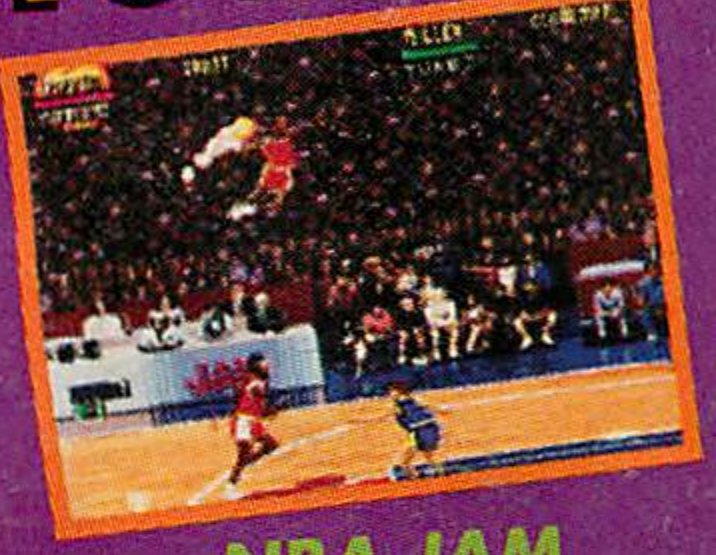


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On Super NES, Genesis and Game Gear

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May 1994
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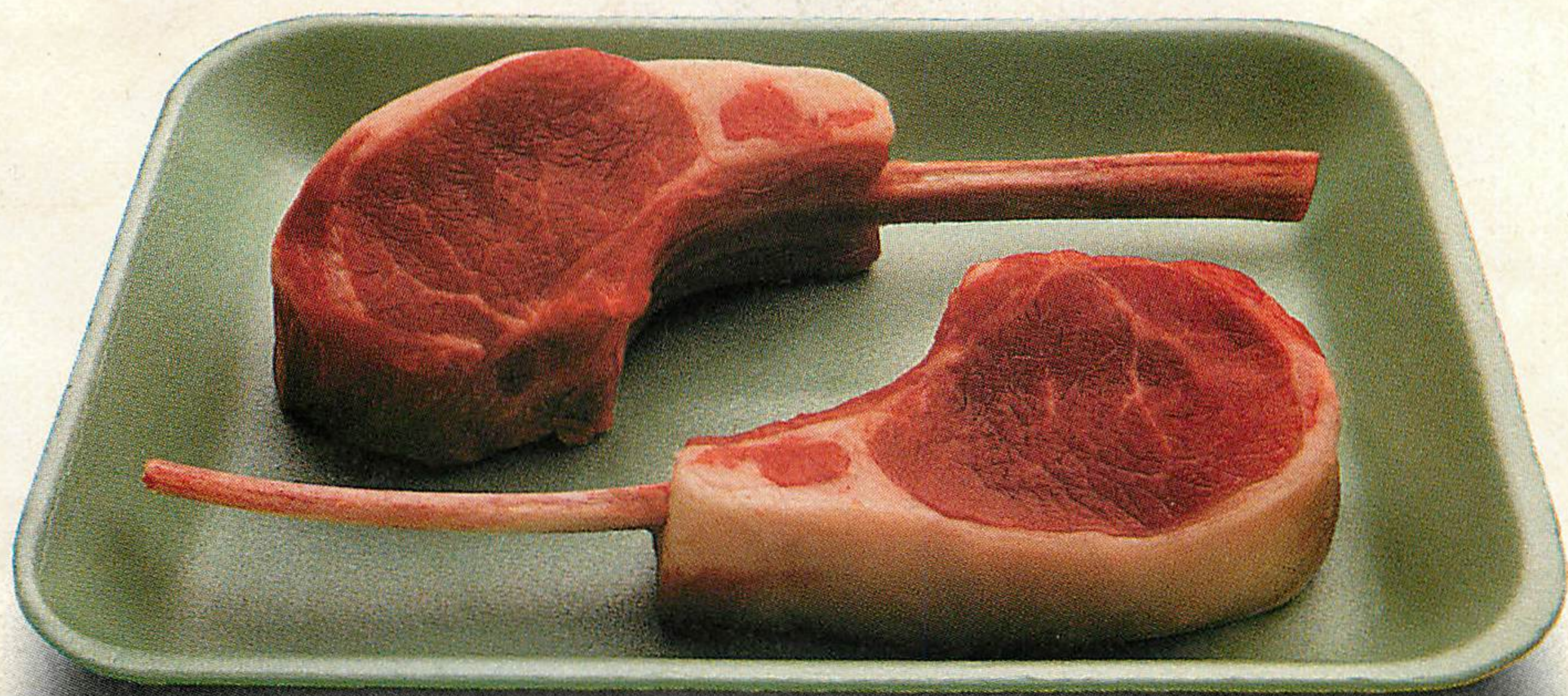


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Before Super Metroid.



After Super Metroid.



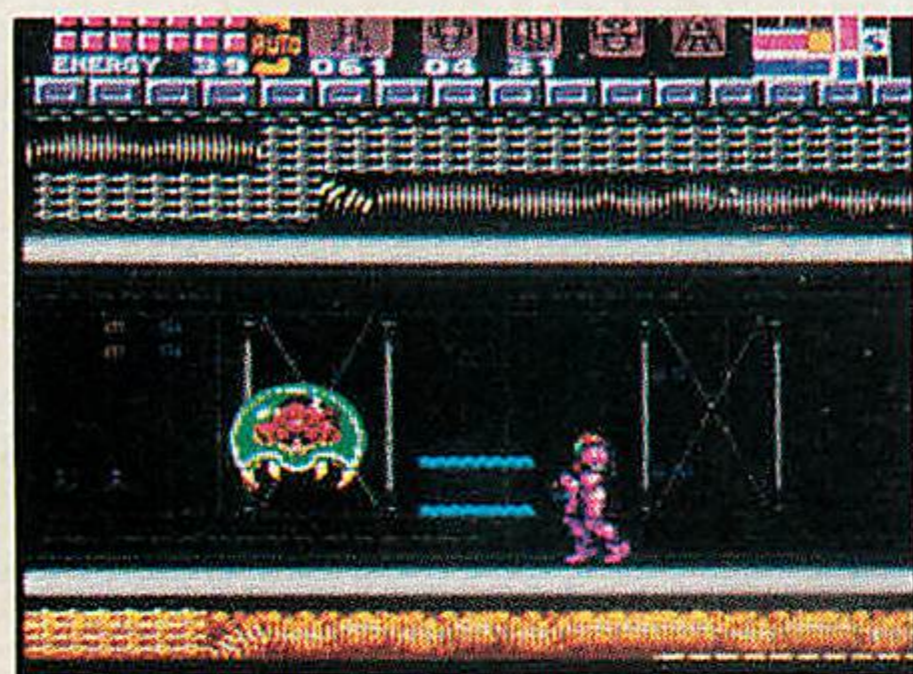
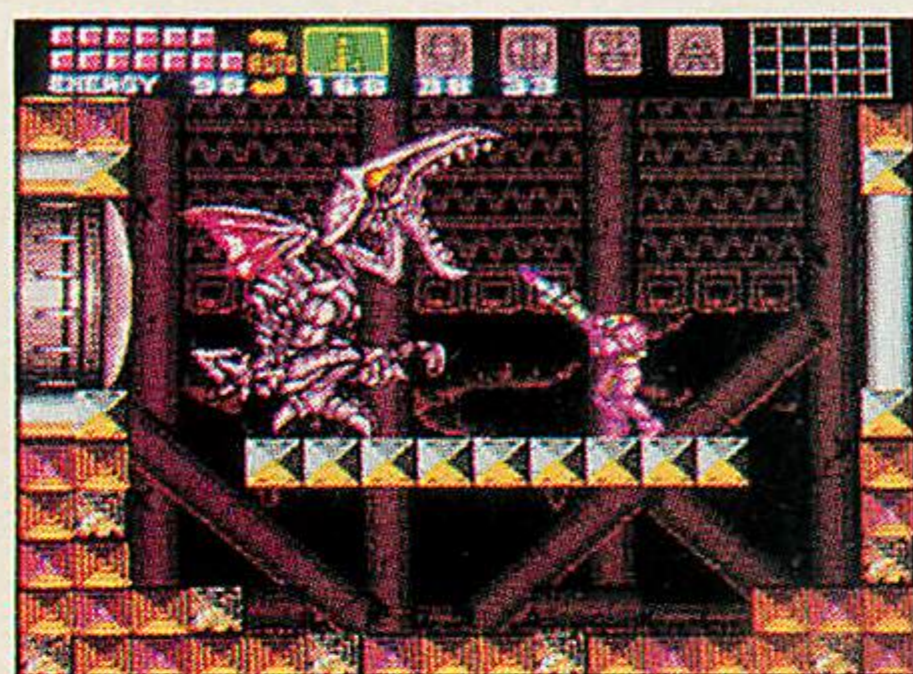
It happens so fast. One minute you're a cute, fuzzy-faced little thing. The next minute you're served up on a platter with a side of mint jelly.

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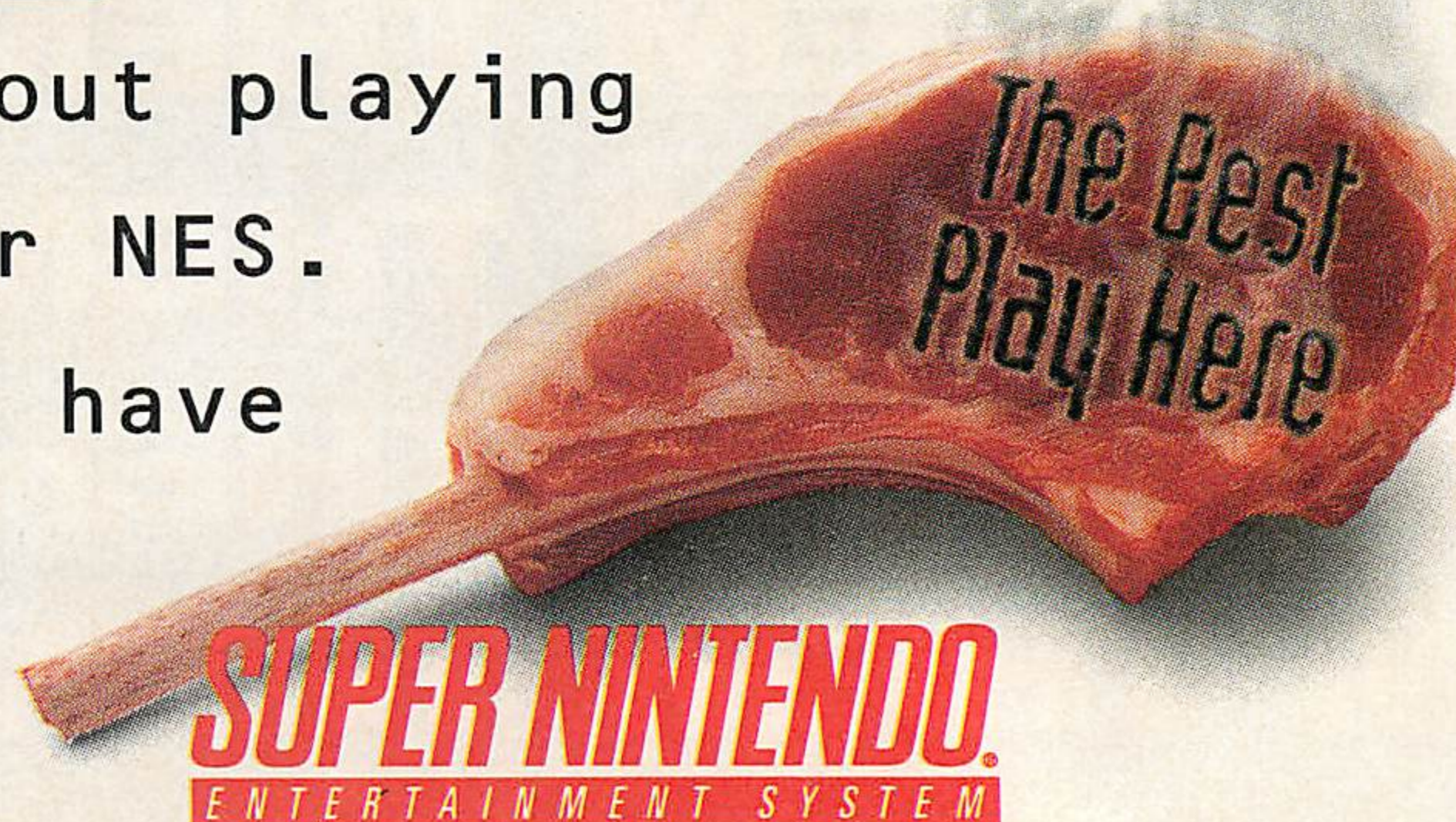


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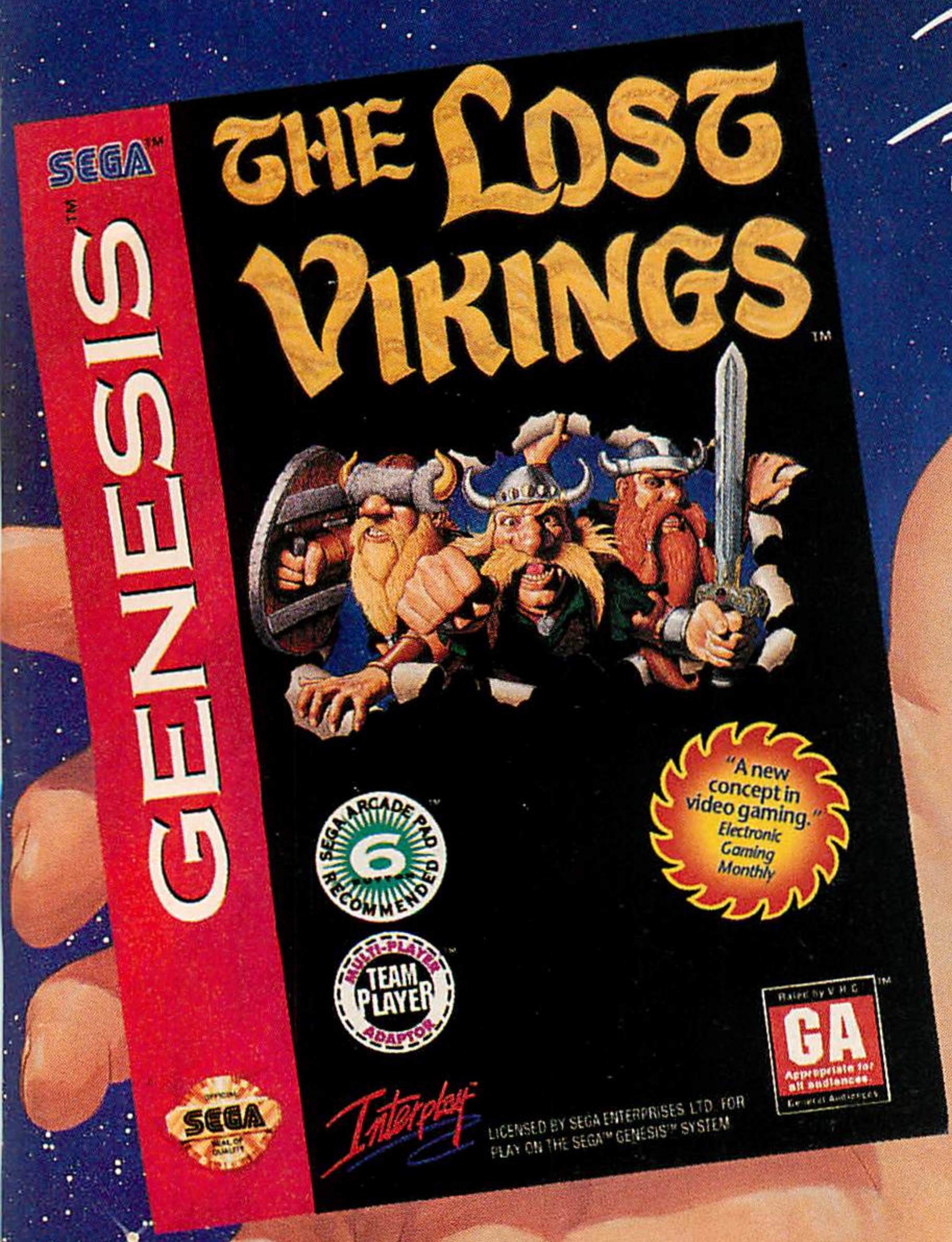


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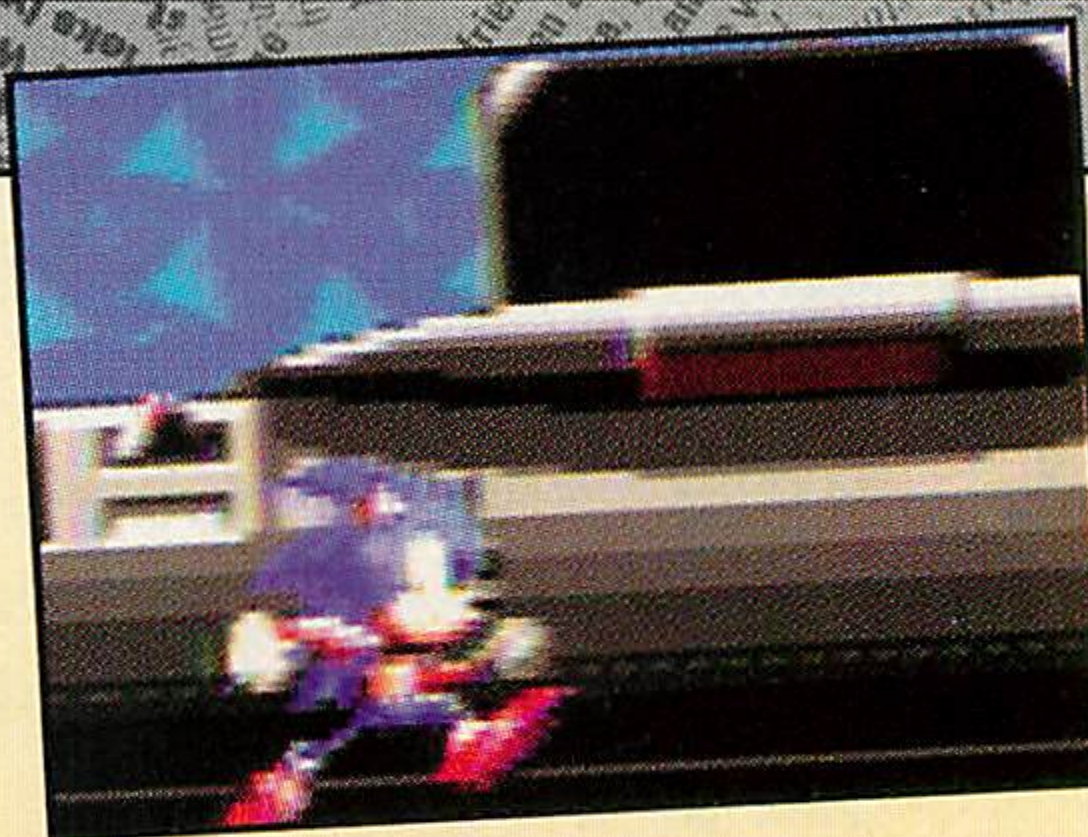
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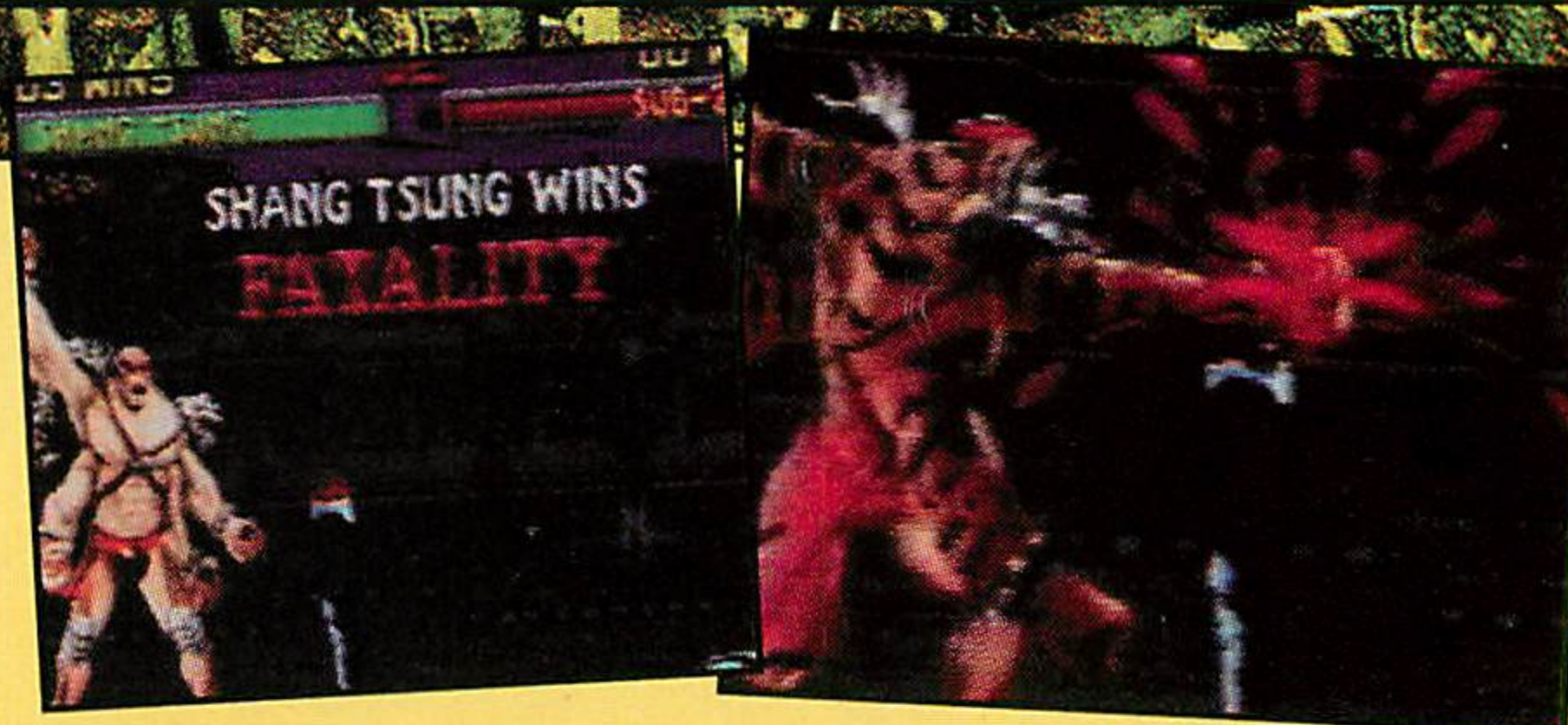
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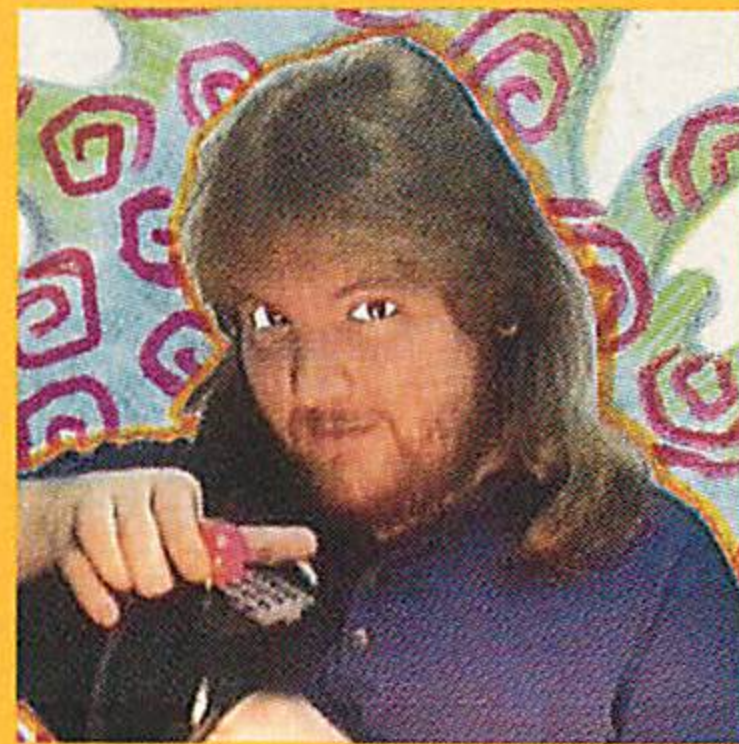
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DON'T FORGET 16-BIT!

Remember Sega's 8-bit Master System? Sure, it's got a loyal underground following—particularly in Europe—but for the average gamer it's just a fading memory. Hell, we haven't reviewed a new Master System game since *Alex Kidd in Shinobi World* in our September 1990 issue. Even though the machine was considered in some circles to be technically superior to the Nintendo Entertainment System, it lost the 8-bit wars by a wide margin and should have slipped into video-game oblivion. And it nearly has, except for one frequently overlooked factor that may have given Master System owners the last laugh after all.

You see, Sega never forgot about the Master System; more specifically, Sega never abandoned the people who *supported* the Master System, for better or for worse. If you were a Master System owner who upgraded to a Genesis, Sega was there with its Power Base Converter, making your old game library compatible with your new machine. Game Gear owners fared even better: Sega's Master Gear peripheral gave you the power to play favorites like *Psycho Fox* and *Slap Shot* on the go.



CHRIS BIENIEK

I know there are a lot of Super NES and Game Boy owners who would have loved to have been given the opportunity to play games like *Mike Tyson's Punch-Out!* or *Shadow of the Ninja* on their new machines. Of course, it's not terribly inconvenient to keep the old game system hooked up right next to the new one—but to offer some form of compatibility sure would have been a nice gesture, a nod of recognition that certainly would have made the consumer feel better about his or her new hardware purchase.

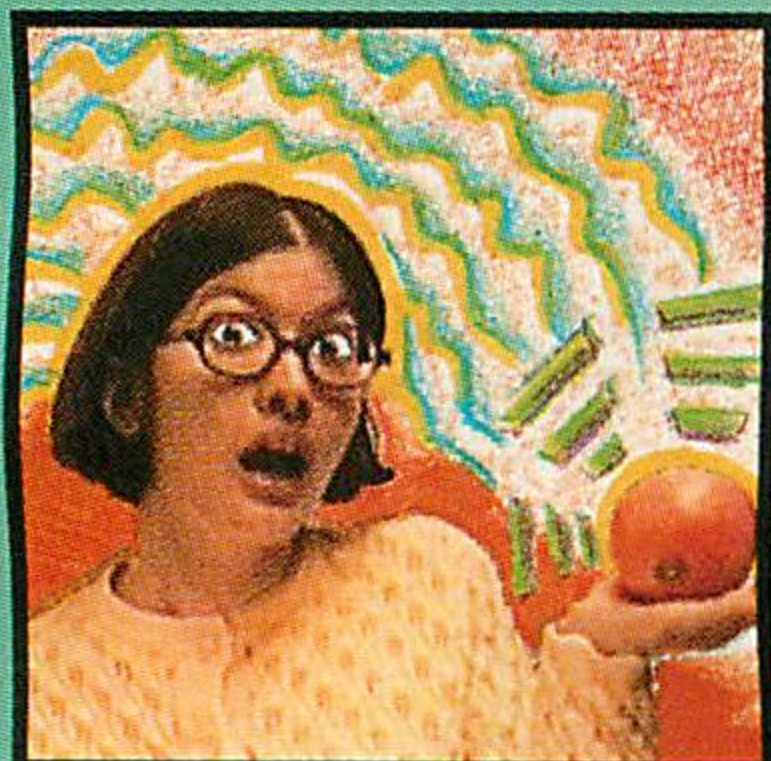
While we're all firmly entrenched in 16-bit gaming, now is the time for Sega to think about backward compatibility in its new Saturn system—and for Nintendo to think the same about its new Project Reality platform. Hardware developers, if you're listening: Don't leave us out in the cold! If Joe Sixpack has to sell his Sega CD or Super NES in order to help finance the purchase of a Saturn or Project Reality machine, his hard-earned software library shouldn't have to go out the door with it.

We welcome our readers' thoughts on this subject—better yet, send your ideas directly to Sega and Nintendo. Let 'em know what you want before they make the decision for you.

