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Across the room a gergeous blonds skin tight leather beckens, is it the st of a wet dream? No, it's a beating Sofia, Battle Arena Toshindan's Que

nd not shot Phylinia sin 1 800 000 0001 0000, Stry handbeerd refered at they beyond



YOU'VE GOT IT ON YOUR HANDS. YOU DON'T HAVE ENOUGH OF IT. YOU'VE GOT IT ON YOUR SIDE. YOU'RE PRESSED FOR IT. YOU SPEND IT. YOU WASTE IT. IT'S

IN. IT'S OUT. IT'S NOW. IT'S PAST. IT'S RUNNING OUT. IT'S DRAWING NEAR. CHRONO TRIGGER. IT'S ABOUT TIME.





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LOOK WHAT'S LANDED ON SATURN!



that will become your world.





by brutol robot enforcers













GamePro • August 1995

Fearures

What do game producers do? Mitzi McGilvray of Time Warner interactive and David Perry of Shiny Entertainment toll all.

ikken and Toh Shin De













ROSTRATEGY

- SWATPOO Secret meanons and tactics for your favorite games
 - The Fighter's Edge The Ultimate Kombat Kode for Mortal Komingt 31 Plus finishing moves, Babalbies, Animalbies. and kombos.





GamePro • August 1995

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deo Game Network

Surviving the Hype Wars

A aron Cochran sounds an alarm that all CamePros should listen to. Aaron wrote the adjacent letter new systems until they're actually available

Sound advice, don't you think?

After all, if you've listened to the hype over the years, you've heard about the SNES CD and Edge 16, which were announced but never came out, and all kinds of 'great' games that did come

out but were anything but great. Big name companies that exhib ited games as recently as Winter CES '95 are disappearing Gun soft), the long awasted Ultra 64 has been delayed, and some bio-name games are being bumped to next year (Star gether (Mega Man 7). Clearly, all advance news concerning the

> terns must be taken with gran of salt Aaron hears comes in loud and dear through readers who brzo

Ultra 64 is, and how much better it is than any of Sega's systems. That's protty interesting, considering the public's rever even seen a working Ultra 64, much less played games on it Now, we're not suggesting that all the new systems won't come out as advertised. But we are suggesting that we all take a deep breath and sort out fact from fiction as we get our first looks at the hardware and software in the coming months. s - two years ago, we were all getting exceed over 3DO and laquer, but neither of those systems has set the garryon world on fire. With the system wars about to go thermonu-clear, let's all make careful evaluations based on facts, not hype. That way you won't get humed.

The GamePros

Hip or Hype?

GamePro Readers Speak Out

m writing about all the uproar recently over new systems such as the Sony Play-Station and Mintendo Ultra 64. I hear people already saving which one is better. Personally I think people should just cool their lets until the systems are all avoidable and we can compare them. We need more facts. not more uninformed opinions. Aaren Cochenn

internet



gamer In Corpus Christi, Xuses, by 16-year-old Asile Holly Rezz.

Your May article "Once and Future Kings' said that the 16-bit systems are fading, Let's not put too much faith in the new 32-bit and 64-bit systems. too soon. I don't know many people with \$300,400 to space for another game systern. And look at the newer systems already available - like 3DO and Jaguar - they haven't exactly taken over the industry

E. Modelele El Paso, TX The Systems

Good grieff Why are you govs bashing the NEX Your May article "R.I.P NES" shows that you feel the NES has passed its prime, but its still my favorite system. I can usually spot a half-dozen classified ads selling NES games and systems. Can you really consider a system dead when it has this much fan sunnort? Roper Morton Duluth, MN

The Unknown Gamer replies: Like you, we have fond memories of the NES. That May article warn't mount to bash the NES Bother, it sadly fored the fact that the NES is history. It has, after all, been more than a year since a make new NES game was released And no tice that the ads you see are from people selling games, nor



huving them

last great NES garnes. et's not cry over the domine

of the NES. It will always be remembered for re-energiging the video game industry. and it performed admirably throughout its reign. Instead, let's enjoy the current systems and look forward to the new ones...the MES would have wanted it that way Ferewell old friend

Bob "Smoke" Smolka

SAMEPAR . AND ST 1885

Internet

Atari Answers

A letter submitted by Paul Schreur in your May issue asked if "Atari has a live counselor who has game tips...All the numbers listed in my bauar manuals have been dis-

connected....* We've called all the numbers found in the laquar manual and have determined they are all fully operational, if a 900 number is "disconnected" it may be because your family has had 900 access removed from your service. Atari does offer live counselors for an 800 line) to answer specific technical inquiries. However, game tips (from a live counselori, are not available on the toll-free line

For comprehensive strategy coverage, Atari recommends gaming magazines, the lorere corded 900 here lines, and becoming active in one of the many lanuar-specific support forums orline,...laquar sup port on Girne or CompuServe. for instance, is as simple as typing "Jaguar."

Donald A. Thomas, Jr. Director of Customer Service

Sunnyvale, CA

Cart Queries

plan to buy a Saturn, Wil there be loss of sports names available for it? Michael Mason Philadelphia, PA

Andromeda replies: Get ready, sports fans, Among the Saturn titles on view at the recent E3 show in LA were Acclaim's Frank Thomas "Bia Hurt' Basehall and NRA Jam TF. Crystal Dynamics' Championship Sports product line. FIFA '96 and Ruaby '96 from

FA Smorts, Maker League Base

ball from Konami, plus a variety of titles from Sega Sports and a new basketball game from Viran.



Was Hurt' Basebal



ast September you wrote a "ProNews" story about Blackthorne and a corne-book artist. Iim Lee, who was doing art for the game's box. You mentioned a Genesis version of the name, but we've never seen it in stores. What happened to it? Bobby Cordell &

Michael Edmond

Undercover Lover replies: After we ran that story internlay decided to release Blackthorne for the 37% instead of the Genesis. It will be the same basic agree that you saw on the SHES hus it will be enhanced for Sega's more power

ful system, Look for Blacktherne 32X in the fall and sions later. n NBA Jam TE for the SNES.

two familiar Street Fighter characters seem to be sitting on the court behind the baskets. Near the top is a flattopped blond man who looks suspiciously like Guile, Near the bottom is a man who looks like Akuwa. Whark going on? Derek Poore

Bussellville KY



We're looking, but we're not seeing 'em. It seems untirely because Street Fighter and NRA Jam TF are made by ddferent companies.

'm a devoted fan of the Star Wars games. Are any more scheduled to come out? leff Maynard Saninaw, MI

Tommy Glide replies: The next Star Wars game will probably he Super Star Wars Return of the Indi. which T+HO is making for the Super Came Boy. It's scheduled to come out later this year.

The Magazine Biz

n your April edition you had a counte of pages of a magazine called LamePro. Does this magazine really exist? Chris Georgakopoulos

Toronto, Ontario, Canada The Tummynator replies:

LamePro is one of the most controversial things we write each year. It's written by the GamePro editorial staff for publication every April as on April Foofs Day loke.



Scene people love LassePro's lokes - such as this fake floor Linebourgh to MSA Jane that me created in 1994 - and some peopic just pet mod fluid the lakes accept cool.

Whaddaya Think? This is your magazine, so tell ar what you'd like to see in A. Send your suggestions to: GAMEPIIO Magazine

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their Beyon of time the Secul Common Secules to the Secul Control of Secul Control Secul Code on a thought of the Secul Code of the Secul Secul Code on a thought of the Secul Code of the Secul Secul Code on the Secul Code of the Secul Secul Code of the Secul Code of the Secul Secul Code of the Secul Secul Code of the Secul Code of the

HOTAT

Elevator Action II

By Bruised Lee

The arcade classic of the '80s. opens its builet-midled doors on the 'SOs! Next stop. . Bevator Action, gunning for greatness with a fresh look and enqueh gameplay options to keep it alive

by today's tough standards. Blast from the Past In Elevator Action II, your combat mission is to search for

data hadden behind doors white blowing away anything that moves. You choose from three characters who quide you through six grunting levels. The levels vary in size and setting. from the original building-style level to an airport infifrated by terrorists.

The straightforward gunplay benefits from the sequel's new options, which sazz up the

Each obsessed has atmostly and enalmerses, Choose the one that host suits your parsentrying style. action. This time around you get two-player simultaneous action and the ability to use the various weapons you find hidden in the levels. In fact, the machine our and the rocket tauncher pack such a powerful punch, they're sure to be on Congress's next outlawed-

weapons list Additionally, the characters can rumn to differ-Elevator Action's racely detailed, well-designed levels

you really need there

can now scroll horizontally and vertically, which is a big change from the original partie, where they only scrolled vertically The lifelike characters, though a Nil small, also move registi-

cally. Just watching the characters draw and fire their weapons is enough to make you want in on the action.

PROTEE What executes attack from either skin, use your box to shield yourself from their

The authoritic sounds on hard-in-hard with the graphics.

From the sound of your character's footstros to the spent shells that discharge from your gun and clatter to the pround, this game is a treat for the ears.

Welcome Back Arcade wets are sure to enjoy this long-awarted sequel, EAII is an enter taming throwback to comes that were simple. in concept and fun to play. Going up...with Fleystor Action



Mission One: Red After Image



The first extension is a flooriback to the original arcade past





Stone is a bound adversary to bear players will have to carefully

choose when to execute their Sagat, Birdle, Adon, and Chun

Li return from the first and

arresting new feature. When a niquet blocks an etrophino. move, they now have a ch

Street Statute Annual and Application



New and Improved seem well balanced, and the







Charte not a New And absolut

Als old Friend Golle's





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BEGINS AUGUST 18TH

THE GAME MAKERS: The Producers

This ongoing look at the people who make games kieks off with the producers - the guiding force behind the same.

PROPIICER reone to lead a cre-

tive team through the

By The Feature Courtney & The King Fisher

hey're often the most famous person associated with a game. They're also the guid

ing force behind a game's creation. They're the producers, the generals who make hundreds of important decisions as they lead a small army of creators to a common goal A diverse pair of producers tells you in their own words how they do what they do and what it took for them to get where they are.

Earthworm Dave

Producer Perry's Perspective

There are two kinds oversees what's going on, keeps track of the carne's development and submits it for testing. The other kind of produces actually note their hands duty

which is what I tend to do. I used to do a lot of the programming when Shirty was smaller, but pow I'm doing 90 nament administrative work and only 10 percent programmind as our company's ordwin from 5 mass to 17. But I'm still involved in every aspect of the game. A producer doesn't always do this at other compa-

Am rides the alast humster, one of the inrelional ideas that was added after work on the first EJ had begun.

nies, but at Shiny the producer afways has final say over every part of the game.

Though a producer is supposed to begin a project with all the details thought out in advance. Eve found that names created strictly from early meetings end up very bland. There just aren't that many ideas early on. What we do now at Shirty is design the games as we go, which is very risky. It means changing our minds when we think of something better, but the final result is much more off the wall then the original concept. awing us samething much more surprising. That's how Earthworm Jim evolved. The

lawyers in the What the Heck level were added after world started. So was the giant humster, which was drawn by one of our cuys at three o'clock

is gongs worked on

David Perry Jooks



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one morning, and it became one of the furniest things in

"A producer also chooses people to work on projects. I always by to find the hest neonames, and we can get them because Shiny gays the highest salaries in the industry. It's a lot of people much cheaper,

now as the word spreads

"I talk to a lot of young people ness. Some jobs are relatively easy to learn, such as becoming an artist, because there are





its for the Genesis, Mt A. C see this shot of Goold Perry. The beequant screen presents a

play games and program them Europeans a head start on pro-

oramming that wasn't available

design fearn appears and a debug menu follows.

eran programmer. Then you how I started, working for only getting started. You have to pay your dues."



many art colleges that teach computer graphics. And being a lot easier now than in the old days when you had to learn all the ideosyncrasies of the differ ent game systems. Now, anything you play can be put onto being a good musician.

is probably the toughest job of all. My start in programming. games in Europe on a system called the Sinclair computer. White everybody in America was playing on Atans, every ket in Europe was playing on Sinclairs. Instead of an Atan-style loypad, the Sindair machines. used a keyboard, which mount

we could also type things into

the computer. You could both



"The produper's first job is to thought about creating a new EA Sports' NHL games, but

about who would work on

something better. So for a svailable hockey games coming up with ideas and thinking er's Résum

Time Womer Interactiv Constitute Producer

Warne Gretzky and the Upossing come T-Mek Activision, Maxis, Etros

Paperboy 2 Son Jose State Unive

CAMPPRO . ASSESS 1995



ME OR THIS BIG FAT
THIS BULLSEYE IN
THE MIDDLE OF MY

FOREHEAD? ISN'T THERE SOMETHING THAT CAN BLASTI
TOUT OF MY LIFE? THAT DIGS

DOWN AND DEEP CLEANS WITH
MORE KILLER STUFF
THAN THE NUMBER ONE
PADTO ZAP ***
PACIT, ISN'T THAT

WICKED LITTLE PAD FROM

CLEARASIL'?



such a project. After leoking at lots of programmers and artists, jeetfled on a company cated Semilogo-Entertainment which I'd worked with in the past. They loved hockey and were mally enthusiastic. I met with every single person individually who would be working on the game because, as producer, you really need to know.

everyone personally.
"We didn't have a firm pian of what this new game was going to be – originally if was an international hockey game! We had lots of design meetings, and everyons or

the project controlled issee.
"As producer by to make sure my team gets all the resources they seed and all their questions are recd, then I stay out of their way, and let them work. The their for creative support and to make desirons about by design seuser-For instance, did we want the lost to scroll the way EA Sports does it of the way Sport According to the way Sport According to the service and the way Sport According to the service service and the way Sport According to the service se

ror instance, do we want the los to scroll the way EA Sports does it or the way Sport Accolade does it? "Everybody on the team gives opinions, but I have final say. While the team is working. I constantly review their work to see where we're going. They're running music and air past me every stop of the way for approval. Then, as the game nears completion, I start playing it almost 20 hours a day to evaluate it."

