Quarter '95



By Atomic Dawg

Namco is really mining its great library of arcade games for the PlayStation. *Cyber Sled*, a rip-roarin' futuristic tank game in the arcades, helps lead a PlayStation charge on home systems.

Cyber Clash

The *Cyber Sled* armada consists of six so-fi tanks, each with its own pilot. The tanks hunt each other across a weirdly colored geometric landscape dominated by massive plateaus.

You can drive the war machines from a first-person cockpit view or a behind-the-sled look. The arsenal is pretty basic, consisting of shields, lasers, and homing missiles that you must recharge by finding icons scattered across the battlefield.

You'll get a charge from the sensation of being the hunter — and the hunted; you never know what's lurking around the next corner. The Sleds' excellent controls enable forward and backward movement, and you can spin the turret 360 degrees for wide-spread wanton destruction. *Cyber Sled* also supports Namco's new NeoCon controller, which features a unique twisting body that enables you to make quick turns in vehicle games.

CYBER SLED

Two-player games can be a major gas. The fighting's fast and frenzied as you chase each other in split-screen mode under a time limit. You get your choice of four selectable mazes; each vehicle can travel independently anywhere in each maze.

Better Sled Than Dead

Cyber Sled's a game that's playable in any language. If you're thinking seriously about a PlayStation, this heavy-hitting game could tip the scale.

By Namco
Available Now



CYBER SLEDs!



MYST

Japanese gamers get to try their hand at this great interactive adventure game ported directly from the PC classic. The quest takes you on a first-person jaunt across mysterious Myst Island to find the mystical Ages of Myst.

Mystic travelers will interact with myriad weird devices and machines under the guidance of charts and journals just like in the computer game. Don't even think about this version unless you're fluent in Japanese.

*By Soft Bank
Available Now*



Cosmic Racer

Cosmic Racer is a cartoonlike racing game that takes place in outer space with five alien characters careening across four rough-and-tumble stages in futuristic vehicles. The game's brightly colored 'toon look and bouncy feel make it most likely to appeal to younger drivers. The vehicles include a mechwarrior, a futuristic motorcycle, a weird helicopter, a supersonic roadster, and...well, see for yourself!

*By Namco
Available Now*



Solar Eclipse

If you like sunshine, you'd better get your shades ready to defend good old Sol in this 3D Saturn shooter. You'll fight an alien fleet from first-person cockpit view. The brutal missions will send you hurtling through caverns, along planet surfaces, through space, and into asteroid fields. The visuals will be jazzed by texture-mapped polygon graphics and 40 minutes of full-motion video and animation. To help keep



you on track during the missions, you'll stay in video com-link communications with Claudia Christian, star of the TV show *Babylon 5*, here in the U.S.

By Crystal Dynamics
Available Summer '95



International Victory Goal

Virtua Fighter was good for a few kicks, but soon you'll be able to swing some texture-mapped 3D feet big time in international soccer arenas.

You'll be able to set up offensive and defensive strategies and control every player

on the field from multiple camera views. This disc will support multiple-player games, head-to-head matchups, tournaments, and league action.

By Sega
Available Summer '95

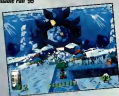


Bug!

Bug... a simple-sounding name for a simple-sounding game. But there will be nothing simple about the wild, wacky graphics of this platform-action CD.

Bug must rescue his segmented pals from the evil spider queen, Cadavera, before she eats them for lunch. The views will swing from side view to behind-the-bug perspectives as the buggy hero tries to hop-n-bop a weird menagerie of evil insect foes.

By Sega
Available Fall '95



Pebble Beach Golf Links

The world-renowned golf course is coming to the Saturn. This disc, based on the 300 game of the same name by T&E Soft, features the actual 18 holes of this gorgeous course. You'll play Match,

Tournament, and Skins games with pros digitized from real-life characters, so now you can replay the AT&T. If only Bill Murray could make a cameo!