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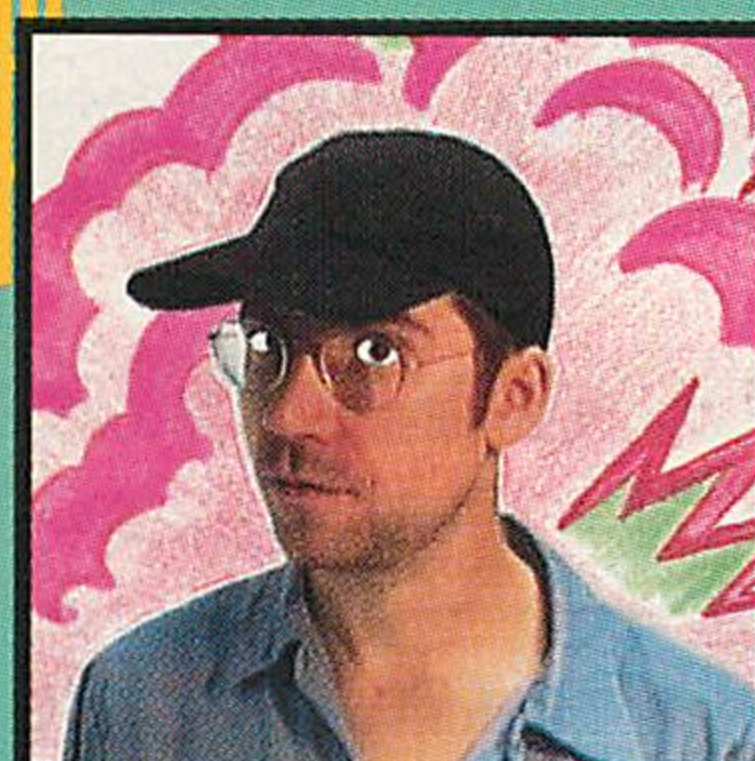
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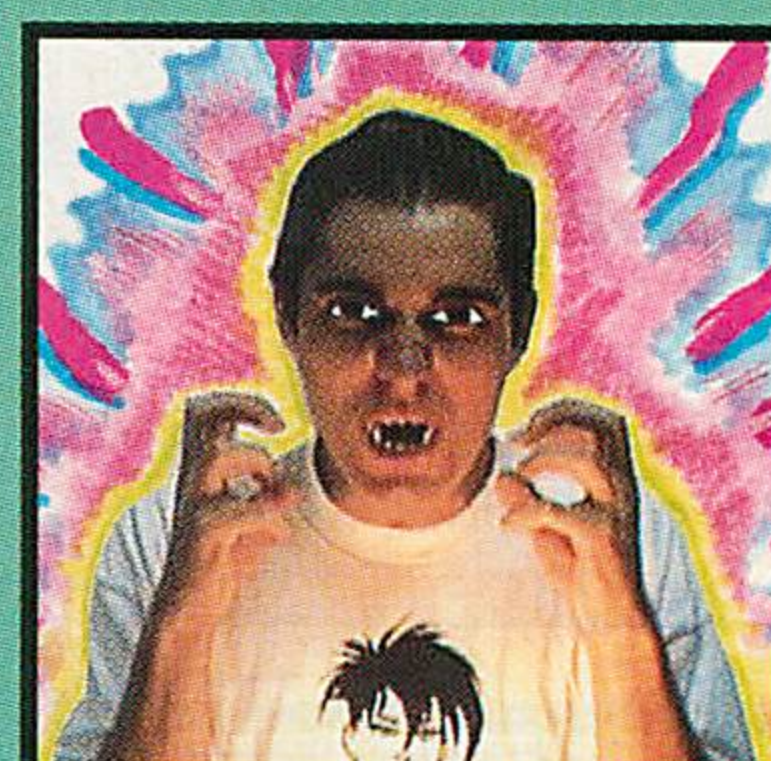
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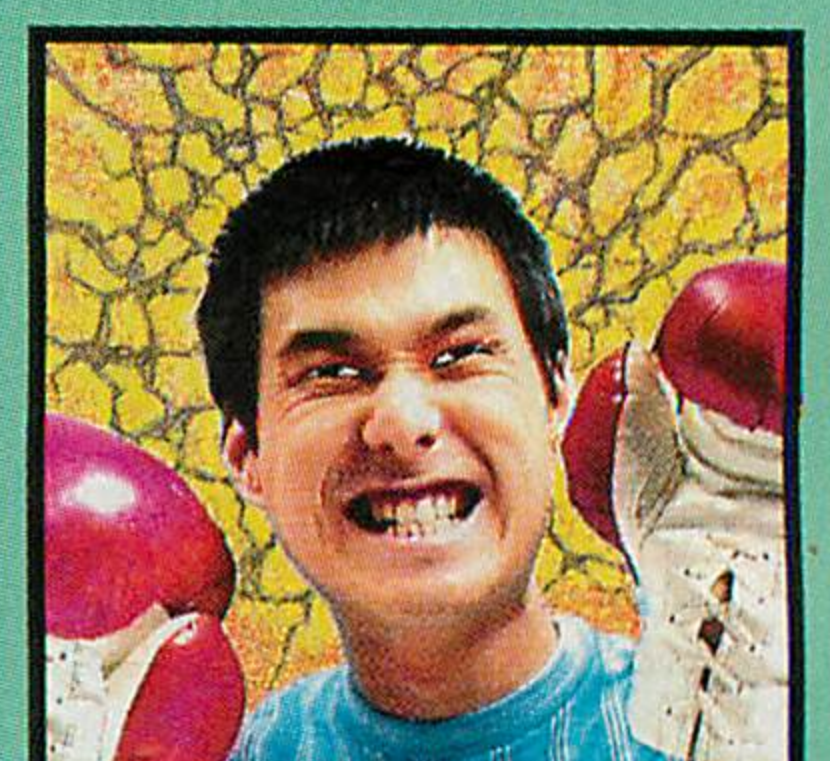
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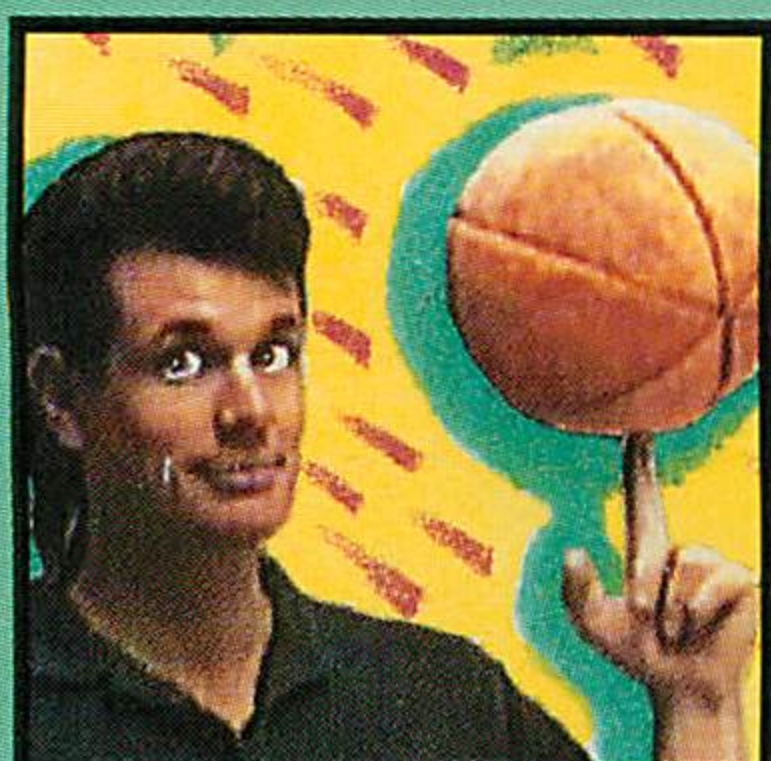
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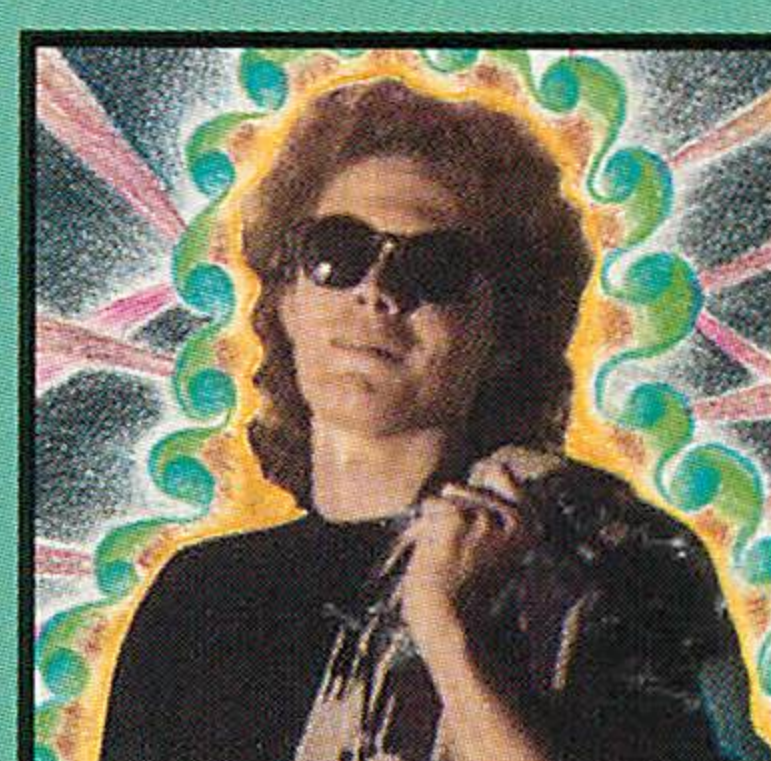
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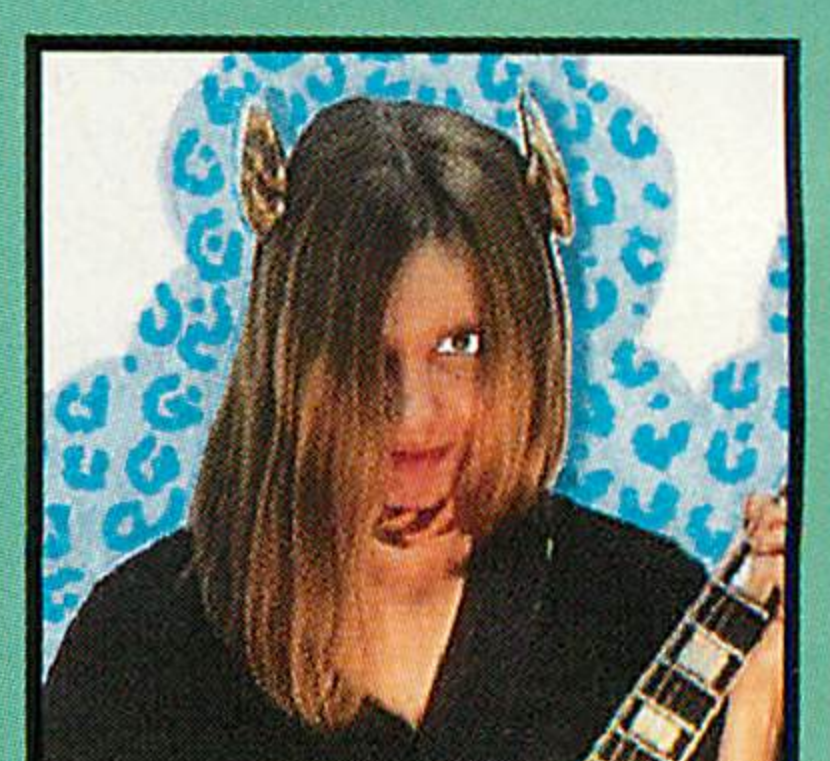
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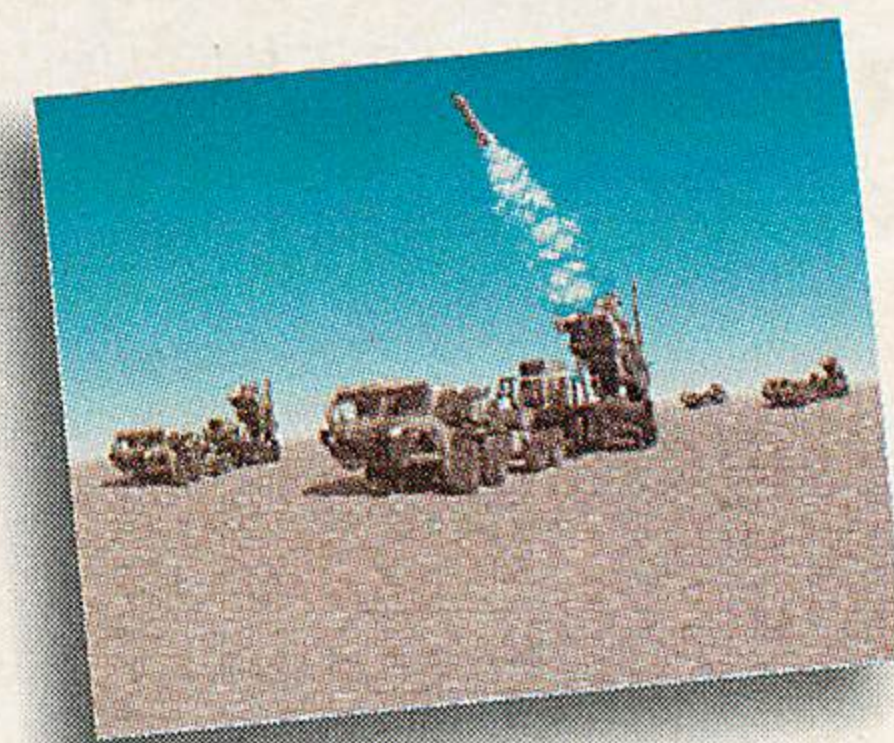
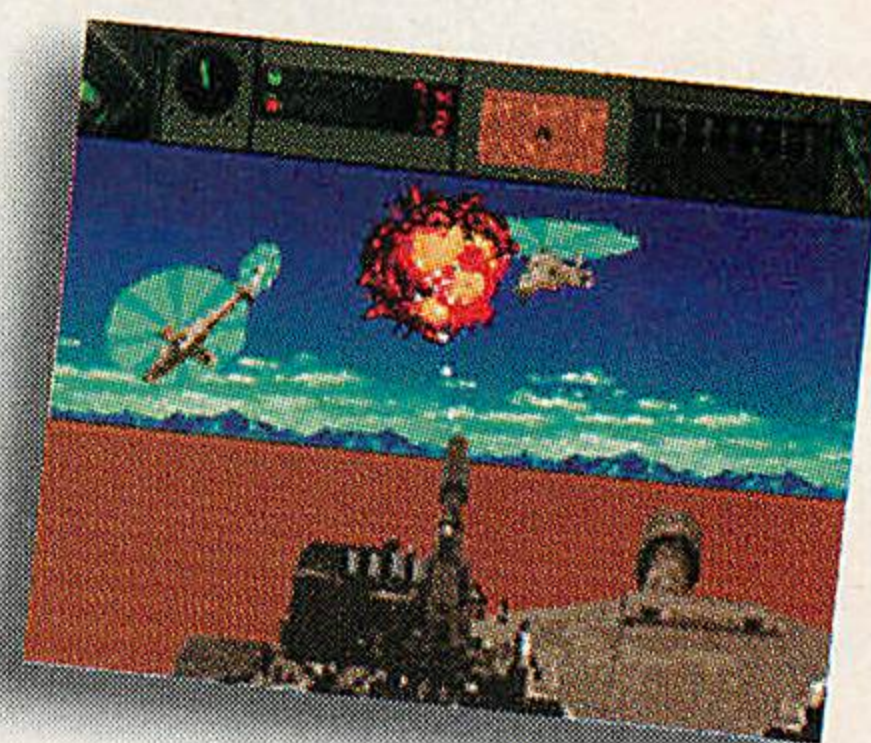
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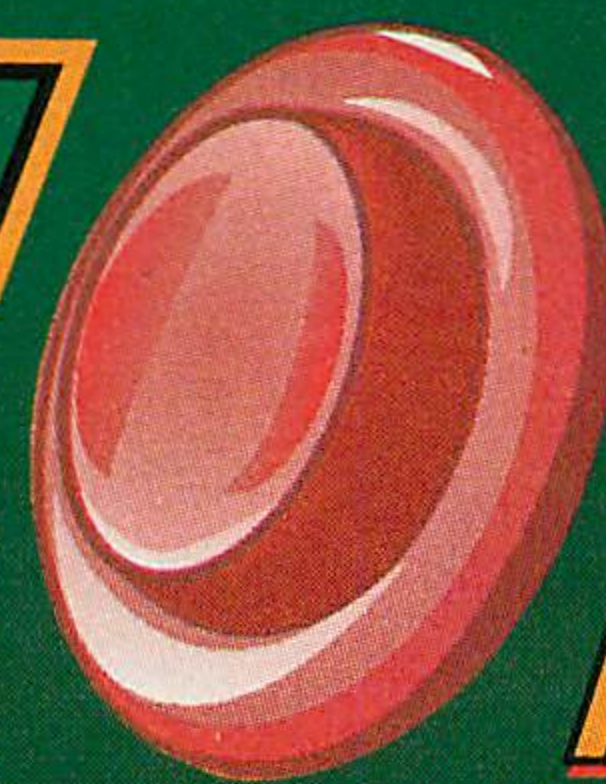
"... [SUPER BATTLETANK 2] is one tank simulator that couldn't get any closer to the real thing!"
— Game Hits magazine



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PRESS START



NEWS INFORMATION RUMORS

EDITED BY BETTY HALLOCK, ERIC NAKAMURA & NIKOS CONSTANT

NEWS
Singers is...
and is open Sun...
Sat. 8 a.m.-1 a.m. Calif...
Nothing over \$8.05



TRANSMITTING IN APRIL

A revolutionary idea that may change the way we play video games forever, The Sega Channel allows Genesis owners to "download" and play video games using a special BIOS interface cartridge connected to a cable television network. The fun will begin in selected test markets in April and the rest of the country will be able to see this system in September. By 1995, The Sega Channel is expected to be made available to any world-wide market where the Genesis is sold.

The initial selection of games available for the system has yet to be announced, but it's expected to change often; the technology should allow its operators to add or delete available game titles on a daily basis. Arena's *Mortal Kombat* and Konami's *Zombies Ate My Neighbors* are rumored to be among the games available at launch, and many others will be special titles available only on this interactive ser-

vice. In addition to the planned 50 titles per month, a menu-driven interface will allow users to see previews of new games, enter contests and access libraries of tips on popular games.

When connected to The Sega Channel, users can choose a game to play from an on-screen menu of available titles. Once a selection is made, the game is downloaded to the adapter's resident memory in seconds; then the users can play as long as they wish until the machine is turned off. The channel is expected to cost the same as other premium channels.

Will you be lucky enough to check out this breakthrough in interactive technology? The first 12 markets include: Walnut Creek, California; Beaumont, Texas; Buffalo, New York; Charleston, West Virginia; Cheyenne, Wyoming; East Lansing, Michigan; Gastonia, North Carolina; Hoover, Alabama; Nashua, New Hampshire; Portland, Oregon; Reston, Virginia and St. Louis, Missouri. The rest of us will either have to move, or wait out the summer for the chance of reaching video game heaven.



Sega's working demo of the Sega Channel interface features "dancing" text and patterned backgrounds that should be familiar to fans of *ToeJam and Earl*.

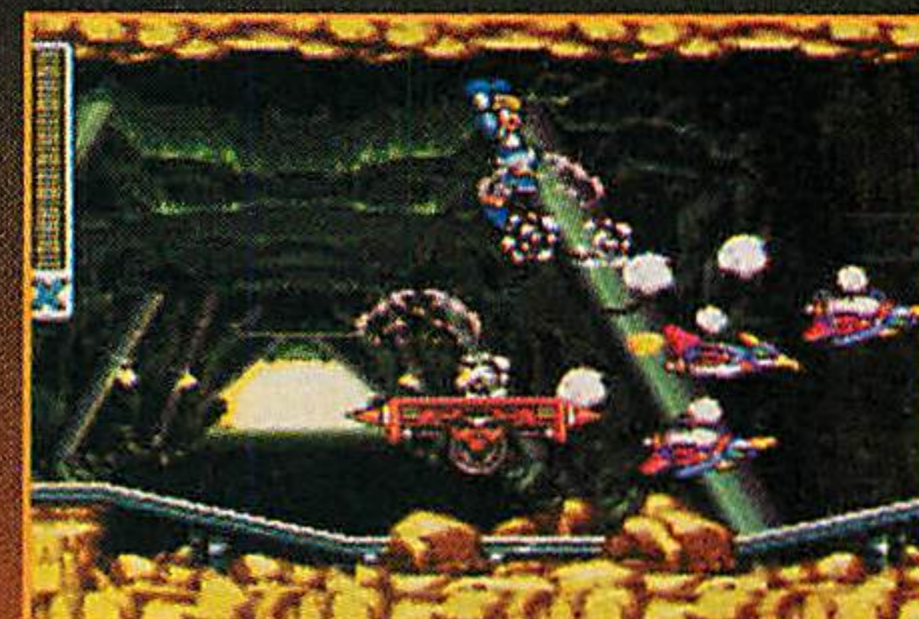


NOW PLAYING

- | | |
|-----------------|-----------------|
| TEST DRIVES | THE ARCADE |
| SPORTS ARENA | SWORDS n SPELLS |
| WINGS n WHEELS | THE THINK TANK |
| THE FAMILY ROOM | CLASSICS |
| NEWSLINK | GAME GUIDE |

TOP TEN LISTS COURTESY OF BABBAGE'S—AMERICA'S SOFTWARE HEADQUARTERS AND REPLAY MAGAZINE

SUPER NES



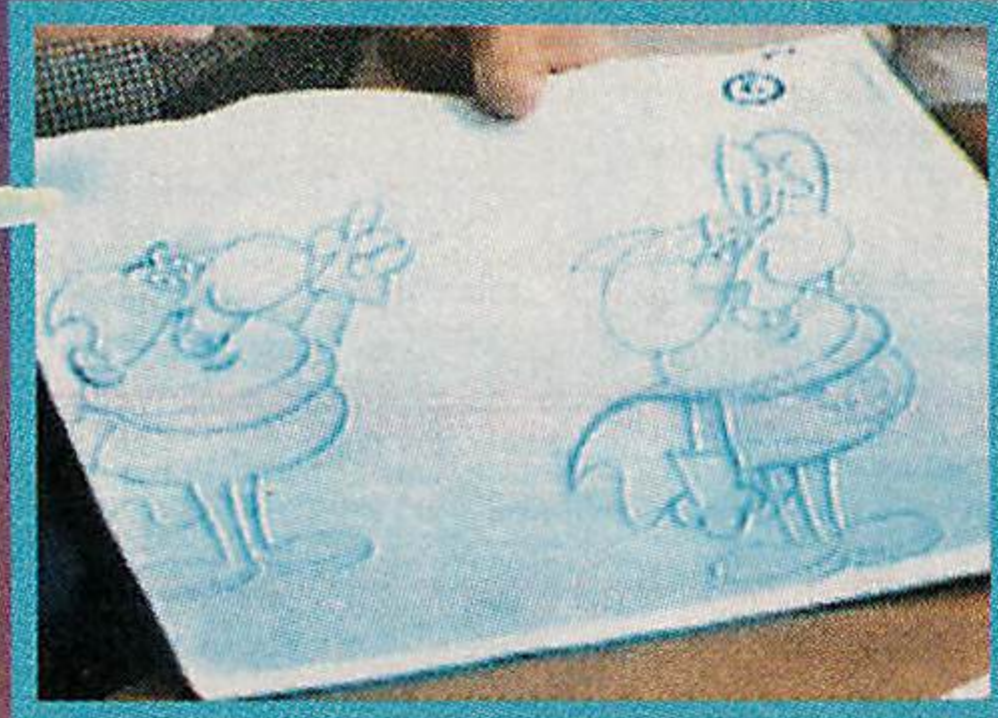
1. *Mega Man X* by Capcom
2. *Luffa and the Fortress of Doom* by Taito
3. *Secret of Mana* by Square Soft
4. *Lethal Enforcers* by Konami
5. *Romance of the Three Kingdoms III* by Koei
6. *NBA Showdown '94* by Electronic Arts
7. *NHL '94* by Electronic Arts
8. *Winter Olympics* by U.S. Gold
9. *Super Mario All-Stars* by Nintendo
10. *NHL Stanley Cup Hockey* by Nintendo

TOP 10



The Mechanics

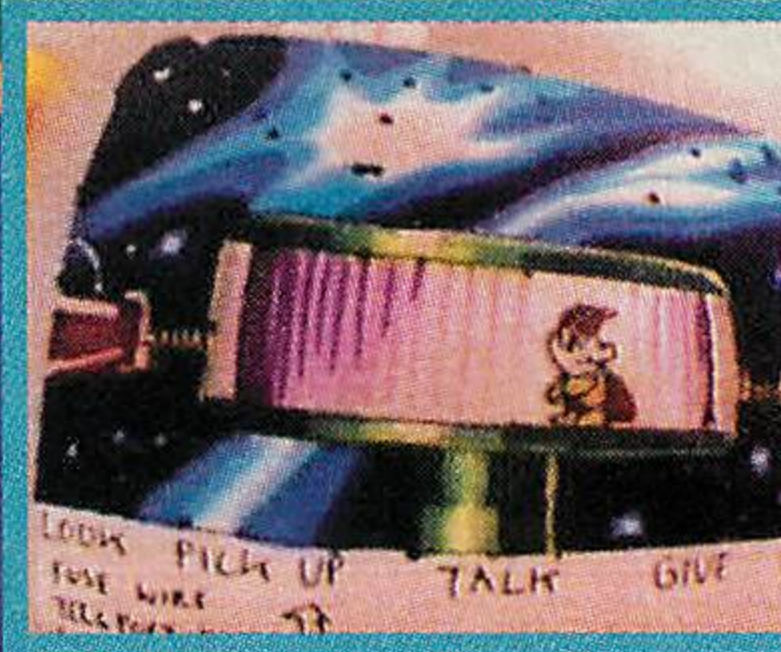
Cosmic Spacehead and Codemasters



Game development travels through many stages, from pencil drawings to computer graphics.

Cosmic Spacehead, from British game developer Codemasters, is expected to appear soon on all major video and computer-game platforms. Cosmic and his surroundings are based on '50s-influenced space age molecular drawings and humanity's culturally constructed fear of aliens.

Owned by brothers Richard and David Darling, Codemasters is also the developer of the controversial Game Genie (released by Galoob in the U.S.). These guys won \$15 million from Nintendo of America in a lawsuit after the Game Genie's sale was blocked by a Nintendo-requested court injunction for one year. Both in their mid-20s, the Darling brothers have been designing games for the last ten years and now enjoy the fruits of their success. The soft-spoken brothers drive luxury cars and earn six-figure salaries!



The designing of Cosmic was a slow process that included many changes and delays.

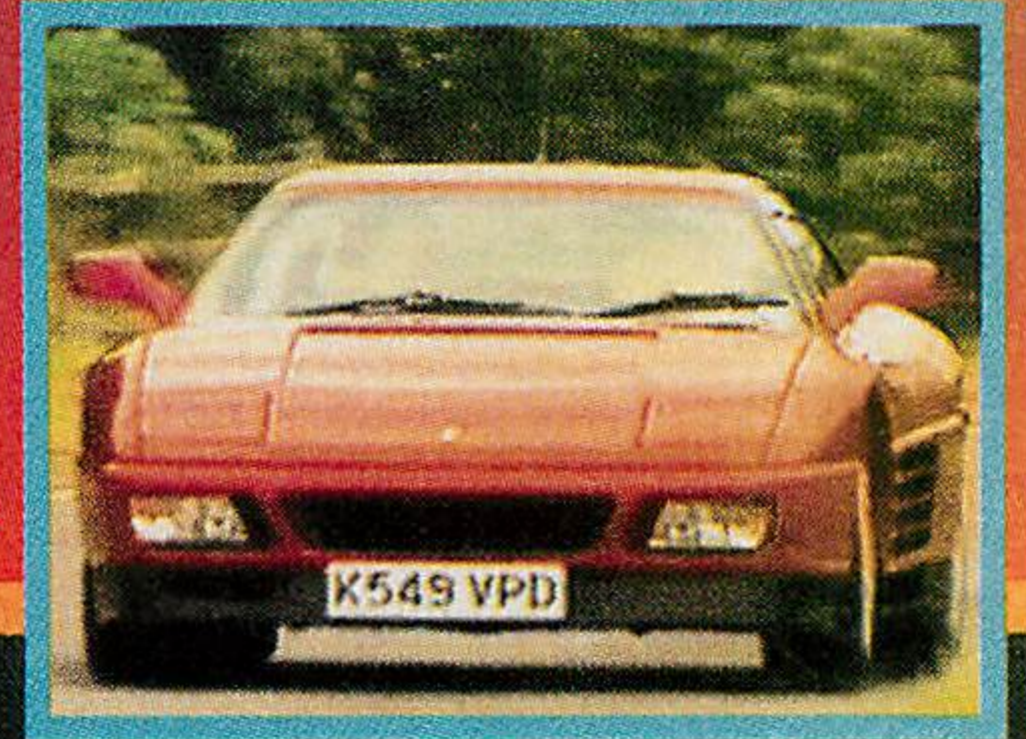


In sharp contrast to the perceived image of a huge moneymaking development building, Codemasters' offices occupy quiet farmland in the English countryside. Another big difference is that the company's developers and designers work for a percentage of a game's sales and royalties instead of a fixed salary. This is one example of how Codemasters chooses to operate in an independent do-it-yourself atmosphere.

Cosmic Spacehead was created to appeal to kids, so design changes were made to create a perfect not-too-old and not-too-young main character. Choices of color and background art were carefully planned by the designers. The Darling brothers strongly believe that a game must be playable first and that the graphics are secondary, so many changes were made in the game's control and player interface. Look for Codemasters to release Cosmic Spacehead for the Genesis and Game Gear, with other conversions available soon.



The Darling brothers' expensive sports cars reflect their success in the game industry.



PHILADELPHIA FOR THE GENESIS?

The Academy Award-nominated film *Philadelphia*—featuring Tom Hanks and Denzel Washington—will now be available as a video game for your Sega Genesis system. Play the AIDS-affected Hanks, his attorney Denzel Washington or his boyfriend Miguel and fight for justice in the oppressive world of homophobia and AIDS panic.

Can't wait to play it, right? Well, wait forever because the game is a joke that appeared in a television commercial during a recent *Saturday Night Live* skit on NBC. After the opening monologue, a fake commercial advertising *Philadelphia* action figures ended with a quick blurb for a (non-existent) *Philadelphia* Genesis game—it even included a mock-up of the game box and a little tyke who barked "*Philadelphia!*" in an obvious parody of the familiar "Sega!" tag line. "We think it's cool that a show as creative as *Saturday Night Live* would imitate our commercials—that's a real compliment," says Sega's Director of Communications, Richard Brudvik-Lindner.

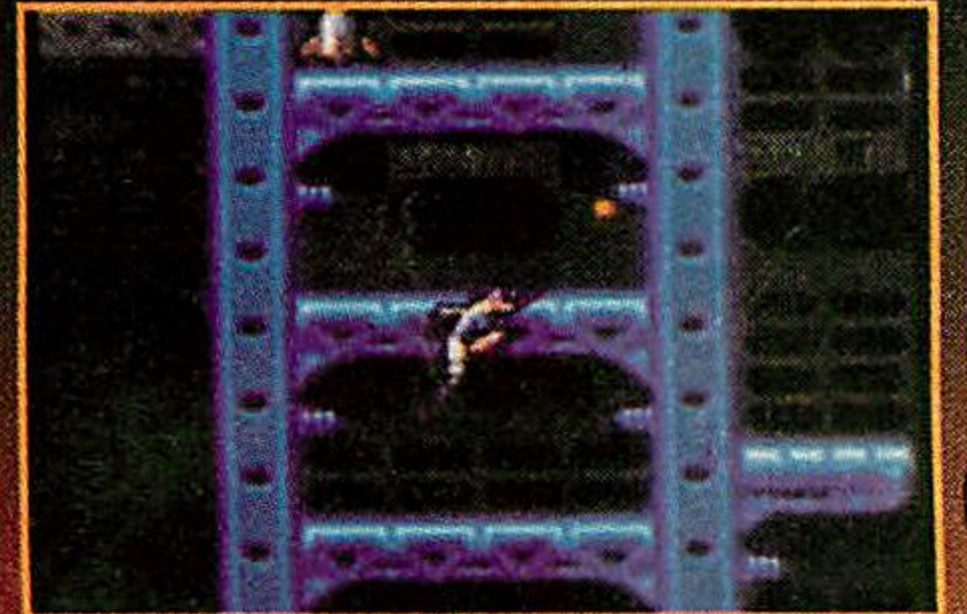


1. *Sonic the Hedgehog 3* by Sega
2. *NHL '94* by Electronic Arts
3. *Mortal Kombat* by Arena
4. *FIFA International Soccer* by Electronic Arts
5. *NFL Football '94 Starring Joe Montana* by Sega
6. *Eternal Champions* by Sega
7. *PGA Tour Golf II* by Electronic Arts
8. *Madden NFL '94* by Electronic Arts
9. *Winter Olympics* by U.S. Gold
10. *Barkley: Shut Up and Jam* by Accolade



GENESIS

1. *X-Men* by Sega
2. *Winter Olympics* by U.S. Gold
3. *Mortal Kombat* by Arena
4. *Sonic Chaos* by Sega
5. *Columns* by Sega
6. *Quest for the Shaven Yak* by Sega
7. *Jurassic Park* by Sega
8. *Road Rash* by U.S. Gold
9. *Cool Spot* by Sega
10. *Deep Duck Trouble* by Sega



GAME GEAR

NEWS

TOP 10

Replay

INTELLIGENT TELEVISION: A Look Back at Mattel Electronics' Intellivision

Ah, yes, we remember them well: The early days of the video-game industry. Names like Atari 2600, ColecoVision, Magnavox Odyssey², G.C.E. Vectrex and the very well-known Mattel Intellivision system take us back to the golden age of yester-gaming.

These were the hot systems back in the days when most TVs didn't even have remote controls. The Atari Video Computer System (or VCS, later known as the 2600) was introduced in 1977 and soon became the industry leader. Unlike the earlier *Pong* systems, hundreds of games were released for the 2600. They featured color graphics and far more sophisticated sound effects than the dedicated *Pong* systems which had sold like hotcakes in the mid-'70s.

Anticipating the future boom in the video-game market, Mattel Electronics had been working on its own "Secret Super System" since the early 1970s. Originality had always been a dominant factor at Mattel in its early years as a family-owned business. Now Mattel was a corporate giant with a shrewd marketing strategy that planned to kick Atari's feet out from under them. Since Mattel's dominance in L.E.D.-based hand-held games was waning due to cheaper liquid crystal systems, it knew the future was in interactive home entertainment video-game systems.

The home video-game wars heated up in 1979 when Mattel Electronics introduced its Intellivision system. Touted as "a more powerful and sophisticated system than the Atari 2600," it incorporated a General Instruments 8088 microprocessor, which offered a wide range of clear sound effects, three-stage harmonization and a clear color picture with 192 x 160 graphics resolution. The 16-bit "Master Component" control unit was manufactured for Mattel by Magnavox. It included two 12-button controllers that had four action keys and a 16-direction control disk.

The Intellivision unit was often described with the slogan "Intelligent Television," mainly because it was compatible with a 64K computer keyboard that could connect to the base unit. After limited market testing, high costs and poor consumer reaction to a few cassette programs, the computer keyboard was dropped in 1982. A second add-on peripheral, a simple voice synthesis module, was released in 1982. The "Intellivoice" created real-life sounds and human voices that became an interactive part of the game play.

In late '82, Mattel released a redesigned machine under the name Intellivision II. New features included detachable hand controllers and longer cords for couch potatoes. The system was compatible with all game cartridges from the original system and had a system changer that allowed Atari 2600 game cartridges to be played. Al-

NHL* HOCKEY

Your opponent has a man in the penalty box, so it's time to push hard on offense. There's the whistle! Time to move down the ice. Your team moves toward the opposing goal in perfect formation, nudging the puck back and forth as defenders move in.

You're across the blue line. You send a pass across the front of the goal, then... wham! a screaming slap shot whips past the goalie and in for the score.

The crowd roars its approval. And the buzzer announces the end of the game. You won! A little practice and you'll be ready for the big time.

- Two players
- Face offs, tapping, interception, penalty box



MAJOR LEAGUE* BASEBALL

The crowd roars as the nine man home team sprints out onto the field. Then you and your opponent use all the tricks in the book to score the winning run.

You control all the action — balls and strikes, hit and run, double plays and stolen bases. And it's not over until the last out of the ninth inning!

- Two players
- Nine full innings
- Control pitching, fielding, base running, batting



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most overnight, Mattel's Intellivision II had the largest video-game library on the market, with well over 600 games!

In 1985, Mattel introduced the INTV System III, a final Intellivision upgrade that utilized a Super Pro Master Control unit. With a wholesale selling cost of over \$225 and a retail of \$335, Mattel sold \$6.8 million in video games and systems during 1985 alone!

By employing a more sophisticated marketing strategy, hiring the best in the industry and having deeper pockets, Mattel Electronics sent Atari back to the video-game drawing board.

For more information on classic electronic games, contact Bruce Greenberg at Toytronics Inc. Send 80¢ for a game list or fax requests to:

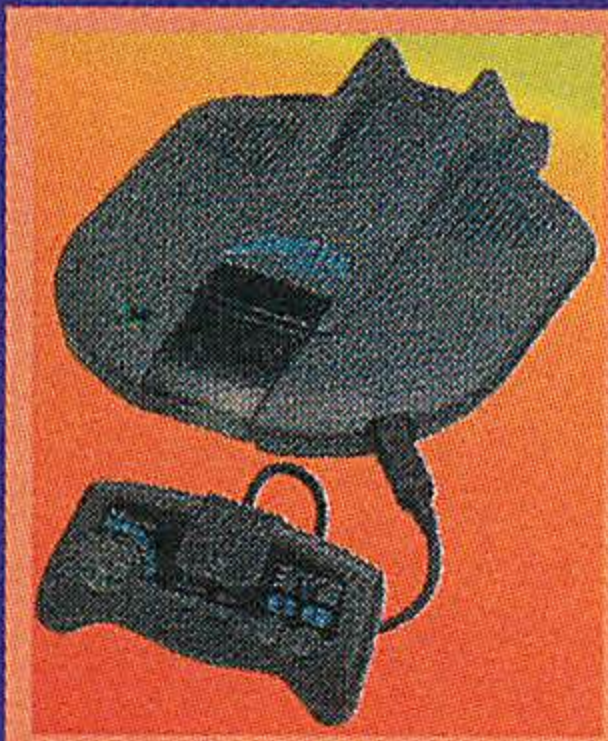
Bruce Greenberg
Toytronics Inc.
1308 N.E. 134th St, Suite D
Vancouver, WA 98685
Fax: (206) 576-1984



The villainous Bork from Space Ace....



...and the Genie from Disney's Aladdin?



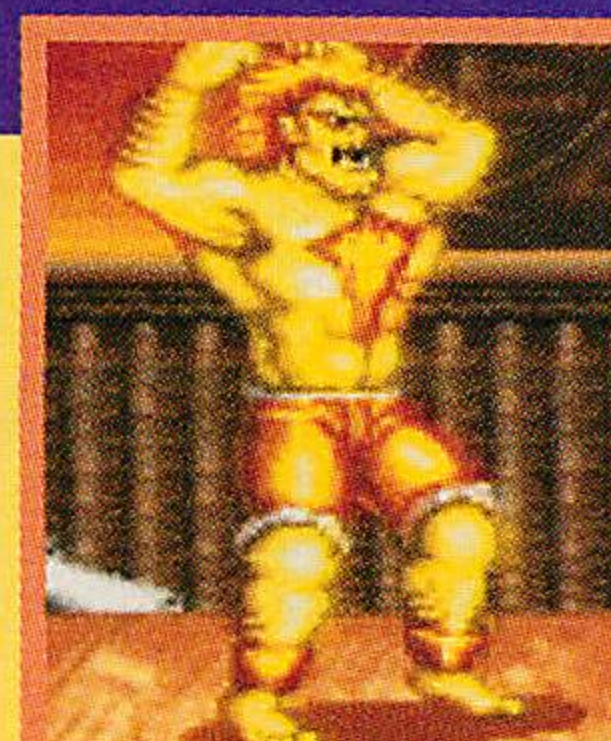
NEC's PC Engine Shuttle....



...and Atari's 64-bit Jaguar?

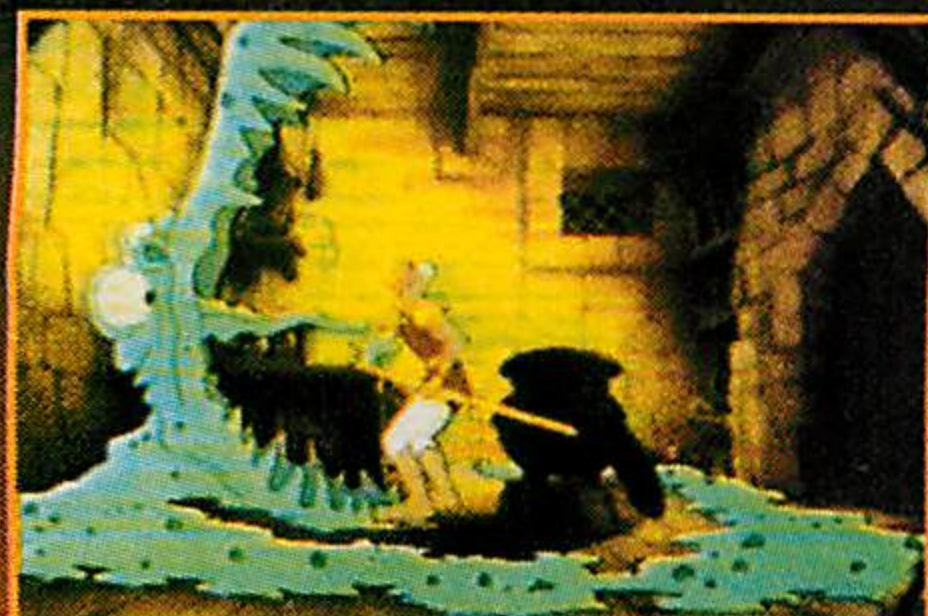


Tattoo from Activision's X-Kaliber 2097....



...and Blanka from Capcom's Street Fighter II?