The Advice *Anyone who wants to become a producer should tal

come a producer should take lots of computer classes — you have to be technical, or you're goins get eaten up by program mers. Also study film production because that's where this



Mitel was the co-producer of Thee Warner's Dick Vitale's Associate Babyl Gollege Horps for the Gasonia



in Wayne Grebsky and the HILPA AB-Stars for the Generals, po to Bits Vancetain State screen, screet down to Creates...



VE

ing. Newcomens should head to the San Francesco Bay Area, the hub of this business. Penhaps spend a summer doing game testing or customer service at one of the big game comparies

industry is go

garne companies just to make sure you libe it. If the work decen't scare you off, you'll make lost of contacts. "Firstly, interested students should attend the Computer Garne Developer's Conference held in the Buy Area each spring. It's a great way to meet people and so what's new." [For information, cat the Computer Information cat the Information ca

415/948-2432 1



r Smelley, a preducer at Sony Inspess Mitcl flank bankethell guru Dick Vitale.







MORTAL KONBAT Movie Koming Gristopher Lambet states a Raydon in the most bring of Kombet, te talked exclusive with Gamethy about the film and sides sames.

The talked exclusively with GamePro about the film a

in the Ignustry Issuer, Gamedrio were besind the scenes for details on the expectly available detail dombat movie. The assets update is that the ending vass cromby each so to hair, assed include some key elements found in the MR. Sarradal game. See Rail for yourself beginning on Juguat 18 when the Viter Productions releases the firsthed product in 2000 heavers across the U.S.

phonesis across the US:

while the firm was still in production, Camethro Caught up
with the firm was still in production, Camethro Caught, up
with Christopher Lambert, the actor playing Raydon. We asked
whe star of such firm as Torran. The Legend of Carystoke and
the star of such firm as Torran. The Legend of Carystoke and
The Highlander about his role.







know about the game Mortal Krombat before taking on the movie role? Christopher Lambert: I'm a

Christopher Lambert (m a video game freek, so I knew quite a lot. What I wanted to know mostly was how the game was going to go to the big screen in live action (woold say that Mortal Kombat has one askantage

I would say that Mortal Kombat has con advantage over movier like Street Pighter or Super Mario Bros. because you already hake a solid, was developed story within the wides game. That's not the case with Super Mario — two gistmibers trying to save the day. You don't go that for with a story like that.

GP: What kind of gan you like to play? CL. I've played everything from Pac-Mae to Morsol Kombat. I removine playing Pac-Man when it first came out. I was spending hours at the arcade wherever I was lette world.

training

CL: I don't need it to play Lord
Rayden. He's guiding the three
Theroes' (Liu Kang, Johnny



wars claword, and he prevents on the survey that no one is cheating. As he says, "If you're not ploying by the rules, you're dead because Shang Trung will rip you up."

What's interesting about the character is that he're acoust.

ng mill rip pow up." Vhat's interesting about the racter is that he's a good

choicien helps central Gar noive anionatranios. r, and he's also very ust

guy, and he's also very watty he likes to play with these three human beings. He's part of their team, but he doesn't really light. I mean, he fights



ELECTRONIC ENTERTAINMENT EXPO



SPECIAL REPORT

The first annual Electronic Entertalment Expo revealed

The first annual Electronic Entertainment Expo revealed what's in store — and what will be in stores — for your favorite video game systems.



The big news at the show included the Sega Saturn debut, the Sony PlayStation release date, and a no-show by the Ultra 64. Nintendo, how ever, came in strong for the Super NES, which is good news for all of us.

Since the show was closed to the public here's your insider's look at what was hot at E'...and what gamers everywhere can expect through the end of the year.



- my @ //

ELECTRONIC ENTERTAINMENT EXPO

A Saturn Surprise! Segs arred to launch a major surprise attack by releasing the Saturn

across the country on the opening day of E3. Of course, reports of the debut were already pour no in the previous day as Trus: "R" Us. Electronics Boutique, Babbage's, and Software Etc. stones began publicoing the Saturn's arrival. And white Sega was careful to reassure Genesis players that if would continue to greate Genesis carries.

it clearly identified the Saturn as Saga's machine of choice and an older game of gamentswers. 18 and above, as its Saturn gustnmars. Not surprisingly, the Saturn price tap is \$399 with one controller and Virtua Fighter as the pack-in game. Ten Saturn COs.

The initial shipment of 30,000 Saturns is tikely long gone by now, but Sona expects 600,000







Ultra 64 Due

Nintendo put a positive spin on its appoundement a few days once software. There wasn't arrything new from the Dream Teamers. but Lucas Arts signed on with a new Star Wars series in the works fall, but instead would be available in April 1996. According to

Nintendo, the hardware is ready and Silicon Graphics confirmed Even as Seca and Sony prepped for their upcoming head-tothat the chip set is complete. The deby is to give Mintendo's head. Nothingto kept the pressure on by answering the Ultra's 64-Dream Team of NU 64 developers plenty of time to build killer dollar question with the promesed pince tag. \$2491













Annast 1995

SPECIAL REPORT

PlayStation Powers Up

The Saturn may be the first new 32-bit system out of the gate, but the PlayStation won't be far behind. At E3. Sony Computer Entertainment (SCE) announced that the PlayStation would go on sale on Section her 9 for \$299. Some normixed 20 rames at bunch with 50 more due by Christmas. No pack-in game was announced (numors out Ridge Raper on the inside track), but the insider's line was that there would be none at the system's bunch. SCE Arrenca also announced 67 new licensees (bringing its total up to 160 game developers). No surprise that PlayStation games in development were everywhere on the E3 show floor, and SCE had 50. demo stations in its booth.



Warhawk



bugging about as wild ride. The arcade-style air-to-air and airto-oround fighting will take nisce in a 360-degree erveronment, that is, you'll be able to fly anywhere, any time. The Warhawk is a high-tech chooyou'll fly via multiple camera cause the enemy has arm-aircraft weenings everwhere









WipeOut's game designers love Ridge Racer, so they tried to do their favorite auto racer one better. The arromation here will non at 30 frames per second. That's plenty fast, and the driving perspec-





ESPN Extreme Games









ESPN Extreme will present a unique racing challenge. Players will compete using in-line states, mountain bikes, stateboards, and street luge on six freacherous courses. Two players can race headto-head via a split-screen mode, in fact, a third-party company at the show had the PlayStation booked to skateboard controllers so you could "ride" through the rame.

ELECTRONIC ENTERTAINMENT EXPO

Night Warriors: Darkstalkers' Revenue

This frightening fighter will be a direct port of the arcade name. which was the secuel to Capcom's Darkstalkers. One or two plavers will on head-to-head as any of ten monster warrors or four playship hass creatures. All the super-special increas, the Auth Guard feature. and the Chain Combos are intact from the arcade version.





Mortal Kombat 3 MK 3 looked awasome and



played pretty well for a game in coment. It will be an exact scryption system that unlocks new fighters and the

artists. Thanks to the

PhyStation's buttonnch controller, you'll

Tekken

ni emeg gritfigit nogylog GamaPro before. Expect to see if again! The American Station version, which has ten more Solders (for 18 total) version. Tekken is also the first home game powered by Namon's System 11 Play-

More PlayStation Showstoppers

Ready to Launch! Here are some of the PlayStation games scheduled to be available at the

system's September launch as of E². Some see ports of the Japanese var Assesse Plaga (Programs) Tank combet à la Tron, éta moves

Kitesh The DSA Imperative (SQD) First person shooter was The Sistoff



SPECIAL REPORT

3DO: M2's Promise

The 300 booth featured 54 game stations, but everybody wanted to know about the 64-bit M2 upgrade that 300 announced prior to



the show (see "The Cutting Edge," July), Panasonic only announced "support" for the technol-cov. Goldstar (now LG Electronics) antod up some cool-looking mock-ups of an M2 and a 3DO portable. LG also announced ten of its own software titles slated for '95. The M2 bests all the next-peneration hardware on paper, but whether or not it shows in 195 is still anybody's ouess. At least the regular system will have plenty of new games - 190 and counting.





the arcade game. Seven ages.

and dinosaurs will perform orehistoric purishment on each

Primal's coming to every game. system there is, and the 300 version will be a direct port of

animation. The ferocuous Softeen retain all their openal special moves. You'll even get the little cave people, who'll





botomo and weaviso. You'll play a futurist cop with a beliconter pack strapped to his back. This CO enables you to fly 360 degrees in a deadly 30 world as you track down a high-tech street gang.

There will be only four areas, but they're massive and murdemus

other in Itelike stop-motion By LC Elect



game an unusual shooter



More 3DO Showstoppers Alton coping tall agend about with policy names on the Owek 2 (Non-1909) Septing, committy represents a new committee and process. londer Schoolse Schoolse December A mark describes obscore & in Total Regions Produced The People's Grow Shaw (State 1901) When while TV doors show

ELECTRONIC ENTERTAINMENT EXPO

Super NES's Strategy Many come companies were

predicting that 1995 would be the last great year for 16-bit. games For example Capcom. has no SNES carts for '95 Bu pushing the Ultra 64's debut to next spring, however, Nintendo can now focus on the SNES.

Nintendo has awesome development capabithes (perticularly after purchasing major interest in Rare), and it has the

looked great. Other major developers, such as Accisim. Square Soft, and Withams full speed ahead on SNES carts...for 1995 and early 1996 at least That means SNES players can expect fewer carts but higher-quality games.







Earthworm Jim 2

The worm warner returns! Earthworm Jim 2 will be a 24-men, oneplayer sequel. The evel Psycrow's wicked plans will dump Jim into a load of penious challenges from bombing runs over hostile alien fortifications to storming the fearsome imports of an energy-sucking planet. This time he'll wield five new guns and a few snotty doms, such as the Snott Swing and the Snott Parachute





Doom Doorn looked just about as

good as .. well Doom! You'll gurfight with weird Marten monstrosites on their home turf, a 22-level mazelike forfress. Powerer version will scream along. In the E3 demo. the first-person visuals moved or inthy and the graphics looked bythful to all the other versions - right down to the cigseup posekzation of the motisters





Castlevania: Dracula X

Drac's back! Castlevenie fans have been slavering for a seque to that action/adventure classic sion of the TurboDuo game from Japan with rare levels of base-chilling vampers hunting

as well as two-player action This version should feature a great challenge; bowsyer, it's too had bit came. Castlevensa: The Bloodletting





More SNES Showstoppers and and Price & Company I Build your own advanture time "Report Reports Florida").

Obvious Trigger (Square Soft) A 32 cres blass and the real Frank Thorses "Big Hart" Beneful.

Seegos/se (Claraty) Grant programs from Autge Drede (Applains) Actor/advertion The Mask (TeXt) Stort and record was

Primal Rage (Time Warred The prent)



SPECIAL REPORT

To Serve the Genesis busing decision any easier. Fany

Sens made no hones about the fact that the Saturn is 4s systern of the future. Seca was also muck to point out, howeveer, that it hasn't lost sucht of the 15 million Genesis owners. spread across the U.S. Sega. ed for arrival from E3 to the end of December with more coming from its licensees. As with

the SNES, however, 16-bit de-

velopment is narrowing down as companies focus their efforts on the new technology. Additionally, Sena isn't planning to make your system

next year look for the Neptune. a Genesis/32X hybrid unit, and the Normad, a 16-bit Genesis portable to use the 32X Seca

Garfield: Caught in the Act

cartocry cat with an attitude, but the gooty faline was looking fairly Garfield will channelsurf into a loony latemoht TV dimension. The platform-style cameolay will put him into familiar TV envi

to face bizarre beasts and cat scratching obstacles





VectorMan

in a futuristic Earth runned by toxic waste a mechanized "orbot that usually works to vilatrebicos tendo becomes a nuclear weapon ready to destroy it. VectorMan.

tech weapons, will save the day. This action/adventure blactiest

will cover 13 levels of mechanical enemies and robotraes.

Congo

Based on the basscreen flick and Michael Crichton's novel of the same name. Conpo will be with action stance. You'll explore the ruurs of a strange supple circleption as weird apelike beasts called



"Greys" try to bash your brains out. You'll also have to take on other challenges, such as over ratting.





ELECTRONIC ENTERTAINMENT EXPO

The New Neo-Geo!

SNK made a strong but for the 'arcade in your home" title with the debut of its stand-alone Neo+Geo CD for around \$500 The compaling selling point fibrary, which will be ported into CD format along with any new NaneGen names angearing in the arcades. SNK promised to ship 70 CDs that will cost between \$39 and \$79 at the system's launch SNK America

will address a major sticking point with Japanese and Euro-



installing double-speed drives Samurai Shodown II

Here's the classic based on a classic. The game will be a regrly meant port of the accade version. though sharp-eyed players may notice a few missing frames of aramation. Steeleng of "sharp." the weapons tighting features an impressive amonal of unusual bladed gear with locks and nunches, too, Yes,

ters will be here. By SNK





Fatal Fury Special

Facal Fury and Fatal ready cummeled this came in the arcades. but now they may be able to afford a copy of fighters who face each other in Fatal one-onusual FF multing com-

marry a Fury fan.



The King of Fighters '94

Nec-Geo arcade fans will get a out of this funcus fighter, which stars the best three browlers. from four separate games: Art of Flatring, Fatal Fury, Isari Warnors, and Athena. You control a fighting team that must tace eight other teams. You can also side-step attacks by moving into



More Neo Geo Showstoppers

2000 Super Besedall - Publish because I have can be a blast - therapy Art of Fighting - Demember the big characters in this fighter? Secretary there 1 - Some consider this came more existing than the real flying

League Smelling - A good howing game (the only booking partie)

Wood Horose 2 - Raturn to fork in the Arens of Ages





SPECIAL REPORT

Jaguar on the Prowl garme legisks, so arceigus, lan

The Jacuar, which laws claim to the title "first 64-he virten game." system," can now add the "least-expensive 64-bit systern" to its trooky shelf. Atan. announced a new \$159 proce tag for the Jag, and it also promised that the Japuar came library would be up to 100 titles by year's end. The Atan

owners should keep an eye out Atari also showed the Januar VR headset, which is based on the Virtuality writialreality game system. More down to earth, however, were the Jac Link, Jac-to-Jac conwhich enables four players to connect to a Jag







through movies, a TV show.