By Sega
Available Summer '95



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Ultra 64 "Dream Team"

Nintendo is holding what it calls its "dream team" for the **Ultra 64**. The company held a conference for gamers on CompuServe with Nintendo execs Minoru Arakawa, Howard Lincoln, and Peter Marr. During the session, which was billed as Three Men and a Modem, Part Deux, the trio announced that long-time computer-game publisher Stern On-Line will develop games for the Ultra 64.



Angel Studios created fabulous computer-rendered 3D imagery for Peter Gabriel's music video Kiss That Frog. Next up, the Ultra 64.

Stern's first effort will be Red Baron, a 3D World War I flying combat game that's already a hit on PCs and the Imagination Network online service.

GameTek and Angel Studios are also suiting up. GameTek's first product, Robotech, will feature real-time 3D character animation. Angel Studios, a newcomer to the game industry, is an award-winning virtual-reality and 3D graphics developer. If you've seen the movie The Lawnmower Man or Peter Gabriel's music video Kiss That Frog, you've seen Angel's work. Angel Studios is working on its new game with a group that

includes Shigeru Miyamoto, creator of Super Mario and Donkey Kong games.

Tiger Grows With Sega

Sega of America has signed an agreement to let **Tiger Electronics** manufacture, market, and distribute the **Sego Toys**



Sega's Pocket Arcade games and POPS (shown) join similar products at Tiger.

line. These products include Pocket Arcade games and POPS ("ProNews," October 1994). This arrangement doesn't include Sega's electronic-learning aids, Pico and Wonderbook (a portable version of Pico).

Silicon Graphics Shops for Software

Fast, Microsoft purchased Soft-Image, the computer graphics software powerhouse, last year. Now another major merger is



Wavefront and its award-winning graphics, which appear in this scene from "Inverters," will soon be part of Silicon Graphics' family.

in the works — one that would bring a pair of computer graphics forces, **Alias** and **Wavefront**, under **Silicon Graphics'** (SGI) umbrella.

SGI's purchase of the two companies at a reported price tag of \$500 million will give the hardware manufacturer substantial strength in the software field. Software by Alias and Wavefront was used to create special effects in such movies as Jurassic Park, The Mask, and StarGate, as well as in last year's SNES hit, Donkey Kong Country. After the deal is completed this summer, the resulting digital-imaging company will be located in Toronto, where Alias is currently located.

Scooby-Doo, Where Are You?

On the negative side of the news, major layoffs have hit **Sunsoft**, makers of such games as Aero the Acro-Bat, The Death and Return of Superman, and many Warner Bros. cartoon titles. The layoffs affected most of Sunsoft's staff in Cypress, California. Also, many pending games, such as Scooby-Doo Mystery, have been canceled or are being negotiated for sale to other companies. Sunsoft's remaining

unpublished games, including Justice League Task Force, are on hold until it determines whether they can be marketed.

According to a Sunsoft spokesperson, you haven't heard the last from Sunsoft. The remaining staffers, mostly high-level executives, are assessing what platforms the company should develop for in the future. Sunsoft's Japanese counterparts have already released a version of Myst for the Saturn.



Not even Superman could rescue Sunsoft.

32X Update

The truth of **32X** titles, now totaling about a dozen, might be slowing even further. The industry buzz is that the Genesis add-on might have had its window of opportunity closed by a slow market and the inclination among consumers to wait for the next wave of game machines like the Saturn and PlayStation. Major publishers, such as Capcom and Konami, have already killed costing 32X projects so they could leap directly into developing games for the upcoming systems. What this does for Sega's planned Neptune system, a Genesis and 32X combined into one unit, isn't definite.



Will Virtua Racing Deluxe on the 32X be one of the few or one of the many?

3D Graphics Help

Argonaut Technologies has created a real-time 3D rendering package that will make designing 3D games and virtual-reality applications easier. **BRender** is a small piece of programming code that works with the developer's programming to speed up and enhance the creation of the 3D environment. It provides developers with unlimited cameras and light sources, as well as clean texture mapping for realistic-looking objects and scenes.