SEGA CD



1. *Dragon's Lair* by Readysoft
2. *NHL '94* by Electronic Arts
3. *Lunar: The Silver Star* by Working Designs
4. *Ground Zero Texas* by Sony Imagesoft
5. *WWF Rage in the Cage* by Arena
6. *Lethal Enforcers* by Konami
7. *Mad Dog McCree* by American Laser Games
8. *Jurassic Park* by Sega
9. *Sonic CD* by Sega
10. *Joe Montana's NFL Football* by Sega

3DO



1. *Total Eclipse* by Crystal Dynamics
2. *Escape from Monster Manor* by Electronic Arts
3. *Stellar 7: Draxon's Revenge* by Dynamix
4. *Dragon's Lair* by Readysoft
5. *San Diego Zoo/The Animals* by Software Toolworks
6. *20th Century Video Almanac* by Software Toolworks
7. *Mad Dog McCree* by American Laser Games
8. *Battle Chess* by Interplay
9. *Oceans Below* by Software Toolworks
10. *Night Trap* by Virgin

Separated at Birth?

TOP 10

A close-up, high-angle view of a red mask with a black mouth and two large, white, pointed fangs. The mask is set against a background of red and orange curved shapes. The text is centered over the mouth area.

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

CIRCLE #105 ON READER SERVICE CARD.

Tokuma Shoten Publishing and
VIDEOGAMES Magazine Present:

SUPER STREET FIGHTER II

BE THE FIRST TO
PLAY CAPCOM'S NEW
SUPER STREET
FIGHTER II FOR THE
SUPER NES!



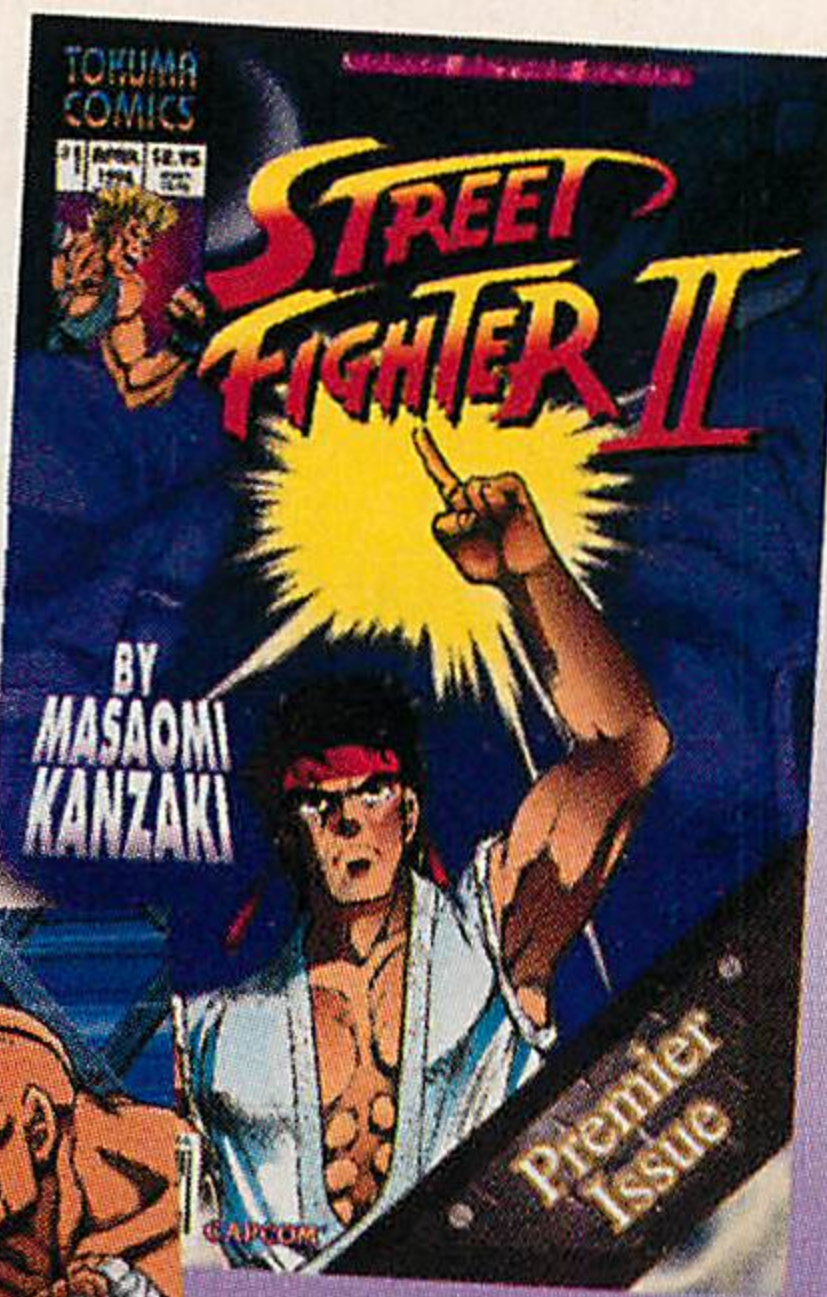
WIN FREE
STREET
FIGHTER II
COMICS!



Tokuma Shoten Publishing will be introducing a new *Street Fighter II* comic series this April. The eight-issue series—written by artist Masaomi Kanazaki, who also did the Japanese manga series *Xenon*—will follow the adventures of everybody's favorite World Warriors. After the unveiling of the comic, Capcom will be gearing up for the summer release of the new *Super Street Fighter II* game for the Super NES. Enter our contest and you'll be playing the game and reading the comic before any of your friends even know what's up!

Four lucky winners will win a complete collection of *Street Fighter II* comics, a *Street Fighter II* T-shirt, a baseball cap and Capcom's new *Super Street Fighter II* cartridge for the Super NES! Four runners-up will receive the comics, the T-shirt and the cap.

Just send in a postcard with your name, address, phone number and age. The first eight cards picked will win one of the *Super Street Fighter II* Comics Contest prize pack-



ages. Address your entries to *Super Street Fighter II* Comic Contest, c/o VIDEOGAMES Magazine, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Entries must be sent on a postcard (no envelopes, please). Multiple entries accepted, but each must be sent in separately. The deadline for entries is June 1, 1994. Good luck!

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equivalent allowed. One prize per family.

Winners grant permission for use of their names, addresses and photos for advertising or promotional purposes without additional compensation. Contest void where prohibited by law and otherwise governed by California law.

SOUNDBOARD

Regarding your March 1994 article "U.S. Senate Calls For Video Game Legislation": The idea that public figures want to enact more laws to protect us from ourselves is nothing new. Frederic Wertham—another individual who considered the public to be too dumb to look out for itself—tried to do this in the '50s by leading the public outcry against comic book sex and violence, and we seem to have survived and done all right for ourselves. The way these men talk, you would swear they'd be stoop-shouldered by now from carrying our country on their backs. There's only one way to put a stop to this nonsense, and that's by looking up your local congressman, senator or lobbyist in your hometown paper and sending a very direct letter notifying him or her that you're a taxpayer and you'd like to know which way they plan to vote on this issue. It probably won't hurt if you mention

where you stand, too. Whether Sen. Joe Lieberman, Bob Chase and Captain Kangaroo like it or not, this is still America, and we should be able to enjoy video games the way we like them—without this form of creeping censorship they enjoy pushing so much in an election year.

—Phil Marsh
Sunnyvale, CA

Well put, Phil. Say, do you think that our copies of Mortal Kombat and Night Trap may one day be valuable collectors' items like those "controversial" E.C. comics that Wertham criticized in his book, Seduction of the Innocent? Let's hope it doesn't come to that!

I would like to thank those individuals responsible for VIDEOGAMES' continued Lynx coverage. While most other magazines have forsaken this remarkable device, yours has produced in-depth Lynx reviews and tips. Chris Bieniek is probably the best informed

of any Lynx reviewer that I know of. This is because he goes to great lengths (as far as research is concerned) that your competitors don't.

As Atari struggles to increase its market share, it's good to know that VIDEOGAMES will be keeping Lynx and Jaguar owners apprised. Good job!

—Ed Rogers
Travis Air Force Base, CA



Ed Rogers and his cohorts take a Lynx lunch break at Travis AFB.

Thanks, Ed. We've always tried hard to make sure there's something in every issue for the Lynx owner. We

haven't been able to keep this promise in recent months, but Atari's plans to "piggyback" the Lynx into stores that carry the Jaguar should keep the machine alive for a while longer.

I was once the proud owner of a Sega Genesis, but when I bought a Super NES, I couldn't afford to keep both systems, so I opted for the SNES. Now I'm irate, as it seems that three of my favorite Genesis games have not been released for the Super NES. They're all Electronic Arts titles, too: *Mutant League Football*, *Mutant League Hockey*, and *Bill Walsh College Football*. I'm an avid sports fan and these are some of the most imaginative sports games around. Could you please tell me if EA will release these games—even watered-down versions—for the Super NES?

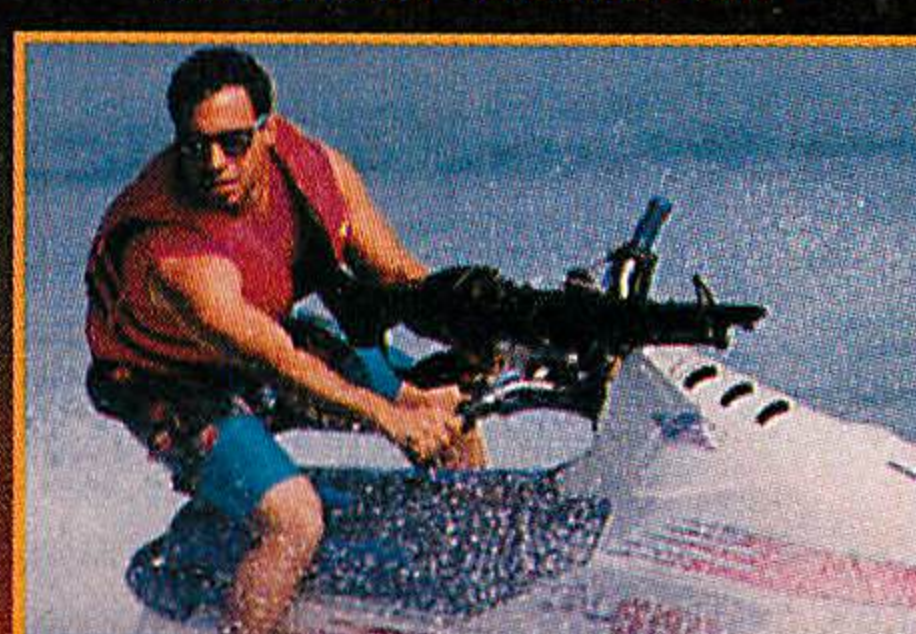
—Chad McAlpin
Rome, NY

DEDICATED COIN-OP



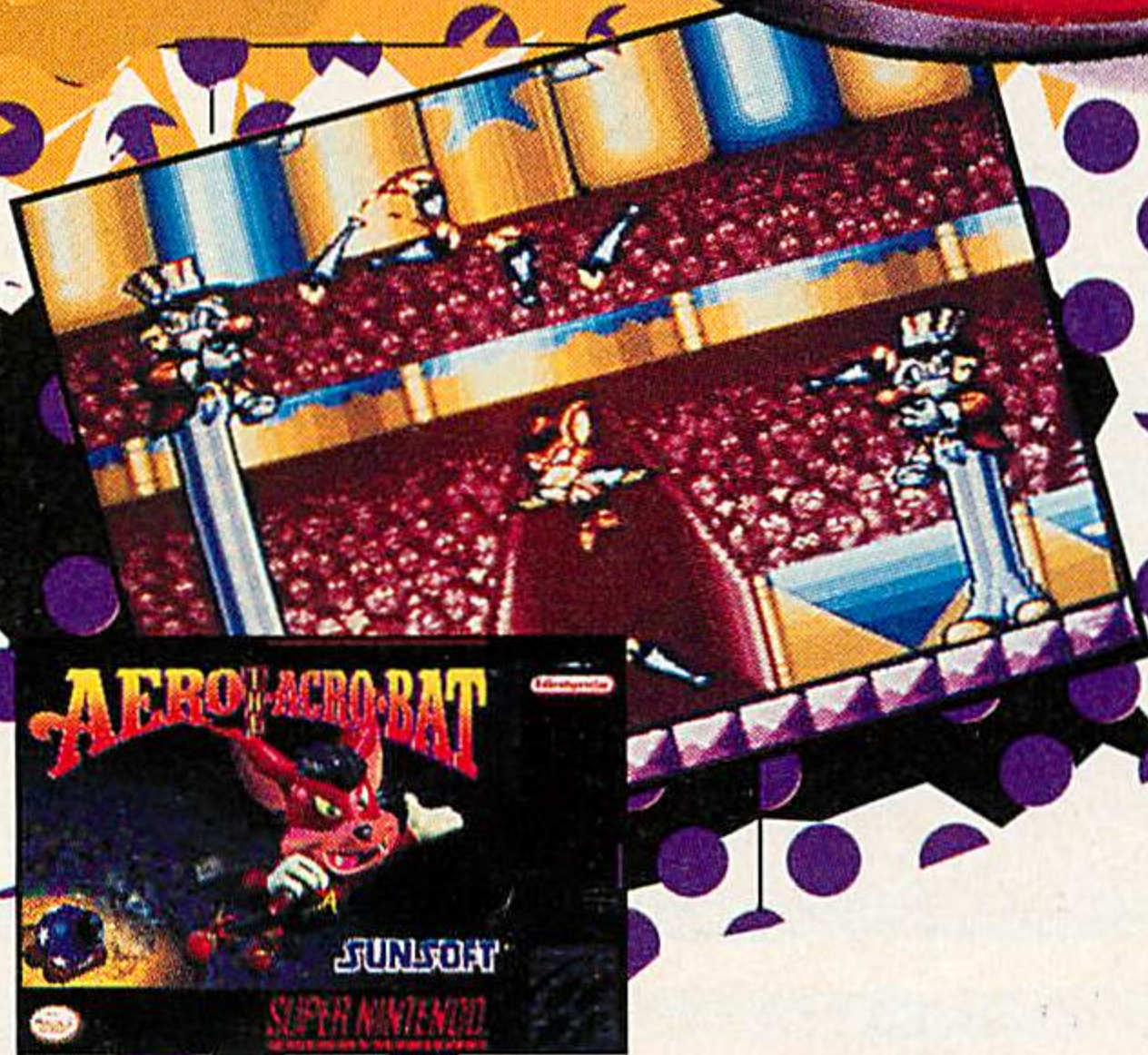
1. *Mortal Kombat II* by Midway
2. *Run & Gun* by Konami
3. *NBA JAM* by Midway
4. *Mortal Kombat* by Midway
5. *Lethal Enforcers* by Konami
6. *Virtua Fighters* by Sega
7. *NFL Hard Yardage* by Strata
8. *Super Chase H.Q.* by Taito
9. *Terminator 2* by Midway
10. *Final Lap 3* by Namco

DELUXE COIN-OP



1. *Drug Wars* by American Laser Games
2. *Ridge Racer* by Namco
3. *Outrunners* by Sega
4. *Suzuka 8 Hours* by Namco
5. *Cybersled* by Namco
6. *Virtua Racing* by Sega
7. *Crime Patrol* by American Laser Games
8. *Stadium Cross* by Sega
9. *Lucky & Wild* by Namco
10. *Final Lap 2* by Namco

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SUPER NINTENDO
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CIRCLE #106 ON READER SERVICE CARD.

Sound Track

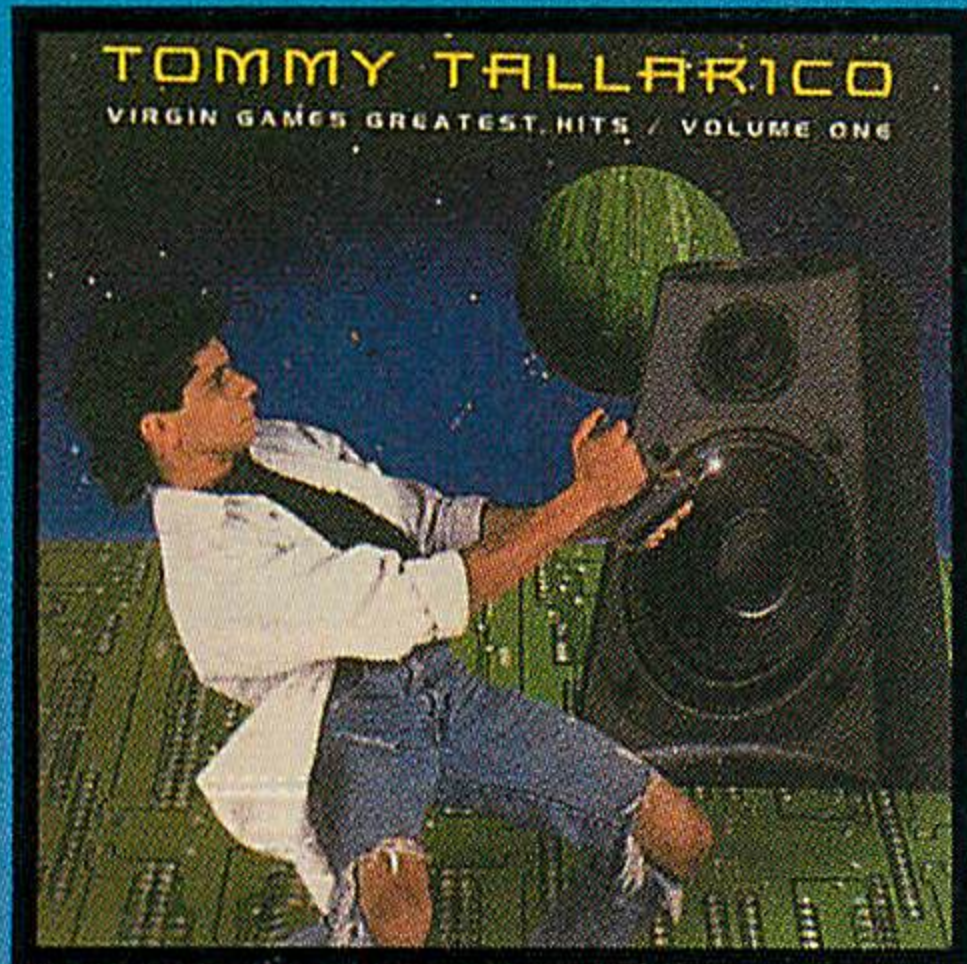
TOMMY TALLARICO'S TUNES

Lots of video-game players can hum the background music from their favorite games—but does anybody know the names of the musicians who wrote those tunes? There aren't many creative people in the video-game industry who get the recognition they deserve from the average consumer, but we know of one who is set to poke the public eye.

On May 1, Capitol Records will release a collection of instrumental music by composer/keyboardist Tommy Tallarico of Virgin Games. Titled *Virgin Games' Greatest Hits Volume One*, the album features over 45 minutes of hard-edged rock from the 25-year-old Tallarico, whose resumé includes everything from an 11th-hour *Super Slap Shot* soundtrack all the way up through the tour de force that is Virgin's Sega CD version of *The Terminator* (winner of VIDEOGAMES' Best Video-Game Soundtrack award for 1993). Performed nearly singlehandedly by Tommy himself, this new disc includes fully orchestrated themes from *The Terminator* and five other Virgin games.

Since Tallarico's keyboard spends a healthy amount of time doing dead-on impersonations of screaming electric guitars, the album is a natural for fans of Joe Satriani, Vinnie Moore and other technically superior axemen. Aside from two guitar solos by Virgin's Bijan Shaheer, all of the lead guitar parts come from Tallarico's wizard-like command of his keyboards; in fact, we defy our readers to tell us which of the guitar solos on *Virgin Games' Greatest Hits Volume One* were played on a real guitar!

Virgin's Sega CD version of *The Terminator*; music by Tommy Tallarico.



Each tune also has something of a history behind it. Seven cuts appear in the *Terminator* Sega CD game, and one song ("Also Rock Zarathustra," a hard-rock interpretation of the similarly titled Strauss classical piece) is from a CD-ROM game called *Shuttle* that was originally released for the PC, Amiga and Atari ST. The theme from *Global Gladiators* is here too, as well as a song titled "Bonus Level" that merges the themes from the bonus stages in *Global Gladiators* and *Cool Spot*.

There are also two songs from the cartridge version of *RoboCop vs. Terminator* (on which Tommy collaborated with fellow games musician Mark Miller of *ToeJam and Earl* and *Chakan: The Forever Man* fame) and one song ("RiViT Fanfare") that was written for a Sega CD version of *RoboCop vs. Terminator*. The latter project has been canceled by Virgin, so this previously unreleased song is all that remains of that version of the game.

One thing's for sure: It's all highly listenable, anthemic rock that—unlike the majority of video-game soundtracks—has been designed to stand on its own, game or no game. If you're sick of trebly, repetitive video-game music, you owe it to yourself to pick up a copy of *Virgin Games' Greatest Hits Volume One*. By doing so, you'll be encouraging game designers to compete with the likes of Tallarico and Miller and give us the best video-game music possible. If nothing else, you'll have a great disc to listen to while you're playing one of those games with the trebly, repetitive soundtracks!



Tommy also appeared as a security guard in *Super Caesar's Palace*.

Sorry, Chad, but it looks like only one of these titles will hit the SNES: Bill Walsh was released in March. An EA spokesperson confirmed that there are no current plans to convert the *Mutant League* titles for the Super NES.

I saw a preview for the Sega CD fighting game *Brutal* from Gametek. Hey, aren't those guys at Gametek supposed to be devoted to making non-violent games like *Wheel of Fortune*?

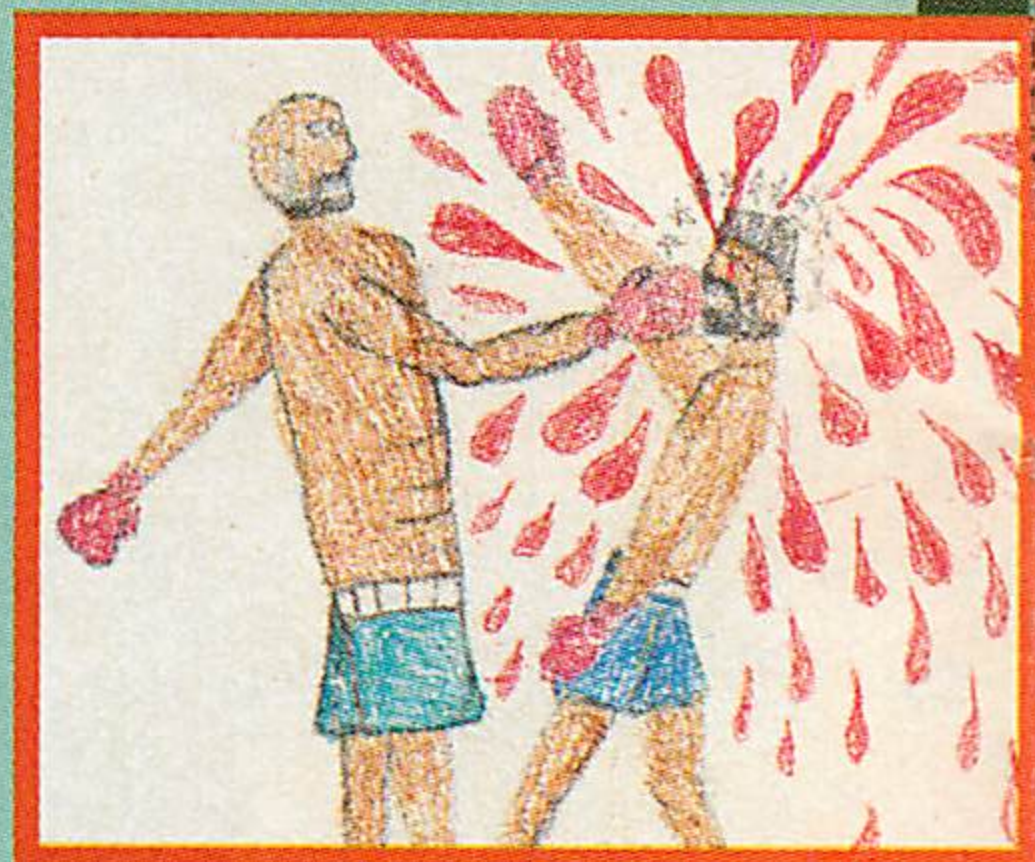
—Joseph Pham
San Jose, CA



Maybe not, Joe. We've played *Brutal* and it's pretty cool—though not as cool as the killer artwork on your envelope!

In your October '93 issue, you stated that there was no blood in the Super NES version of Electro Brain's *Boxing Legends of the Ring*. I recently received the game as a gift, and I was expecting it to have gray sweat flying instead of blood. When I saw blood I was stunned—I thought Nintendo did not allow this! Why is there blood in this game? Hey, Nintendo, thanks for the blood—I love it!

—Wesley Yancey
Williamsport, PA



Well, there are small amounts of blood in certain Super NES games. *Boxing Legends of the Ring* managed to get away with it, as did Capcom's *Street Fighter II*. The Genesis version of *Boxing Legends* has even more blood, but neither one is as gory as the illustration you sent with your letter, wow!

I am writing about the *Mortal Kombat II* poster in your January 1994 issue. Normally I would go crazy about a *MK II* pullout since it is my favorite game, but that one really sucked! For starters, you used real people, some of whom looked nothing like the real characters. I mean, tell me when Scorpion grew a beard! Secondly, these people look like they just came from a happy session—everybody's smiling and Johnny Cage is giving a peace sign with his other hand on Raiden's shoulder! I thought these guys were vicious fighters, not world peacemakers! I am not the only one who feels this way; all of my friends agreed with me!

I think that you should put another *MK II* pullout in your next issue with the fighters drawn instead of real people. Have them engaged in some good, bloody combat instead of sitting there giving their "happy, happy, joy, joy" peace signs. It's too good of a game to ruin with such a bad picture.

—Brett Conover
Jamestown, KY

Sorry to disappoint you, Brett, but we sold a zillion copies of that issue to people who realized that those were, in fact, the real actors who appeared in the game! Hey, maybe we can get Wesley Yancey from Williamsport to draw a really bloody *MKII* picture for you....

COIN-OP SOFTWARE



1. *Samurai Shodown* by SNK
2. *Raiden II* by Fabtek
3. *Super Street Fighter II* by Capcom
4. *Street Fighter II Champ. Ed. Turbo* by Capcom
5. *World Rally* by Atari
6. *Fatal Fury Special* by SNK
7. *Warriors of Fate* by Capcom
8. *World Heroes 2* by SNK
9. *Art of Fighting 2* by SNK
10. *Aero Fighters* by McO'River

PINBALL GAMES



1. *Indiana Jones* by Williams
2. *Addams Family* by Midway
3. *Judge Dredd* by Bally
4. *Tales from the Crypt* by Data East
5. *Twilight Zone* by Midway
6. *Jurassic Park* by Data East
7. *Wipeout* by Gottlieb/Premier
8. *Creature from the Black Lagoon* by Midway
9. *Last Action Hero* by Data East
10. *Tee'd Off* by Gottlieb/Premier

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VG NEWSNET

NEWS YOU CAN TRUST!

CALIFORNIA'S ATTORNEY GENERAL ATTACKS VIDEOGAMES MAGAZINE'S STANCE ON CENSORSHIP

On Friday, February 24, Editor in Chief Chris Gore was barraged by phone calls from national media—both newspapers and television—asking for his reaction to the letter he received from California's Attorney General Dan Lungren. At that time Gore had not yet received the letter, but Lungren saw fit to fax it across the country in order to gain much-needed publicity for his crusade against the video-game industry (and his bid for reelection in November.) The actual letter (see below) finally arrived in the *VIDEOGAMES* offices three days later.

GORE RESPONDS TO LUNGREN: Dan, I'm disappointed. You're reacting only to the picture of your head that we pasted onto one of *Mortal Kombat's* famous fatalities and not addressing many of the points in my response. Hey, you're a public figure and are open to this kind of parody; I'm glad it got your attention. If you turn to the editorial page of the same issue you will see a similar fake photo of myself having been brutally beat up at the hands of editor Chris Bieniek. I don't mind that, I have a sense of humor about myself. I think it's funny.

It's ironic that you find it "revealing" that your 10 year-old nephew was the one who discovered your photo in our magazine, not "a member of [your] staff or any other adult." We found this to be revealing, too; it *proves* just how out-of-touch you are with the video-game industry. The February issue of *VIDEOGAMES* had been in readers' hands for a full month before it was brought to your attention. If you or your staff have not been reading the major consumer publications that cover the video game industry, how were you able to cultivate an informed opinion on the subject at hand? From watching a video tape of one or two games?

Fighting games like *Mortal Kombat* have been described as a form of high-speed Chess; there's a lot more to these games than the blood and guts that have been singled out by your misguided crusade. You

must form intricate strategies in order to succeed in the game, which requires a lot of brainwork, not just mindless button-pushing. Most folks consider Chess to be an intelligent game, but others might describe it as a violent game in which the opposing kingdom is conquered by the victors, thus rewarding their aggressive behavior with success.

Until you've made an effort to educate yourself on the workings of the video-game industry as a whole—not just the handful of titles that have been singled out for criticism—it'll be hard to take your efforts seriously. You might consider playing a few video games with your nephew sometime.

—Your pal, Chris Gore

LAST-MINUTE NEWS UPDATES!

SEGA AND NINTENDO ANNOUNCE NEW HARDWARE FOR '94—In an uncanny coincidence, both Sega of America and Nintendo of America picked the same day—March 14, 1994—to announce the impending release of surprising new hardware products. Sega's **Super 32X** "hardware upgrade" is a cartridge add-on for the Genesis that includes two Hitachi SH2 RISC processors and a newly-designed VDP (video digital processor) chip. With this peripheral mounted in the cartridge slot of your Genesis machine, you'll be able to play new cartridge and CD-ROM games with more colors, texture mapping, improved polygon

graphics technology, scaling, rotation and improved audio. It's essentially a new hardware platform with capabilities that are somewhere between the Genesis' specs and those of Sega's yet-to-be-introduced Saturn platform; while it's not expected to be compatible with Saturn-specific software, the games are rumored to be "near-Saturn quality." (Trivia fans take note: Sega's in-house code name for the new platform was "Mars".)

While Sega claims to have "more than 30 titles under development" for the Super 32X, our sources expect there to be just three or four titles available when the peripheral is released this fall at a suggested retail price of \$149.

Meanwhile, Nintendo unveiled its **Super Game Boy**, a cartridge peripheral that allows you to play Game Boy software through your Super NES. The unit resembles an oversized SNES cartridge; Game Boy carts plug into the top and appear in color on your TV screen. While the colors are primitive, the Super Game Boy allows you to customize the color scheme of existing Game Boy titles and lets you choose from different screen borders with an interface similar to that in *Mario Paint*. The new product is expected to be available on June 6 at a suggested retail price of \$59.99.

After the initial release, future Game Boy titles will play normally on the Game Boy but will be specially coded to display up to 256 colors and use the Super NES' sound capabilities when played on the Super Game Boy. The first Game Boy title to be optimized for Super Game Boy use will be a Nintendo classic: *Donkey Kong*, due in June.



State of California
Office of the Attorney General
Daniel E. Lungren
Attorney General

February 24, 1994

Mr. Chris Gore
Editor in Chief
VideoGames Magazine
9171 Wilshire Blvd., Suite 300
Beverly Hills, CA 90210

Dear Mr. Gore:

Recently my ten-year-old nephew showed me a copy of the February 1994 *VideoGames* magazine which depicts me as having been decapitated with my spinal cord dangling and blood spilling forth. I hope this tasteless illustration is not representative of the level of responsibility and maturity in the video game industry as a whole.

Indeed, your reliance on gratuitous images of violence to "illustrate" your negative reaction to my call for less violent games proves precisely the point I have been making: that many of those associated with the manufacturing and marketing of video games are transmitting to our youth a set of cultural values which glorifies violence as a key mode of expression, response, survival and even as a ticket to success.

It is also revealing that my ten-year-old nephew was the one to bring this to my attention, not a member of my staff or any other adult. This seems to confirm the industry's own figures which establish pre-teenage youth as one of the principal markets for these products, with seventy percent of the audience under the age of eighteen. That makes me doubly concerned about the violence in many of these games.

I have never suggested that every youth who plays a violent video game will personally commit acts of violence, or that video game violence is the sole cause of the upsurge in youth violence. Yet the constant daily bombardment of young people with violent

Mr. Chris Gore
February 24, 1994
Page 2

images throughout our culture -- in sports, movies, television and music in addition to video games -- has deadened and desensitized them to the pain and destruction caused by violent behavior towards others. The culture of violence we have allowed to take root is not the only factor behind the rising tide of juvenile crime and gang activity, but the connection is undeniable.

Fortunately, others involved in the video game industry are taking my appeal more seriously. In December, some of the retailers, such as Toys 'R Us and Kay Bee Toys, pulled the video game "Night Trap" from their shelves. In January, Sega recalled that video game so that it could be edited. The entire industry is moving towards a rating system, similar to the movies because these video games are graphic and contain adult-themes.

Finally, let me underscore that even though you use the word "censorship" to describe my efforts, I have proposed nothing of the kind. I have not advocated government legislation, litigation or regulation. Instead, I have asked the video game industry to exercise corporate and personal responsibility for their actions. I called for positive steps from the industry by either voluntarily removing the needless violence from the games or removing the games from the market. Why not explore new ways to challenge, educate and entertain our youth rather than resorting to the cheap, mindless, misleading and dangerous thrill of video game violence.

If you choose to respond to the serious issues I have raised by depicting me as having been brutally murdered, I suppose that is your right. Personally, I don't care. However, I do care about helping to foster a culture that is less brutal and violent, and I have no intention of turning away from this challenge.

Sincerely,

DANIEL E. LUNGREN
Attorney General

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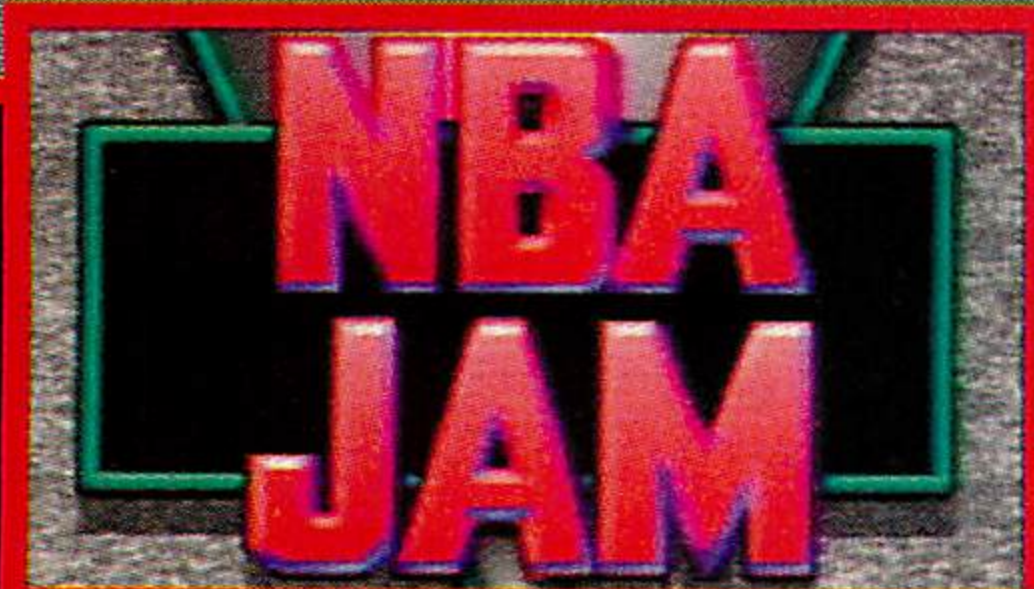
CIRCLE #107 ON READER SERVICE CARD.