Highlander Highlander's chopped its way

BattleSphere

Stealing a plot idea from an ancient Star Trek episode. Battle-Sphern is a spaceship shooter where seven extraterrestral racers engage in an all-out fight to determine who will control the galaxy. Four gameplay modes will include first-person, cockpit-view dogfights and a Missile Command-style shoot-em-up. Multiplayer capabilities will feature four-player links and two-player popperatwo priot/gunter spaceship control







and an animated series. It also looks like it could be a slick interactive action game for the Iono-awaited Jacuar CD. Polysearch for your eternal foes. Then it will be up to you to keep your head by using your swordswinging skills





Rayman

may seem like an old friend by now. Well, he's getting closer platform game featured sharp graphics with orse animation he B-man lives in a fantasy must restore peace to his world by defeating the evil Mr Black and retrieving the Great





More Jaguar Showstoppers The Capturing Asset I'm combat for the Asset Co.



ELECTRONIC ENTERTAINMENT EXPO

32X-Pectations

32X as an inexpensive appraide for 16-bit owners crawing 32-bit gameplay. Forly gathes are due from Sega and its licensees through the Christmas season. 1996 is the year to judge the 32X state and Segal's long-term commitment to the system.





The Sarum was set up to steal major CD thanker from the Sega CD. In particular, it's a not-se-bough decision for thridparty game maiser that must choose between creating quares for a peripheral divice or a not-generation game sysfem. The Sega CD has seen better days, even though these will be some very good – if very few – games for the system the event.





Sega CD Showstoppers store and shall play learns and flam has dade to flame, and flam has dade for flame and shall play learns and flam has dade to flame, and flame has been described to flame for the flame and reaches without flame flame flame flame flame and flame and flame fla



SPECIAL REPORT

Virtual Boy: Something **Entirely Different** The Virtual Boy represents such touch call for any cost-con-

unusual technology that almost on one can actually show you a real screen outside the actual name-system desolar. The device tooks absolutely clunky on the outside, but stick your face into it, and you enter a truly not only is it rearly impossible to print an actual game screen. the unit will cost \$179 with names priced at around \$40 a. non Horrom PlauStation Sat um, Utra 64, Wrtual Boy, It's a scious consumer. And rememher the monochome Game Boy is still going strong.



Virtual Boy Showscoppers

General Dishall demanded Fast policy a SD processors with the Soleta



CD-i Do or Die?

Push is comise to show for the CD-i. It's to Philips' credit that the CD-i is maintaining its Allies ABV (Philos) This industriary to an older planed features rendered prophecy presence as a game machine. talement software, but nextpeneration CD machines have finally arrived to muscle in on CD-i's come furf. There were no plans for a new machine or

What's a powerful international Philips is publishing PC games







CD-i Showstoppers

ELECTRONIC ENTERTAINMENT EXPO

Game Boy's Game

Game Boy owners coast million with 17 million Add to those Nintendo you can probably puess why the Big N was

Instruct was the high-profile GB cart



it's serious when it's porting Ultra 64 games to Game Boy: Killer

Game Gear Geared Up For full-color gaming on the gg.

2040. The Game Gear is a great the Game Gear romains the lettle portable system... but that only er name in town As

color TV tuner still sounds blos a preat purchase

with other systems this year, the Game Gear will but the quality of the ners such as The Arbentures of Batman

Rage, Return of the Jedi, and Phantorn









SPECIAL REPORT

PC

This past year everybody began to go PC, and it looks like the PC CD will be a hot electronic-gaming platform through 1995. At E3. former video-games-only companies like Acclaim, Capcom, Digital Pictures, and Crystal Dynamics were talking up PC CD games Of course the big knock on the system is that without dedicated graphics processors, you can't really play a good fighter or any other type of intense arcade-style game. Watch out for those PC whizzes! Strategy, RPG, and interactive advertures will remain the best games to play on a PC, but demands from hardcore gamers will make PC game designers push the hardware for finger-pumpno action

FX Fighter



y GTE Anterects







Command & Conquer



bat strategy game in which you use a multipute of cornector views to position land, sea, and air forces in a race to secure a rare mineral. As a member of either the Brotherhood of Not or the Global Defense Institutive. you'll try to complete a variety of missigns in order to to the world economic balance... before you're destroyed





Agile Warrior: F-111X







part of an eith covert squadron attempting to uncover a drug consperacy that may involve the President. You'll be able to Py ten. resources as either a relation a weapons officer, Players will maneuver with first-person and cutside-the-sinorall perspectives

> pround assaults, dogights, specialized surpl cal strikes, and straight, or you may end up a prisoner of war



ELECTRONIC ENTERTAINMENT EXPO

The Need for Speed Road & Track is set to hono white-knuckled racen from the 3DO

to the PC. You'll be able to drive eight exotic sports cars: a Lamborohini Diablo VT, Ferrari 512TR, Dodge Viger RT/10, Porsche 911, Acura NSX, Manta RX-7, Toyota Supra Turbo, and, of course, Cherry Corvette ZR-1. Three driving views and six replan views capture the driving action







The Netherworlds





High Octane On the bleak, dangerous streets of the 21st century, you'll engage

in the bloody business of unsanctioned, lawless hover-car racing In this arcade-style driving combat game you'll tear through crises waste ands, and deserts in six vehicles. Of course, your arsenal will be mightly, but you're going to need all that firegower just to back out of your parking space















ROAST A FEW WEENIES TONIGHT.

SO, HOW DO YOU LIKE YOUR OPPONENT? WELL DONE? LIGHTLY CHARRED? EXTRA-CRISPY? WELL, BEFORE YOU ROAST 'EH, YOU GOTTA GET TO BLOCKBUSTER WE'VE GOT MORE COPIES OF THE BEST GAMES AROUND COME ON IN GET THE SAMES AND START COOKIN!



BEHIND THE FORCE.

Just as the Saturn makes its way into your homes, it's found a home in GameProl Check out these previews and the new Saturn section in ProReyleus.

By The Unknown Gomer

Virtua Fighter 2

VF 2 looks incredible! Choose players battle in head-to-head clude beautiful texture-mapped









Virtua Gon

An accurate replica of the comop game, Virtua Cop is a firstto give the game a realistic 3D





Black Fire's a fight-sam-style takes place across 15 levels of







Ghen War turn a deadly host of elem

As a member of a five-person combat team armed with a revolutionary hypersuit capasuper speed, you must hattle your way across the solar person shooting action. Up to four players begin combation

interstellar scenery. By Soga Available Minter 185







action takes place far in the

harde of monsters in this meze crawling and shooting

future and pams with beautifully detailed 3D graphics and cool music and sound effects heighten the pulse-pounding





Blazing Dragons

graphical misadventure is a ated by Terry Jones, an















And More to Come.













Saturn

Slap Panzer Drappon into your Saturn, lean back in your chair, and prepare to erroy an amazing cinematic intro sequence. Once the story of the blue dragon has cantivated you, you'll be aching to get your finger on the trigger and fly into battle - and when you do, you'll be challenged. summised, and amazed, but never, ever bored. For the Sacurn launch. Sega needed a

taste of what the new system can do. With Panzer Dragoon, you have that and more.

Magic Dragon When the rider of the Nue dragon is fatally marred, you mind-meld with him and become the new Sky Rider. To stop the Imperals, you must nde the blue drappe into hattle to destroy the Tower and the dangerous Dark Dragon.

(eacht in the Hard mode) of shooting action, different than any other you've expenenced to date. Each episode takes place in different terrain, including caverns, jungles.





of first target the on ove, but he core to d ers. When the cra to Insuch in the air am is fire, target the onco rockets, then focus again

water worlds, ancient ruins, and mines. You fight white assnute the dragon. The first-person years adjusts to close, medium, and long range so you can always. Quick button taps also shift your view to cover the right

as well as behind him. Making use of the views plays an essential part in your strategy.

Target Practice

The Sky Rider's weaponry consists of a laser oun and a horning laser (numor has it that a secret code exists for other weapons). Button taps fire the laser our, which targets onemies via a velow square. The horning laser is easier to target: You just hold any fire but-

eight moving targets at once. the view is easy, though it takes a lettle in-flight training to effectively get the hang of turning, finns, and ssew shiftmies who repeatedly dart in front of and behind you. The



EPISODE 1 CONFLETER



the yellow targeting square, which is often difficult to see against the background, making it tough to precisely aim Have Branon. II Travel

Each episode delivers straight orward action. The dragon's

> ed to target sloce he's so far y. Tag this strapper with the



course is preset, so you don't quide him, you merely control hands are full, however, trying to target and destroy the hordes of enamies. Each episode end with a battle to the death

against a treacherous boss. The blue dragon lives or dies on a straight damage custerro no power-ups, no extra lives, no nothing! The various play modes offer varying numbers of continues, and you can earn extras, but there are no real tricks here. Panzer Dragoon is a straight on fight to the firish. Keep an eye out. however, for hidden secrets -Sega promises that lots are

tucked away in this game.

auty and a Boast Graphically, Panzer Dragoon is a masterpiece. From the stunning cinematics to the gorgeous background scenery to the inthe and beautiful movements of the dragon, you'll see exactly what the new system has to offer. Awesome effects like Episode 4's stomarhichum ing mire chase are just what vou've been waiting for. Reautiful CD-quality music and sound

effects perfect the package. Take a look at Panzer Dragoon - and remember that it always takes developers some time to figure out how to program for new game systems. Hopefully, this game's a killer sign of what's to come for the Saturn, it looks great, sounds great, and plays like a drapon's dream.







PRUNEVIE Saturn By Scary Larry Sega made a smart

move by packing in

Virtua Fighter with the Saturn This polycop based fortone game is stellar when compared to 16-bit fighters, but. it doesn't fare as well against other next-pen fighters like Tekken and Toh Shin Den for the PlayStation

Virtua Reality

The eight fighters on your roster range from a brawling Rastafarian (leffox) to a man trail-arts cook (Lau). The cor trol is so simple that players of all levels will be able to master them. Rapid combinations of the three buttons (Punch, Kick, and Defense) compose the rudimentary combo system. Each fighter has their own special moves

TIP: Hever let an opp

of, and in the case of Jeffry



round, you have to kick butt fast...or get your butt kicked fast. Also, if you're knocked our





CAMIPAS .

in timing before you unleash

your fury. This translates into lots of wait-and see who getsp first fighting.

Polygon Want a (Back) Cracker? the art when this game was

ago. Other fighters - notably Tekken and Toh Shin Dennow make better use of the era angles and quickly moving



near the edge of the rin off will taxable over you and into a Ring Out situation. Annest 1995

in this CD real eye-openers The music and sound effects are also topnotch. Pound Ing. distinctive scenario music is complemented by Japanese expressions. If you know what "Gryss" or "Shugyoga" mean. then you'll get even more enclear sound and music.

sprites to make the graphi

The Right Flg

Virtua Fighter shouldn't be the only mason you have a Saturn but it's a damn good one. Although basic in scope, it pro good learning tool for beginning fighters. Expenenced brawlers will also find the ing but not impossible.

Virtua Fighter 2, an awasome 100 percent improvement over

this game that should be released for the Saturn around Christmas, You'll find it's virtu ally impossible to gut these notygon numbers down [7]

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Sept "CONDSS" regimed. Sept and Denetic are dodorn found Sept Characters and and implement of SECA CHARAST. All rights reviewed.

Saturn

the Saturn, Daytona USA's nerve sanaling racing action shows off the Saturn's power

You'll miss some of the arcade trangings, but the gorpeous graphics and taut gameplay. will leave tire tracks across

By Air Headrin

Peelina Out Daytona makes an impressive

a strong set of features. Race in Arrade mode, which exactly duplicates the gameplay and two-car selection of the



IP: Stay Bold on an oppo ofore you enter a favo or pass there shades the fare

two more cars, grying www.Hu.coem to learn 444 the traces. "The same three tough tracks tastween driving skills, but Merce

course by converting

tion, you can tackle the track any way you like. The controls respond beautifully, proas a joypad reasonably could. Arcade pros will really miss. the steering wheel, stick shift,

DAYTONA USA





the effraction of the skid.

Corpeous texture-mapped car racing. Your front end even crumples after you wreck, and other excellent details - clouds reflected in your car's wind-

ics aren't flawless, though: lagged sawtooth edges outline



each shape, nightly deviating from the gathe's realism. The sound has its own problems. The maring engines and shneking tires elegate your pulse, but the cheesy loange

Daytona pales in comparison with Ridge Racer for the features, gameplay, and graph ics. When Skine Racer arrivos in the U.S. this fail, the two rac sprint to the finish.

Regardless, Daytona's Interse gameplay and breathtaking graphics will exhibitate justable difficulty, these tracks will challenge you for a season or two. 🖸





Saturn



of available titles, from racing

perfect, but it offers a glimpse

Borrowing a page from the

objects have actual edges and





lind on. The easy gameplay, in-



comers that you feel you

very small. Despite incredibly clear, realistic practics, the

whelmed in the surroundings at times - especially with Inc. ers of multiscrolling in the Armed with a large skele

perpuchau has a tendency to cliffs is also problematic





front of It to enter a secret to

replay value is lost on expenerced platform gamers. None theless, it's a great showcase for the main Saturn features. that will soon be gracing the video screen, III



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Players Guide.

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Ry Air Repoints

NBA lam Tournament Edition dans into the 32X end of the court to plant some sloppy rough edges, Jam's classic run-n-oun gameolay

Fancy Moves

teams and a Rockes team. with three players each. A



PRESS B. P. C TO SWO!







Rejected

This time, the best of the WWF brawlers meet on the 32X. Although some minor improve

ments have been made, this version is identical to the Genesis cart

Raw Deal

With the advanced power of the 32X, it's understandable that 32X owners should be given a much enhanced shot at Mostlemania What's not so understandable is why this ver-



version of the previous titles. ber of wrestlers, the same mega moves, and the same

bauc gameplay. Westing options include Tag Team, Oneon-One or a no-holds-barred. involving all the wrestlers. But if you've played it all before.

and duck, the sontes still reabout the same as the Cenesis again, it's not like wrestling fans empy the opera anyway. especially when you're playing the tough computer A.l. Grap-



pling and mega moves require patience and practice.