BRender is currently available for IBM-type PCs but will soon be available for the Macintosh and game platforms like 32X, PlayStation, Saturn, and Ultra 64. The first game to use BRender is GTE Interactive's **FX Fighter** for the PC and SNES, both due out in the second quarter of this year. The growing list of companies that have licensed BRender include

Microsoft, Rocket Science, Disney Interactive, Wavefront, and Time Warner Interactive. Argonaut Technologies is a subsidiary of Argonaut Software, makers of StarFox and Nintendo's SFX chip.



Manipulating 3D objects and scenes in real time, BRender will debut in GTE's **FX Fighter**.

Nintendo Changes Service

If you call **Nintendo** for help, you'll notice a difference in how the service works. Nintendo has expanded its phone services to include a 24-hour, automated message line, a pay-per-minute 900 number for game consulting, and the continuing operation of its 800 number for product questions. According to Nintendo, its 430 game play consultants (GPCs) and consumer service representatives (CSRs) handle nearly 120,000 calls a week, this change will help customers get the help they need.

Nintendo's previous consulting line (206/885-7529) is now an automated game-help line with menus that games can navigate through via their touch-tone phone. A new number, 900/288-0707, has been

established for talking to GPCs, with the surcharge of 95¢ per minute. Canadian gamers can get similar service at 900/451-4400 for \$1.25 per minute. Nintendo's toll-free number, 800/255-3700, enables you to talk to a CSR about the company's product line, get help hooking up your Nintendo system, and inquire about product-service information.



Earthworm Jim Winner Crowned

The **Sega Channel** hosted an exclusive contest, "**The Great Earthworm Jim Race**," in January, allowing its subscribers to compete against each other to find a secret room embedded in

BLOCKBUSTER VIDEO

May Hot Sheet!

NES

1. Kirby's Adventure
2. Mega Man 2
3. Mario Is Missing!
4. TMNT: Tournament Fighters
5. Super Mario Brothers 3
6. Metroid
7. The Ren and Stimpy Show
8. The Jungle Book
9. Mario's Time Machine
10. World's Woods

Super NES

1. NBA Jam Tournament Edition
2. Donkey Kong Country
3. Star Trek: Deep Space Nine
4. Spider-Man
5. Kirby's Avalanche
6. Kirby's Dream Course
7. Mega Man 10
8. Exp. Jam, Vol. 1
9. Starquake
10. True Lies

Genesis

1. NBA Jam Tournament Edition
2. World Series Baseball '90
3. NBA Action '90
4. Fatal Rush 3
5. Toughman Contest
6. Spider-Man
7. 8-Men 2
8. NHL All-Star Hockey
9. Desert Demolition
10. TMN Base Tournament

Sega CD

1. Mynt
2. Tailwheats
3. Midnight Riders
4. Supreme Warrior
5. Gargen Killer
6. Star City with Bootie Pappen
7. NBA Jam Tournament Edition
8. Masked Rider
9. Little
10. Rabi! Rabi!

a custom version of Earthworm Jim. The first 200 subscribers to reach the room received a code along with a toll-free number to call.

The contest winner, Vince Solvi of Pittsburgh, Pennsylvania, who completed the game at under 40 minutes, walks away with an all-expenses-paid trip for two to Los Angeles to meet the team that created EWJ at Shiny Entertainment.



No one got a head start on "The Great Earthworm Jim Race" on the Sega Channel.

Promotion Boosts Bucks

If you hurry you can get in on Nintendo's national promotion, **Banana Bucks**. If you purchase Donkey Kong Country, Donkey Kong Country Super NES Set, Donkey Kong on Game Boy, the new Super Game Boy package, or a new

Game Boy Play It Loud Series hardware before April 30, you'll get Banana Bucks coupons. The coupons can be turned in for Donkey Kong merchandise, such as the "DK Jam" music CD, a Diddy Kong hat, or a Donkey Kong Country cotton jacket.

Jim Worms onto TV

This fall, the **WB Television Network** will add a certain heroic worm to its ranks — **Earthworm Jim**. The animated show will be one segment in a block of children's programming called Kids' WB that will be shown on Saturday morning and one hour Monday through Friday.