TIPS & TRICKS

BY NIKOS CONSTANT AND ZACH MESTON



If you have any tips or tricks that you haven't seen printed anywhere else, put them on a piece of paper or a postcard and send them to us at *VideoGames*, Attn: *Tips & Tricks*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. If you're the first to tell us about a valuable new tip or trick, we'll print it and send you one of these cool new controllers for your Super NES or Genesis, courtesy of STD Entertainment (USA), Inc.!



(ACCLAIM FOR THE SUPER NES)

Secret Powerups!

As you probably expected, the Super NES version of *NBA JAM* is packed with secret stuff—and Iguana Software (the programmers of the home versions) have even added some great new powerups that you won't find in the coin-op original! Try these tricks on for size:

Powerup Def (Defense):

You can goaltend without getting called for it! At the "Tonight's Match-Up" screen, press **A** four times, then press **A** a fifth time and hold it down. At the tip-off, some garbled text appears on the screen to confirm the code.



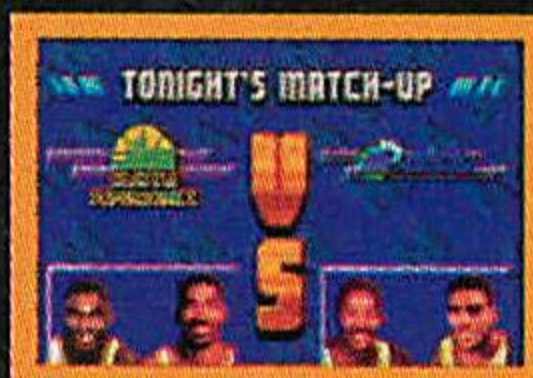
Powerup Fire:

You stay on fire for the entire game, which gives you unlimited turbo power, gives you an incredible shooting percentage and lets you goaltend without getting called. At the "Tonight's Match-Up" screen, press **B** seven times, then press and hold **B**, **Y** and **Up** on the D-pad. Keep holding until the tip-off, when the words "POWERUP FIRE" appear on the screen.



Powerup Dunks:

You can dunk the ball from as far away as the half-court line—this is the coolest trick in the game! At the "Tonight's Match-Up" screen, rotate the directional pad 360° (you only need to rotate the pad once, but you may want to do it twice just to be safe) then press the **B** button thirteen times. At the tip-off, you should see the words "POWERUP DUNKS" appear on the screen.



Shot Percentage:

Whenever a player takes a shot, a number between 5% and 99% appears in the lower-right corner of the screen. The higher the number, the better the chance of the shot going on. The percentage does NOT appear when a player is going for a dunk. At the "Tonight's Match-Up" screen, press **A** once, then press and hold **A+B+Down**. At the tip-off, you'll see the words "SHOT % DISPLAY ACTIVATED" appear on the screen.



(VIRGIN FOR THE GENESIS)

54 Lives!

To get 54 extra lives, press **START** to pause the game and punch in the code **C, C, A, A, B, B, C, C, A, A, B, B**. You'll hear an explosion and go to a secret level where you'll get a message from the game's programmer, John Botti. Once you've exited the level, you'll have 54 lives to help you get through the game!



Press **C, C, A, A, B, B, C, C, A, A, B, B** while the game is paused.



You'll find a secret level and earn 54 lives!

TURBOCOP Mode!

If you want to really zip your way through *RoboCop vs. Terminator*, enter the code **A, B, C, C, B, A, C, B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C, B** while the game is paused. You'll hear a "zippy" sound effect that signals that you're in "TURBOCOP" mode. Now you can jump higher and zoom through the levels faster than normal!



Press **A, B, C, C, B, A, C, B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C, B** while paused.



Now you can do mega-jumps and rip through the levels as "TURBOCOP"!

Drop Through the Floor!

The designers of "RiViT" programmed in a debugging tool that allows you to drop through the floor. Simply press **A, B, C, C, C, B, A** while paused—you'll hear a whistling sound to confirm the code. Once you've done this, you can drop through the floor by holding **Down** on the D-pad and pressing **C** (one time only; repeat the code to drop down a second time.) This helps you get through certain levels faster (like the ED-209 stage), and it allows you to enter a section of one level that was completely sealed off by the programmers before the game was released because it contained a flaw that could lock up the game. Can you find this hidden section?



Pause the game and press **A, B, C, C, C, B, A**.



Hold **Down** on the D-pad and press **C** to drop down to the next level.

Weapons Select!

The secret message from John Botti also includes an extra code to get a weapons select. Just pause the game again and use the code **B, A, C, C, C, A, B, B, A, C, C, C, A, B**. If you've done the code correctly, you'll hear machine gun fire. Unpause the game, then hold **Down** on the D-pad and hold **A, B** and **C** simultaneously. You'll see the icon at the top of the screen start to cycle through different types of weapons; just release the buttons when you see the one you want!



Press **B, A, C, C, C, A, B, B, A, C, C, C, A, B** while paused.



Next, start the game again and hold **Down+A+B+C** to choose different weapons!

Immortality Level!

Once you've entered the TURBOCOP Mode as described above, you can enter a bonus level that makes you invincible. Just start the game's "Trainer" level, move RoboCop all the way to the left of that stage, hold **Up** and press **C** to jump. RoboCop will find the **Immortality Level** with another secret message from the game's designers. Now you're immune to enemy fire!



On the "Trainer" level, move RoboCop all the way to the left.



Hold **Up** and press **C** to jump.



You'll get a message from the game's designer's that you have found the "Immortality Level." Now, nothing can destroy you!



(SNK FOR THE NEO•GEO)

Secret Character!

The instruction manual for this 150-meg slugfest makes no secret of the fact that there's a hidden character in the game. "The person waiting for you at the end is UNKNOWN!" it says. To find the dude, you have to beat the game at any difficulty level without losing a single round. (If you have a Neo•Geo Memory Card then it's really easy: If you lose a round, simply lose the battle and continue with the Memory Card. Your perfect record will remain intact.)

The secret fighter in the "Dream Match" is Ryo Sakazaki from SNK's own *Art of Fighting* series. He's a worthy opponent; watch out for the mega-hit "magic move"!



Beat the game without losing a single round.



You'll be able to fight the "Dream Match" with....



Ryo Sakazaki from the *Art of Fighting* series!



Beat him to see a special ending for your character.

Play As Ryo Sakazaki!



Lose your "Dream Match" with Ryo.



At the fight demo, press **Up, Left, Down, Right, Up, A, Up, Right, Down, Left, Up, C**.



Choose a two-player game.



Now you can fight as Ryo Sakazaki!



Fireball:
↓↘→+A or C

To choose the secret character as your fighter in a two-player game, you must have the Memory Card and be able to fight Ryo as described above—and beat him! Once you've defeated Ryo, start a new game and choose the saved game in the Memory Card to fight Ryo again. This time you must lose the battle with Ryo; then, when the "Continue" countdown runs out and a fighting demo sequence begins, press **Up, Left, Down, Right, Up, A, Up, Right, Down, Left, Up, C** on Controller 1. You'll hear Ryo's familiar taunt, "Oobida-oobida!" to indicate that the code is in place.

Start the game, and you'll find a new menu at the title screen. Be sure to choose the two-player game. At the "Fighter Selection Screen" you'll see that both players can now choose to fight as Ryo. We'll even show you how to do Ryo's secret moves!



Super Uppercut:
→↓↘+A or C



Fire Kick:
↙↗+B or D



Fists of Fury: Press **C** repeatedly



Mega Fireball:
→←↙↓↘→+C



Desperation Attack:
↓↙←↘→+B+D simultaneously (Ryo's energy meter must be almost empty to do this move.)

Sound Test!

To find a Sound Test menu in *Fatal Fury Special*, just pause the game and press **A, B, C, D, A**. Now you can hear all of the different grunts, groans and music from the game!



Pause the game and press **A, B, C, D, A**.



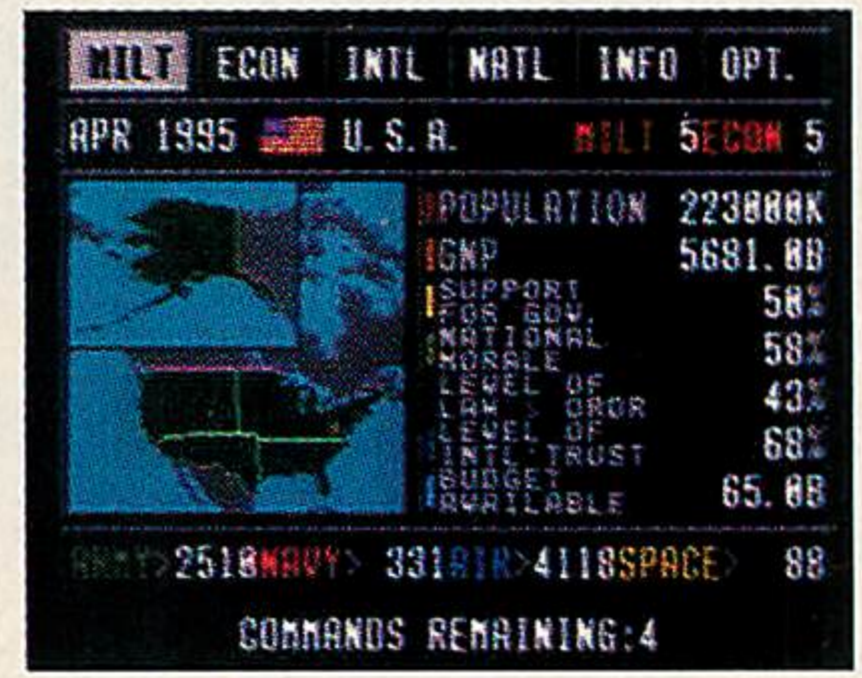
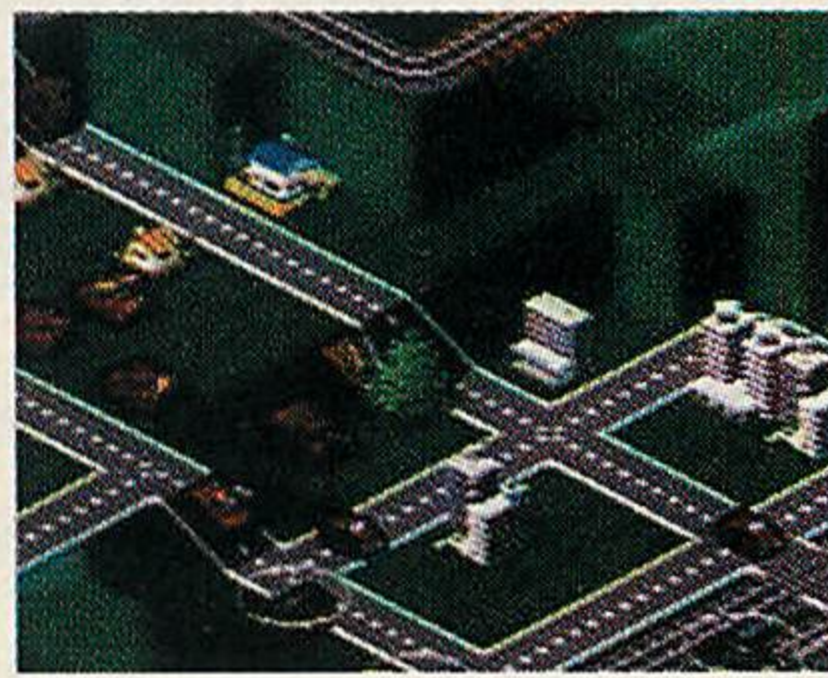
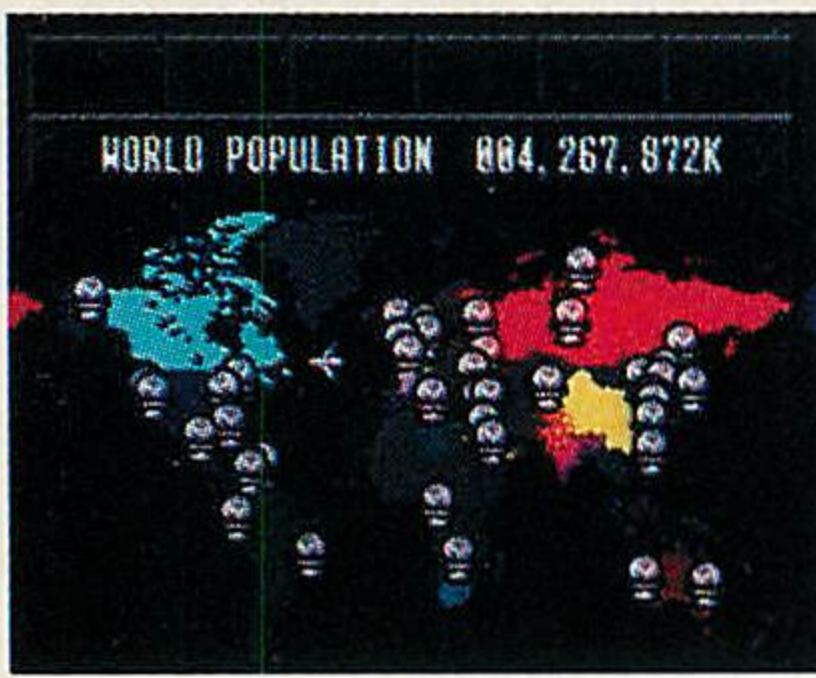
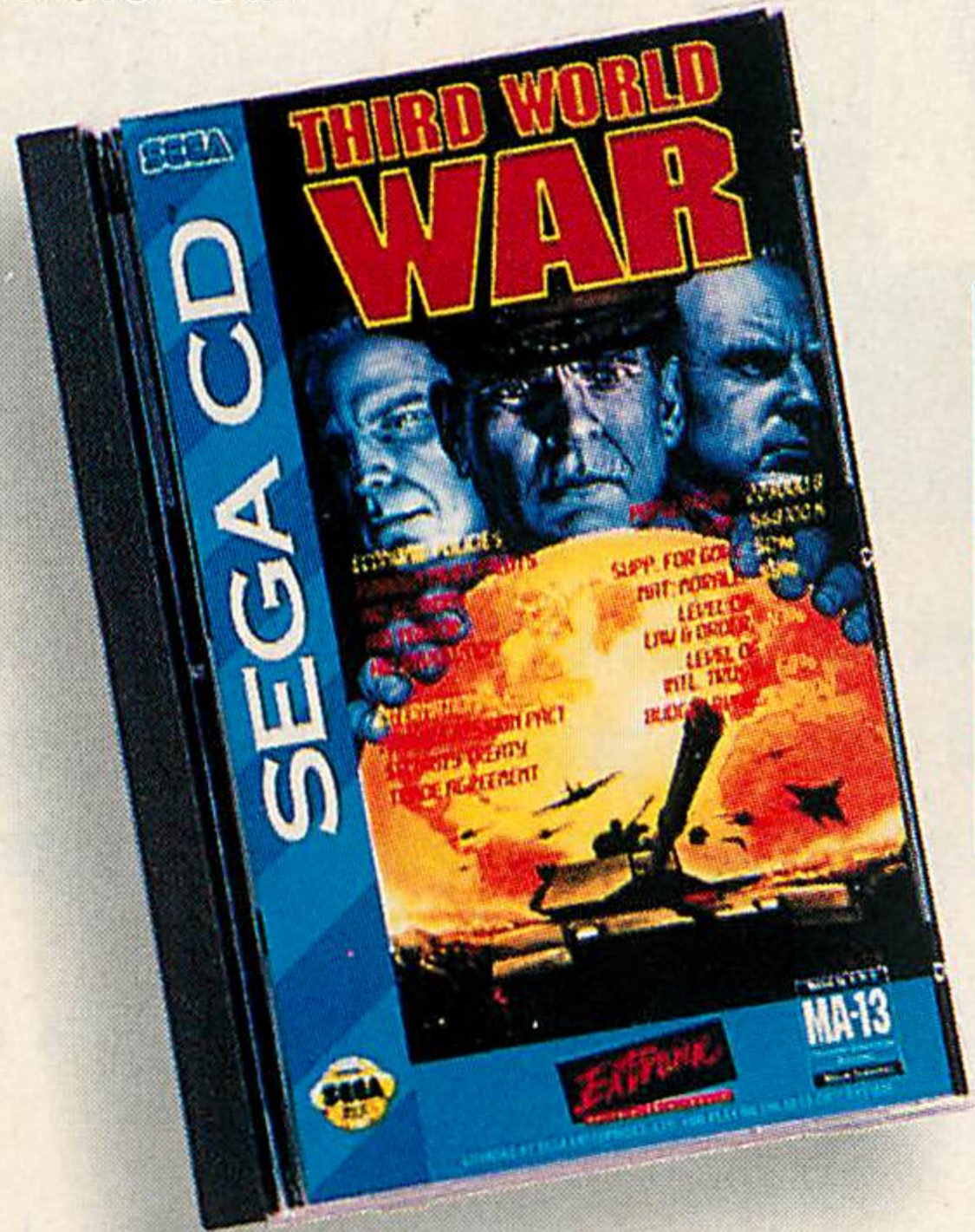
A Sound Test menu will appear!

TEMPTING, ISN'T IT?

It's been one of those days. A revolution is about to topple your government, your invasion force has just been thrown back into the sea, and France and England have just levied trade embargoes against you. What's next?



In **THIRD WORLD WAR™**, it's your call: you'll lead one of 16 nations in a bid for world domination. Adapt your strategies to realistic, ever-changing world events, and plot your every move on nearly 85 interactive scenario maps. Or, if all else fails, there's always that little red button . . .



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ System.



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CIRCLE #108 ON READER SERVICE CARD.



(VIRGIN FOR THE SEGA CD)

Full-Motion Video Scene Select!

Here's a code if you want to check out all of the full-motion video sequences in *The Terminator* without playing through the whole game. At the main menu, choose "Options." At any of the items in the "Options" menu, hold the **C** button, push **Right, Left** and release **C**. You'll see the flashing triangle cursor change into a square. Next, choose the "Sound Test" option and you'll find a new menu item called "Cinema Sequences." The menu contains all of the video sequences in the game!



Go into the "Options" screen.



Hold **C**, press **Right, Left** and release **C**.



The cursor will change from a triangle into a square.



Next, choose the "Sound Test" option.



You'll find a new menu item called "Cinema Sequences."



Choose any of the selections....



...to see the game's full-motion video scenes!

SONIC THE HEDGEHOG

THE MYTH OF SPEED & POWER

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

A BLAST OF HOT AIR

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

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

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

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

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

TRUE POWER PROCESSING

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

to a new level with in-your-face perspectives like that of NCAA Basketball and NHL Stanley Cup. This is true Power Processing. It's wired in. And the Super NES does more than manipulate graphics—it also gives you better graphics from the start with more than 32,000 colors to choose from while Genesis has 256. The Super NES can display 256 colors at one time while the Genesis can only show 64. While 128 sprites can appear on the screen on Super NES games, only 80 appear on the Genesis. Put a Super NES game like Street Fighter II, Alien³, The Lost Vikings, or Nigel Mansell's World Championship Racing next to its Genesis equivalent and you'll see the difference: the Genesis, presents a flat, pale reflection of the Super NES. It's like comparing fresh oranges to Tang. The Genesis just ain't got the juice.

SUPERior NES

- ✦ Two video processor PPU units with eight mode effects including Mode 7 for special graphics effects like rotation and scaling
- ✦ 6 custom designed chips for video games as opposed to only 2 custom chips on the Genesis circuit board give more graphics effects, more colors and better sound
- ✦ Almost twice the internal memory for speeding up programs
- ✦ Data retrieval is 280 nanoseconds for the Super NES—88% faster than Genesis
- ✦ Sound Signal to noise ratio is 2.5 times better in the Super NES for sharper more realistic sound effects, voices and music
- ✦ The Super NES Controller has 12 buttons to eight for Genesis for greater game play versatility and better control

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

FOR THE SUPER NES ONLY

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



GET REAL, GET NINTENDO

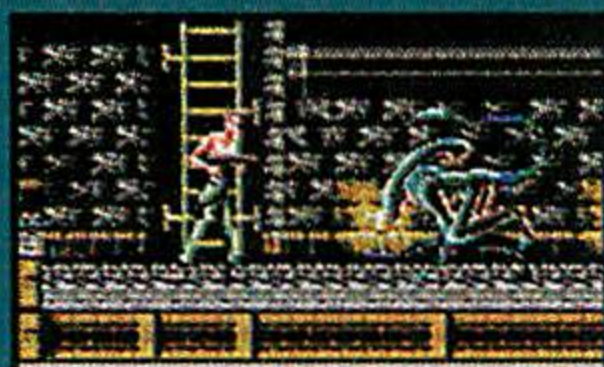
So you spent your hard-earned bucks on the Genesis and now you can't play the best games. It may not seem fair, but it's not the end of the world. For less than the cost of a couple of Genesis games, you can have the system that gives you the best fighters with lightning fast control like *Street Fighter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

Super NES

Genesis



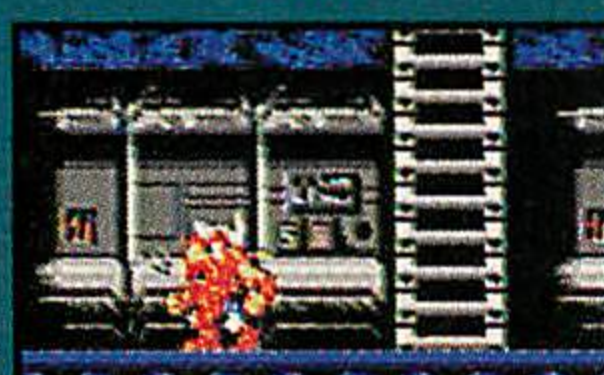
Alien³



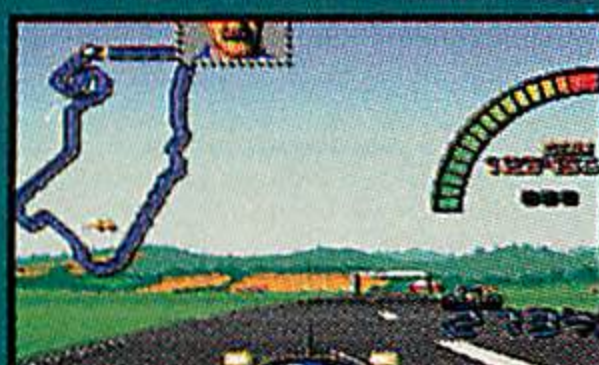
Alien³



The Lost Vikings



The Lost Vikings



Nigel Mansell's World Championship Racing



Nigel Mansell's World Championship Racing

Q&A:

THE QUESTIONS THAT COUNT

Which system gives you 2 custom graphics processors?

Super NES

Which system gives you 4 times the colors?

Super NES

Which system gives you the deepest game play?

Super NES

Which system has a black control deck?

Genesis

Which system has a more versatile controller?

Super NES

Which system has the most custom chips?

Super NES

Which system has Mode 7 effects?

Super NES

Which system has twice the internal memory?

Super NES

Which system uses electricity?

Both

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

Super NES

Which system has a European porcupine for a mascot?

Genesis

Which system has true digital sound?

Super NES

Which system has specialized DMA architecture?

Super NES

Which system can turn you into a super man?

Neither

Which system costs about \$90?

Both

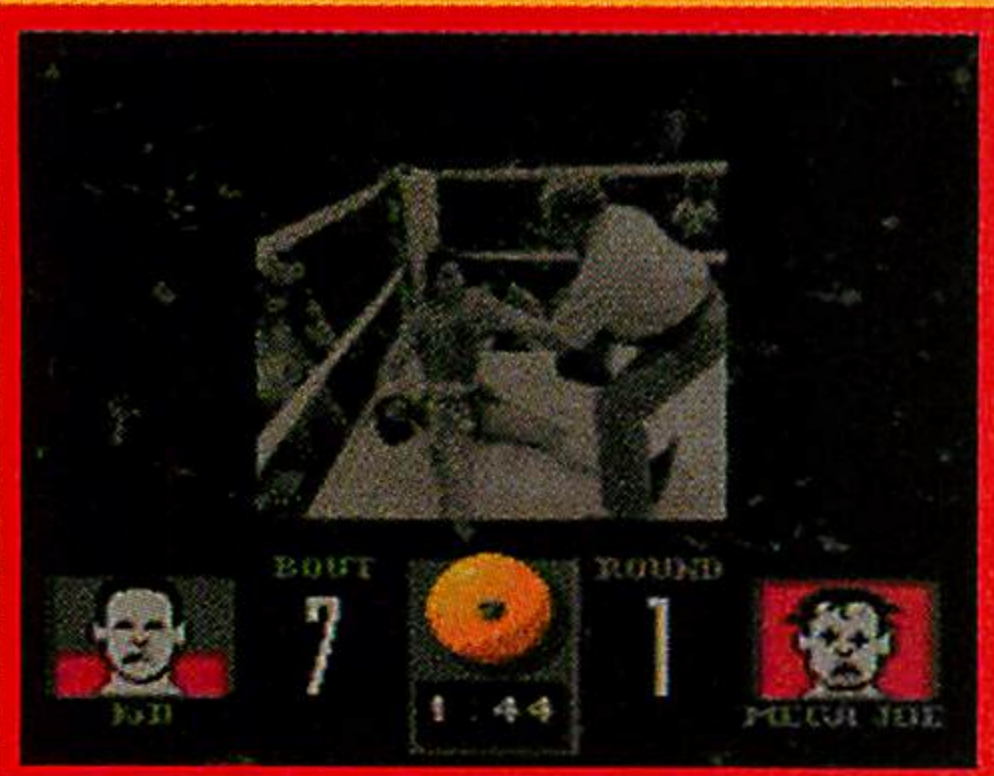
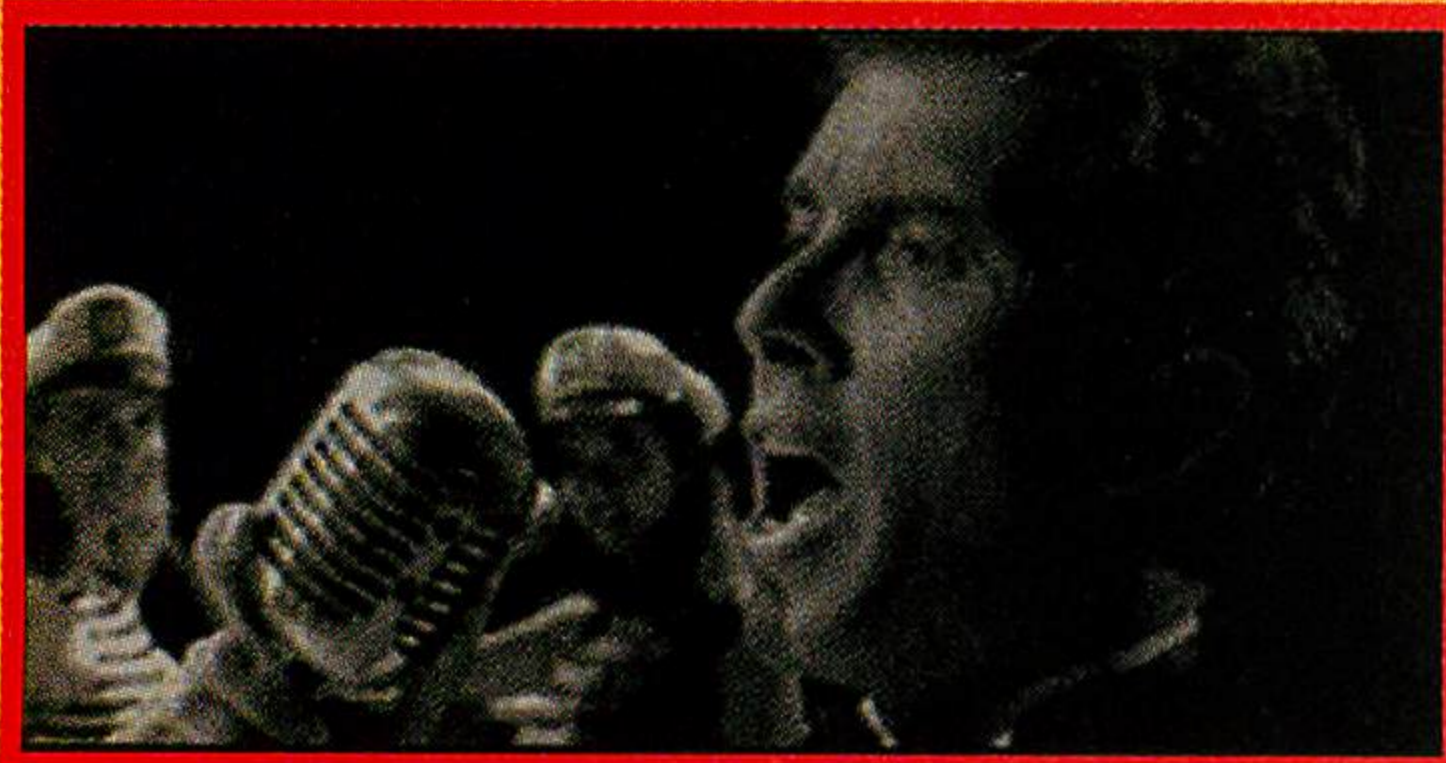
Do you really need anyone screaming in your face?

No

Now you add it up. ↑

Prize Fighter

(SEGA FOR THE SEGA CD)



Tips and Strategies!

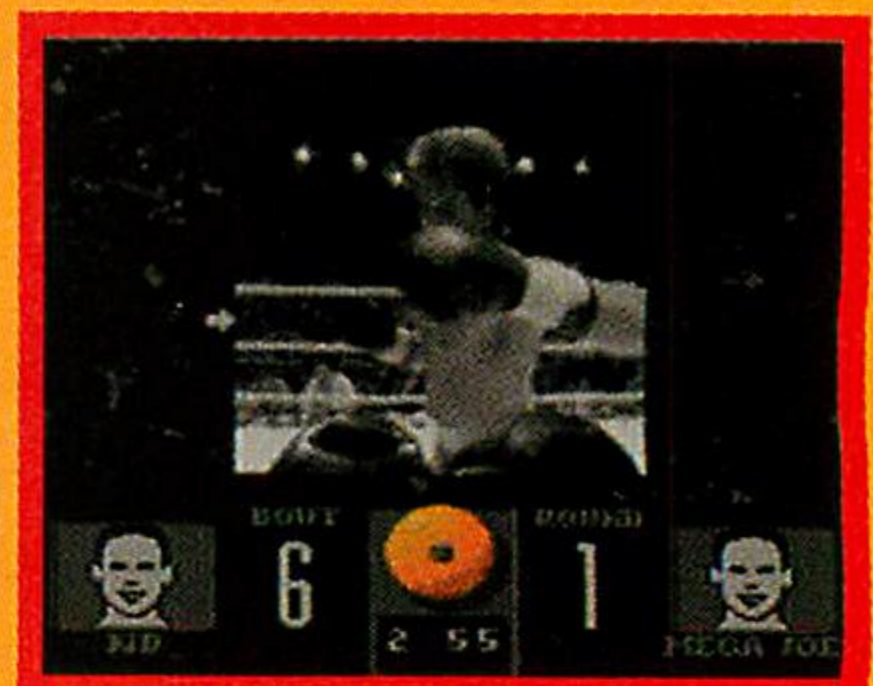
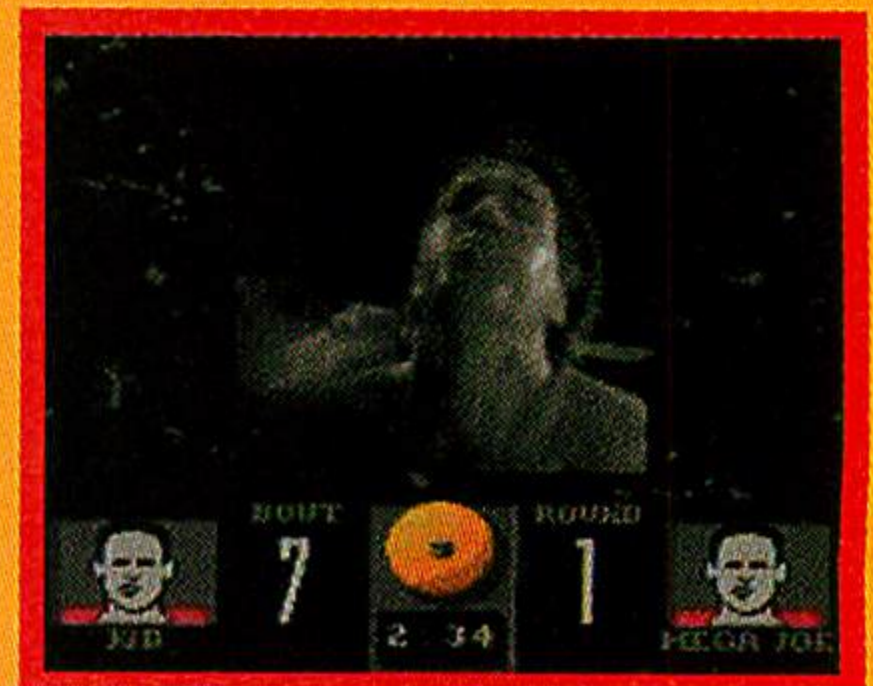
Fighting Tactics

- You may have noticed that the punch you throw most often in *Prize Fighter* is the left jab. In fact, you'll throw far more left-handed punches than right-handed punches against three of the four fighters; only T. Rex leaves himself open to rights more than lefts. With this helpful info in mind, go to the Power Points option and give your left hand as many Power Points as possible (50% of your total), then assign the other 50% to your Stamina. Your right hand should have only one Power Point. Now you can take out Honeyboy Hernandez with ease and start working up towards Nuke "The Duke" Johnson. We were able to defeat Nuke and win the game with only 1600 Power Points using this method, but we also had to be wimpy and turn the Training Mode on.

- Don't try to battle through the ranks too quickly. Fight each opponent at least four or five times to build up your Power Points and increase your pumpitude. Remember that the longer a fight lasts—and the more accurate your punches—the more Power Points you're awarded when you win. Don't go for a quick first-round knockout if you're going for Power Points; make the fight last into the second or third round and THEN kick butt.

- In case you were wondering: No, you can't win a fight by decision, even if you knock your opponent down twice in every round. (If you knock him down three times, you win by technical knockout.) You have to score a KO or TKO to win.

- If you want a real *Prize Fighter* challenge, here's how to play: don't use the Training Mode, don't distribute more than 35% of your Power Points to the left hand, and use a three-button controller instead of a six-button controller. Good luck!



Defensive Tactics

- The bob maneuver (**Left** or **Right** on the control pad) is more effective than blocking, because you can still see your opponent and watch for him to lower his guard so you can counter-punch.

- To see all the scenes between rounds, just block with both gloves for all three minutes of every round. You won't win the fight, of course, for being such a wuss. Try surviving all three rounds against Nuke "The Duke" Johnson—you'll need plenty of Power Points, because Nuke can hurt you with his massive punches even when you're blocking!

TIPS & TRICKS

HINT HOTLINES!

Are you *still* having trouble with your favorite game? Well, *VIDEOGAMES* doesn't give out tips over the phone—but here is a list of people who do:

Nintendo of America Inc.

(206) 885-PLAY
HOURS: Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)
 Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)
COST: Standard long-distance rates to Redmond, Washington, apply.
TIPS: Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

Sega of America Inc.

(415) 591-PLAY

HOURS: 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week

COST: Standard long-distance rates to Redwood City, California, apply.

TIPS: Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. With the exception of Seismic's Genesis games and certain early Renovation titles, questions about third-party games are not covered by Sega's counselors; they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

Atari Corp.

(900) 737-ATARI
HOURS: 24 hours a day, seven days a week
COST: 95¢ per minute
TIPS: Atari's Game Line offers Touch-Tone menus with recorded messages of tips and strategies for recent Atari games for the Lynx and Jaguar.