The Throng Remains The Sa With no real improvements, this version of WWF Raw seems a little useless. If you're a 32X

're down on the o owner who's never played, get

THE ONE

















GREAT





FEATURES

















PHUMEVIE Sega CD

By Maker Miles

den ones), and three major play modes, including a Tourvariations. The main differgame you'll play eternally.

What's Upgraded Visually, some of the new

stages really shine: A storm slowly destroys Riptide's pirate

be dizzy and have 33 percent or

Sees CB Gares Profile sal Champior

The Horror. The Horror

various projectiles and dash erally strong. Most moves are

a nice alternative to the full-

to the cartridge version's. Vocal ing yells, have been slightly riffs and other rock inflections with a few symphonic pieces.

prevalent on Seoa CDs.

typical fireball motions for the ts fike Pax's Jet Knee S to set up opponents for a pro-SAMIPER . ASSESS 1885

stage. The cinematics, while

a decert combo system with

some air jupoles to belo maxi-

EC's real book is its opry stuff: Overfolls, Sudden Deaths, Vendettas, and Cinekills. The

Dren fodelle shows pps... was can't always execute the specal moves at will; some require

EINISHING MOVES Gore-glore:

sort of, Monro's the Alleban stok?

final round. These finishes drop) to humorous (Shadow's Godzilla stomo) to nasty (Riptide's books. While they don't





ters are also furking in the pain provide a horrific ejement

EC Rider

With all that's packed into EC. players will probably be hunting a long time to find everyto the next level FC has merely taken us to a different part of the same one



111111111 Sega CD

This game isn't for everybody. You'd better like Penn & Teller's wisethese two discs. Second, you'd better have natience because there's not much action in P&T's weird world. There's him comedy and irreverent magazfor the thinking gamer, but letie for action fans. If all this

Makin' Manie Smoke and Mirrors is actually six disparate entertainments with P&T's unique spin. These two TV and stage stars offer something for almost everyone: a side-scrolling strategy game, a tedious driving sum

sounds aggealing, then Smoke

and Mirrors will work its magic



fee net overwhim from



that rewards eight hours of 45mph straight ahead driving with one point, two psychic tricks you play on your friends. and two shooters with jokey payoffs. Some of it's incredibly boring; some of it has one-

time appeal; some of it's heartous. It's a lot like life. The game has a unique interface, if you're the owner. you pull up the secret Owner Menu to learn how to set up. your friends. If you're the stopge being set up, the Sucker Menu eases you into the mirks

until the joke is sprung. The lengthy set-ups and varied gameplay make the controis immensely complicated: they require patience to handie efficiently. Once they're learned, you can achieve a remarkable variety of effects you can even work it so you can switch controllers with

he gets sus

DICHOUS



ing what you're do

but it doesn't vary much. The side-scrolling game, bus sim, and shooters look standard at best Obough P&T's distinctive wales are

captured perfectly). Where this game soars is in the sounds. Everything's sharp with clear voices, appropriately thematic music.



love 'ees. You can't perform a

and clever sound effects

pulling you into the tricks.

Comic Relief As hard as it is to categorize, and as hard as it is to master. Smoke and Mirrors is easy to laugh with. The trick is being able to stay with its complicated gameplay long enough to see everything up Penn &



In the Darkest Hour, Hope Springs Eternal.

The incredible sequel to the best-selling SEGA-CD" RPG of all time is coming to your SEGA-CD" this

Over on Hour of Syntem Di



















By Scary Lavry

Batman and Robin have found new life thanks to TV's Batman: The Animated Series Now they're starring in their own Genesis video game, but unfortunately, it doesn't live up to the excitement of the TV show

This is Sega's second shot at making the Caped Crusader a visible video game hero.

Unfortunately, this Batman and Robin is a standard side. scrolling platform game with great backgrounds from the show but mediocre action. You play as Batman or



P: Shoot these ar ne while they're std ss the screen. They spi of they explude, ext destructive runne.

The Advertures of Batman and Robin

Animation tass who theffied to the stre forward style of the Fex nd perios will no doubt trees and Rebie, But ern purists, bowarel Thi se is harder then the Rat-

lie's fenders.



he Mad Hatter and Two-Face Each villain wants a piece of

of pointy ears and his menubescent pal. At the end of each tedious level, you confront a boss, but once you learn their patterned



ROTEP: Heading on to ladges to hen qu queel. Avent Fresh his wait for anomies to come to you attacks, they're easy to defeat

Cetting to the bosses, however, takes natience because of the sheer number of enemies you encounter. Each level is chock full of bat-busting bad curvs, from dynamitethrowing mobsters to exploding toy clowns. You'll see more bad guys here than at



ge, stay close to the gre d siliates as you nail to They give an procious bearts. won't be long before you're headed to the bat cemetery. The fighting is made more difficult by the unresponsive controls. Jumping and hang ing from ledges is tricky and not very productive

What are your weapons? Good old last nunches and kicks, along with a vanety of Bataranos that you collect. Unfortunately, the Bataranos work on a charge system, and while you're charging them, you're susceptible to damage

oly Smusshed

The graphics aren't livin' large. The Dynamic Duo never looked so...helpless! The backgrounds are straight from the show, but the enemies are word variations of the show's villains. Even the Mad Hatter looks badly illustrated. The other graphics, including the explosions, are eerly reminiscent of Contra: Hard Corns.

The music and sound of fects are equally disappointing Repetitive techno disco fills the scenes, and the punches and



kicks sound like snare drums The trademark Bannan theme music is nowhere to be found Batman Forever?

The Adventures of Batman and Robin on the Cenesis just doesn't give you the special superhero rush that it should. Larger than life comic book heroes deserve larger-than-life treatment, Batman and Robin should have chilled in the





Go crazy (Choose from regulation stam-dunkin' action or turn up the Wacky Meter for pie-in-your-face jammin' in Looney Tunes B-Ball! Haunted Holiday pits the world's most popular pig against ghosts, monsters and meanies in six shuddery worlds! Race around the globe with Speedy Gonzales, the fastest mouse in all of Mexico, in Las Gatos Bandidos! The Looney Tunes characters come alive!













By Attomic Dawy

The Phantom has been a comic stop hero for decades. Now he's called upon to save the world's last surviving black panther...and foil a plot to rule the world. In the process, he also saves the day for actionstarved Genesis players.

Phantom's Punch if you hunger for a 16-bit chal-

lenge, Phantom 2040 is a feast made even more satisfying by lengthy replay value The game is organized into seven nonlinear chanters with 60 stages and 20 endings.

The Phantom himself sports a healthy replayability factor. Weapons masters will have a field day. The Phantom's inven



loods to a elifferent story tine. tory screen holds 19 weapons and power-up items, and you can arm both hands.

A Biot Riot

bosses, but they don't vex you Evil is out in force, primarily in as much as the regular troops. the form of pugnacious Phan-When the poing gets really tom-nursuing cybons called touch, you can sometimes get Biots. You must punch or blast going with vehicular Bioticide. through the challenging Bot Weird craft like the Phartom hordes, whose weapons track Walker spice up the action. you everywhere. You also run The crisp controls generally up against feisty mechanical save your numble behind with

ok story some aplomb. The Inductance Rope,

which you shoot to stick to almost any surface, enables the P-man to do some mean climbing and swinging.

See No Evil. Hear No Full

Pharnom's graphics are typical side-scrolling stuff, but they're solidly crafted. The sortes are sharp, and the animation moves them like wild. The dark, urban backgrounds create a surreal atmosphere.

The sounds are a real jungle boogle. The effects are menimal but high volume, and the music rocks big time.

With the time between new Genesis games growing strad ly orner, a solid action/adventure cart like Phantom 2040 is a sight for some eyes and a great workout for idle hands Co rumble in the jurgle with

The Chost Who Walks " GP: Swing and kick to bust



Combs Zone tries to do what no name has really done successfully to date: Canture the authentic look and feel of a comic book and make it come alive in a game

Despine gorgeous graphics and a dever page by-page layout, the game's erratic controis and repetitive gameplay hold it back

Page Turner

You're Sketch Turner, a comic-

strip artist. When Mortus, a comic villain, warps from your strip into the real world, vou're warned into the Comix Zone To stay alive, you must manewer through the comic strip's soc pages.



mix Zone you want to leve for its vetton and cleve

y and problematic con a this one anything

Each Comix Zone page is laid out as a series of panels just like a real comic. To complete a page. Sketch must fight

his way from panel to panel The challenge in each panel is to bust up enemy gangs, solve simple puzzles, or sometimes to accomplish both.

Comix Combat The combat in each panel is basically hand-to-hand, beatem-un style. Sketch has a





Although world confront guite a few kinds of enemies. the battles grow annoyingly repetitive all too guickly. And the nuzzles are limited to simple problems such as flip ning the correct lever to open

Comix Zone's rock-n-roll soundtrack is cool, but the









Sketch gets erased via a simple damage system. He can pick up several powerups, including one that summons his trusty rat nal. Roadkill, who gets him out of several jams. Prepare to die and die and die - often unpredictably from hidden mines and the like



CAMEPAG . Accest 1005

game's graphics are really in another zone. The page-bypage level design is a bonade visual innovation that looks great with gorgeous background graphics in each



n you reach this of rer the arrows until the olet at the cooler blue live panel. Slick-looking enemies

and obstacles give the game an authentic romin-book look Panel Discussion

Zone for its original elements. but after a few namels, the honeymoon's over. Although the game gets a thumbs-up

You really want to love Comp for its dever format, the dewigners need to go back to the drawing board to work out better controls and add variety to the gameplay,

NO PAIN

NO GAIN

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y Captain Soulder cometh, U.S. Cold has smoothly ported over 1994's SNES version of the game, making Indiana lones" Greatest Adventures a welcome addition to the shrinking

list of new Genesis games. Screen Scene if you know the SNES game down to every crawly spider Greatest Adventures follows





the plots of the three Indiana Jones films, taking you from the boulder chase of Routers to the Holy Grall in Lost Cru sode. In between are assorted run-n-oun adventures with three fast-pared behand the vehicle steering levels added

for diversity. While not revolu-Indiana Josep' Createst Advanta-

JONES GREATEST ADVENTURES

By Scary Larry Cenesis owners haven't been left ou of the pond by TeHO, which is realing in devoted fishermen with Bass Masters Classic.

Unfortunately few others will play to the firesh The Reel World The action gets fishy in BMC

for the Genesis. Basically, you must weigh in more bass than PROTIP: Goo't cost out too for.

The ardusus strangie to bring in the fish will some your line. SNES version had. You also get a practice good and a full rundown on the day's catches from other anglers. The graphics and sound

are as murky as a Louisiana pond. You'll see a lot of water.



tamly never boring The game's sharp controls make littly an easy hero to

like. He cracks the whip, fires. a pestol, tosses oresades, and throws punches with precision and power Add in his various driving and flying abilities, and Createst Adventures is almost a showcase for the Genesis controller

Raiders of a Lost Art to the General. The graphets are identical to what you saw on the SNES: colorful, diverse backgrounds, preport detail els. Unfortunately, the sounds aren't of the same caliber. The familiar music is thin, and the voices are more muffled. Indvs followers probably

won't mind the name's few flaws. This is a game that fans want to like, and they undoubtedy will it runt a hard name. nor is it a 16-bit breakthrough. but it is entertaining. Visit Indiand for a fun vacation

is a helpful bait shop, where you learn about rods reets. lures, and boat engines. You can also purchase Fish Find ers, electronic tracking devices that help you find your bass from a hole in the oround. You can nick from a larger

selection of anglers than the half shop games no matter how fishy it sounds. Much of the eformation is useful.

DOTTO Watch out for other

messential fish. You don't get

both deep and shallow the difference is noted with an abrupt color change. The sound is stripped down to hubbles and the noise made when you're casting your reel. Cone is the familiar click of the line drawing in

As for control, real fishing is easier than this. The fish Finder is inaccurate, the cast ing can be ridiculously offcourse, and there are long

borng stretches while you wait for bass to come around. Vaura Snaum

With so few enhancements. Rass Masters Classic is no classic at all, but more a bottomdwelling mud-sucker for all but the most hardcore fisherfolk. You'll find more exciting fish fun at a seafood restaurant. I

DAMFFER . Asset 1885



2:011371

Super NES

By Andromeda Thanks to their year's Power Rangers SNES game is an improvement over the first with better graphics. the updated Power Rangers. two player simultaneous flohting, and the theme from this

summer's Power Rangers flick. Ranger Dangers

As in the movie, the Rangers are trying to track down Non-Onze and destroy him and his deadly fortress. The seven stages of side scrolling backn-slash, beat-em-up action include romos through city streets, a battle on top of an airfield, and even some snow-

hoardin' action Fans will note that the Ranger configuration this time around includes the Blue, Yellow, Red. Pink, Black, and White Rangers (no more Creen Ranger). Players can choose to play as any Ranger, and they can swap Rangers with each new stage or continue. Each

rty Morphin' Power rs: The Movie

Get ready to "Se, G nest action, this sequent's party or familia fame and a fun onco-

gh for other garners.

Ranger has a simple repertoire of moves - they can punch and kick from standing, crossching, and jumping positionsand their own signature move. The moves are simple to eve cute, and the controls are easy enough for even the youngest Power Ranger fans.

Go. Go. Power

Large, classy Ranger sprites. ample Puttys, and other as-

sorted Ranger enemies (like Mirror Maniac) are nicely complemented with visuals like a snazzy morphin' zap that uses the real Rangers' digitized images. The action in most stages

happens on two planes, and the Ranger hops back and forth wa the right and left triggers.