Earthworm Jim joins a new series called *Sylvester & Tweety Mysteries*, new episodes of *Steven Spielberg Presents Animaniacs*, *Steven Spielberg Presents Pinky & The Brain*, and *Steven Spielberg Presents Freakazoid!*

Contest Winners

We received thousands of entries to the "Let's Go Ape Split With Donkey Kong"

contest (December 1994). Here are the winners:

Grand Prize
(winner receives a trip for two to Nintendo of America's headquarters near Seattle, WA)
Justin Kline, St. Charles, IL

Second Prize
(Ten winners receive a Nintendo of America game of their choice.)

Theodore Chin, Pompano Beach, FL; Billy Ciszewski, Bayonne, NJ; Aaron Ferrochia, Marlboro MA; Maria Garrido, Alameda, CA; Jared Gillett, Magna, UT; Marshall Gilmore, Greens, LA; David P. Kraft, Rio Linda, CA; Roy Martin, Knoxville, IA; Robert M. Savillo, Burke, VA; Melanie Ward, Severna Park, MD

Third Prize
(Twenty winners receive a copy of the Donkey Kong Country Strategy Guide.)



David Bianco, Brownsville, TX; John David Briggs, Provo, UT; Jeffrey Bachman, Hamson Twp. MI; Drew J. Corro, Elmont, NY; Curtis Dixon, Lemon Grove, CA; John Fenton, Bomoseen, VT; Seth Fitzhugh, Wintersville, OH; Carle Foster, Hamilton, OH; Jeff Gardner, Ogden, UT; George Hoffman, Fortonville, IL; Robert J. Hogan III, Moline, IL; Michael Hurd, Beaverton, MI

Evan Jones, Spingboro, OH; David Kopke, Dux Hills, NY; Meghan Nurmich, Latham, NY; Jake Phillipson, Lakewood, CO; Brandon Sanford, Silverton, OR; Drew Willcoxon, Caryers, GA; John Yachobonas, Stratton, PA; Mark Zlotnick, Liverpool, NY

At the Deadline

 Well ahead of the projected release date, **Atari** and **Williams**

Entertainment jointly announced that **Mortal Kombat III**, the next installment in the popular fighting-game series, will make its way to the Atari Jaguar. According to the companies, the game will feature true-color graphics and the arcade version's sounds and action. Look for the Jaguar MK III to make its appearance in the second quarter of 1996.

 **Interplay** has joined the ranks of such game companies as Sega, Sony, and Time Warner Interactive with its own **World Wide Web** page on the Internet (see "Surf's Up! Video Game Companies Online" in this issue). The site contains information on new Interplay products, demos of new games, breaking news, and contests. Interplay's home page address is <http://www.interplay.com>. 



Nintendo's Banana Bucks, free when you purchase the company's products, not you CDs and clothing.



Interplay offers gamers another way to check out its products via the Internet.

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in and cross your fingers. Check out
a future issue of GamePro to see if
you're in!

Grand Prize (1):

A 7-day round-trip** (including airfare, hotel accommodations and spending money) for winner
and a guest to San Francisco in June to see Monster Magnet in concert, where you will meet the
band backstage and receive an autographed copy of their new CD. Winner will also receive a Sega
Genesis machine and Road Rash 3.

1st Prize (25):

Road Rash 3 for Sega Genesis or Road Rash for Sega CD (winner chooses).

2nd Prize (25):

One year subscription to GamePro magazine.

All prizes must be claimed by May 3, 1995. The winning entry form will be drawn over about May 15, 1995. Winner will be notified by mail or phone. Contest ends when published.

*PURCHASE NECESSARY TO OBTAIN ENTRY FORMS. See entry form for complete details and restrictions. If Best is considered Best Store in your area, your selection of entry form contains by sending a self-addressed
return envelope to: Best Buy, 555 Broadway, 1400 Folsom Blvd., San Mateo, CA 94401

** Grand Prize winner must be 18. Grand Prize winner must be accompanied by a parent or legal guardian.

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Never Walk Away From A Challenge!





Some things in life are important. If someone challenges you... you gotta meet that challenge. **Period.** Never walk away. Play With An Attitude!

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One has to
pay dearly for
immortality,
one has to die
several times
while one
is still alive.
-Nietzsche



MK3 The Arcade Game.



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