Turbo Technologies Inc.

(310) 337-6916
HOURS: Monday through Friday—9 a.m. to 6 p.m. (Pacific Standard Time)

COST: Standard long-distance rates to Los Angeles, California, apply.

TIPS: TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

Electronic Arts

(900) 288-HINT
HOURS: 24 hours a day, seven days a week
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Recorded messages provide tips and passwords for Electronic Arts games; game counselors may also be available during normal business hours.

Phillips CD-i

(800) 762-0248
HOURS: Monday through Friday—5 a.m. to 6 p.m. (Pacific Standard Time)
COST: Toll free, but you must register using the serial number on the back of your CD-i machine.
TIPS: Any CD-i questions you may have including game hints, hardware questions

and any other CD-i software info.

U.S. Gold (Flashback Gameline)

(900) 288-GAME
HOURS: 24 hours a day, seven days a week
COST: 85¢ per minute
TIPS: Touch-Tone menus of recorded messages offering tips and strategies for U.S. Gold's *Flashback* for the Genesis and Super NES.

Data East

(900) 4545-HELP
HOURS: 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 5 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance
COST: 95¢ for the first minute, 75¢ each additional minute
TIPS: Tips and strategies for Data East's *Shadowrun* for the Super NES are the primary resource, but help is available for many other Data East titles, including *Side Pocket* and *High Seas Havoc*.

CODES

For use with Dattel's Pro Action Replay Game Bustling Cartridges

TMNT TOURNAMENT FIGHTERS

(Konami for the Super NES)



- 7E0E-E460—Unlimited energy for player 1
- 7E0F-C460—Unlimited Energy for player 2
- 7E00-8E59—Unlimited time
- 7E1A-CE0B—Player 1 plays as Karai
- 7E1A-CE0A—Player 1 plays as Rat King
- 7E1B-1E0B—Player 2 plays as Karai
- 7E1B-1E0A—Player 2 plays as Rat King
- 7E1F-920X—Replace X to change the game speed.
- 7E0E-9F40—Use with code below for super jump (player 1). Turn Action Replay on at the energy screen.
- 7E1E-F809—Use with above code
- 7E1A-C454—Unlimited ultimate move

AERO THE ACROBAT

(Sunsoft for the Super NES)



- 7E0C-C059—Infinite time
- 7E0D-0000—Walk through to the end of the level.

JURASSIC PARK

(Ocean for the Super NES)



- 7E02-9510—Infinite ammo
- 7E04-0555—More Dinosaurs
- TOTAL CARNAGE** (T•HQ for the Super NES)
- 7E04-C803—Infinite lives for player 2
- 7E04-8003—Infinite lives for player 1
- 7E04-8103—Infinite mines for player 1



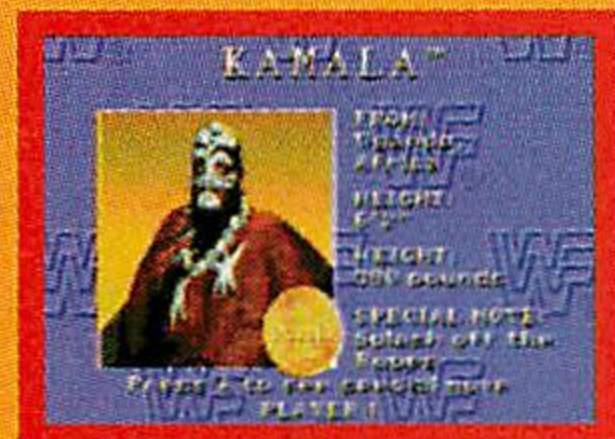
(ARENA FOR THE SEGA CD)

Player vs. Same Player!

With this killer code, you can have a wrestler battle against himself in either a One Fall, Brawl, or Cage Match. In a one player game, select "Player" on the "Opponent Chosen By" screen. When it's time to choose your character, hold **Left** and press **C**. When you hear the signal that the wrestler has been chosen and the gold "Player" medallion appears by his name, press **down** on the joypad. A carbon copy of the first character will appear, allowing you the option of picking the same wrestler to be your opponent.



Select "Player" on the "Opponent Chosen By" screen.



Hold **Left** and press **C** to select your warrior.



Press **Down** to reveal your wrestler's duplicate.



Now you can have the same wrestler fight against himself!



(KONAMI FOR THE SUPER NES)

Use Ultimate Attack in Story Battle Mode!

Normally you can't use the "Ultimate Attack" feature in the "Story Battle Mode," but with this convenient code, you'll be able to kill at will. At the title screen, enter the following code on **Controller 2: Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, X**. You'll hear an explosion if you've entered the code correctly. Go into the "Story Battle Mode" and start swinging. You'll be able to do "Ultimate Attacks" against the computer!



Press **Up, Left, Down, Right, X, Y, B, A, X, Y, B, A, X** on Controller 2.



Go into "Story Battle Mode" and select a character.



The "Ultimate Attack" bars will tell you when you're ready to cause mayhem.

10 Turtle Credits!

If you want five extra credits to work with as you fight your way through *TMNT Tournament Fighters*, check out this mega credit bonus! Use **Controller 2** at the title screen and tap in **B, B, B, A, A, A, X, X, X, X, X, X, X**. (That's **B** three times, **A** three times and **X** seven times. You'll hear an explosion if you've done it right. Now go to the **Option Menu** using Controller 1 and you'll see that a 10-credit selection can now be made.



Press **B, B, B, A, A, A, X, X, X, X, X, X, X** on Controller 2.



Go to the **Option Menu** using **Controller 1** and select the **10 Credit** option!

KILLER KOMBOS

In every issue of *VideoGames*, we'll feature our readers' best fighting-game combination attacks in *Killer Kombos*; the two top combos every



month will each win a set of Dual Turbo wireless controllers for the Super NES or Genesis, courtesy of Acclaim!

TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS (KONAMI)

★ 40% DAMAGE ★

SNES



This Armaggon combo comes from Neil Murphy of Atkinson, New Hampshire. It works on the Super NES version of the game, winning Neil a pair of Acclaim's wireless controllers for the SNES. Using Amaggon, Jump in with a **Flying Regular Kick (Button B)**. **Ducking Down**, do a **Normal Kick (Button B again)** and **Charge Down**. Finish up the move with Armaggon's **Strong Fin Shock (Charge Down for two seconds + Button A)**.



Jump towards your opponent and do a **regular kick (Button B)** in the game's original control configuration).



Hit with a **ducking normal kick (Button B again)** while charging down.



Do a **strong Fin Shock** to complete the move (**Charge Down + Button A**).

STREET FIGHTER II SPECIAL CHAMPION EDITION (CAPCOM)

★ 70% DAMAGE ★

GENESIS



This Killer Kombo comes from Alex Thomas of Palm Harbor, Florida, who wins a set of Dual Turbo wireless controllers for his Genesis. If done correctly, it can annihilate your opponent from the get go. Using Vega, **Jump in** and hit your opponent with a **Fierce Kick**. While jumping, **Charge Back**. While still charging down hit **Jab** and follow it up with a **Crouching Fierce Kick**. While the enemy is getting up, do a **Fierce Claw Roll**. If you do it right, you'll hit up to four more times, taking the other guy down!



Jump in with a **fierce kick (Jump+C)** and charge back.



While charging back, get them with a **jab (Charge Back + X)**



Smoke them with a **Crouching Fierce Kick (C)**



Finish it all up with a **Fierce Claw Roll (Charge Back, Forward)**

TIPS & TRICKS

Stage Select!



Go to the **Options** screen and select the **"Quit/Previews"** box. Hold the **X (Stop)** button down and press **B, L, A**, then release **X** and press **B, L, A, B, L, A** to hear the blast door open.



The **Stage Select** will pop onto the screen along with the Crystal Dynamics logo.

TOTAL ECLIPSE™

(CRYSTAL DYNAMICS FOR THE 3DO)

Get to the cheat mode in this mega-buck shooter by going to the **Options** screen and selecting the **"Quit/Previews"** box. When you're there, hold the **X (Stop)** button down and press **B, L, A**, then release **X** and press **B, L, A, B, L, A**. If you do the cheat correctly, you'll hear the sound of a blast door opening, and the Crystal Dynamics logo will appear in the Options box along with the **Stage Select**. Now you're ready to blast your way through the universe.



(KONAMI FOR THE GENESIS)

Ultra Desperation Attacks!

The Genesis manual for *TMNT Tournament Fighters* says that the "Ultra Desperation Attacks" are "such an awesome display of power that we couldn't even describe it in this manual." Well, maybe the folks at Konami can't handle it, but the staff at *VIDEOGAMES* is ready, willing, and able to give you the information you need about these moves.

When your character's energy is low enough that your **life bar starts flashing**, try one of the following desperation moves. They'll give you the added strength to pull off a mighty comeback. With the exception of April and Casey, all desperation moves can be done no matter what your distance is from your opponent; for April and Casey you have to be in close.



Leonardo: ←→↓↘↙+C



Casey Jones: →←→+C (in close)



Michaelangelo: →←↙↓+C



Ray Fillet: ←→↓↘↙+C



Donatello: →←↙↓+C



April O'Neil: ←↙↓↘→+C (in close)



Raphael: ←→↓↘↙+C



Sisyphus: ←→↓↘↙+C



CODES

For use with Dattel's Pro Action Replay Game Bustling Cartridges

ECCO THE DOLPHIN (Sega for the Game Gear)



00CA-C123—Infinite air and energy

MORTAL KOMBAT (Arena for the Game Gear)

00C4-3B09—Infinite time
00C4-240X—Level select

STAR WARS (U.S. Gold for the Game Gear)

00DA-A310—Infinite energy, use with below code after level 1.
00DA-A410—Use with above code after level 1
00DA-AD02—Infinite lives

SONIC SPINBALL (Sega for the Genesis)

FF579-E0003—Infinite lives
FF579-E1003—Boss room is open

GAUNTLET IV

(Tengen for the Genesis)
FF00F-900C8—Unlimited energy (Warrior)
FF010-D0005—Unlimited keys (Warrior)
FF010-F0005—Unlimited potions (Warrior)
FF03B-D00C8—Unlimited energy (Valkyrie)
FF03D-10005—Unlimited keys (Valkyrie)
FF03D-30005—Unlimited potions (Valkyrie)
FF068-100C8—Unlimited energy (Wizard)
FF069-50005—Unlimited keys (Wizard)
FF069-70005—Unlimited potions (Wizard)
FF094-500C8—Unlimited energy (Elf)
FF095-90005—Unlimited keys (Elf)
FF095-B0005—Unlimited potions (Elf)

TIPS & TRICKS

MORTAL KOMBAT II

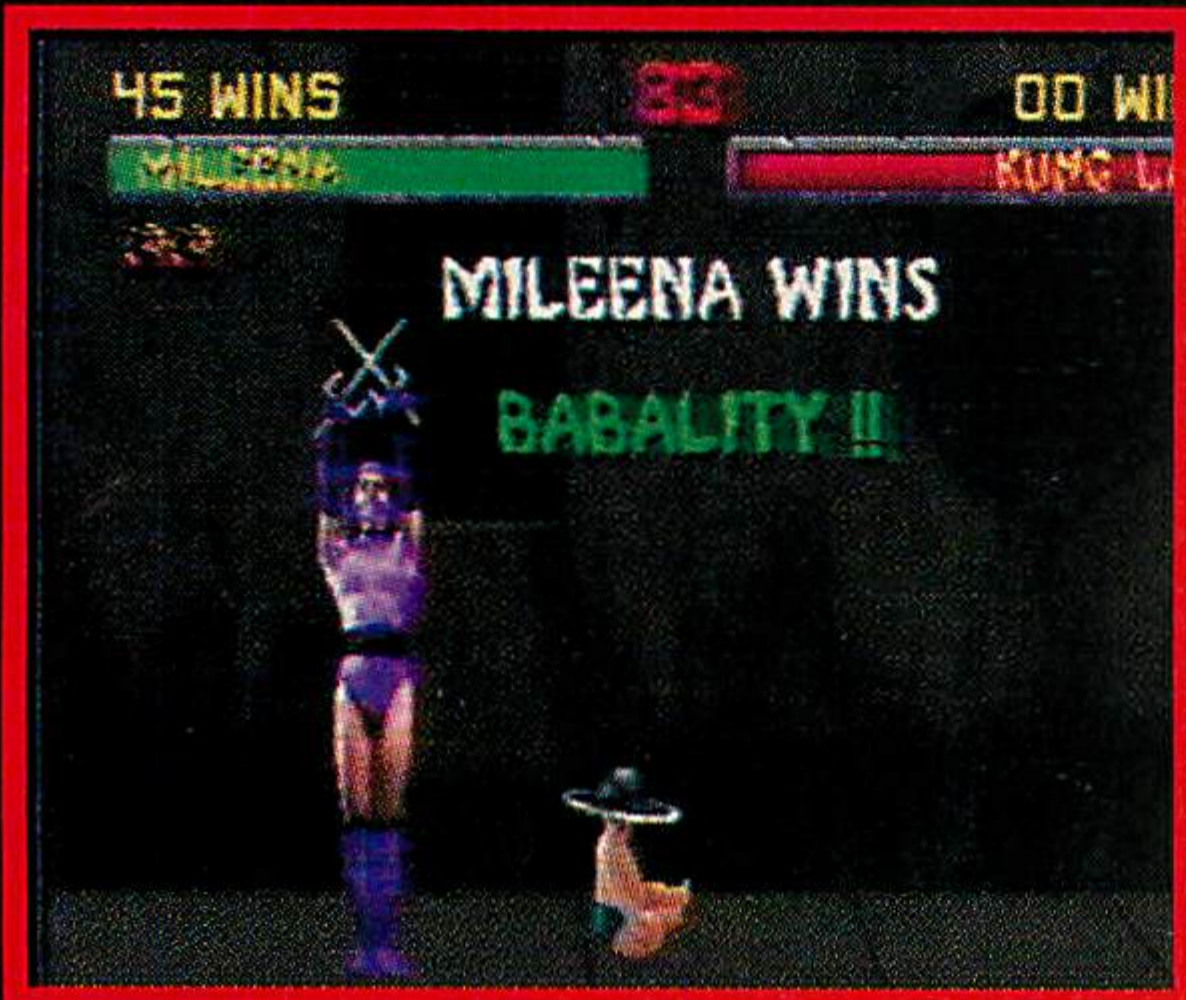
The Carnage Continues

Welcome to our latest *Mortal Kombat II* strategy update! The moves and fatalities listed in the next six pages have been tested on revision 3.1 of the *Mortal Kombat II* code—ask your arcade owner/operator for more information on which revision you're playing.

- To disable all throws during a two-player match, hold both joysticks **Down** and hold the **HIGH PUNCH** button on both sides of the machine during the matchup screen just prior to the fight.

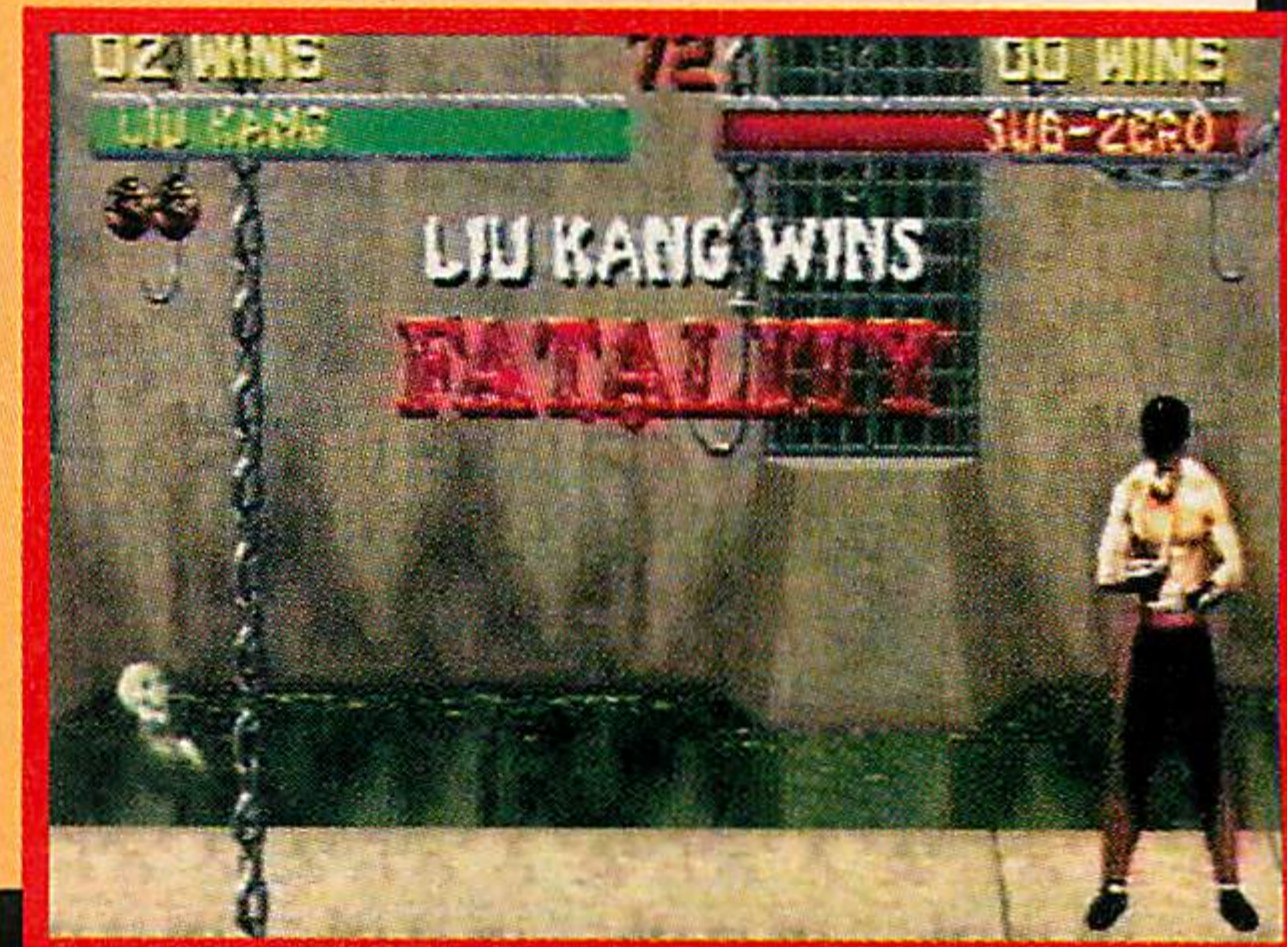
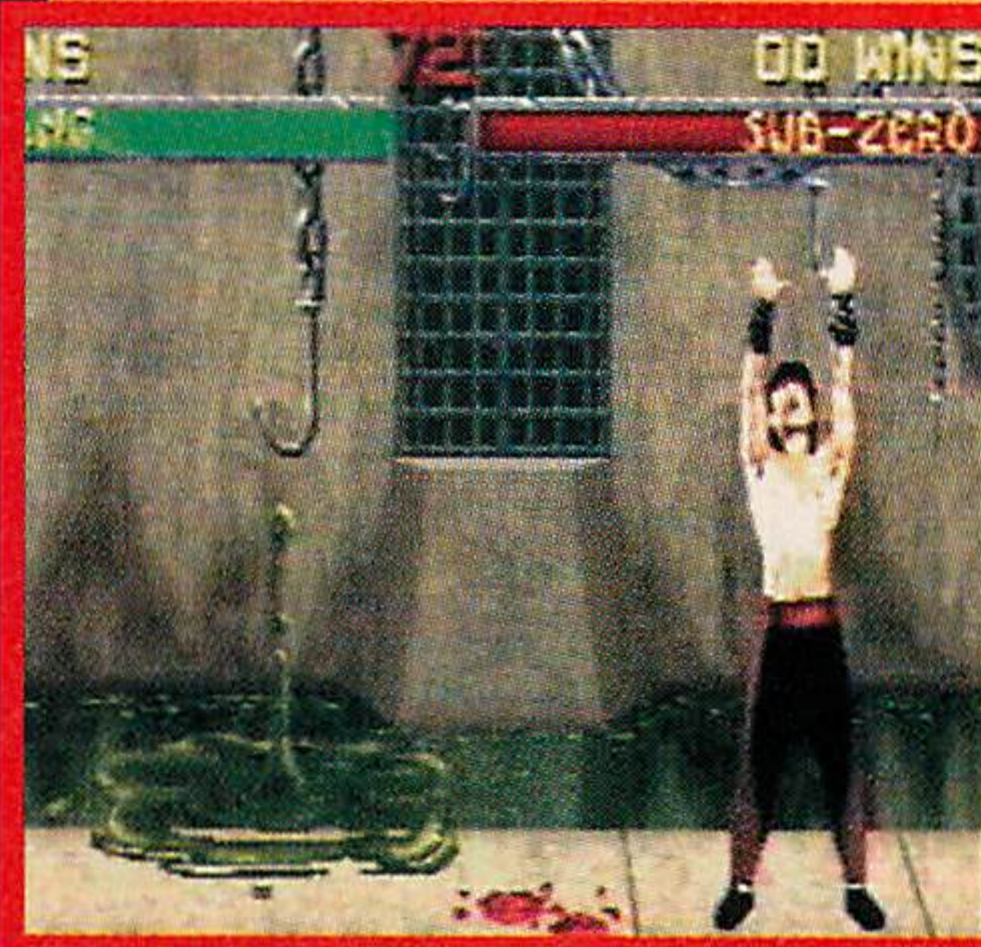


- To have the computer choose a character for you at random, hold the joystick **Up** and press **START** while you're on the top row of the character-select menu.



- To perform a Babality or Friendship move, you must not press **HIGH PUNCH** or **LOW PUNCH** during the round in which you expect to do the move. If you press a punch button during the winning round, your Babality or Friendship move will not work.

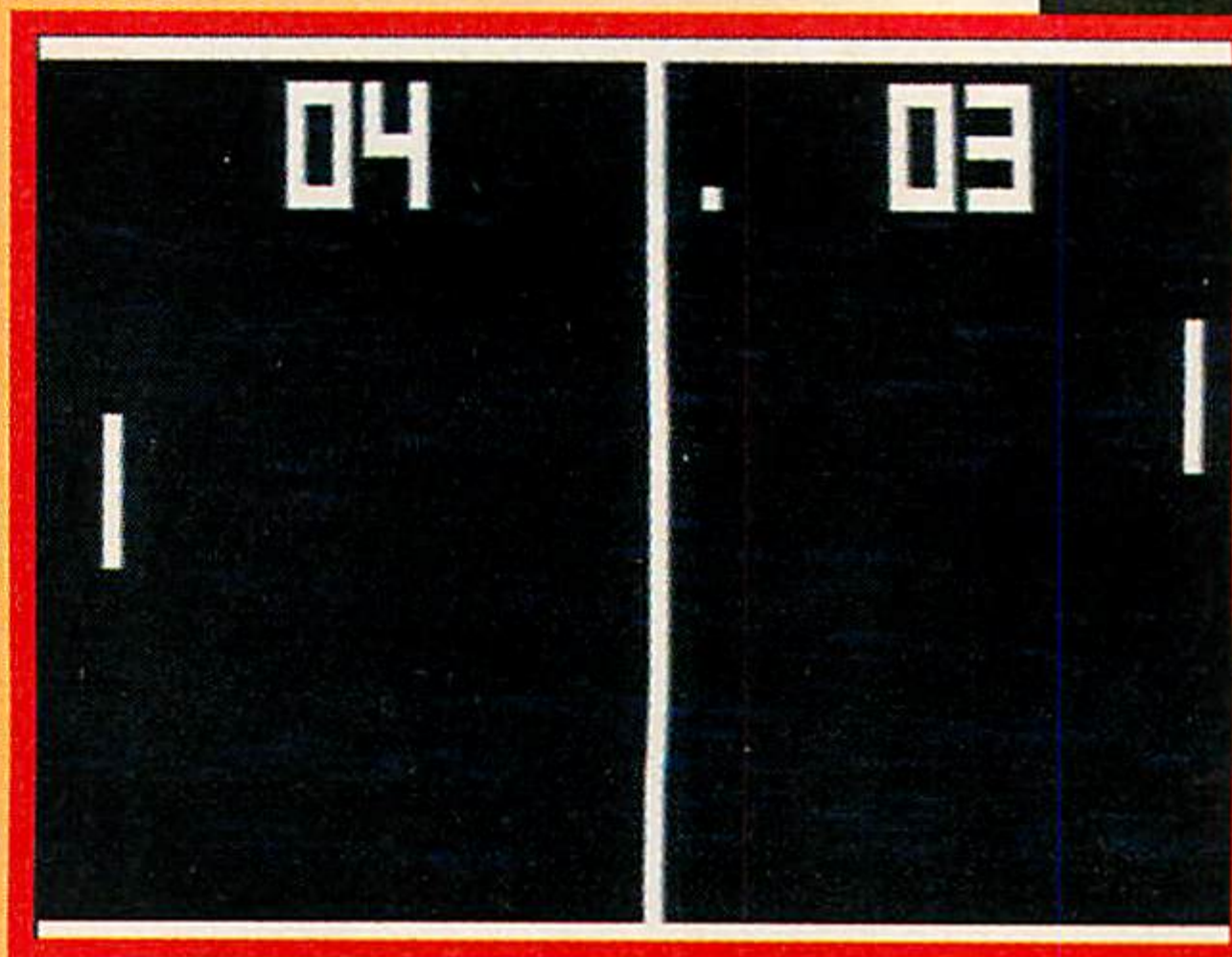
- To knock an opponent into the acid waters of the "Dead Pool" stage, stand right next to him or her when the words "Finish Him/Her" appear on the screen, hold the joystick **Down**, hold **LOW PUNCH+LOW KICK** and press **HIGH PUNCH** to uppercut your opponent off the bridge. This move is the same for all twelve characters.



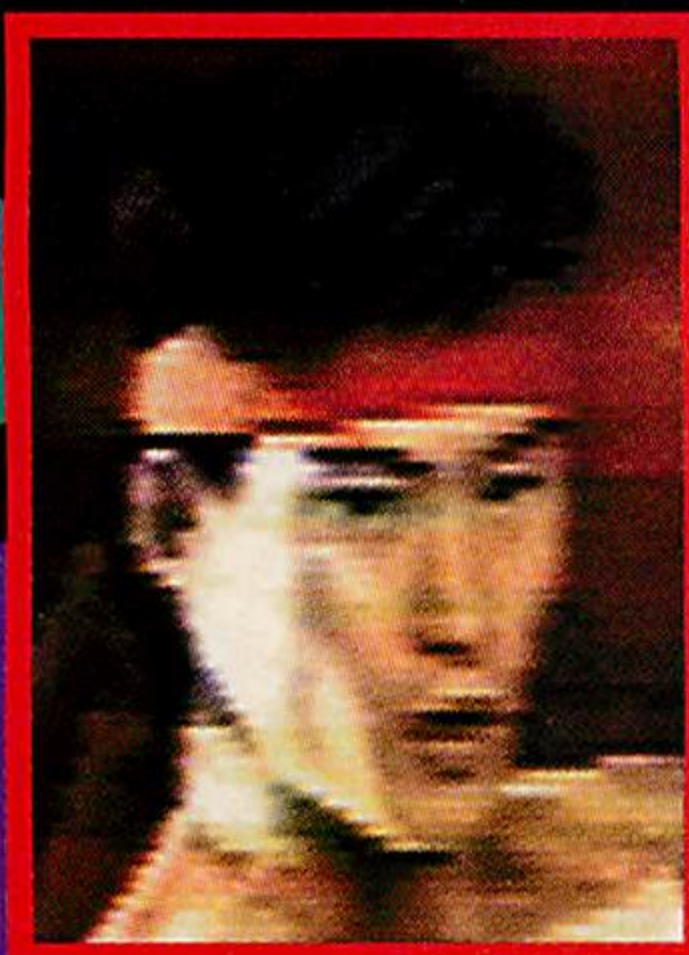
- The "Pit II/Kombat Tomb" fatalities will only work on those two stages. Do the move on "The Pit II" stage and you'll uppercut him or her right off the bridge; do the same move on the "Kombat Tomb" stage and you'll uppercut him or her into the spikes that point down from the ceiling. To make a character slide off the spikes and drop to the floor in the Kombat Tomb, press and hold **Down** on both joysticks immediately after the fatal uppercut.



- When the "Battle" counter reaches 250 in a two-player marathon, you'll face a "challenge from your past": a game of *Pong* that appears before each round!



• Thanks to James "MK" Fink for invaluable assistance; as always, very special thanks to Dean Gamburd and Jorge Sanguinetti at C.A. Robinson & Co. in Los Angeles for their limitless patience and kindness.



LIU KANG

Forearm

HIGH PUNCH (in close)

Flying Kick

Forward, Forward, HIGH KICK

Bicycle Kick

Hold **LOW KICK** for three to five seconds, then release

Fireball

Forward, Forward, HIGH PUNCH

Low Fireball

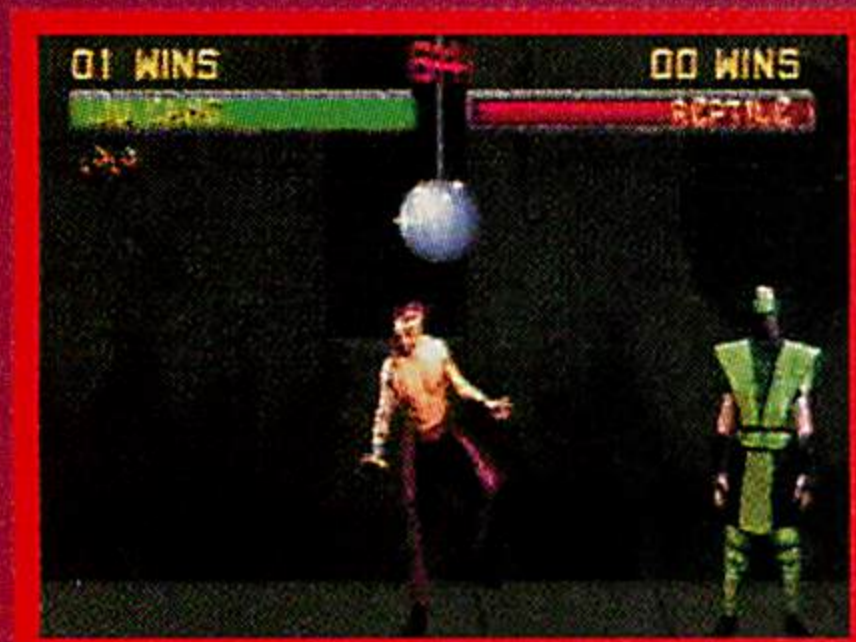
Forward, Forward, LOW PUNCH

Babality

Down, Down, Forward, Back, LOW KICK

Pit II/Kombat Tomb Fatality

Back, Forward, Forward, LOW KICK



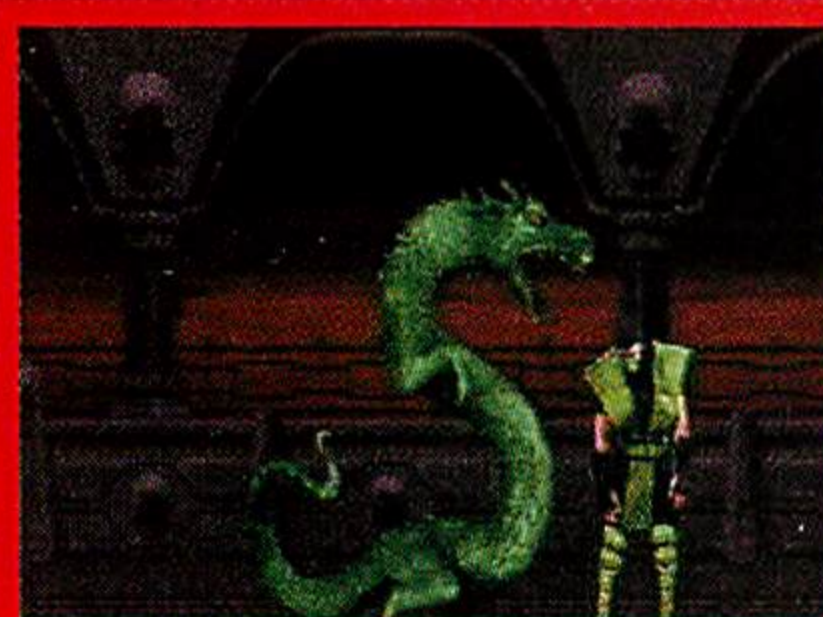
Friendship

Forward, Back, Back, Back, LOW KICK



Uppercut Fatality

Rotate joystick 360° counterclockwise



Dragon Fatality

Down, Forward, Back, Back, HIGH KICK



KUNG LAO

Headbutt

HIGH PUNCH (in close)

Teleport

Down, Up (quickly)

Hat Throw

Back, Forward, LOW PUNCH

Air Kick

Jump, then hold **Down** and press **HIGH KICK** in midair

Whirlwind Spin

Up, Up, LOW KICK

Babality

Back, Back, Forward, Forward, HIGH KICK

Pit II/Kombat Tomb Fatality

Forward, Forward, Forward, HIGH PUNCH



Friendship

Back, Back, Back, Down, HIGH KICK

(only in version 3.0 and up)



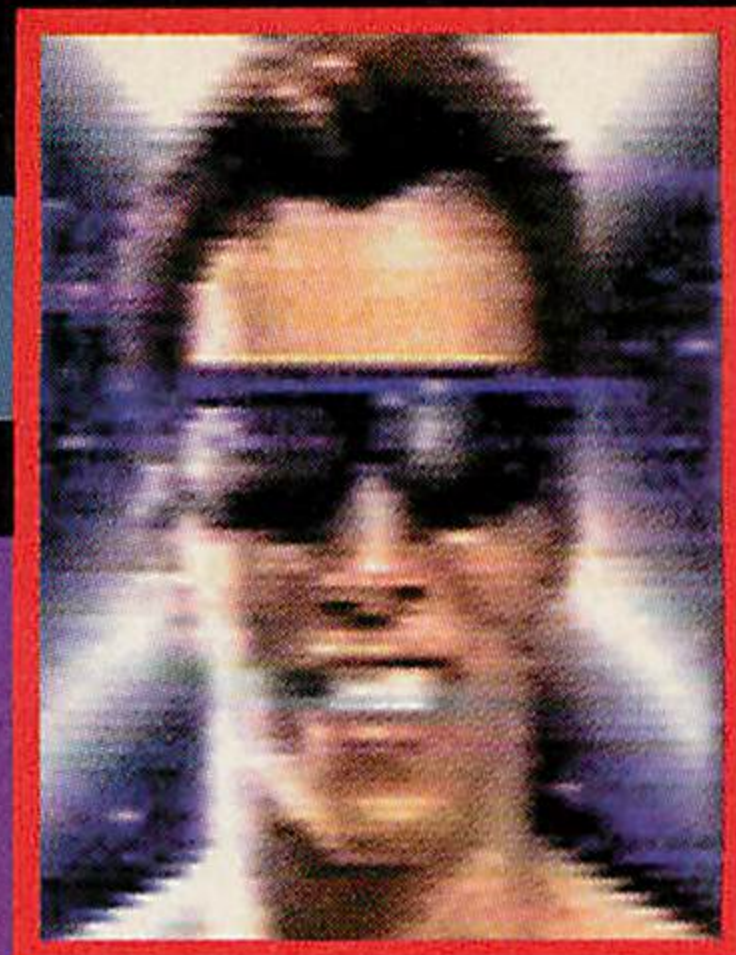
Slice Fatality

Forward, Forward, Forward, Forward, LOW KICK



Hat Throw Fatality

Hold **LOW PUNCH**, press **Back, Back, Forward** (press **Up** just before the hat reaches your opponent to aim for his or her neck)