This effect adds depth to what would otherwise be pretty two dimensional backgrounds. The sounds are tinny, but you get the trademark theme music and a nice assortment of explosive sound effects. Not

that exciting but fans of the show wouldn't have it any other way

The gameolay is slightly tougher in this game, but it's still easy enough for the Rangers' main audience to handle A Hard mode makes this game a decent romp for intermediate gamers, but the game's most fun as a two-niaver simultaneous battle

All in all. Power Rangers gets the thumbs up: great icense, good gamenlay, and a little something to please everyone. Power up!



r is about to die, bit Start





The Movie





s, you kose a life, A









Comes With More Rude Smells Than The Ol' Pull My Finger Joke.



seen or smelled a Role-Playing Game fike thys! . Shortly after

the government tries to cover up a sudden outhreak of criminal

behavior all over the world, a "horrific meteor shower" and hordes of

recking belching monsters turn up . You'll travel to different towns. across new worlds, and through time to face Giveas, the evil time-traveling alien who is to

blame for all the mess Each EarthBound Game Pak comes with a free 128-page Player's

Guide lozded with info about where the best grub is, who to hang with, and what you

need to avoid. Keep it nearby though, because

the lowdown on all those henous monsters will come in quite handy If they get too close, open a window fast, because some of 'em are more than ripe. . But the adventure doesn't start until you do.



an EarthBound Game Pak.

It's the first Role-Playing Game that stinks.

Nintende

Grab some air freshener

and start sniffing around for

Super NES By Major Mike

The Super NES is alive and well, and what better game to remind us of that than Super Turncan 2, the sequel to one of the sys-

tem's most underrated games, Kitchen Sink Included Super Turrican 2 comes out with both barrels blazing and





er MES Garne Profile

the errologe with its net. Factor your neet proh a coefe

doesn't let up for a moment. This cart has everything excellent explosions, quantic bosses, multiple weapons, stunning visuals, and flaw less controls

The battlefields depict various settings: Whether you're fighting on a bombed out high-rise or a pirate spaceship, side-scrolling shoot-emup fans will find elenty of challenges against an army of foes. Driving and shooting sequences add further diversity: One of the shooter scenarios bears a striking resemblance to Axelay, as you fly

cours a freey planet. Veteran Turrican players will also find a new piece of hardware - the grapping book that lets you grab geto low ceilings and scale walls. And you can net hard-to-

reach items Turncan's control is flaw loss, and you can also configure the buttons. You'll want to configure your too two but

tons for the grapping! and freeze beant in seve stances, you must scale buildings and the simultaneously: Mr. Turrican's

Wild Ride Turnican pulls out all the

stops, especially with respect to the graphics and sounds. Explosions, Mode 7 effects. and a barrage of sprites provide a colorful eveful. Some driving sequences - like the water spiral sequence almost induce motion sirkness. Fine details, such as the spent shells that non out of your weapon with each fired

round, are especially cool The symphonic overtures in the early stages sound more like Actiliaiser than a bistering shootout. The later stages set the musical mood with militaristic overtones and beautiful, subtle tunes in the





weapon discharges.

A Bit Too Far

Super Turrican 2 has been in the works for some time, and it's been worth every waiting moment. In an age filled with arcciety about system wars. Super Turncan 2 is one beck of a show, thanks to an entertaining little war of its own.



DAMPPER . Access 1885

"JUST MOWIN" DUDES DOWN



LIHAI

ORANGE MEANY WAXED ME"

An Experience from the REAL 3DO Zone", Lovie "The Worm", OH

"Orange Meany? I don't think so These bad boys are downight metal The choic took two to the chest, solid in holf and kept on rockin' What's a guy to do? I mean me're takin' thambs on fire. My heart's pounding, and I'm drippin' sweat. But I'm addicted I'm clearin' this beard 150 levels, monster times and screamin' paramids. I'm goin' full-tilt, loby! See up on the gold" 🐚







FOR SERIOUS GAMERS ONLY.

NEO-GEO CD



Don't Cross the Line Unless You're Serious.













this murky graphic eventure; the devel's minion alk the streets, and the law



cybersenk Striller will loove action gamers loss ton fulfilled. Advant ne for a hard-edged levertionion, however, won't find a ore intriguing story this side



the shots, they do of the talking.

PROTIP: Capt. Jersey sheds

of Rise of the Dragon are cer one Hell of a ride. 6

Virtuoso nom with a rock star? Yes, ut instead of Capademons. As a wrmpy wannabe rock ers by escaping into a vytupisalty world. Beyond your shotun you can find plasma bolts user bolts, and guided missies

Withinson's prophics are costs

isan, and forgettable, and the

usac tries hard for guise-

ounding metal maria. The

trar: Souvereen can be a real to in the ice. Blast there, then

ame's other sound effects cash

The one-button tring is no

agule - blastano energies is as garne's stropp point. Con-

plane the character is diffi-

at however when walking

Virtuoso tries hard, but the acrds single and the music is

ff-key. Being a rock star isn't.

goy. This game doesn't make

or most bilest morne course.

300

Rise of the Robots winus plaquing futuristic shots makes them believe they hould destroy the human race is the heroic Cyborg, you must one bettles to save humaniand.

300

By Tomany Glicie

Rise offers deceptively good vaphes - the rendered cinenounds do they best to gloss over the choppy gameplay anination and lack of moves. Like Good fighting games provide

he graphics, the music and ound effects in the ainemas re good quality but sparse vanety of moves, but Rise here are six playable robots. each match feels the same

You'd have more fun if you counts two electric can openers

FIP: Gues you have a lo-

on and three marches, He'll

Plea of the Robots by a

Ice Breaker delivers many manually and mentally dexrous Few, though, will endure the freetration of having accord

unden confountions. You

cal is to eliminate every pyra-

ad by shooting, running over,

nd running from them

page while complex sound

Although not temble, the con-

es earne. If you don't mint your yramid precisely, you'll die a sprid and frustrating death.

inspirer refreshes both corpes nuzzier needs a rieffynilstor to unky controls limit the lun. You know the routine: A trud il colored objects drops into natching ones that touch.

300

Ice Breaker

fort exercise, part shooter, los

yrameds arranged in con-

By Ms. Demeanor

ripid adds strategy with morchang squares, but the game's low pace kills the fun. Troid's graphics and sound also stumble. Three of the four

natching attacks to the crea-

300

Trip'd

This slow-pared Tetrs-style

By Gover Girl

ore to wipe it out and take out sound, and the annoying music doesn't augment the gameolay. The control is sample if brighted ad control the triad, but you can Too'tfo new secretarity may ecole For others, though, the same trips and takes a header

CAMPPEL . Assest 1885

PRUMAVIA

By Major Mile Savage Reign is one of those

Impressive fighting games that's likely to disappear soon after it surfaces. It looks great and the sound is dynamite, but in the end it falls short because it lacks an injectity to senarate it from the multitude of fight-

ing games already out there. The ten fighters in Savage Reign are just clain weird

They include Carol, an amuse ment-park compast who



ed by piracela flats attacks with her lethal ball Nicola, a Captain America.

warmake with an electric outfitt and Gordon, an over weight cop who looks tike he's wearing someone's furry per on his chast.

Per standard fighting-game face, each character has a traditional range of special

Noc-Coc Same Profile avage Reign

th ten Sektors and two levels of Sold n is a strong title, but it's

us a projectile, press Bu lon C to send it back at them. moves - nothing new here. There's a limited combo system but it's not much bein in a fight. The fight modes include the standard head-tohead, plus a Story mode for

one player to battle the CPU

Savage uses a complex button scheme where the pressure you put on the button determines the power behind your his. Fortunately, everything's straightforward and easy to

execute, plus there are plenty of hidden moves. You can even perform the two button simultaneous instant projectife while sumping

Each stage has two fighting areas with such dangerous locations as a balcomy, ledge.

PROTIF: In the bonus stage, use quick labs and press Button D I

destroy the felling obj and roller coaster track. You can lump to the other area in

the middle of a meech, but these aren't safe zones. You opponent's projectiles can still tag you, and there are also hazzeds on these second love els - like the roller conster

cart. for instance. On the plus side, you can kick items like spot ights and lamps at your opponent. Some stages also have elements that attack: Piranha fish tump out of the water on

Mezu's stage. nin' In the R The characters are dispirated with excellent if not always original, graphical details. For



Spakes, You mover know a headed your way. example, there's the standard female fighter who liquies in all the night places but some

how manages not to fall out of her dress. The backdrons Bolst, But in an arena where sport stunning visuals like the

IP: Hold Bullon S a

You'll some her bill Gordon's dock, Excellent sound effects enhance the

Robling: You hear cool lavo explosions in Gozu's volcanio zone and echoes and punction water in Mezu's tundra. Savage Reign delivers the goods and makes for a decent

lying power is king, this one's reign may end very soon

SPECIAL ANNOUNCEMENT TO TECMO SUPER BOWL FANS

This fail. Tecmo will be releasing TECMO SUPER BOWL III: FINAL EDITION for both Super Nintendo and Sega Genesis systems. Because of the unusually high demand for Tecmo Super Bowl II last lanuary. Tecmo would like to assist you in obtaining a copy of TECMO SUPER BOWL III: FINAL EDITION from your favorite retailer.

In order to avoid the shortage problems which occurred with Tecmo Super Bowl II, Tecmo is making a special pelority shipment program available to retailers and distributors, who choose to participate, from IUNE 15, 1995 TO AUGUST 1, 1995

Tecmo encourages you to go to your favorite participating retailer and reserve a copy of TECMO SUPER BOWL III: FINAL EDITION by placing a non-refundable denosit between JUNE 15, 1995 AND AUGUST 1, 1995 in order to assist you. Tecmo suggests that you fill out the reservation/deposit form below and drop it off at any

TECMO SUPER BOWL III: FINAL EDITION



participating retailer.

CHECK OUT SOME OF THE NEW FEATURES:

- · New, updated player rosters · New character edit mode
- · New NFL expansion teams
 - · New Free Agency mode
 - · Better graphics and sound



TSR III: FINAL EDITION - THE PERFECTION WILL BLOW YOU AWAY!

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The customer whose name and address is listed below wishes to place a non-refundable deposit on Tecmo Supe Bowl III. Please contact your local game distributor and/or your central buying office for specific instructions. Name Amount of Deposit \$ _ Store Stamp or Receip Address City Phone Number

copy(s) of Super Nintendo 🔲 or Sega Genesis 🗀

TECMO SUPER BOWL III: FINAL EDITION should be available in October of 1995. Watch this magazine for late breaking updates regarding game features and when Tecmo Super Bowl III: Final Edition will be in stores near you.

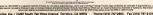
















💂 🚇 The Sports Page

Worldwide Soccer Rivals FIFA





Not sauce FIFA assaud 3DO owners has another socory same looked so cood and allowed so well. This "first-government" Sat um title offers carrivating graphics and gameplay that will intriose more than just soccer fans

Virtua Soccer

Adding great visual depth over 16-bit sims, Worldwide Soccer comes to life on a rendered 3D field with 12 playable years. Blending sreade excitoment with true soccer strattey. Worldwide demands quick pusses and tough (but legal) defense, giving it an

Choose from 12 leading socore nations (the teams have the



national teams, but lack real players) and branch into an 11-, 22-, or 44-came season. Or, with a multiplayer adapter (sold sepa rately), base shere with up to four phanes in Exhibition and Tourns.

Visual Hat Trick Worldwale is pleasing to the eye. giving you the flexibility to zoon

zoom out to see more of the field with respectively smaller elayers The beautifully rendered stadium

and field give you a great sense of dooth, and the players look and move extremely well, When playing on the closest

view, however, the characters look more like crash-test durranies from humans The scrolling is unbelievably smooth, and the carriers automatically moves in and out on penalty and corner lacks to ever

you good perspective. The sound, while send doesn't much the graphical qual



ity. The energetic yet generic rock-n-roll soundtrack overshadows the sound effects. The crowd noise is good, but there isn't enough of the huffing and granting associated with onfield action

Net Generation The samele controls are easy to lears. Responsive passes, shots.



lobs, and defensive movements

cohorce the analy more Unfortunately, the absenceof a speed-burst feature makes for very slim chances of breakerway excitement. The characters also

seem to have "magnetic" dribbline and possing, as personed to the more realistic dribbling and master found on 3DO's FIFA. Sports fans who got into the Saturn market early abouted

be experiely pleased with this tific. Worldwide will certainly mass the firm until more secret tides become available in the coming months,



...... · Attest 1995

Pebble Beach Discovered on Saturn! Pehhle Reach

Golf Links Saturn

Not too reach can be said about solf. You tap the Top Flits, hopme to land the sucker in the hole in under twenty strokes. But this new Saturn title actually makes golf fan to play...though it's still

Havin' a Stroke

You play with the prox in PRGI. which is hosted by Craig Studier. As a matter of fact, Craig can't help himself in being helpful. He shows up at every bole, dishing out advice and trying to make a on out of you



PROTIP: Keep the Golf Cart view course and shows the dight path of



PROTIP: Keep a close eye on the wind noter. This least-mentioned

Pubble Beach is loaded with options, including three views of the action, free-player action seven modes (including a Skins tournament), and a custom whotion of clubs. Because of the hidback nature of soif, the cerious make a bug difference. Warshing



By-by at the beginning of each hole. Valuable information is embedded in the view from the ball cars, where

the camera angle is from the bull's point of view, is really exciting. Well, fairly exching Grass Kickin' Graphics

The amphics in this game are just what you'd expect from a high-end system blee the Saturn

clear, and the players swene with grace, albeit a very slow erace. The same progresses in a lond of overall lethersy, which is true to real golf but not much fun. The sound varies from cour-





has to us. He will empart wisdom on club relection, bazards, and plan



between holes. Although you could cruek up your own heavy metal or acad jazz rap as background resoic.





clob, stonce, and direction, then swing when the pointer on your manage carries may have ste monty. Bits. not as easy as it sounds. Without a proper group of the interface, year'll and up slicing the ball and larebre Missing Links

By far, Pebble Beach is one of the best politing curves that more can buy, and the Saturn adds areas sound and eraphics to a standard golf game. But there are no extrasthat would make this game serv more interesting Golf fars will be the only ones allowed on this farmery.

ble Brack Gelf Li For Seen Sports

Triple Play Baseball '96 Hits a Grand Slam

Genesis By The Axe Grinder

Yes, baseball lowers - the stoke is over! And here comes EA Sports with as latest entry. Those Play Baseball '96 With strong new options. America's favorite pastime makes it safe by a mile.