JOHNNY CAGE

Stomach Jab

HIGH PUNCH (in close)

Drop Kick

HIGH KICK or **LOW KICK** (in close)

Green Ball

Rotate joystick **Back/Down/Forward, LOW PUNCH**

High Green Ball

Rotate joystick **Forward/Down/Back, HIGH PUNCH**

Shadow Uppercut

Back, Down, Back, HIGH PUNCH

Shadow Kick

Back, Forward, LOW KICK

Ball Breaker

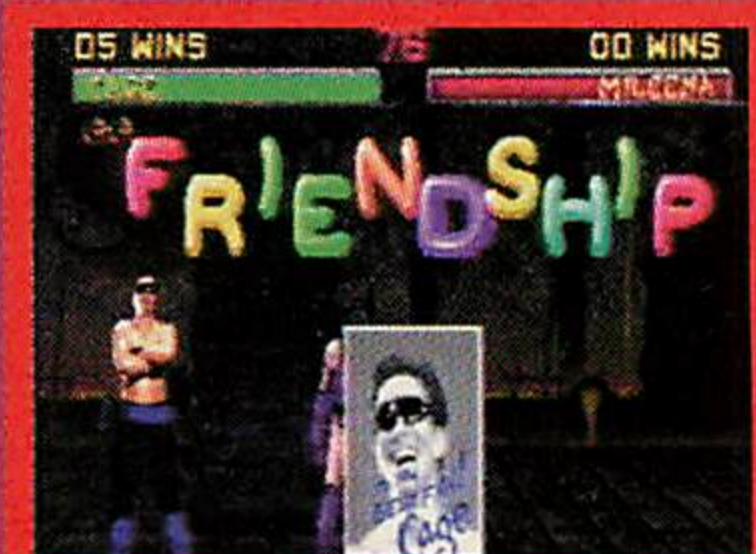
Hold **LOW PUNCH**, press **BLOCK**

Babality

Back, Back, Back, HIGH KICK

Pit II/Kombat Tomb Fatality

Down, Down, Down, HIGH KICK



Friendship

Down, Down, Down, HIGH KICK



Torso Fatality

Down, Down, Forward, Forward, LOW PUNCH



Head Punch Fatality

Forward, Forward, Down, Up (hold **Down+LOW PUNCH+BLOCK+LOW KICK** during the first punch to knock off three heads)



REPTILE

Backhand
HIGH PUNCH (in close)

Slide
Hold **Back**, press **LOW PUNCH+BLOCK+LOW KICK**

Spit Acid
Forward, Forward, HIGH PUNCH

Power Ball
Back, Back, HIGH PUNCH+LOW PUNCH

Invisibility
Up, Up, Down, HIGH PUNCH

Babality
Down, Back, Back, LOW KICK

Pit II/Kombat Tomb Fatality
Down, Forward, Forward, BLOCK



Friendship
Back, Back, Down, LOW KICK



Tongue Fatality
Back, Back, Down, LOW PUNCH



Invisible Slice Fatality
Forward, Forward, Down, HIGH KICK
(This fatality can only be executed while Reptile is invisible)



SUB-ZERO

Backhand
HIGH PUNCH (in close)

Slide
Hold **Back**, press **LOW PUNCH+BLOCK+LOW KICK**

Freeze
Rotate joystick **Down/Forward, LOW PUNCH**

Ground Freeze
Rotate joystick **Down/Back, LOW KICK**

Babality
Down, Back, Back, HIGH KICK

Pit II/Kombat Tomb Fatality
Down, Forward, Forward, BLOCK



Friendship
Back, Back, Down, HIGH KICK



Deep-Freeze Fatality
Forward, Forward, Down, HIGH KICK to freeze, then press **Forward, Down, Forward, Forward, HIGH PUNCH** (in close)



Ice Ball Fatality
Hold **LOW PUNCH**, press **Back, Back, Down, Forward**



SHANG TSUNG

Elbow
HIGH PUNCH (in close)

Flaming Skulls
Back, Back, HIGH PUNCH

Two Flaming Skulls
Back, Back, Forward, HIGH PUNCH

Three Flaming Skulls
Back, Back, Forward, Forward, HIGH PUNCH

Morph into other characters:
Liu Kang: **Back, Forward, Forward, BLOCK**
Kung Lao: **Back, Down, Back, HIGH KICK**
Johnny Cage: **Back, Back, Down, LOW PUNCH**
Reptile: **Up, Down+HIGH PUNCH**
Sub-Zero: **Forward, Down, Forward, HIGH PUNCH**
Kitana: **BLOCK, BLOCK, BLOCK**
Jax: **Down, Forward, Back, HIGH KICK**
Mileena: Hold **HIGH PUNCH** for three seconds, then release

Baraka: **Down, Down, LOW KICK**

Scorpion: **Up, Up**

Raiden: **Down, Back, Forward, LOW KICK**

Babality
Back, Forward, Down, HIGH KICK

Friendship
Back, Back, Down, Forward, HIGH KICK

Inner Ear Fatality
Hold **HIGH KICK** for 2-3 seconds, then release



Life Force Fatality
Up, Down, Up, LOW KICK



Kintaro Morph Fatality
Hold **LOW PUNCH** for entire battle (at least 25 seconds), release button one step in front of your opponent

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BETTER
LOUDER
MEANER

MA-13
Parental Discretion
Advised.
Mature Audiences

MIDWAY®

SEGA CD™

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KITANA

Elbow
HIGH PUNCH (in close)

Fan Slice
Hold **Back**, press **HIGH PUNCH**

Fan Throw
Forward, Forward, HIGH PUNCH+LOW PUNCH

Fan Lift
Back, Back, Back, HIGH PUNCH

Air Attack
Rotate joystick **Forward/Down/Back, HIGH PUNCH**

Babality
Down, Down, Down, LOW KICK

Pit II/Kombat Tomb Fatality
Forward, Down, Forward, HIGH KICK



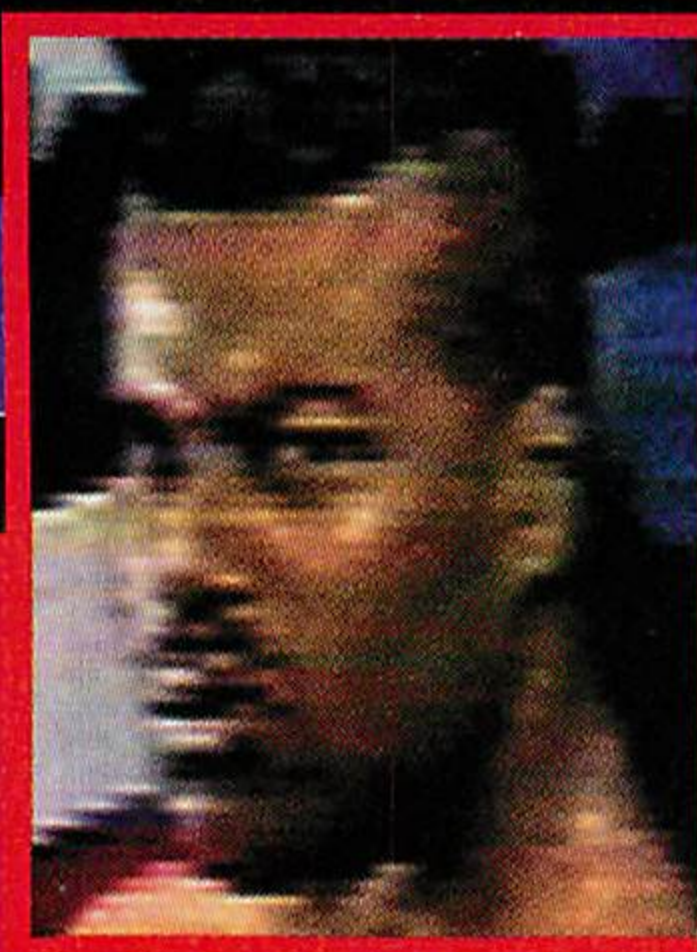
Friendship
Down, Down, Down, Up, LOW KICK



Kiss of Death Fatality
Hold **LOW KICK**, press **Forward, Forward, Down, Forward** then release



Fan Fatality
BLOCK, BLOCK, BLOCK, HIGH KICK



JAX

Hammer
HIGH PUNCH (in close)

Earthquake
Hold **LOW KICK** for three seconds, then release

Gotcha Grab
Forward, Forward, LOW PUNCH

Multi-Slam
Press **HIGH PUNCH** repeatedly while throwing your opponent

Energy Wave
Rotate joystick **Forward/Down/Back, HIGH KICK**

Back Breaker
Press **BLOCK** while close to opponent in midair

Babality
Down, Up, Down, Up, LOW KICK

Pit II/Kombat Tomb Fatality
Up, Up, Down, LOW KICK



Friendship
Down, Down, Up, Up, LOW KICK



Head Pop Fatality
Hold **LOW PUNCH**, press **Forward, Forward, Forward** and release



Arm Rip Fatality
BLOCK, BLOCK, BLOCK, BLOCK, LOW PUNCH



MILEENA

Elbow
HIGH PUNCH (in close)

Ground Roll
Back, Back, Down, HIGH KICK

Teleport Kick
Forward, Forward, LOW KICK

Sai Throw
Hold **HIGH PUNCH** for two to three seconds, then release

Babality
Down, Down, Down, HIGH KICK

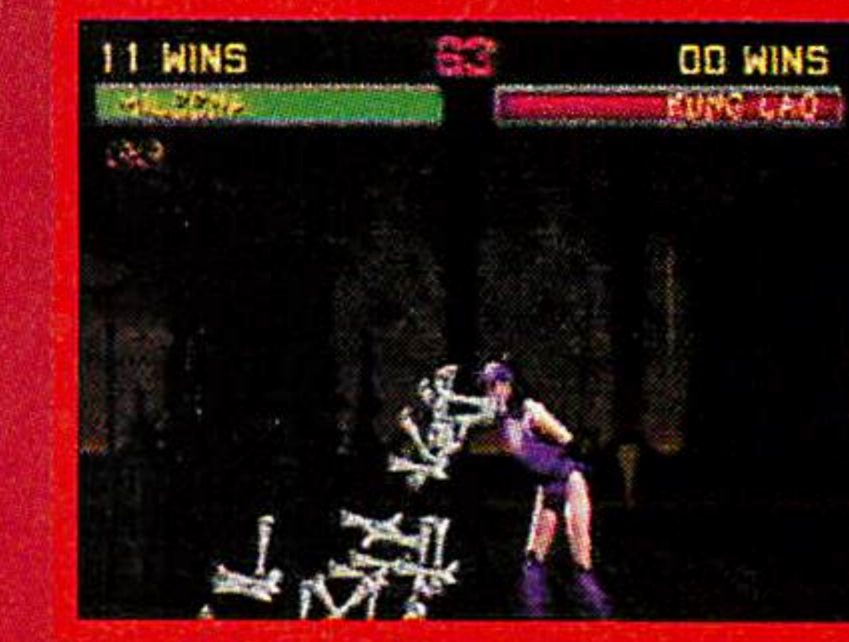
Pit II/Kombat Tomb Fatality
Forward, Down, Forward, LOW KICK



Friendship
Down, Down, Down, Up, HIGH KICK



Stab Fatality
Forward, Back, Forward, LOW PUNCH



Inhale Fatality
Hold **HIGH KICK** for two to three seconds, then release



BARAKA

Backhand
HIGH PUNCH (in close)

Double Kick
HIGH KICK, HIGH KICK (in close)

Blue Bolt
Rotate joystick **Down/Back, HIGH PUNCH**

Blade Slice
Hold **Back**, press **HIGH PUNCH**

Blade Fury
Back, Back, Back, LOW PUNCH

Babality
Forward, Forward, Forward, HIGH KICK

Pit II/Kombat Tomb Fatality
Forward, Forward, Down, HIGH KICK



Friendship
Up, Forward, Forward, HIGH KICK



Head Chop Fatality
Back, Back, Back, Back, HIGH PUNCH



Stab Fatality
Back, Forward, Down, Forward, LOW PUNCH



SCORPION

Backhand
HIGH PUNCH (in close)

Spear
Back, Back, LOW PUNCH

Air Throw
Press **BLOCK** while close to opponent in midair

Teleport Punch
Rotate joystick **Down/Back, HIGH PUNCH**

Leg Grab
Rotate joystick **Forward/Down/Back, LOW KICK**

Babality
Down, Back, Back, HIGH KICK

Pit II/Kombat Tomb Fatality
Down, Forward, Forward, BLOCK



Friendship
Back, Back, Down, HIGH KICK

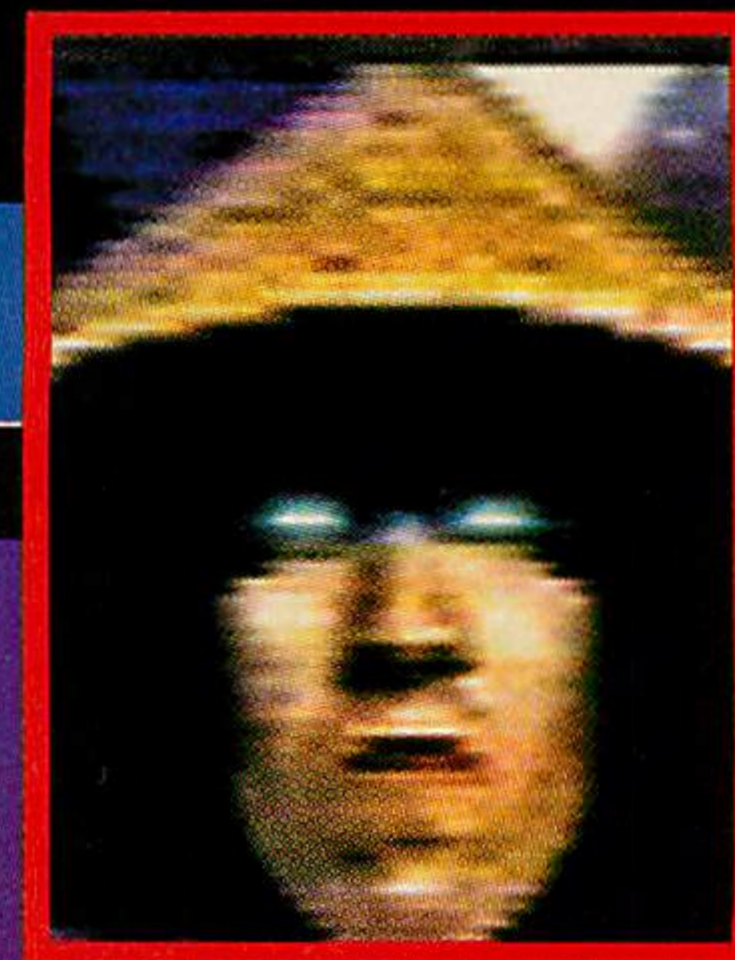
Fire Fatality
Up, Up, HIGH PUNCH



Toasty Fatality
Down, Down, Up, Up, HIGH PUNCH



Slice Fatality
Hold **HIGH PUNCH**, press **Down, Forward, Forward, Forward** then release



RAIDEN

Mini Uppercut
HIGH PUNCH (in close)

Teleport
Down, Up quickly

Flying Attack
Back, Back, Forward

Lightning
Rotate joystick **Down/Forward, LOW PUNCH**

Electrocution
Hold **HIGH PUNCH** for three to four seconds, then release (in close)

Babality
Down, Down, Up, HIGH KICK

Pit II/Kombat Tomb Fatality
Up, Up, Up, HIGH PUNCH



Friendship
Down, Back, Forward, HIGH KICK



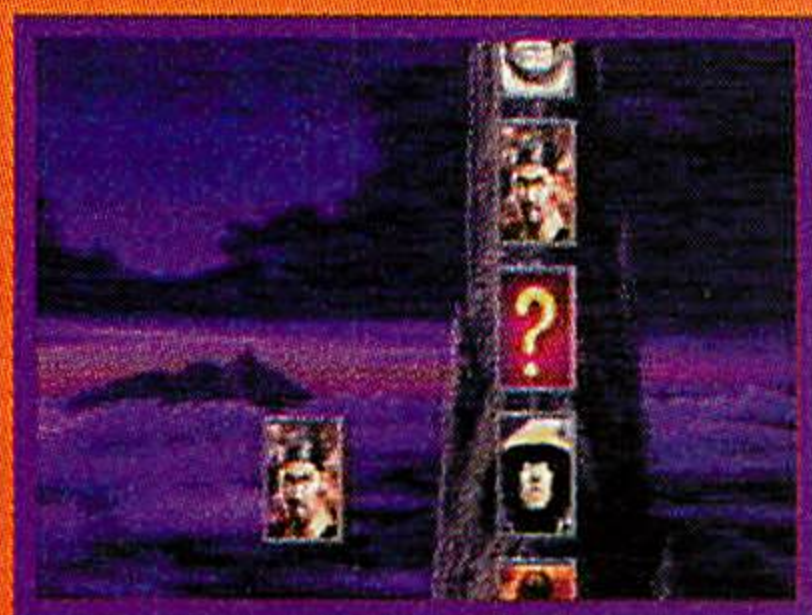
Shock Fatality
Hold **LOW KICK** for five seconds, then release; when Raiden starts to shock his opponent, press **BLOCK+LOW KICK** repeatedly to explode



Uppercut Fatality
Hold **HIGH PUNCH** for ten seconds, then release (you'll need to start "charging" this move before the words "Finish Him/Her" appear on the screen—only on version 3.0 and up)

JADE

A green ninja who can sometimes be seen peeking out from behind the trees in the Living Forest stage, Jade is the first of many "secret characters" to be discovered in *Mortal Kombat II*. To find her, you must reach the stage just prior to the question-mark stage in a one-player game. While fighting on this stage, you must win one round using only the **LOW KICK** button—pressing any other button during the round will disqualify you from reaching Jade in that round. If you fulfill these requirements, you will be transported through the portal to do battle with Jade in Goro's Lair.



Play to the stage before the "?" stage in a one-player game.



Win one round using only the **LOW KICK** button.



You'll be transported to the portal...



...where you'll get a special congratulatory message.



Then you get to fight Jade in Goro's Lair!

SMOKE

A gray ninja who also appears periodically in the Living Forest stage, Smoke is a deadly combatant whose body emits clouds of smoke while he fights. To reach him, you must fight on The Portal stage in either a one- or two-player game. During the battle, watch for *MK II* sound designer Dan Forden to appear in the lower-right corner of the screen; he's the guy who pops up and sings "Toasty!" at certain times, usually after a player has connected with an uppercut or Kung Lao's Whirlwind Spin. While Forden is on the screen, hold the joystick **Down** and press the **START** button; you'll be sent through the portal to face Smoke in Goro's Lair.



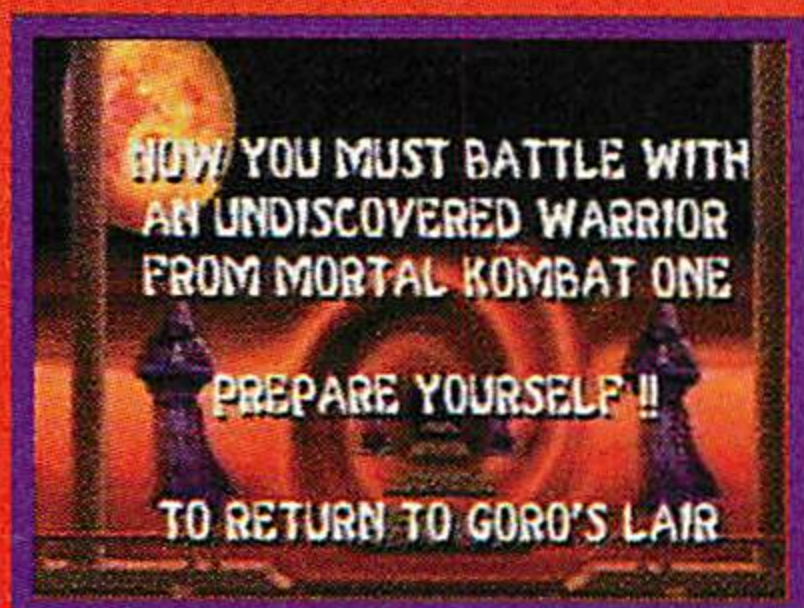
While fighting on The Portal stage, try to do a lot of uppercuts.



If Dan "Toasty!" Forden appears, hold **Down** on the joystick and press **START**.



You'll be transported to the portal...



...where you'll get a special congratulatory message.



Then you get to fight Smoke in Goro's Lair!

NOOB SAIBOT

The last of the three known hidden characters to be discovered in the game, Noob Saibot is also the easiest to find; in fact, some players may stumble upon him accidentally while playing in two-player mode. If you play on a *Mortal Kombat II* version 3.1 machine until your winning streak reaches 50, you'll get a special congratulatory message (similar to Reptile's on-screen greeting in the original *Mortal Kombat*), then you'll be warped to Goro's Lair to do battle with Noob Saibot, an all-black shadow Ninja. He's not as fast as Smoke, but he does have the standard Ninja moves. If Noob Saibot defeats you, in most cases your winning streak will be kept intact by the computer and you'll be able to face him a second time immediately after the first battle.

So what kind of name is Noob Saibot for a killer Ninja? His title is made up of the last names of *Mortal Kombat II*'s main designers—Ed Boon and John Tobias—spelled backwards.



Play on a 3.0 or 3.1 machine until you have a 50-game win streak.



You'll get this special congratulatory message.



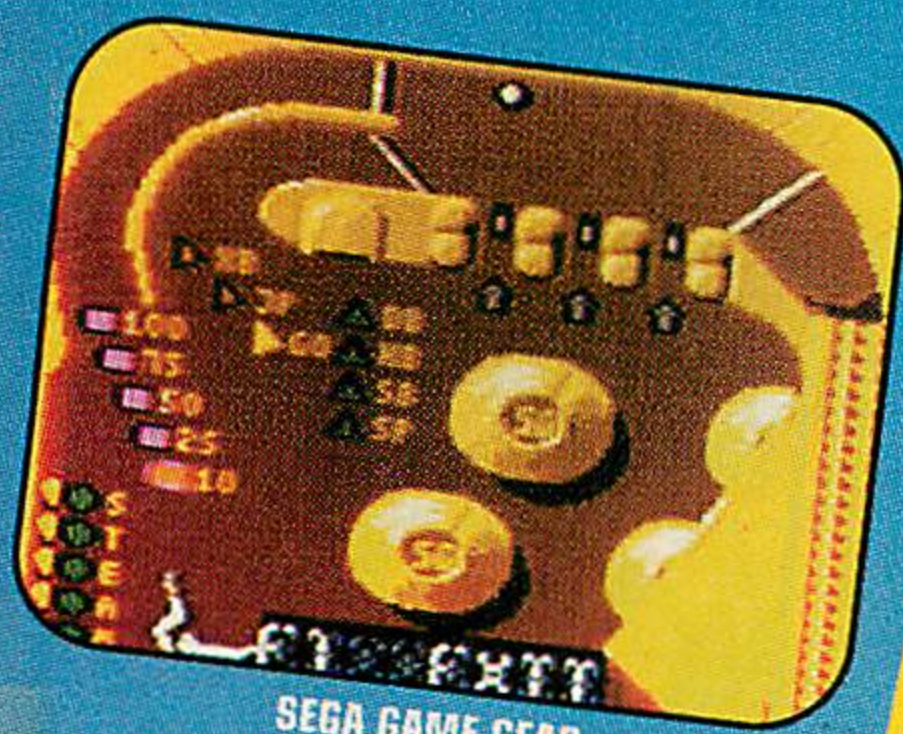
Now you can fight against the mysterious Ninja named Noob Saibot!

GAMETEK

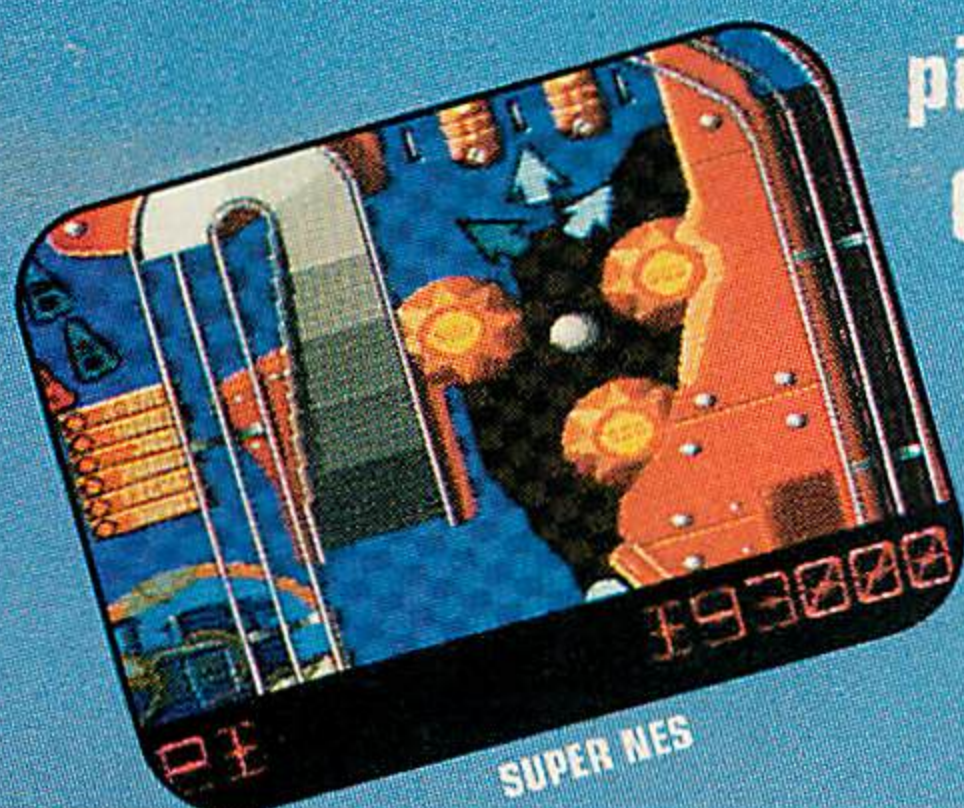
PINBALL



DREAMS



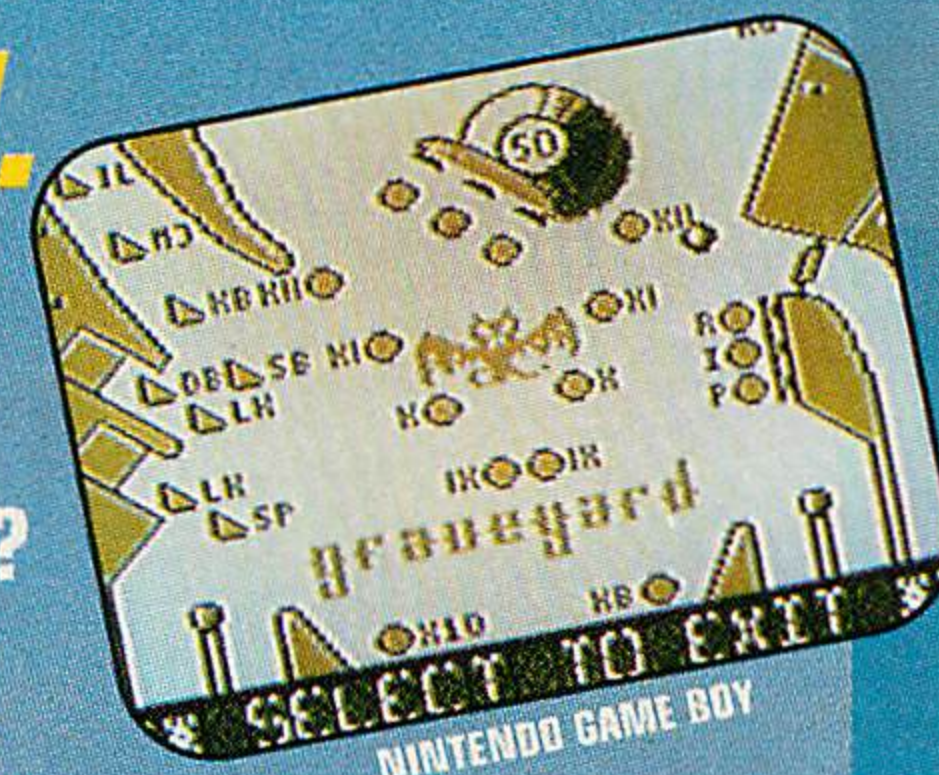
SEGA GAME GEAR



SUPER NES

BUMPER TO BUMPER ACTION.

It's fast. It's crazy. It's going to give you pinball elbow. You may be a pinball wizard, but are you sharp enough for Arrow Roll-Overs? Can you shoot the Sun-Run without getting burned? Can you make it to Midnight for 5 million points? Can you go for the tilt feature and still keep your equilibrium? Pin yourself to the screen and go for the big score.



NINTENDO GAME BOY



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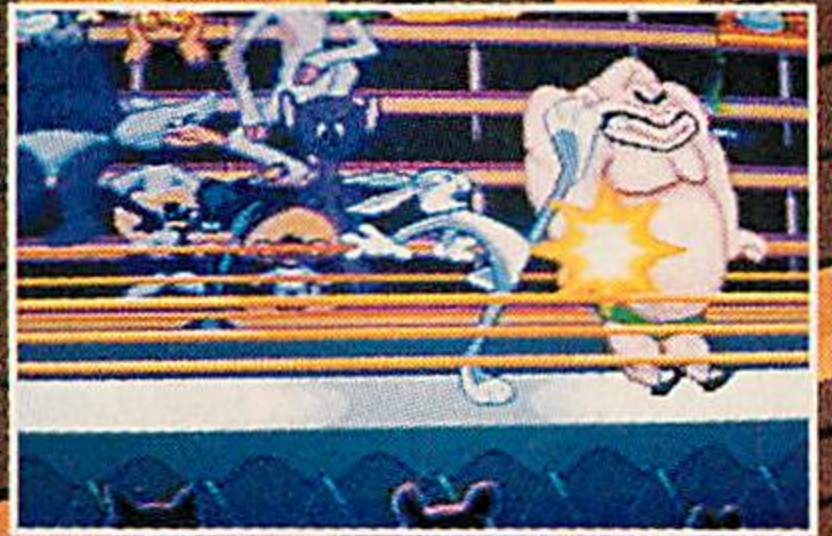


Nintendo

A Behind The Scenes Look At SUNSOFT'S

BUGS BUNNY RABBIT RAMPAGE





LOONEY TUNES™



 **SUNSOFT™**



SUPER NINTENDO™
ENTERTAINMENT SYSTEM

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CIRCLE #112 ON READER SERVICE CARD.

Art of Fighting 2

SNK Corp. for the Neo-Geo

by Nikos Constant
and Eric Nakamura

What do you do when your power is running low and your opponent is threatening to thrash? Use these special secret moves to get yourself back into the match! These attacks are devastating explosions of fighting-game fury that cause major life loss for your opponent.

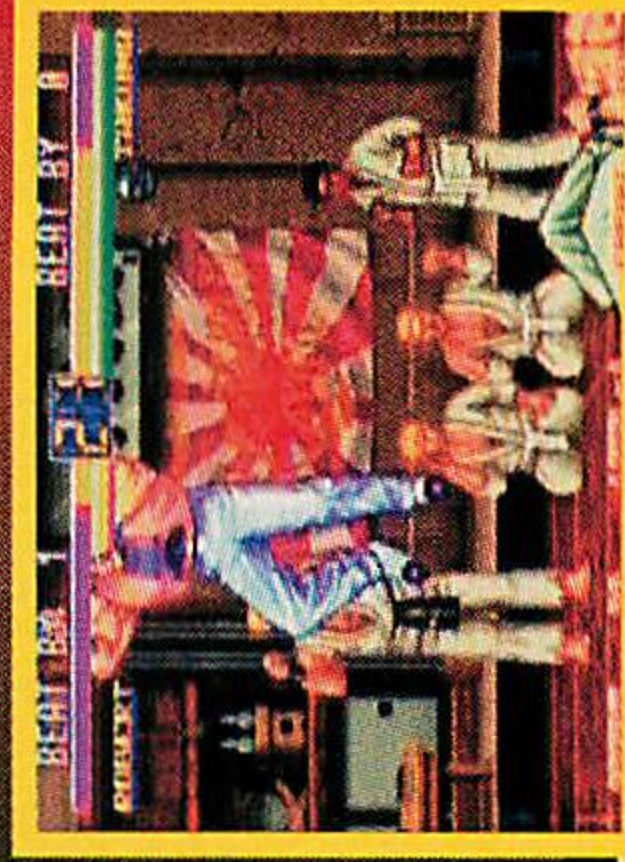
Each of the following moves will only work when your character's "Spirit Gauge" is full (hold the A button to charge up if it's not)

and—more importantly—your opponent must hit you until your own Power Gauge is less than 32% of the total. The Power Gauge will start to flash when it reaches this point, so you'll know when these desperation moves are ready to be unleashed. Some of them are going to take some practice, so learn the ropes to get the upper hand!