Home-Run Options With an MLBPA license, it's no surprise that TPB '96 has more options than a player's consuct. The most interesting is the General

Manager feature, where you truck, sixing different pitches, Fedore a



create, sign, and release players. You can access this option in the middle of a game, giving you more control than you get from just

picking a team and playing. You can also change views. For example, instead of a close-up

PROTIP: When the ball is hit, pres

Button A or C without touching the directional pad. You'll throw the half shot from the plate, you can switch

garreolas The store include of the 1994 players for all 28 teams, and you can play up to a 162-game sched-

teams' strengths and weaknesses neplant each other in Exhibition M.

You can switch from a anomed-in view to field view when your butte

ule. If you tire of the verses of your favorite team, you can even choose to play on neutral ground His Torreto vs. Potshareh at

Wrigley Field! A Few Errors The only problem is visual: The

ball's image tends to become serky and choppy when it travels great distances. This other makes it difficult to see exactly where the ball is going. The small windows that cover all the angles are a blessorg, though, and the subtle graphic touches each as the pitcher seitfing chewing tobacco, and the players dusting themselves off

after they alide add references. In terms of control, TPB 96 mourres returnee and a good memory. Two buttons and certain movements on the directional and are usually required for butting and fielding. While the button



option, the player's attributes will presses will eventually become second nature to veteran players, rookies who expect to master

these complex controls night off the but may get frustrated. A Grand Slam The morie, comusting of the usual crowd-rousing turns by a robust. orean, is good as ever, and the sound effects, such as the crowd

cheering, are samosoberic and especially well done. It's great to have baseball back again, and Triple Play Baseball '96 makes it all the more well come. With more Major League action like this, you might want thinking the strike never even hecocoed at all. [3]







NHL '95 Misses The Playoffs

NHL Hockey '35

Outstanding on the Genesis and good on the SNBS, NHL Hockey handheld world, but it smains its ankle upon landing

Replacement Hockey? At first sight, NHL '95 appears to answer every ice junkto's prayers but looks can be decriving. There are some highly stay, though, such as the excellent Shootout and Play-

All 27 pro teams are uncluded. but they're rained without an NHLPA endonement These



gros, so you can adject your linear scabs, however, do get to perform

real NHL moves like stap shots, wrist shots, one-fitners, penalty shots, and even drop passes. With only two buttons at your disposal, the control feels Die skufre en daff blades. Pass





siew of the nex one-liners can be

ing, shooting, and playing defense all become frustrating on this nek. Shaved Ice

The Stapley Cup contender on this cart is the graphics. The sprites are large and detailed, but that creates another problem. The bigger the players, the less ice that fits on the map to find the net.

The seconds are almost nonexisters. You'll mass the roor of the crosed when a player is



slammed into the boards or the burn of the Zamboei after the ref.

It's not difficult to make the playoffs here, but as far as game quality goes, NHL Hockey '95 is two games behind with redy these left in the season. Desette the rice looks and options, the mediocre gamepley pets this bookey sim in the penalty box with a ten-manute misconduct.

MRI. Hocker '95 by T-90

lem. With practice, putting can be a pleasurable experience BANEFEE .

PGA Tour Golf **Invades Europe**

PER Eurosean Tour Pack up your poles and khakis

'cause we're going to Europe' This overseas polf adventure for the Super Game Boy delivers almost everything that made its 16-bit relative the best.

Beat the Bunker The PGA series flies high above the rest for two reasons. You can completely control a shot, and you pluy on the best courses



around. Choose between four of Europe's finest busiefields, then step ceto the course with a familour golf interface, including a stroke meter and draw and fade gauges. Aim your shot, select the right club, calculate the wind, and you're ready to toe off in a prac-



tice round, tournament, or Skins

challenge, which is where the cosh can really rate un-The control is excellent. Choose the right club, and you shouldn't have much of a prob-



This golf sim looks good. Beautifully detailed courses with easy-tofollow fairways are complemented by smooth, close up swing shots and postraits of the pros. On the Stater Game Boy, the salded color



dead-on accurate, you'll dramatical makes this one look almost as

good as the Genesis version With few sounds available on a golf course. PGA does its best to bring out the little things. Along with the familiar pro-shop music. you'll hear your ball at takeoff, in fight, and upon landing

If a big Skins purse is your goal, you'll find it in this realistic golf game. Don't besitute to each your clubs and passport and head for these portable links.



Sports Insider

Sports Unveiled in Abundance at E3

In case you weren't aware of all the hubbub, the recent E3 show in L.A. welcomed the American debut of the Seza Saturn and Sony PlayStorion. Complementing these new systems were plorty of reat-emeration grows games. Here's what consists to video game studiums later this year

Bountiful Basebal The boys of summer are coming this fall: VR Baseball is a product of VR Sports a new

sports branch of Interplay. This title is scheduled to be

creators of some of the better MDO earnes, has faunched its own sports division called Championship Sports and its premier title, 3D Baseball Packing a MLBPA license, 3D

Baseball will appear on the Sature and PlayStation. Speaking of the MLBPA ficense, MLBPA Baseball by Konarai will be available for the PlaySution before Christmas, and a few months later, it'll appear for



ing to the PlanStation and Suturn.

Boxing Bonanza Boxing bulls will soon have their day in the new On the 3DO, look for EA Sports' Foes of Ali, which traces the career of "The Greatest"

metch by metch. Not to be counted out, the current charmp will defend his ever-widerene besvywright belt available soon for the SNES



half '95. This image was taken from the PC CD version, but the turns will be available

This first base image con Seturn version of 3D Faustick

If you're not hot to splarge on 32-bit products, check out ball. This big hitter will lard this. surpriser on the 16-bit systems and possibles; bit spenders will find 32X. Sarum, and PlayStones were sions available in the fall.

Finally, IVC will reg the gloves on the Saturn with Center. Ring Bening, due sometime before Christmas,



JVC's Center Rice Bosing F the Suturn CAREPAS . ALIEST 1995

Football Frenzy Sadly, the latest in the series of

the mother of all football enries John Madden Football '96, was not displayed at E3. But EA Sports assounced that it'll be available for the Saturn and Play-Station later this year. Also in



the works but not shown was Acclaim's NFL Quarterback Club '96 for the Saturn and PlayStation. While Acclain didn't show this title on either of the 32-bu systerms, nearly flambed versions were playable for both the SNES

Hybrid Hockey

views of the action.

Sports' NHL '96 for the 3DO. also due out this fall, And if

you're leolong for star endome-

meets, watch for Wasne Gretzky

Time Warner Interactive, Wayn

and entw will bit the frazen porch

on the SNES, Genesis, Jaguar,

and the NHLPA All-Stars by

and Genesis. These 16-bit OBs will be available this summer.

Continuing the 16 but theme. plenty of SNES and General foothalf will be sandable this natures. Deson Sanders PrimeTime NFL Football debuts this fall on the Genesis and 32X. College foothalf will also be comme to the Geresis with EA Sports' College Football USA. In the tradition of the Bill Walsh series. College Football USA matches up the nation's leading collegiate teams. And look who's surning to the SNES, Errenti Smith Footbell by JVC will be available later this war



French South runs to durlight







Hey, Superstar. You've done just about everything there is to do in basketball. Except **two** things. You haven't played NBA JAM TE on 32 X and GAME BOY. It has all-star teams! Rookie teams! Full court dunks (Can you do that?). 9 pt. shots (you'll love that). 3-5 players per team! Stereo sound*. Arcade player scaling*!

The fastest gameplay ever*(a lot faster than you). Updated player rosters! 5 speed juice mode (Drink plenty of fluids), 8 player attributes! Tournament and practice modes (you need all the practice you can get). Same team match-ups! Injuries



















ed Slaner's Itea

The Monthly Guide to the World of Role-Playing Games: August '94



Hall, great knights and ladiesi We have graveled for and wide (well 'close 'at hand, some knights like myself are worned that RPC facuties will be forgotten. Fret not Here comes the list, fresh from E': And you'll see there's plenty of dunoeons to stay and diagons to exclore. Er. I mean dumpeous to explore and duresels to

SQUARE SOFT



Released in Japan earlier this. year, this BPC is extremely involved with a complex story line and awesome.screen/fil-Indioraphics, it's natural that it comparty that brought you FI JE, Look for the review soon in Analishis Street





ENIX

This anuch awaited game from Square Soft Is its first America can title. The story line. Involver a veigen man's with for his father, Coos, the - Aveilable Contember

From one of the biggest names

in fantasy video games comes a carf that is actually more adverture than role-playing. of some of the greatest knights in history. For the SNES.







Another secuel to another smash RPG. 7th Saga II looks

better, feels better, and sports same of Enix's finest RPG oraphics to date. This saga is leaded for reruns, For the SNES,





WORKING DESIGNS







The sequel to Lunar Working Design's smash his for the Sega CD), Lunar 2: The Eternal Blue picks up the story line with Hro and his baby, red dragon, Ruby, For the Sega CD. Anniable Fig. 367

DATA EAST



Shaftered Lands
Based on one of the most popular ADAD board games ever,
Dark Sun is almost ready. This
sale of slaves rebelling against
heir evel master/socrere has,
been long insuped by RPC fans
For the PlayStablew and Satum
Assettide January 100.







TECMO

Secret of the Stars









MINDSCAPE





Crafted on the original Warharmer engine, which has been around for a number of years, Warhammer by Mindscape uses advanced artificialintelligence and 3D effects to, guide you on your quest to rule a world full of occs, dwarves, elves, and humans. For the PlaySuzton.

KOEI

Romance of the Three Kingdoms IV: Wall of Fire mentioning Koei, which always has a warring Chinese warlord or two up its sleeve. This time, it's Romance for the Genesis. PlayStation, and Saturn. Available Fall 105















Turning the clock forward to Pacific Theater of Operations II, the sequel to last year's successful war sim. For the Cenesis SNES PlayStation, and Available Fall 195











Far Reaches relates the rate of the talisman known as "The" Hand," which has been broken and scattered to the far reaches of the langdom. From the maklooks like fun in a fully interactive 3D setting. For the 3DO

Available Second Quarter 155

TAITO

Luffa 2 sfeeper RPG because Luftin 2 has no home as of yet. Tato is thinking of selling the title to the highest bidder, and until it. does, you'll have to content









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01995 Konama (America) Inc.

Game Boy Primal Rang

By Sir Garnabus Printed Rang on the Game Boy

is lotter Primal packs a broad selection of dino moves and quick

action that make it a top lighter There's no blood, but the easy-AURUS TO THE READ IN



The game sports large, fast, smoothly moving sortes, and amazingly there's no slowdown. The sound is basic, but the diegos are selent - not a bod thing when you consider other recent arriogram some headaches like True Lies Although Physal Bage Gerne

Row may not be as complete a nations as the Gerry Gear year sion, it is one of the best fighters for the Game Boy, And sance it



Game Boy

Judge Dredd By Booler Devon

What would've been great two years ago seems pretty ordinary now. Judge Dredd is owlyof being too similar to other action/adventure handhelds. As in the flick, the Judge passes immediate sentences on enminals Basacally, you shoot executions in sight. Unfortunately, the controls are bit and mass. The eight high-tech

PROTES Even while hanging may can about anamies o

THE RESERVE

above you settless petting abo

MOTOP: In the Aspen Pena Colory, use your crawl move to

weapons are fun and effective. but Dredd hymself moves as streety as Stallage tales. The craphics and sounds are lasts from the past. Visually, the lovels don't offer wild variations but they are detailed. The sounds drone on with pulsing music and fuzzy explosions The verdicts is Judge Dredd puph? Not pulty. Is it terrifie? Not quity is it worth playing?

Guity, You'll enjoy several decent Judgment Days with

Game Roy JUNGLE STRIKE

By Sir Garnatos

Jungle Strike hits the mark in

this smooth handheld game.

You fly and shoot your choo-

er into nine jungle campaions.

Stoke remains true to the 16-bit

Non, you can hit the energy, but they can't hit you. original even the ciremptics are have. The constrol is awareness had shooting is tricky. You

you can hit small targets

Additionally, the graphics are

dear and detailed - a magnify-

plus is the lack of slowdown.

Changer sounds and a

ing class isn't required. Another

PROTES: You don't have to com-

plete the relesions in order.

game easy on the ears, but

when you're low on cas or

armor, the constant warning

been may kill your ears before

Impressive graphics and

control score a direct hit for

Juncle Strike on the Game Boy.

Animaniacs

Same Boy By Scary Larry

Yackn, Wackn, and Dot bring

The Animaniacs explore five move sets looking for pieces of a mystical lost script. Movino

objects and activating switches is no problem with the pame's PROTECT If you find the right or

easy controls, but you must be ure out who does what which

The game looks as good as old Robot rames with enhanced graphics for the Super Garne Boy, Unfortunately, the characters are as slow as molesses. The music is as good as the graphics. The familiar therre-

from the show is present, as are a host of weeky sound effects The humor and sortt of the Animaniscs lives on in this hand-

held game. Facs of the show will thrill to these 'morracs.

Game Gear The Adventures of Batman and Robin

By Spary Larry

traterna amoltska elektrom kara ide-scrolling action. Betman must hop, skep, and ump through four levels of ho rum Batarana tossing, knocking

boss, also for Ms feeth and ump all the ledge when his bosed shots come for you. # Gotham's acons But unble The Genesas version, Batmon Trough it's unnecessary since To Butacong is just as effective he TV show but the meseture

orize tack detail. The enemies ice parden-vanety thogs, and Tie bosses are easy to beat, The music is amoving and pettive The familiar Barman



Fleme music staff descent



Game Gear PRIMAL RACE

ey Sir Gamatus

Primal Race on the Game Goar fighting, this version has buck-

The combos are smooth and easy to pull off. You have lots of moves plus special and finishing moves. Overall, the conirol is good, and the action There haven't been Game

lear graphics like these since



discusser, thus his binh-scened ottocks to score easy retor. MK It's debut. The excises are big, detailed, and all present

The soundtrack is, however ust ordinary. Pops and thurres serve as sound effects, but the Perral Rape is a must for undheld fighting fans. It's a optile ragor for all.