Ryo: ↓↘↘↓↘↘←+C



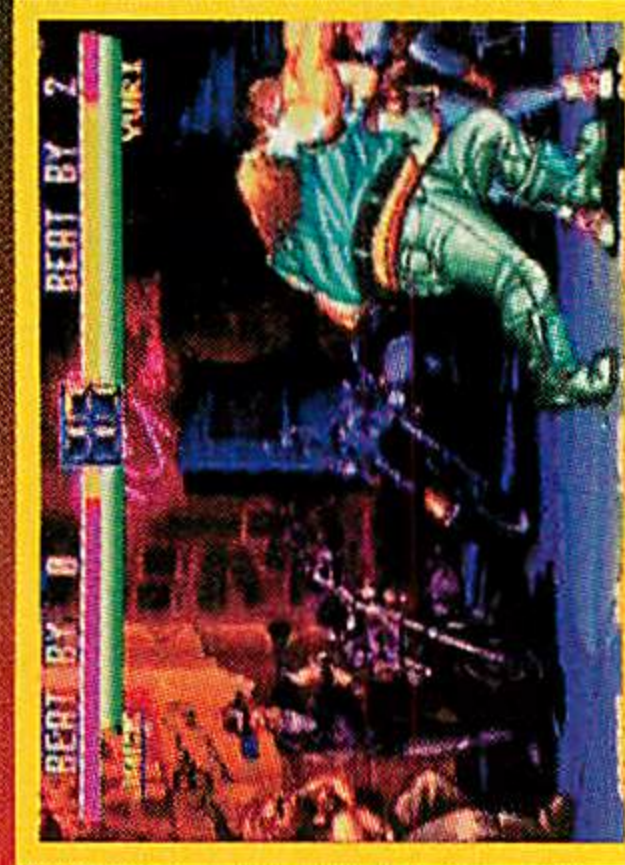
Robert: ↓↘↘↓↘↘←+C



Kisaragi: ←↘↘↘↘↓+B



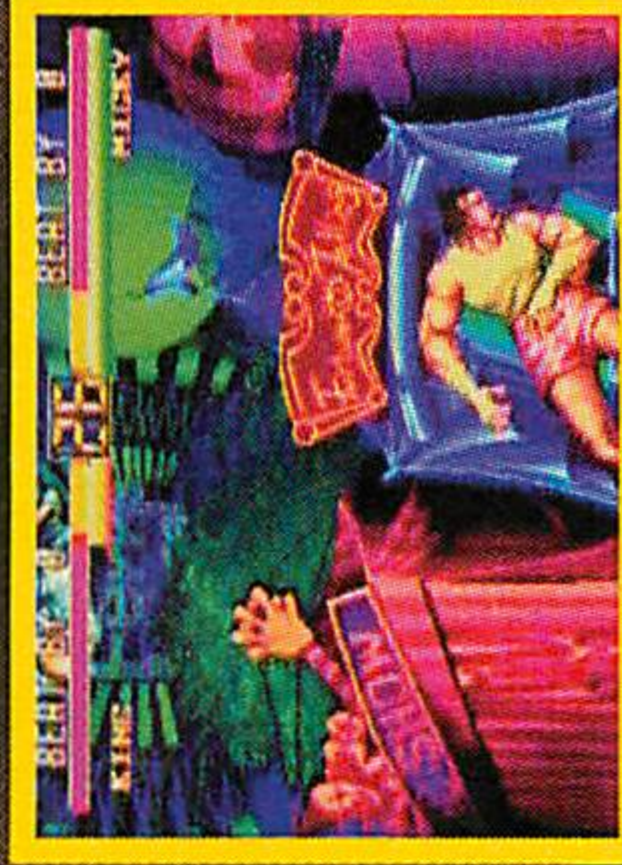
Jack: →↘↘↘←+A



Lee: ↓↘↙↘↓↘→+A



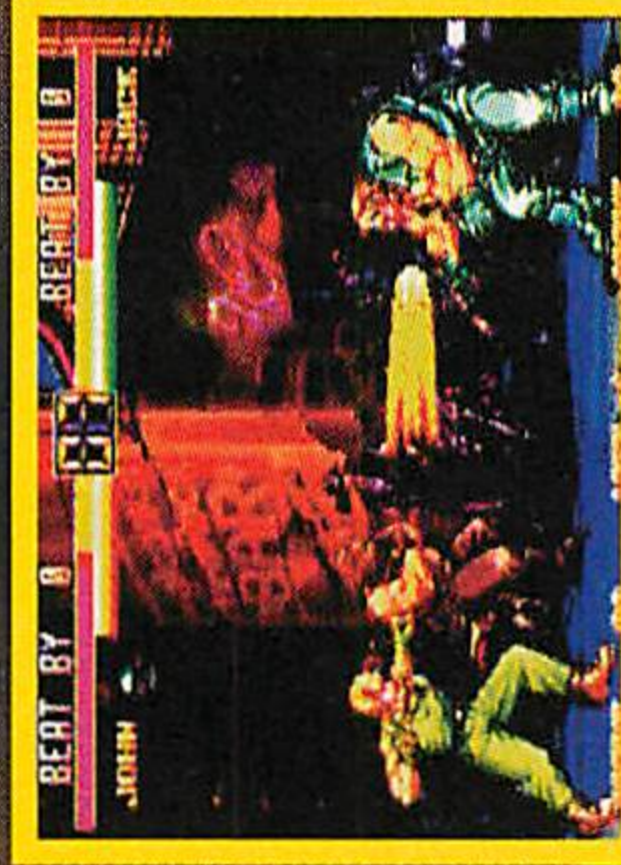
King: ←→↘↓↘+C+B



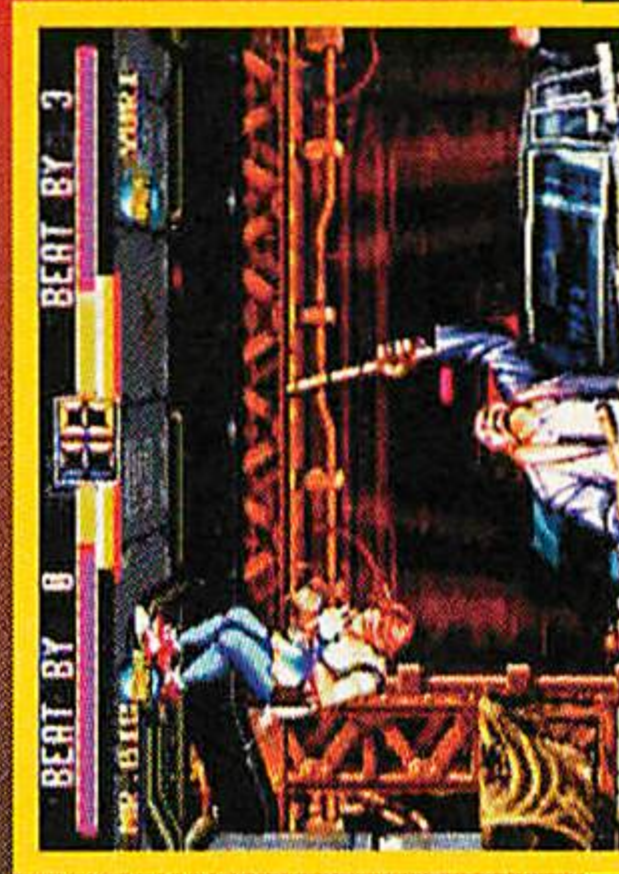
Micky: ↓↘↙↘↓↘+A



John: →↙↘↓↘→+C+B



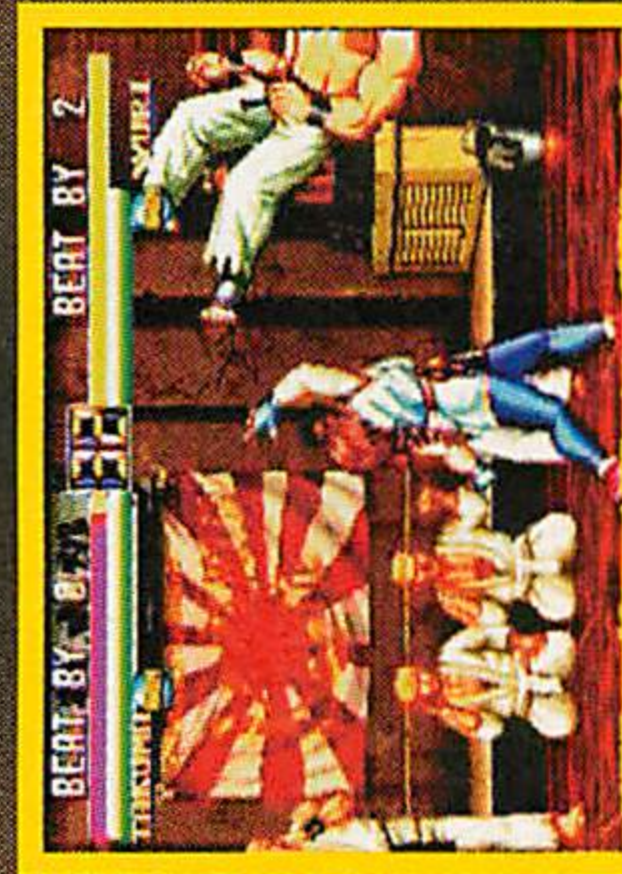
Big: ↓↘→↘↓↘↙+A



Takuma: ↓↘→↙↘+C+A



Yuri: →↙↘↓↘↙+C+B



Timjin: ↓↘↙↘↓↘+C+A



RAIDEN

SUPER

STRATEGY

GUIDE

BY JOE SOUSA (Courtesy of Atari Corp.)

Blast your way through eight levels of this terrifying shooter for the Atari Jaguar!

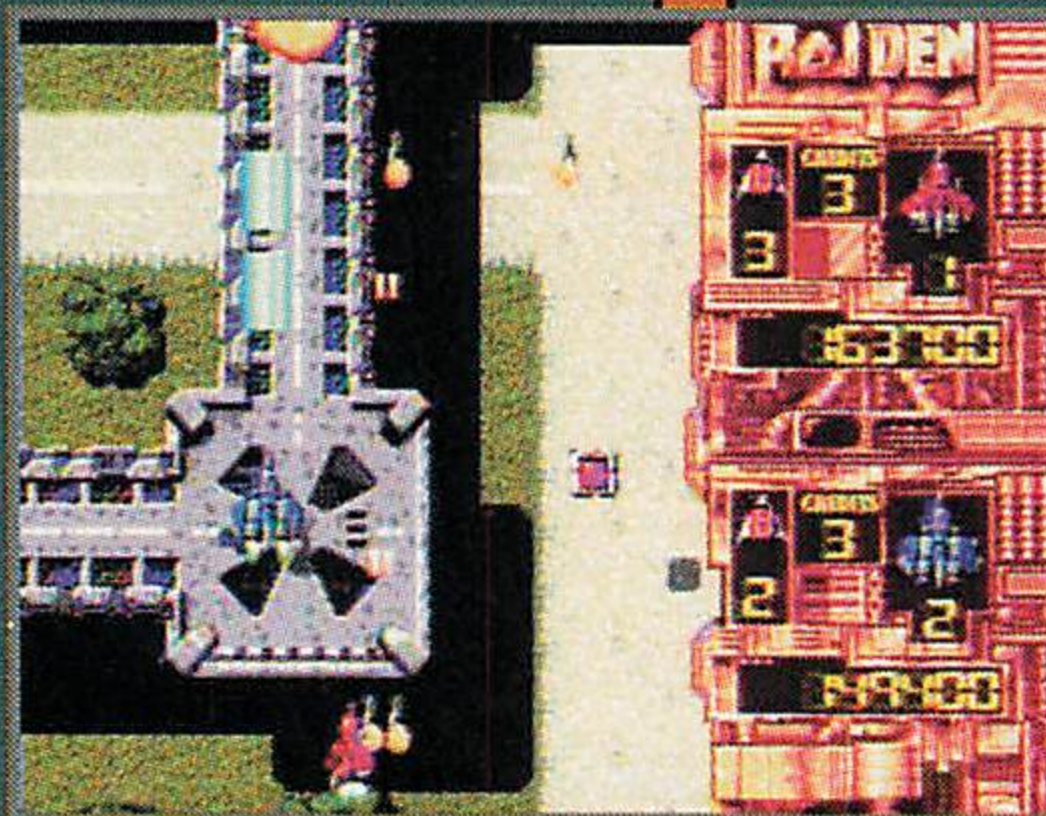
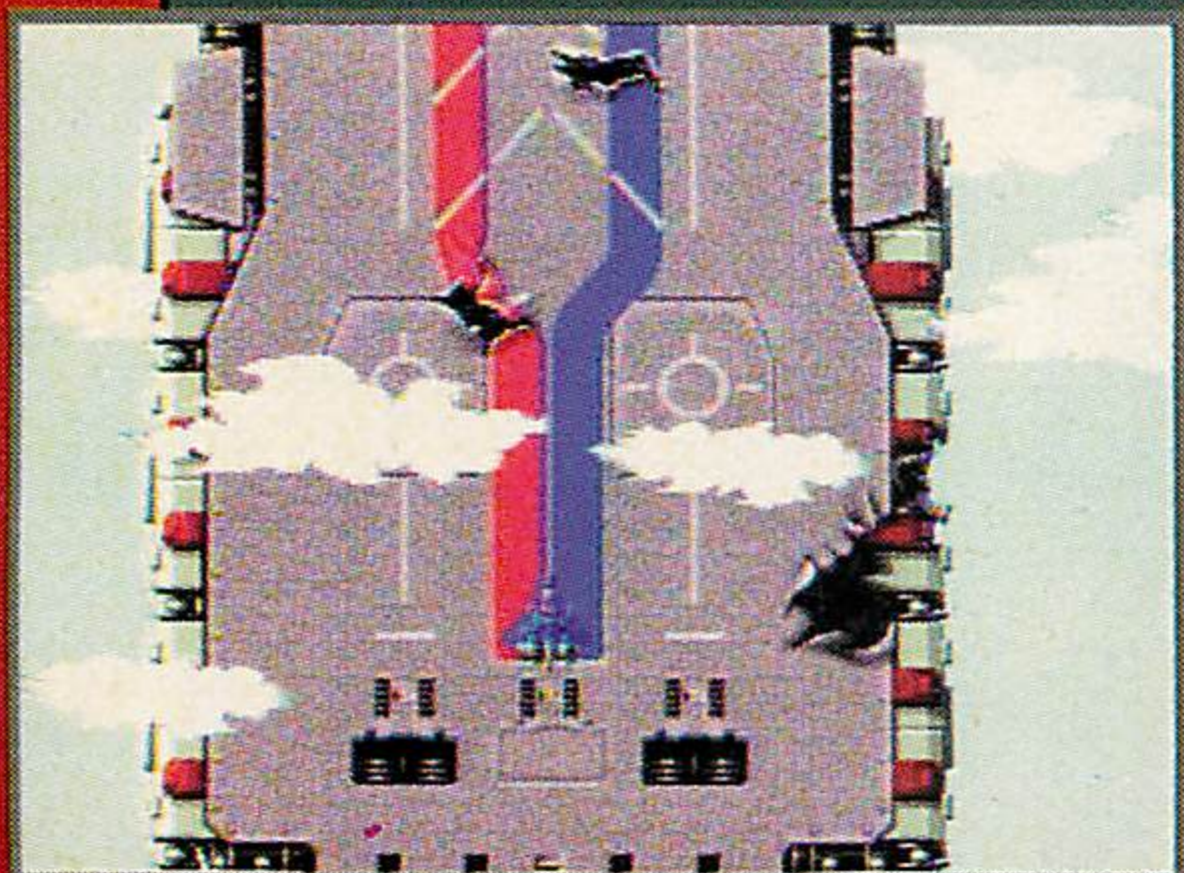
TIPS ON COLLECTING POWER — UPS

The laser beam is the most useful weapon in the game. To obtain the laser beam, collect the blue power-ups. To find the power-ups, you must destroy the ships that release power-ups. The power-up ship is the one that appears at the beginning of Level 1, right after the three jetcopters on the beach scene. These ships also appear at regular intervals in all levels. If you destroy this ship, the power-up will be released.

The power-up will be either red or blue in color. If the ship releases a red power-up, wait for a few seconds, and it will turn blue. The power-ups cycle from red to blue. The more blue power-ups you collect, the more powerful your laser will be. This is true of the red power-up also. Collecting consecutive red power-ups will give you a more powerful machine gun.

There are also missile power-ups. There are two types, direct fire missiles and homing missiles. These power-ups are hidden under crates that are located on most levels. The direct fire missile power-up is represented by a yellow "M," and the homing missile is represented by a green "H." The direct fire missiles are more powerful, but only travel straight ahead. The homing missiles are not as powerful, but they seek out and destroy the enemy. These work the same way that the red/blue power-ups work. If you collect only homing missile power-ups, you will receive more and more powerful homing missiles. The same is true of direct fire missiles. There is also a bomb power-up that the power-up ships will sometimes release. These add to your collection of bombs; they do not make the bombs you currently have more powerful.

Finally, there is the "P" power-up. This immediately transforms any weapon you have to its most powerful version. So, if you have a weak laser and weak homing missiles, you will have the super-laser and the most powerful homing missiles there are.



STAYING ALIVE

Don't fly your ship at the bottom of the screen; instead, try to stay about a quarter of the way up. This way, if anything tries to get you from behind, you will have time and room to maneuver around it. If you have a low-power weapon, try to collect the direct fire missile; if your weapon is very powerful, collect the homing missile. If you are surrounded by enemies, use a bomb and then move to the center of the bomb explosion. The explosion will shelter you from the enemy shots, as well as destroy any nearby enemies.

If you are being hassled by a particular enemy, try moving away so that it is off the screen. Enemies off the screen will not shoot at you.

TIPS ON COLLECTING BONUS ITEMS

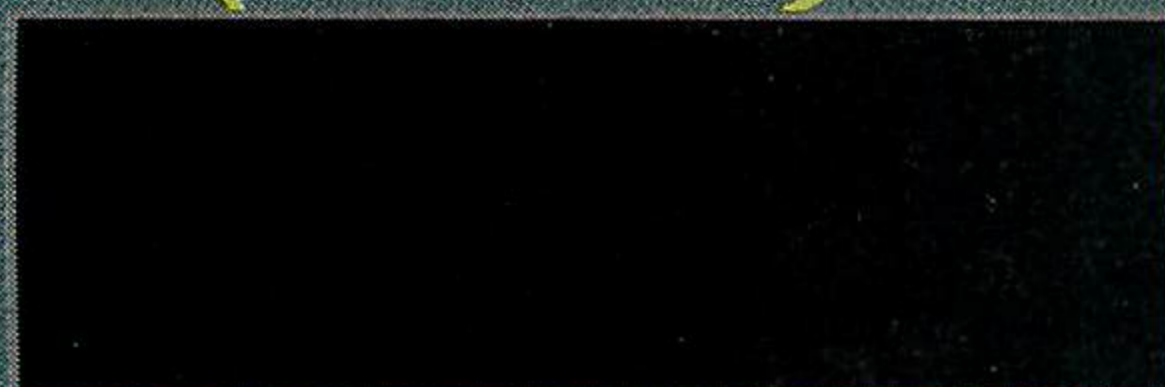
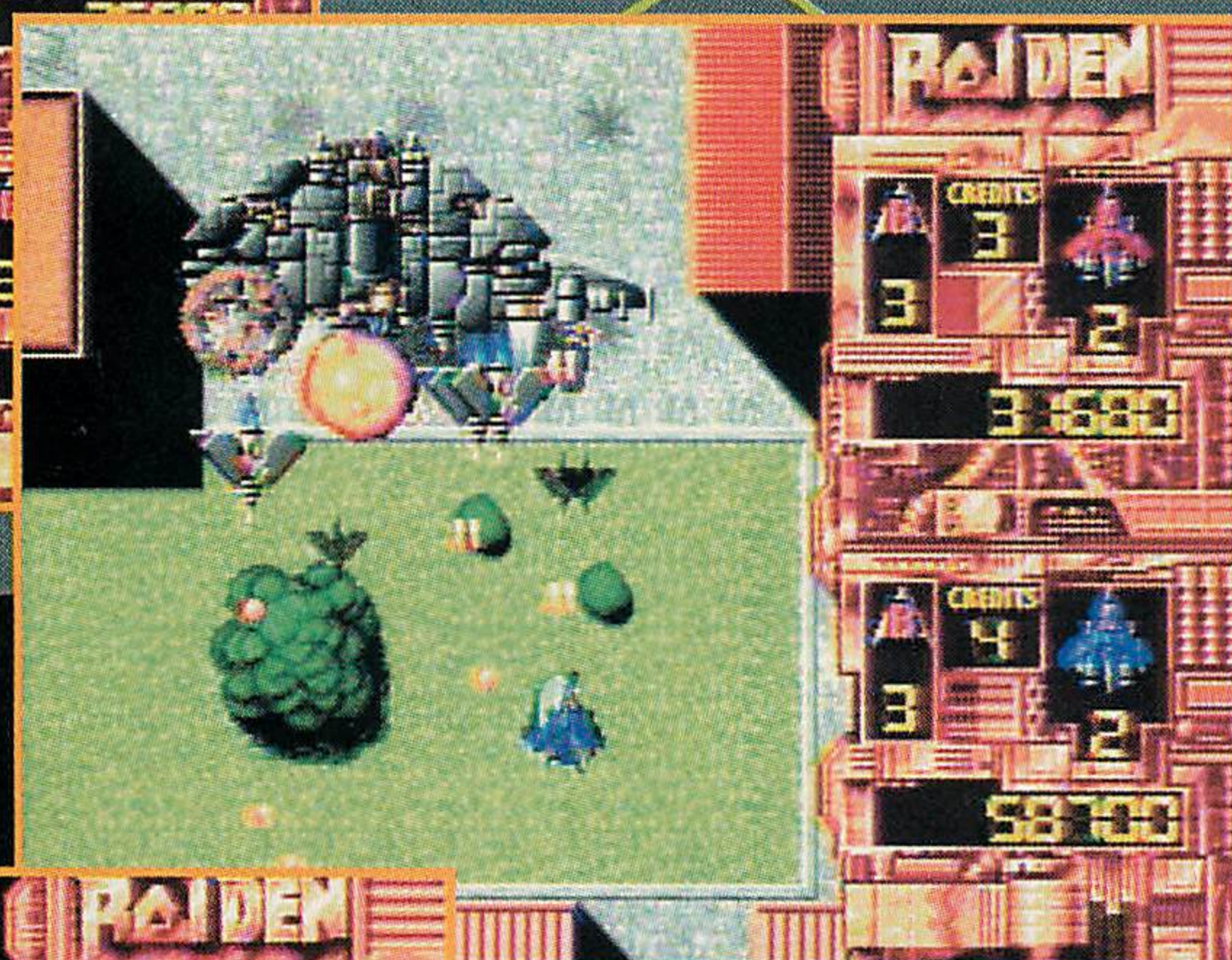
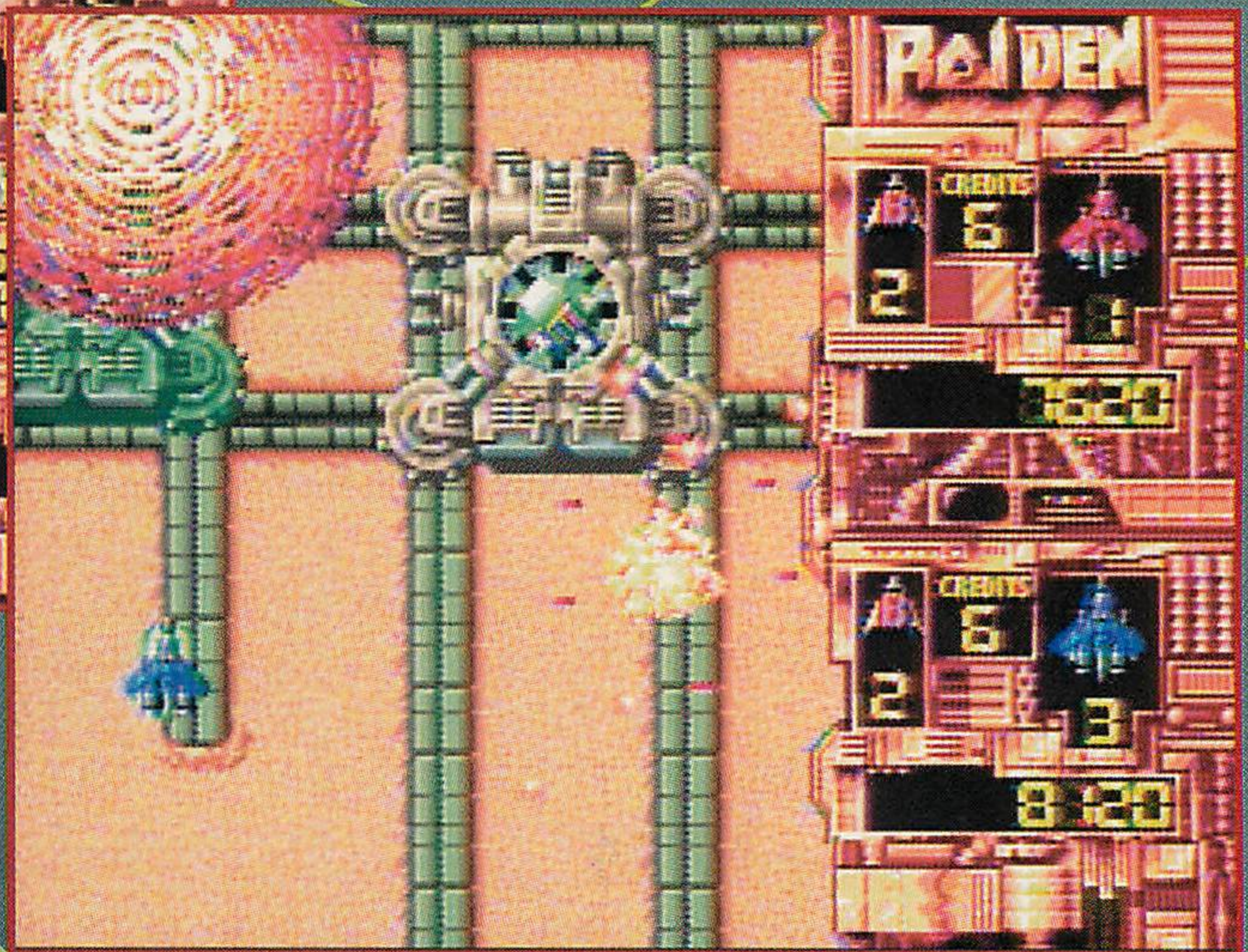
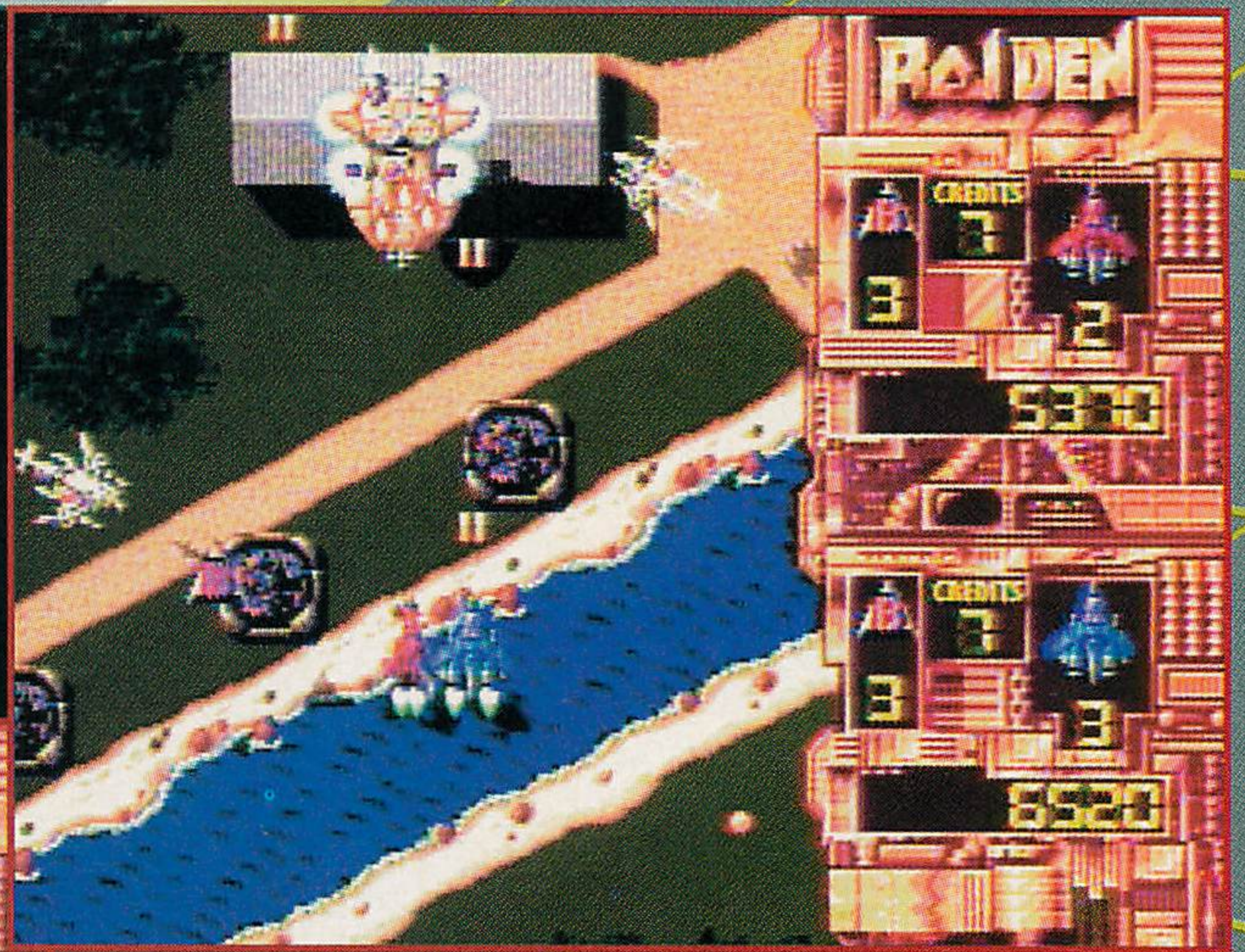
There are a few other items that can be collected during the course of a game: Medals, dragons and fairies. The medals and dragons are hidden under the crates. They can also be found on some rooftops and other strange places; just blast at everything and you might uncover some. The medals also have one other bonus feature: Not only are they worth 500 points when you pick them up, but, at the end of a level, any medals you have collected will be worth 1,000 points and will be multiplied by the number of bombs you have. The bombs are also worth 1,000 points on the bonus screen, so, if you have ten medals and three bombs, you will receive 30,000 bonus points. The fairy is hidden on only a few levels and is very difficult to find. If you find her though, she is worth 10,000 points—so look carefully.



LEVEL 1 TIPS

Start by shooting the power-up ship at the beginning of the level; collect the power-up when it turns blue. Shoot open the crates nearby and collect the direct fire missile power-up. Shoot the large, green airplane ships that fly down from the top of the screen; if you do not destroy them on the way down, they will come back from the bottom of the screen and travel up, usually smashing into your ship from behind. Don't be afraid to use your bombs, especially at the two large, green tanks before the river.

When you reach the end bosses for Level 1, concentrate on killing one boss at a time, if possible. Try to position your ship so that only one boss is on-screen at a time. This will keep the other boss from shooting at you, and will help you concentrate better.



LEVEL 2 TIPS

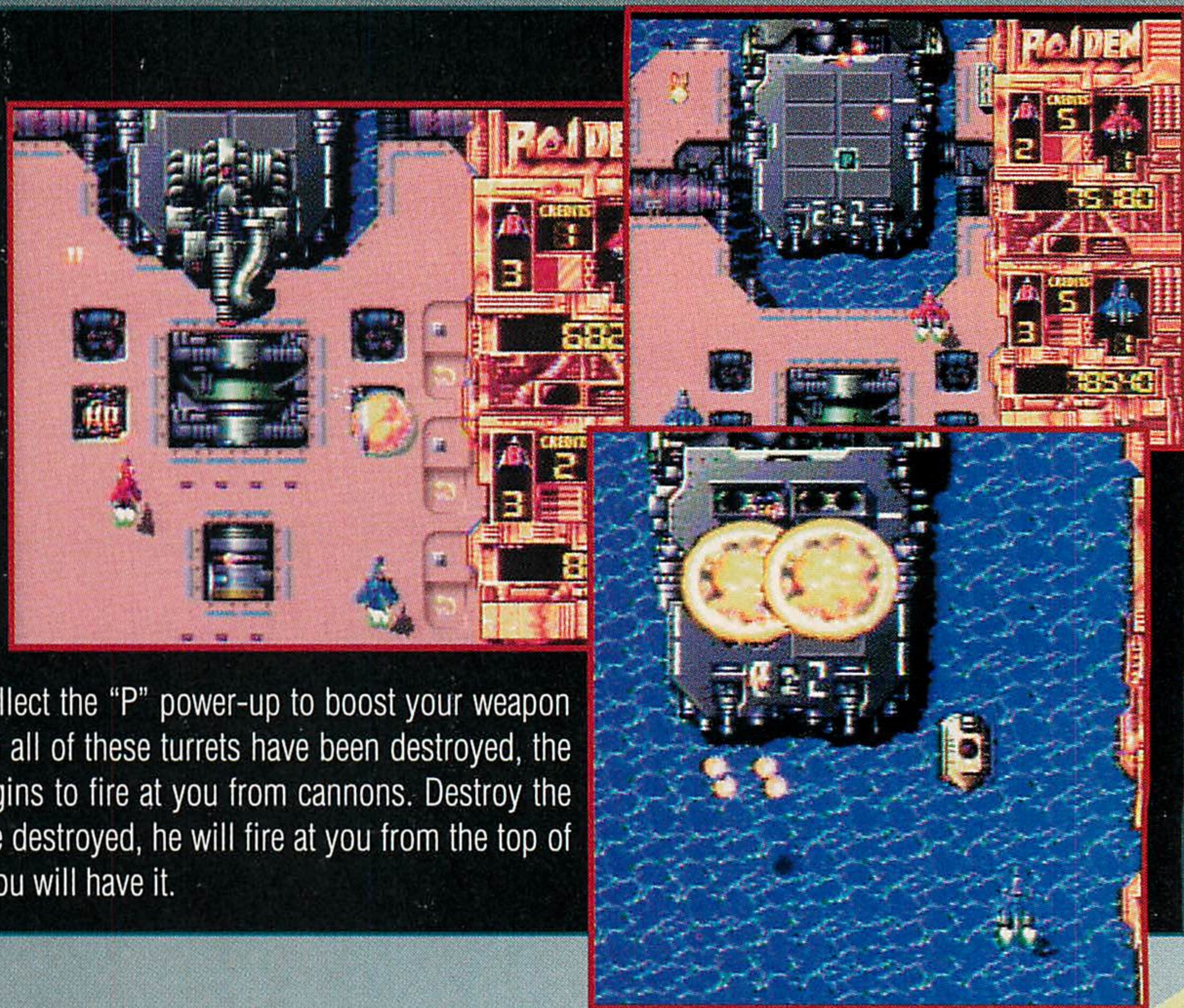
Keep the laser and start working on collecting homing missiles. Level 2 is a great level for building up weapons, because there are a lot of power-ups on this level. Watch out for the small airplanes that fly in formations of three—they will try to ram you. After you cross the first set of railroad tracks, there will be large, green airplanes; destroy them before they go off-screen. Otherwise, they will come back from the bottom of the screen and ram you from behind. At the second set of railroad tracks, there will be a swarm of robotic wasp-looking ships. At this point, it is more helpful to have the machine gun than the laser, so just before this section it is helpful to collect the red power-up. You can collect the red power-up from a power-up ship that appears just before you reach the railroad tracks.

After you make it through the swarm, you will face the end boss. This boss releases more of these robotic wasps, so the machine gun is still useful. To destroy the boss, start by shooting the tips of his wings off. After you do this, avoid the wasps and keep shooting at the body until he catches fire. When he catches fire, he will start shooting. You can drop some bombs on him or try to avoid his shots and keep shooting him until he is destroyed.

LEVEL 3 TIPS

The easiest way to finish Level 3 is to stay in the middle of the screen. Don't go looking for enemies, because, even though this level looks easy, looks can be deceiving. About halfway through, a large boat will come on the screen from the right-hand side. This boat will release the small gunboats; destroy it quickly by shooting at the engine in the middle of the boat. After this, another boat will come on-screen from the left. Destroy this also, because, right after the first boat appears, there will be two large, green airplanes that fire a spread shot that can be hard to avoid while also trying to avoid the boats. A bomb dropped on all these enemies would be very useful at this point.

When you reach the end boss, there are four turrets that open and close while shooting you. Kill these before you have to deal with the end boss. After you have destroyed these turrets, destroy the large engine that is at the bottom-middle of the end boss. Once this is destroyed, collect the "P" power-up to boost your weapon up to the maximum. Shoot at the turrets that pop up on the boss. When all of these turrets have been destroyed, the boss will start to explode—but he is not dead yet. At this point, he begins to fire at you from cannons. Destroy the cannons if you can, and use bombs if you have to. After the cannons are destroyed, he will fire at you from the top of his ship. You are now very close to killing him; just keep shooting and you will have it.



LEVEL 4 TIPS

At the beginning of this level, there are a few green enemies that look like a large accordion. These can be tough, so avoid them if you do not have much weapon power. Fly over the water, being careful to avoid the floating gun turrets. After the water sequence is past, there are two large, five-turreted tanks that travel up dirt tracks. If you are having trouble killing these tanks, try moving your ship all the way to the right side of the screen, so that only one tank is on the screen. This way, you can concentrate on one tank at a time. You can do this

because enemies off-screen will not fire at you. After you pass these two tanks, you will reach the red eye building. This building holds two power-ups that you can release by shooting the eye in the building.