PROTIP: Special moves like Blic zand's Air Toes (bold Extlore I and 21 make for easy three let combes

Game Gear Jungle Strike

By Sir Cormoles Great graphics don't make a

same prest. Setbacks make

Luncia Strike merely average Control problems make the peens rough. In the hovercraft, PROTES When attacking both ings, whereas destroy the mands

and lauks first.

PROTEST Sugar food tanks later me will damage you willout militing your supply. u ht nonexistent fuel berryls "It damage you flut don't trivell: as the helicopter, you mash reto obstacles whether

Jungle Strike's graphics are ratios from the 16-bit veron, plus detail in even the latest images. The sound, however, is not pressive. Ameryon beens and the lack of sound effects.

Jumple Strke's garneptay is secret tun Although much of be 16-bit version was called co many strikes against it for some hardcore Shike fans. Jumple Strike by T-RQ

Game Gear

Sports Trivia Championship Edition By Coach Kyle

Average graphics, feeble sounds. artirery controls - this gerre's a dog. right? Wrong you are, Sperkyl Sports Trivia is surprisingly engaging with enough questions and football stratogy to take trivia buffs into overtime Seca Sports has taken famimode a football game out of them. You answer questions to

The control is samplistic secause you don't quide playmes - vou answer cuestross enting against and sounds are also samplests: of questions and the vast rum-

per of questions keep things

A COURTER TORIGH STATE PROTOF: Crank up the chall

by observator dustines to 0 are

Histories, no call a Time Out to primeri your strafesy



S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

32X Genesis

X-Mon 2



Sore Continues



on Controller Two, press and hold Buttons A and C and press Coun' flash. Start a name, and you'll have three continues.



neously press Left and Buffor C. Next, press Up, Up, Left, Down, Down, Right, and Button C. If you've done the trick correctly, you'll hear a laser blast. Ungause the game, then pause it again and simultaneoutly press Right and Button C to skip a level.



Neo · Geo

The King of Fighters '94 Arrada Made Cade







Ranking screen, press and hold Button A and Button D on Controller One and press and hold Button B and Button C on Controller Two. Then begin a normal carne. You should get all the blood and Mar Shirson in her occupal formi

Super NES Super Punch-Out!

Sound Test

you see the Nintendo logo. hold down the too Land B. buttons This automotically takes you to a music and sound offect test. Press Button sound or music.

Super NES





Genesis

Bubsy II wincibility, Super Jumps, and More









Do the button presses at the fifte screen to get the desired chest. 99 portable holes: Press Right, Up, B, B. Super jumps: Press B, A, B, C

50 lives Press B. Up. B. B. A. Invincibility Press C. A. B. C. Up. Down. 99 nerl shots Press B, A, Left, Left. 99 diving suits. Press B. Lett. Up. B.





enesis/Super NE

True Lies

swords for Infinite Lives, Full Weapons, and







Super NES

Portable Holes, 50

Treaton, KJ 3D0 Return Fire













99 nortable holes. Press Right, Up. Select, Select, Superjumos: Press B. A. B. Y. 50 lives Press B. Up. B. Select, Y. Insincititaty Press X. A. R. V.

Up. Down. 99 meet shots: Peres B. A. Lett. Lett. 99 drying suits Press B, Lett. Up, B. Eric Jacol

S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

Super NES

Super Bomberman 2 Excellent Password



At the title screen, select "Password," and enter 1111. This password enables you to drop six bombs with the maximum blast radius and gives you a detorator. If you're blown up, the only item you'll lose is the detonator. Tom Lindsey Charyller, AZ

Genesis

Red Zone



Start the game, go to the Password option at the title screen, and press Start. Then enter the following password: C. C. A. C. A. A. C. A. C. A. C. Press Start to play a hidden shooter



3D0

John Madden Football Resize Referee and Players









Start a regular game and pause it. Then press R, D, L, U, R, D. Unpause the game, and the referee will be a giant. The incredible shrinking referee:

Pause the game and press L, D, R, U, L, D, R. Unpause the

game, and the referee will be pint szed. Shrink the players: Pause the game and press the Stop (X) button five fimes. Unpause the game, and the players will be smaller, which

makes it harder for the opposing team to tackle your players. Pause the game and press B, A, B, A, X, B, A, X. Unpause the came, and the players will return to normal size.

Saturn

Clockwork Knight





At the title screen, press Up, Right nine times. Down six times, Left seven times, Z, X, Y, Y, Y, Z. Start a game, and



Hover Strike

Level Skip, Unlimited Weapons, and More





Do the following pad tricks at the Mission Select son Change globe speed and direction. Similtaneously gress Buttens 4 and 6.

For unlimited weapons, energy, and shelds: Simultaneously press Down and Buttons 3, 4, 6, and 7. Extra lives:

Simultaneosity press Buttons 3, 6, 9 and 4.

Level skip. Simultaneously press Buttons 2, 4, 6, 7, 8, and 9.

Clay Halfwell Clinton, MO



Advertisement





S.W.A.T.PRO

Video Game Strategies, Weapons, and Tactics

32X

Motocross Championship Track Password









250cc Cl	MS
Track 1:	EDARARARIG
Track 2:	Q00AU3E/JA00Q
Track 3:	CHYRTHSAQJH
Track 4:	LAZC [KVA0pH
Track &:	jsxCnOdAcK)
Track 6:	uipD]SmAEr]
Track 7:	76ZEJWYARLJ

han Parks

Track 3: Byon-tupas-ru Trick 4: narykJVAopN Track 9: R28Ntb4AOHE Track 11: xZT30eCBAGL Trick 12. naDoohgmout

Track S: dMSCMMEALEO Track 6: VrhPoPmAnceO Track 7: UAKUITPAOLP Track B: yoguJUEA0EP Track 9: 2181qVlAUNQ





Super NES

Zero the Kamikaze Squirrel

Intimited Shurikens, Lives, and Hit Points



Start a new came and cause it. Then enter any of the following button presses. Univerted shurikens: Press Down, A. B. Unlimited lives: Press B. A. B. B. Y. Unimited hit points: Press B. Un. B. B. A.

3DO



Saturn Panzer Dragoon







At the title screen, press Ua Down, Up. Down, Lett. Up Down, Up. Down, and Right A voice will say, "Hey, thet's the cheet mode," While the voice is senaking, press Button B. Go to the Octions menu, and you'll see a stage select option at the bottom. Press L or B to cycle through







Saturn

Virtua Fighter lay as the Boss Dural





o You Have a

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fun & games There's only one Hyperman" (Thank beaven?) on CD-ROM, and only you can help him save the world. You'll solve puzzles, outwit an evil alien, and maybe even learn some science along the way. Cool. - Check out Hyperman on the Internet at http://www.edrom.ibm.com To order, visit your local retailer or call 1800 426-7235 (source code 5201).



ame enhancer

Hot Game Genie and Pro Action Replay Codes

Super NES (come Genie)

sopei	IVES (Gaille	-
Spidor-Man		
IMAF-1FD0	Start with nens lives	
FDAR-1205	Stirt with 93 lives	
CHIC-1284	Infinite green granades	
CBCC-4FR4	Infinite blue granades	

Genesis (come cenie)

Road Rash 3	
R0731-84X2	
MOAS-TETA	

Master code (Note: This must be Box doesn't take damage from Start with \$5000 BFHT-C612 Mever get charged for police fines

Mintendo (Game Genie)

14111100	
Smesh TV	
UIVY-GKVB	
OPHER-VITTE	
OXXXV-UYV#	
EAGE-PERY	
OPEK-VITE	

Michigan Name Many more granades Infinite granades Destroy most enemies by touching them

Tobi Game EXECT-RAVE Infinite lives BEND-GUYY . SCHO-LUVY .

IROP-YLAN When weapon runs out of arroro. It's

Code of Honor

Have you discovered a hot Game Green 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 gool GereePyo T-shirt! So get granking on those codes and send them to

> GamePro Magazine Secret Weapors (Game Enhancers) P.O. Box 5828 San Moreo, CA 94402

You can sixo e-mail your codes to: swat gameero@litw.com

Conesis (Pro Action Replay)

Rolling Thunder 2	2
PFF24-30016	Pb
FFF24-50040	Pk
FFCD7-36061	Pb
FFF24-20002	Pla

yer Two has infinite bullets. over Two has an infinite machine our over Two has provide condo-"N-O" ritry abos "X" sociate in TO-N"

Zero Tolorance Order anymo PF103-80068 FF104-0001E Infinite rockets



UDEF NES (Pro Action Replay parketer

Allows you to play the European version on 00FF-ADOD Japanese and U.S. carts 7806-910E Unlimeted energy THO1+6501 7801-6163 7806-ARPE

University layer Extra Me for each gern collected Full power meter 7807-2100 One hit needed to kill the first boss on 7807-8100 One hit needed to kill the second boss on

One hit percied to loll the bost on Level Two

780C-6100 Vortex 0299-65EA

Unlimited lives OZFO-SFER Univerted exerces.

ADVENTURES IN VIDEO GAMING!













Get a Clue
The Huttest worldy too for your
favorite systemi

IT FEATURES

Hit us with your Best Tip Leave or pick-up some of the best tips from the most sensus games around Get a Classic Ctue
The "best" weekly toe for you
townto system

Wintendo

2 Tips
Soper Mintend
2 Tips

Slammin'
16-bit to of the woold
OPTION 5

Sega Generia
3 Tips

Miterantive Systems
4 3 Tips

ema Segn Conce

2 Tips

terror
4 Hand Hald
2 Tips each

Scary Larry's Hot Picks Leave your best to for Scery Larry. you may get picked



S1.29 a minute. Touch-tone phone required.

be sure to get your perents' permission to use the Hottine if you are under 18 years of age.
Messages orburs to change without perior. A service of information world in San Mateo, CA.

Tournament-Winning Combos and Strategies

By Bruised Lea Cipacial Banks to "Ellen," Brice L. Sevelle.

In MK 3's updated 2.0 version.

Fatality

moves. To do a Babality

or Friendship, don't use the Block button on To perform an Animality you must be on the third round and perform a Mercy. To perform a Messy, hold RN, tap 4, 4, 4, then

→ = Toward

sc | Down-Away BL = Block HK = High Kick K = Up-Away

Special Note: All techniques are described under the assumption that your character is facing to the

for a Move the igystick in one continuous, emosth motion. on - Hold the direction or button indicated for the indicated time. a Execute commands in parentheses sinultaneously

right. If they're tecing left, reverse any Toward and Away commands.

Sektor

Finishing Moves

TEO 4. 4. 4. RM

Sheeva

Sindel

Finishing Moves

Death Scream

BL. BL. (RN BL)

Hair of Death

Sonva Stryker

Finishing Moves When in close, tap 4, →, 4,

Finishing Moves

When in close, hold HK, tap

→. ←. →. →. mirase HK

When in close, tap RN, RN,

From sweep distance, tap

Tan → . → . → ← Bl (stand

half a screen's distance away's

Flamethrower

When far away, tap RN, BL,

Friendship Tan RN RN RN 4 Friendship Tap LK, RN, RN, LK

Animality

When in close tan + + + +

Finishing Moves PIT Tao BL, BL, BL, HK Tap 4, 4, ←, →, BL (stand half a screen's distance away) When in close, hold HP, tap →, →, ↓, →, release HP. When in close tao RN BL. Babality

Kano Finishing Move

Cyrax

Helicopter

Iax Finishing Move

Stomo

RM, RM, LK

Kahal

Head Inflation

Face of Death

Tao RN. BL. RN

Finishing Moves

Tao 4, 4, 4, 4, HP

Kung Lao Finishing Move Animality

Liu Kang Finishing Moves

Finishing Moves

Sub-Zero

Finishing Move

Finishing Move

Animality From sweep distance, tap

Shocker

Finishing Move

Friendship

Animality

When in close, tan → → 4. ↑

Tan RN RN RN RN J

Tap 4. →. 4. →. LP

Animality Tao RN, BL, BL, BL, BL

Tao 4, 4, 4, ← HK

Tao RN. RN. RN. RN. RN. A

Tao RN, RN, RN, &

Tan 4 4 4 4 10









































per Jugale Combo: 7-Hit (33% Damage











































Tap +, 4, +, RN Run in with HP





















WU KANG



Flying Kick

Bicycle Klek









n-Close Combo: 7-Htt (36% Barnage)





































































In-Close Combo: 6-HH (30% Damage)













Ice-Showey Combo: 4 Hits (36% Damage)























In-Close Combo: 5-Hit When in class, tan HK, HP

Fireball Jugale Combo: 6-Kit (37% Damage)

Tap BL. BL. BL. Kano Tap +, +, 86, Tap →, →, ↓, LP Kabal Tap LP, BL, HK Kung Lao Tap RN, RN,

Metion a full circle starting * Tap †, †, † Sektor

Stryker Tap 4, +, €, RN Teo +. +. +. HK Sheeva Sub-Zero Hold LK, tap ... Top +, 4, +, HP ↓, →, reloase

Tap *, 4, *, UK

Top 4, FINLP

Sonya

to juggle them with three BL, RIV SAMEPRO . Aspest 1995

THE FIGHTER'S EDGE





Smoke's Moves

Teleport Uppercut





Controller Two: Tep LP x 4,

oller One: Tap LP x 9,



the codes on this page, first perform the tens on Controller One. then do the taps on Controller Two. Codes must be entered an the Versus screen that appears after you plok your characters.

Controller Two: Top LP x 4. used continuously without

You fight in the dark. Tha Pevolso Kombat to Life Rare

Controller Two: Tep LP x 1, Controller Two: Tap LP x 1, Both réquern' life bars are Lights flicker off and on

Controller Two: Tap LP x 1 You can't throw your oppo-Controller Two: Tap LP x 4

Hooke Disables Controller One: Tap BL x 2 Controller Two Tap BL x 2

anno the match.

Player One starts the munch

Player Two starts the round with only one-fourth energy.

Controller Two: Tap LP x 2,

Controller Two: Tap LP x 3. The woner of the first

controller One: Tap LP x 6 Controller Two Tap LP x 4, Play a level of Galaga.

IMPORTANT NOTE! To activate

Controller Two: Tsp LP x 1. The winner of the first **Solrt Shao Kales**

Controller Two: Top LP x 5

HAMEPRI A Player's Guide to Power Peripherals

By The Lab Rat

Sashi Here at the lab, we've secretly replaced the Lab Hamster's rock candy with real quartz crystals. Let's see if he notices the difference....Ouch! While we rush him to the dentist, take your time checking out these Sega CD and Atari Jaguar peripherals we've uncovered.

Saved by the Cart

Many of you RPC players with Sega CD units may have encountered problems with the Sega CD's measly 64 kilobytes must squeeze all your saved always be room at the one with

from Sega. The RAM Cart, which plugs into your Cenesis, provides an additional megabyte of stor-

kup RAM Cart

of BASE

age - 16 times more than the can quickly transfer data to and from your system to the backup cart, so you'll never run out of memory slots.

Even better, you can play your sayed games on other Sega CD units, At \$59.99, however, you could purchase a whole new game, instead of correcting a memory shortage that Sega could have

avoided when designing the No Litterbox

Looking for ways to enhance your laquar's video? to other laquars for multiplayer action? The Cat **Box from Black Cat** Design will erable too uar owners to do it all with one peripheral

Wrapped in sturdy. stainless steel, this hardware plugs directly into onens un multinio AV possibilities. Apart from Box adds S-Video, RCB, outputs. For those seeking enhanced sound.

this cat toy features standard left and right stereo outputs, two headphone tacks, and

The CatBox's best feature by far is that it enables Jaquars to connect for connect two systems directly. through null modern cables. or you can darsy-chain multinie systems with standard

phone wires. Currently, Doom. and Arcars are the only games

other drawback to multi-

The CatBox Atari Jacous Es. du novê

KO. 815/968-222 nt, 222 or e-mail to

To link two systems to play Doom's Deathmatch and Coon modes, you'll need the null modem cables, which are sold secorately. The cables are a

must-have peripheral for Doom fanatics, though because multiplayer

Doom is truly intense. When we placed Doom. though, the game occasionally crashed because of software bugs. The only

player gameplaying is that else with a tao. Doom, and a CarRoy, all within 100 feat of you. While this accessory may excite audio- and videochiles. most Jag owners will want it for the networking capability And with only two networking titles currently available.

Jag owners should think hard about exactly what they want from this do-lt-all device be-





Well, the dog days of summer are back, and consumers are sweltering in the heat this mouth with ants about saving games with NBA Jam and more mega moves for WWF Raw, his going to be a ruff summer.

I have NBA iam Tournament Edition for the Sega Genesis. When I bry to save a game, it's never there when I go back to play it. Even when I play two games straight and use the initials "XXX" and "NBA" to chame up the battery like it says in the margial. It still loses Gabriel Turnbull, Lithonia, GA



vice states: with the manual that explains so, first play two warm-up games. Enter the initials "ICO." Play each game to the end, then hit reset at the end of the stats board. Your cart is now initialized and you can save any stats.

Juan at Acclaim

providing you don't use the initials "COC or "NIA." Lown a 32X and when Lolay NHL '95 for the Geneand two NHL '95 carts, NHL '95 is a great game -1 just wish it worked with the 32X. Cames are expensive, and we

all should get what we past for Jason Snowbrick, Fairview Park, OH

110

An EA product support representative states: The best remedy is to bypass the 32X and play the game on your Genesis ung. NHL '95 was made and tested before the 32X was released, so we don't know if the 32X is compatible with the game.

A Sega customer support representative states: Our most common complaint about the 32X is gitchy or erratic screen behavior. It's also the simplest to correct. Nine out of ten times, the problem is caused by wires that have been incorrectly connected. Please follow the instruction manual carefully or call Sena customer support at 415/891-7529

I just nurchased WWF Raw for the Genesis. In your May '95 issue, you published mega moves, but for only seven wrestlers. What are the mega moves for the remaining five wrestiers, and why didn't you print them? Ryan Morrow, North Wales, PA

We didn't print the last five wrestler's moves Note: Hold down Buttons A and B

while performing those moves. Shawn Michaels: Soloskoe Kick

Dosen, Right, Right, Button G Blesel: Power Throw (stand behind stunned apponen

Left, Gown, Down, Sight, release Button &

Yokomma: Camsonball (while on the bymbuckie) Soure, Soure, Soure, release Sutton &

The Hodertaker: Rossing Clothesilos Left, Right, Right, release Eutton A 1-2-3 Kid: Siem (while on the furnituckie)

Liust received Vay and Popful Mail for the Sega CD screen says that I need to format the memory. Formatting means erasing saved games, right? is there another way around this problem? Michelle Linda, Van Navs, CA



The Seco CD has very limited storage cacan't save their progress because the memory is full. Formatters will indeed erase the saved games, but there is a

Dog growts:

solution - the Back Up Ram Cart sold by Sega. It is featured in this month's "GamePro Labs" section.

t CorrePro. Issening is what we do best. When you have a problem with a product or feel you've been rioped off, we want to know if you have a complaint about a product GarnePro's Bu

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Road Rash 3 Official Players Guide

By Jamie Poolie & Corey Sandier

Don't be let's in the dirt, seeb boy! This book gives you all the in

motorcycling and fighting tips and hints you'll seed to beat/your frames at fload Rack 3 or Posel Rack Deep CP Heories 41 456 tracks and get serve chees oodes and passworch white salvaning that that will guarantee turning you a better race.

133.95 Code: BK-336 Segs, Segs CD, NOO



Time is running out for dear old dad. This embarger full color official. Players Goods from you at the liver lange, strengther, and service code you'd need to rescue your father from the spirit of an account Mayon warrars. With this gallon in your networkers's pack, success is only a slang stone's throw sparsy.





Phantasy Star IV Official Players Guide

Experience the End of the Millennium with this Official Players Guide! The Franciscy Star IV Official Players Guide includes includes character profiles, type on eksilis and behnques, decaded milipe of every area, and essential builds tactice and strategies. Plus gaids its sure to bring home a Pisoniary Star videovil.

\$12.95 Coder RK-329 Seen Greenin

Final Facks; III Players Guide Final Facks; III Players Guide The same more than the seventh think Players Guide as purpoisted that seven conducted in the seventh than the players Guide as purpoisted **LaPIAS** Guide **LaPI



Super Return of the Jedi Official Players Guide By Tim Rossey

Do you have what it tubes yo be a local Matter? You will with this Official Postor Outside with such a post of the party o



This strategy guide is packed with navigation tips and survival essentials to get you through Lufin's complex social. Discover all the winning combet strategies, departed MontaeterWater bables, and hints to help you defeat the Simistrals and destroy the Fortress of Doom



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OH SHIN



attle Arena Toshinden, ment's first fighting game for the PlayStation, is already a Japan last winter when Takara released it under the title Toh. Shin Den, Toh Shin Den offers











arts moves and combos, and each has their own signature moves. In addition, fighters



sometimes one in each hand. You can sidestep projectiles. look very cool. In her death move. Sofia vells out 'Call me Queen as she spins into you with devastating results.





Anybody who's familian with SF II should have no immediately. And anybody game Battle Arena Toshinden most eaperly awaited two-







TEKKEN

Tekken is about to arrive on a PlayStation near you with its arcade moves intact. Early, looks at the Japanese version, however, indicate some interesting differences. You start with eight playable characters including such uniture fortern

esting differences. You sta with eight playable charact including such unique right as Ying, a massive warrior wearing jungle-cat headge if you play to the end with losing, you'll find nine most characters. Included in the extra characters is the big host. Helphots.

Taken with Takken
Early reports on the Japanese
version rank the controls very
high. Though only one charac

13

of Venice...

med the inceptes of Anglise We ter uses a weapon, the hand to hand combat is fast, fun,

ier uses a weapon, the handto-hand combat is fast, fun, and easy to pull off. move that takes a few seconds to perform, but once it lands, it's unblockable and wipes out more than 50 percent of your opponent's health. Tons of grabs, counter grabs, stuns, PICH CONT

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the tree entires are the northern terms of the tree entires of the tree entires of the tree entires are the first stand. You can also not the northern for anchory for anchors comment.

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made ande nine more playable figidists and the bose Microsti,

to well-rounded gameplay. Tekken a

Closer Look
The graphics will

graphics will starou. The fighters meetives are comed of thousands of

quickly moving polygors, while the huge, realistic backgrounds take you to such cities as Angkor Wat, Chicago, and Venice. Subtleties fike a setting sun that lengthens shadows add dramaic flar.

shadows add dramapic flar. At first listen, the sounds are also distinctive. Powerful tunes complement sharp sound effects, some of which bring wicked humor to the fights (when Nina's sparing, you'll hear arm and neck bones cracking in half).

bones cracking in half).
Tekken on the Japanese
PlayStation appears to be like
Tekken in the arcades: Awesome! Stay tuned for a full
ProReview of one of the fall's
must-play games.

EKKEN CALAMITOTI CALAM



atticits, se time is about to do here to the failest Ring.









Sega Channel.

XBand Merge Combining two recent on except to the information superhighway. General Instrument, which and Cataputt Entertainment makers of the XRand video tionskey into the Sega Channel into Genesis hardware over cable TV lines, and the XBand

modern enables namers to compete remetely over telephone knes. As a result of the agreebe built into the Sega Channel adapter, so subscribers to the Sega Channel will be able to access the XBand network van their cable TV lines to play with gamers in other locations, send Lynn Houblein, chief oper-

ating officer of Caugust, called extrang future. It's much closer to where gaming will go than ation systems," Healthern said the new service will be readable of \$9.95 to \$14.95 per month. the XBand network. Out of the approximately 50 games that the Seen Channel offers each month the top 5 to 10 will be wired for play over the XBand network, A host of terrmaments and con-

tests will also be available Both companies are also expanding their service in other areas Residents of Chicago. stris, and Minnesota can now sam up for the Sega Channel. expected that "Los Anardes will be added in the next few months.

and New York by the end of the west." Catapult, in turn, is honing to add access to the World Wide Web (the multimedia listtries on the laternet) to its offerings by November "With the offers, we should be able to offer the best access [so the Web] in terms of speed." Healtein said.

A Shiny Look for Interplay

forms the recent righ of merson and acquisitions among video came companies, Interplay announced that it has acquired Shiny Entertainment The the Electronic Fragmanment Expo in Los Angeles, where the announcement was made, because of Shins's prestage in the industry. Run by David Perry



Shirty is the young Loguna Beach-based company that created the Earthworm Jun games for the SNES and General

"A great milestone" is how Bruss Fuesco, porsident of Innerplay described the accusation during the conference "Everything that Shiny correspons, in terms of quality and culture. Interplay represents " Perry. agreed that the two companies would be a good match "Fanhworm hm 2 is our last 16-ber

SAMIPSS .

tale. As we were stampe to plan 32-bit games, I looked around to see whom we could week with," he told reporters. "Interplay's philosophy is 'By gamers, for namers,' and that's exactly our philosophy at Sharry Wi contrally called ourselves Shrry

because we wanted to turn out highly polished software, and allows us to do just that ' Perry's company was preva-

custy courted by both Sega and Nintendo to work exclusively. for those companies, "but we've whole garring field," said Perry. Thus Share still operating under that name even though it's now part of Interplay, will be creating games for the Saturn. Place-Station, Ultra 64, and PC. Interplay will not change the way Shary works, however "Our goal to not to exceed Shirty and make them do 20 games a year." and Fargo, "We're come to let them do what they do best. which is to produce one or two

country carnes each year Shirty will soon be making news in another arms. Sourdaymorning TV The Warner Bros. TV Network is henging a half-bour animated Earthworm Jim senes to the Saturday-memore carteen known on September 9 Jun's voice will be provided by Dan Castellaneta. Homer in The Systems From gward-winnenz comedian Andrea Martin, famous for her SCTV characters, will be the votce of Queen Pulsating, Bloosed, Festenne, Sweats: Pus-Filled, Mol-

formed, Shig-For-A-Batt. E2000 in 1995

E2000 may soon be coming to your town, E2000 is the futuristic name of the video game sampsement centres that are being created by Nolan Bush

nell Enshaell the insymmet of Pone, is credited as being one of August 1995

the fathers of the video game industry He's also the master-His latest idea appears to be a blend of both previous ideas. steroeds' is how Bushnell

describes has latest venture Video-based rides, theorets.



Nam with his E2000 video nam

interactive games, and a puzz restrument will be senong the of which is scheduled to open in Northern California in med-September. Bushnell expects to open year, suckeding one in Las Vegus Admission is expected to be person After hours, the bowling alley-sized haddings will serve as dance clubs

Contest Winners

(Spider-Man varsity jacket, video games, and chance of SNES Bully Lee Jr., Constonile, Dr.

(Wolverine: Adamsonnum Rose

Second Prize Schoole of Wolvenne: Adamsonous

Third Prize (Manage course-book set)

Johns Trackers, Pales Soones, CA

Fifth Prine

(GamePen Tablet):

(GamePro baseball cap)



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At the Deadline Nintendo he served on another beg-name developer for the Ultre 64 Mindscape is working on Monster Dur a humocous two-on-two basketball game starring famous mon-

Blade Ranner fans have something to look forward to Virgin Interactive Entertainment has somed with

The Blade Runner Pertner able to being out a communer Data East is fel-

comparties (such as Crystal Dynamics, Interplay and Accolade) that are shoring up their rolled an exclusive deal with Blue Sky Sports the San Diego-based company that carunstarted baseball and feetball games that Blue Sky is readying for the Saturn and PlayStanon for mid-1996

Nintendo's planning to launch the Virtuel Boy dus August with a marketing push. that proplets Blockbuster or on TV Blockbuster stores

and NBC Because 3D graphics around the country will rene VB units with two games (and a coupon for \$10 off the worchase of a VB) for \$9.99 for two neghts. When NBC kicks off us fall sea-

ads to hype the new hardware Segai rushme the 32X with two new pucloage deals the Wars Pack For \$169,99, both nacks unclude a 32% eather. a \$20 relute coupon that drops

32X3 ongraal \$149 tag.

S. Jantice Langue Took Force

Hot Sheet !

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