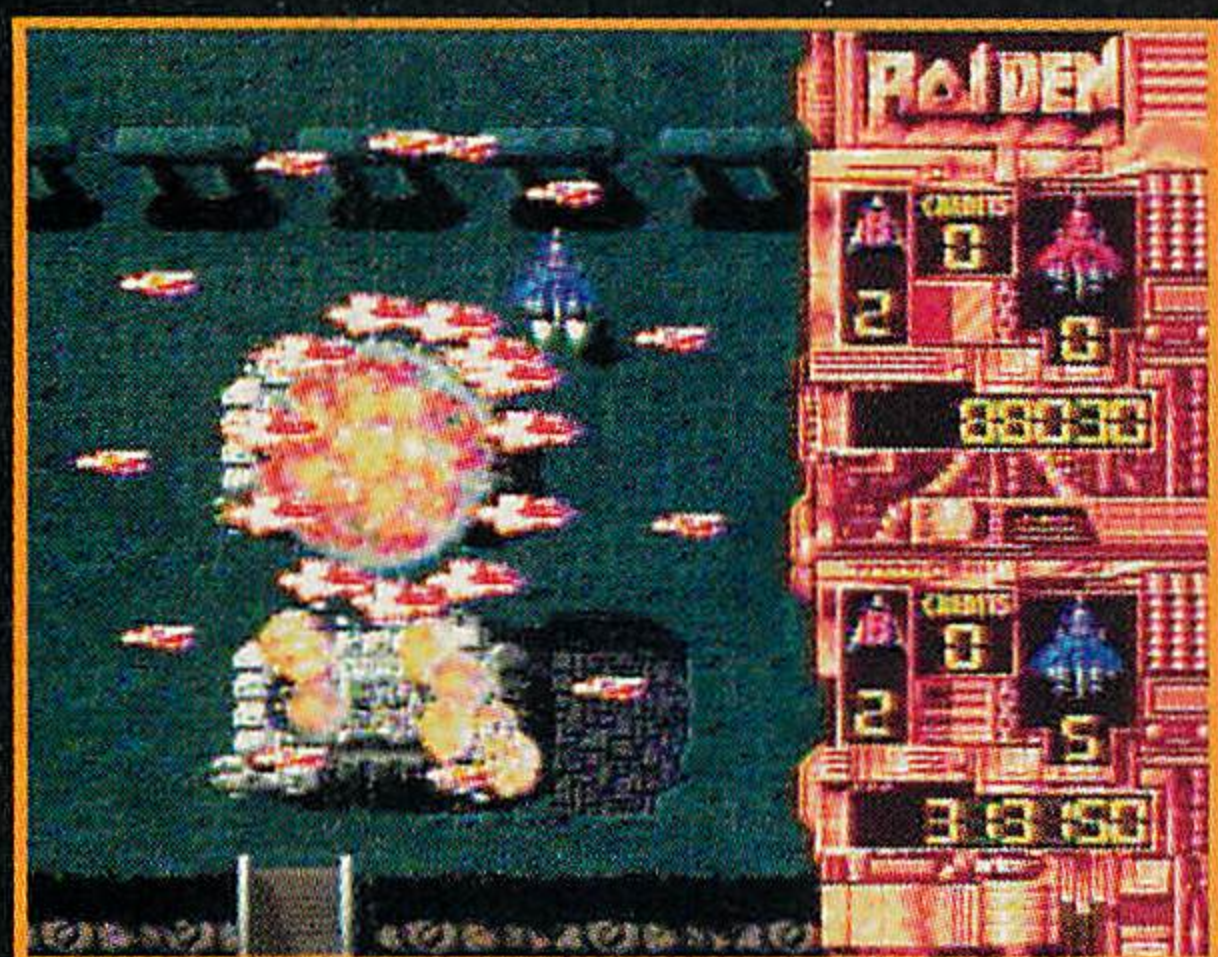
When you reach the end boss, kill the two smaller extensions of the end boss on the right and left of the main boss. Once you do this, you can concentrate on killing the end boss. Line up right in front of him, and fire away. When the boss starts to fire at you, move to the side and drop a bomb on him. Continue firing at him and dropping bombs until he dies.



LEVEL 5 TIPS

There are a lot of flying jetcopters on this level, so the best weapon to have would be the machine gun, to give you the maximum amount of cover. Stay in the middle of the screen on this level, because you will have plenty of enemies shooting at you from behind.

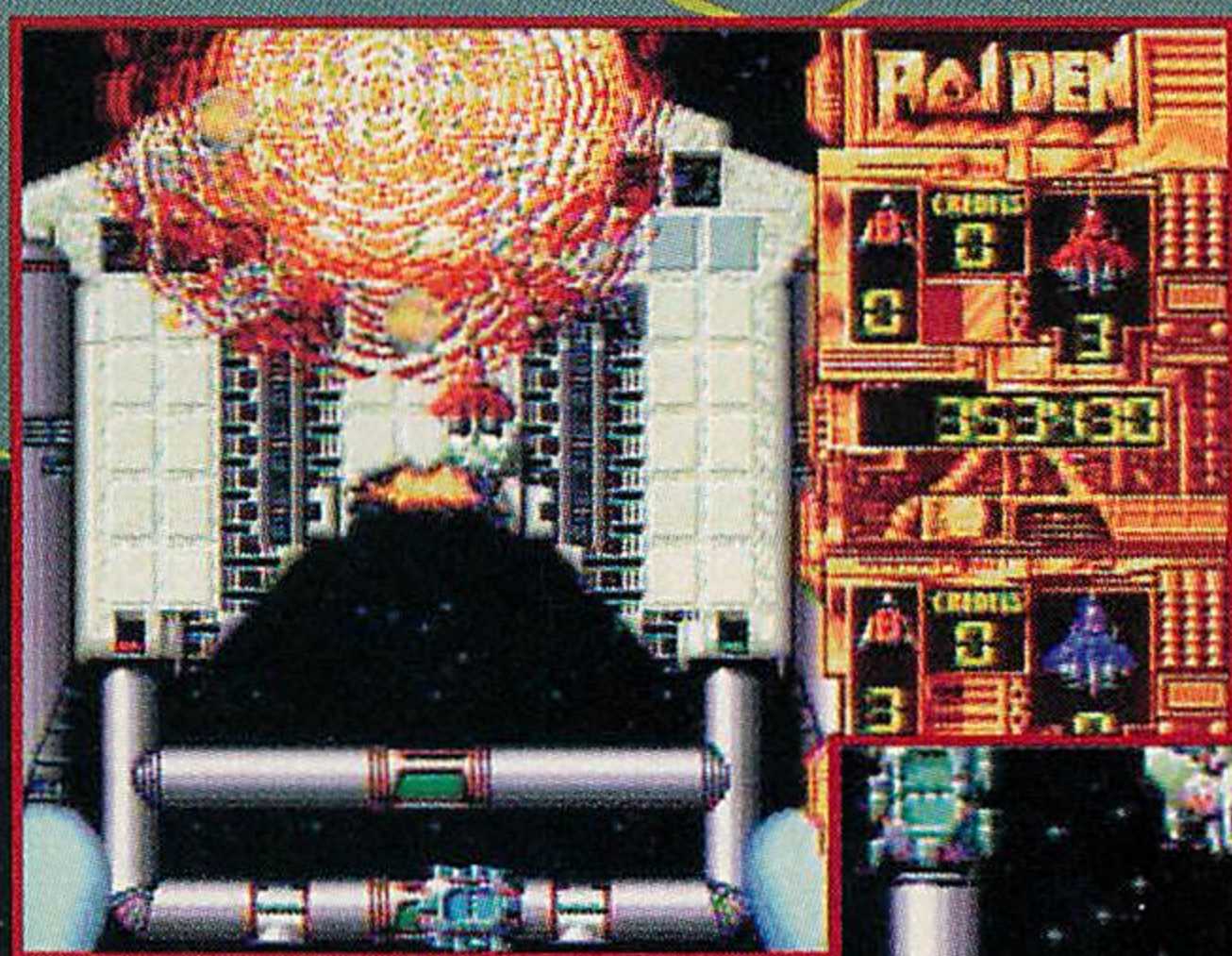
When you reach the end boss, it is best to have the laser, so, if you can, grab the laser just before you reach the end. An ideal spot for this would be the bridge with tanks lined up on it. Just before this bridge there is a power-up ship; shoot it and collect the blue power-up. The secret to killing this end boss is to kill it fast, so that he does not release his spinning disks. Once the disks are out, it is much more difficult to destroy the boss. Start by dropping a bomb on the boss; while this is happening, shoot off his wings. After you have shot the wings off, drop another bomb and keep shooting the boss, even during the bomb explosion. Continue this until you kill him.



LEVEL 6 TIPS

This is the first space level, and it begins with a meteor shower. Shoot the power-up ship that appears early on and grab the red power-up. Avoid the meteors as best you can until you reach land. Here, you will encounter small, quick ships that do their best to ram your ship. It is very helpful to have full machine guns and full homing missiles for this level. When you reach a point on the level when you see what looks to be a satellite in a crater, immediately move up on the screen if you are at the bottom of the screen. This is because a large flying ship is now moving up behind you. Stay in the middle of the screen for the remainder of this level, because there is another of these ships that comes from behind.

When you reach the end bosses, the secret to killing them is proper bomb placement. Drop your first bomb to the left of the bottom boss once he starts to move. If done correctly, this bomb will affect both bosses. Once the bomb goes off, move to the top-right corner, because there are meteors that will fly up from behind you. Once the bomb ends, drop another right in between the bosses as they cross. If done correctly, this will almost certainly kill both bosses; if not, one more bomb when they cross again will be necessary.



LEVEL 7 TIPS

Level 7 is the most difficult level in the game. You are constantly attacked by flying enemies that try to ram or shoot you, and there are crab-type enemies that crawl along the framework of the spaceship on this level and shoot at you constantly. The best way to survive this level is to have the most powerful machine gun, along with the most powerful homing missiles. If you don't have either of these, drop a lot of bombs, or try to hide along the sides of the screen.

When you reach the end boss, drop a bomb immediately. Shoot at the boss while the explosion is happening. Keep dropping bombs and keep shooting; there is no real trick to destroying this boss.

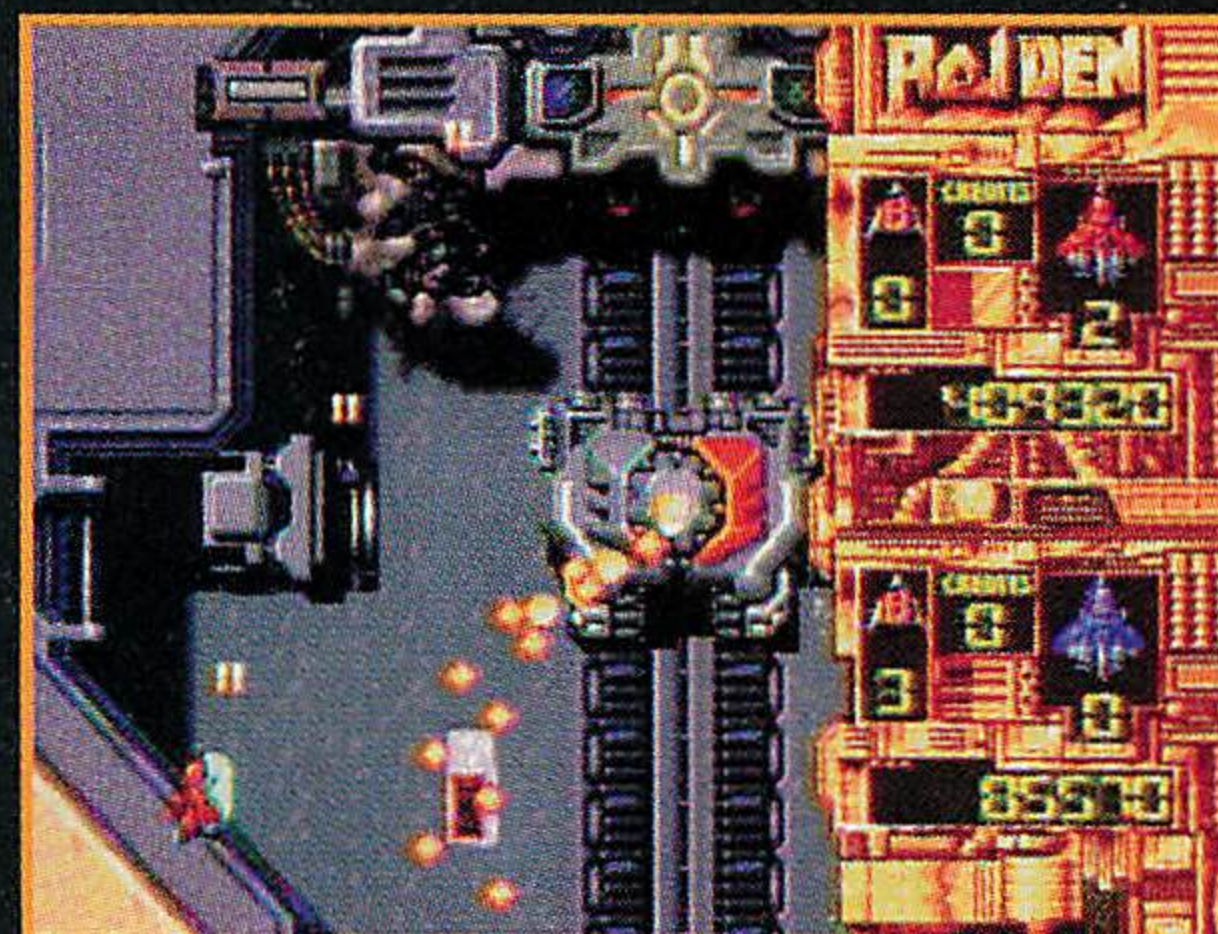


LEVEL 8 TIPS

The laser beam is definitely the weapon of choice in Level 8, the last level of the game. If possible, having homing missiles here is a great help also. Try to stockpile your bombs, too; you will need them for the tough final end boss.

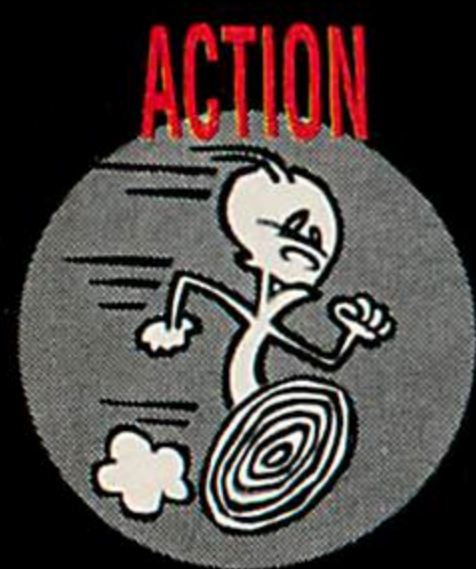
When you get to the end boss, don't drop bombs on him while his armor is being loaded on him, because it will do no good. Wait until the boss has been completely loaded and is at the end of his track. When this happens, drop a bomb on him and start shooting. Don't shoot at the boss, but shoot at his individual pieces of armor. Once you have

blown all those pieces up, concentrate on the boss or any pieces that are flashing red. The best thing to do at this point is to stay at the edges of the screen and try to avoid the boss' shots. When you get a chance, move in and drop another bomb, and then shoot while the bomb explosion is on-screen. Keep this up and you will defeat the boss and win the game!

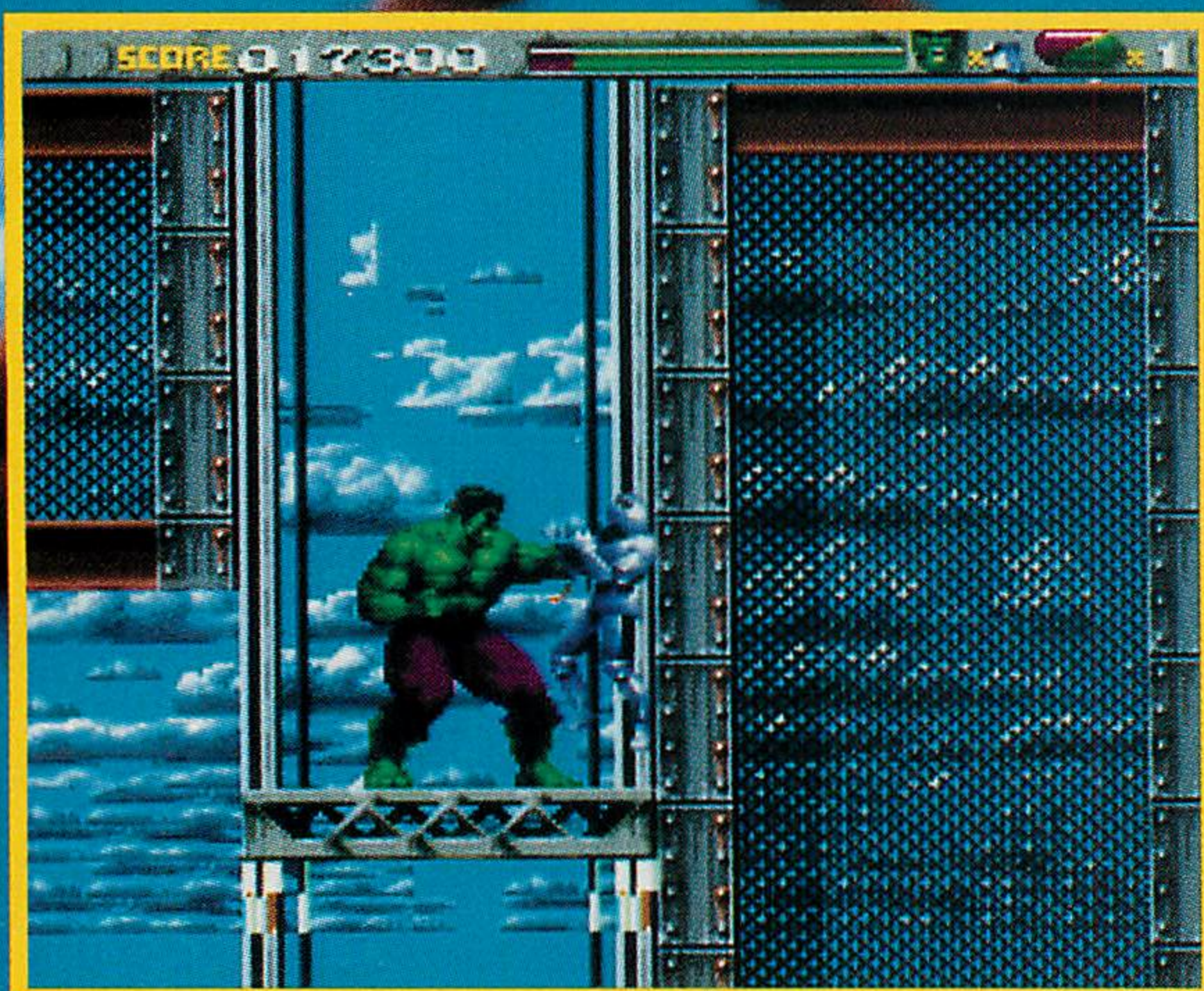


PREVIEWS

BY BETTY HALLOCK



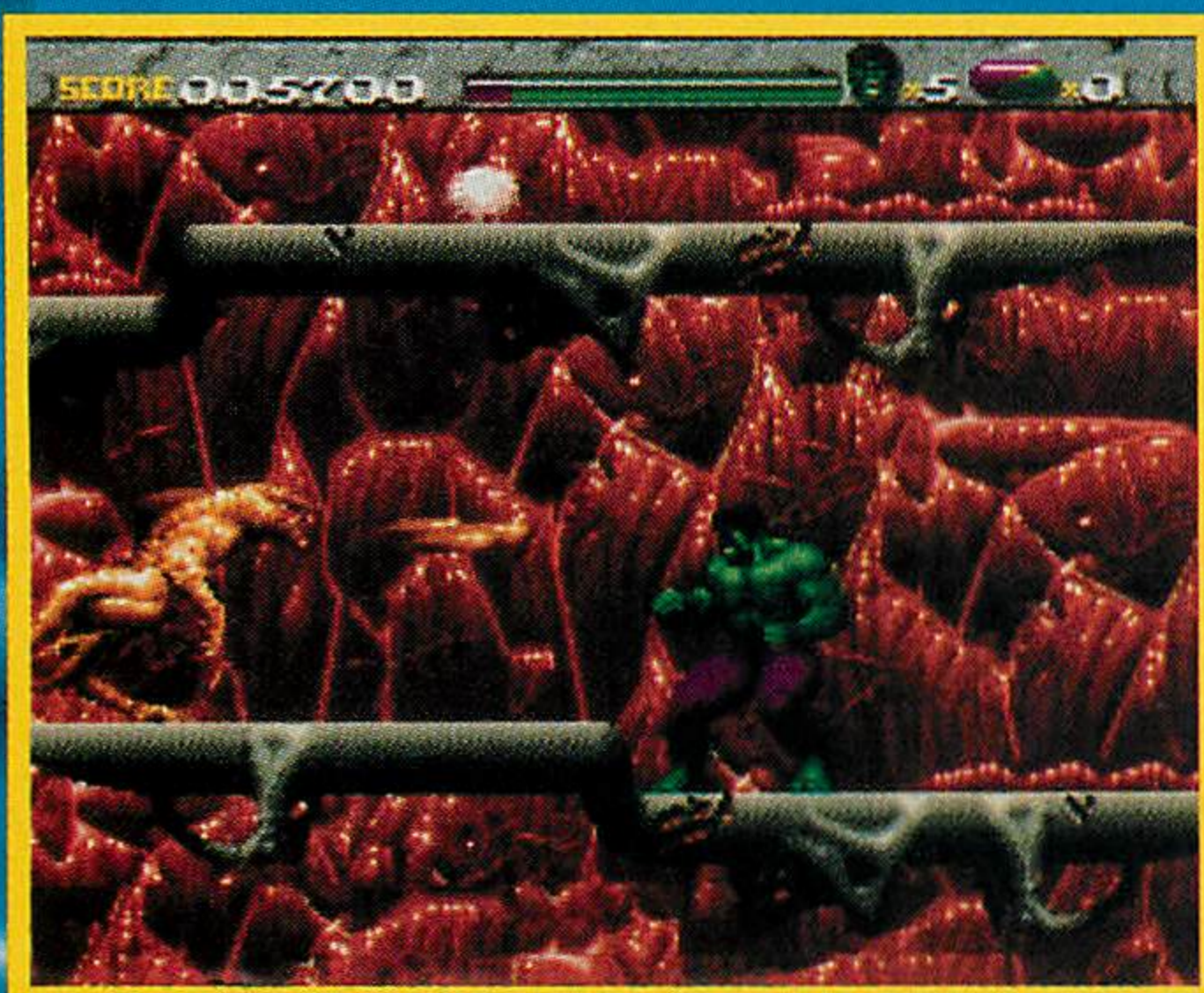
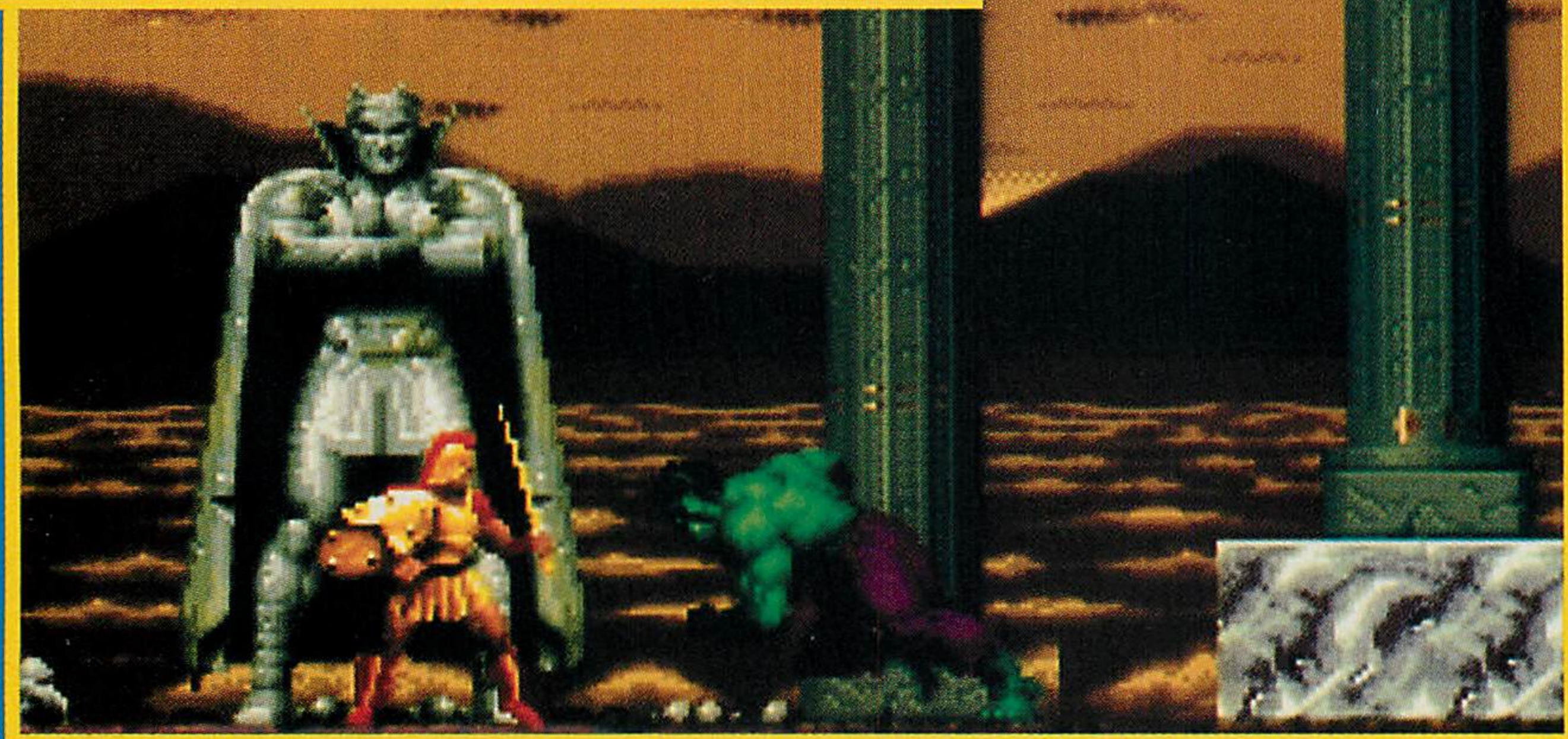
Company
U.S. Gold
Available
May 1994
System
Super NES,
Game Gear
Players
1
Cart Size
16 Meg (SNES)
Developer
Probe



THE INCREDIBLE HULK

We all know the story of Marvel Comics' Incredible Hulk, right? Dr. Bruce Banner is a nuclear physicist whose body chemistry was changed by gamma rays during an atomic explosion. Now he can change into a big, green, mutated super-human.

As in the Genesis version of the video game (see review, page 56) the Hulk's foe, the Leader, wants to conquer and rule the earth. He's got a huge fortress in the forest and he's got an army of robots under his command. Genetically-engineered mutants also protect his fortress. But previous encounters with the Leader have proven the Hulk to be a formidable opponent—it ain't nothin' but a green thang.



The Incredible Hulk for the Super NES.

The Incredible Hulk for the Game Gear.

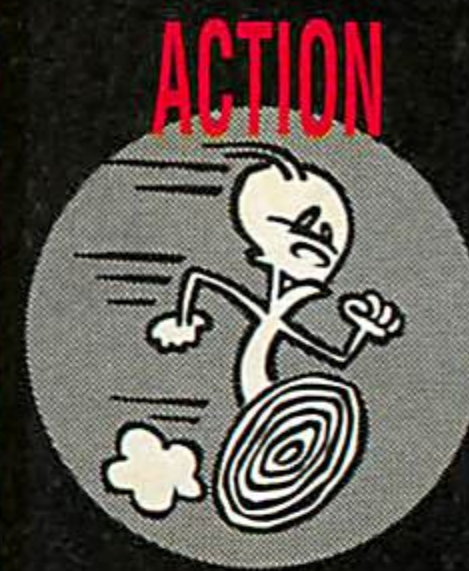
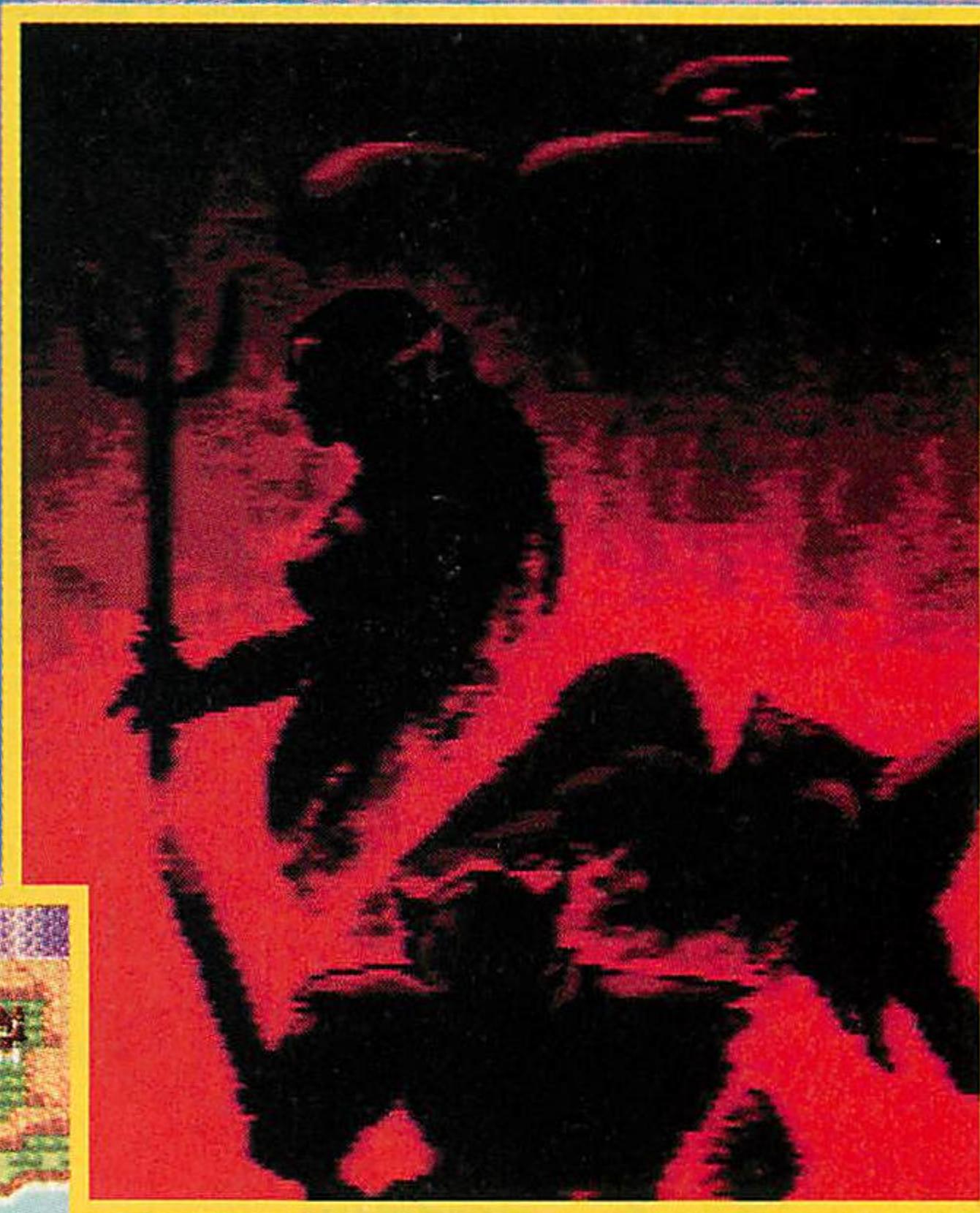
PREVIEWS

Fire Striker

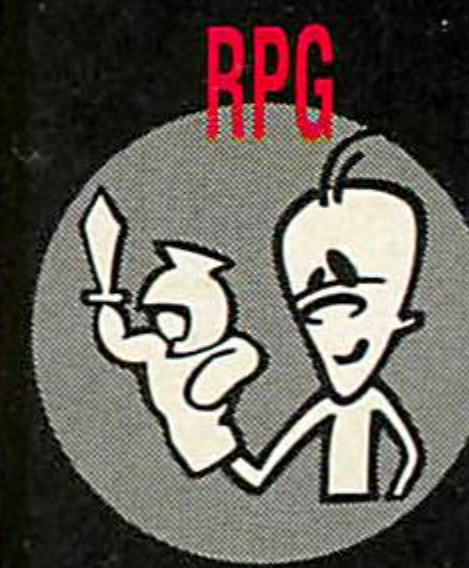


As the powerful warrior Slader, you get to bum-rush everything you see through fourteen levels of exhilarating *Breakout*-style action. You control a laser-light spinning ball of fire known as the "Trialight." This will smash everything in sight as you attempt to liberate the Kingdoms of Fire, Wind, Water and Earth from the evil wizard and Arch-Mage, Wyld.

With a multi-player adapter, up to six gamers can participate at one time. Otherwise, it's a game for one or two players. It looks like one of those cute RPGs with the little munchkin characters, but it's really an action/strategy game.



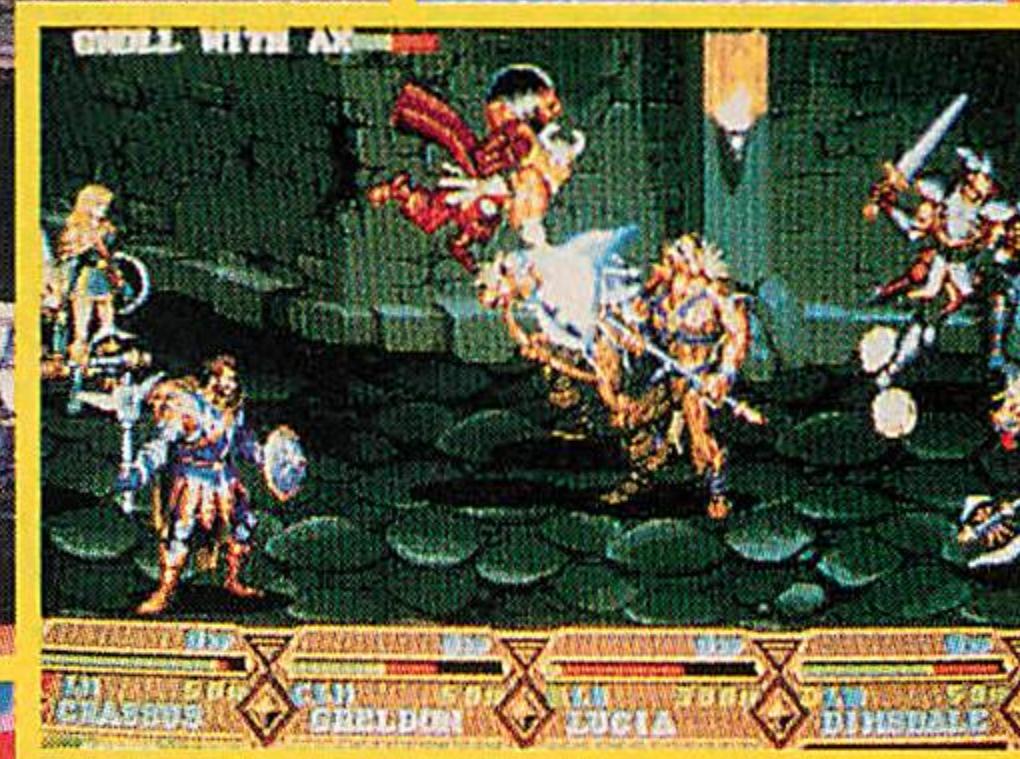
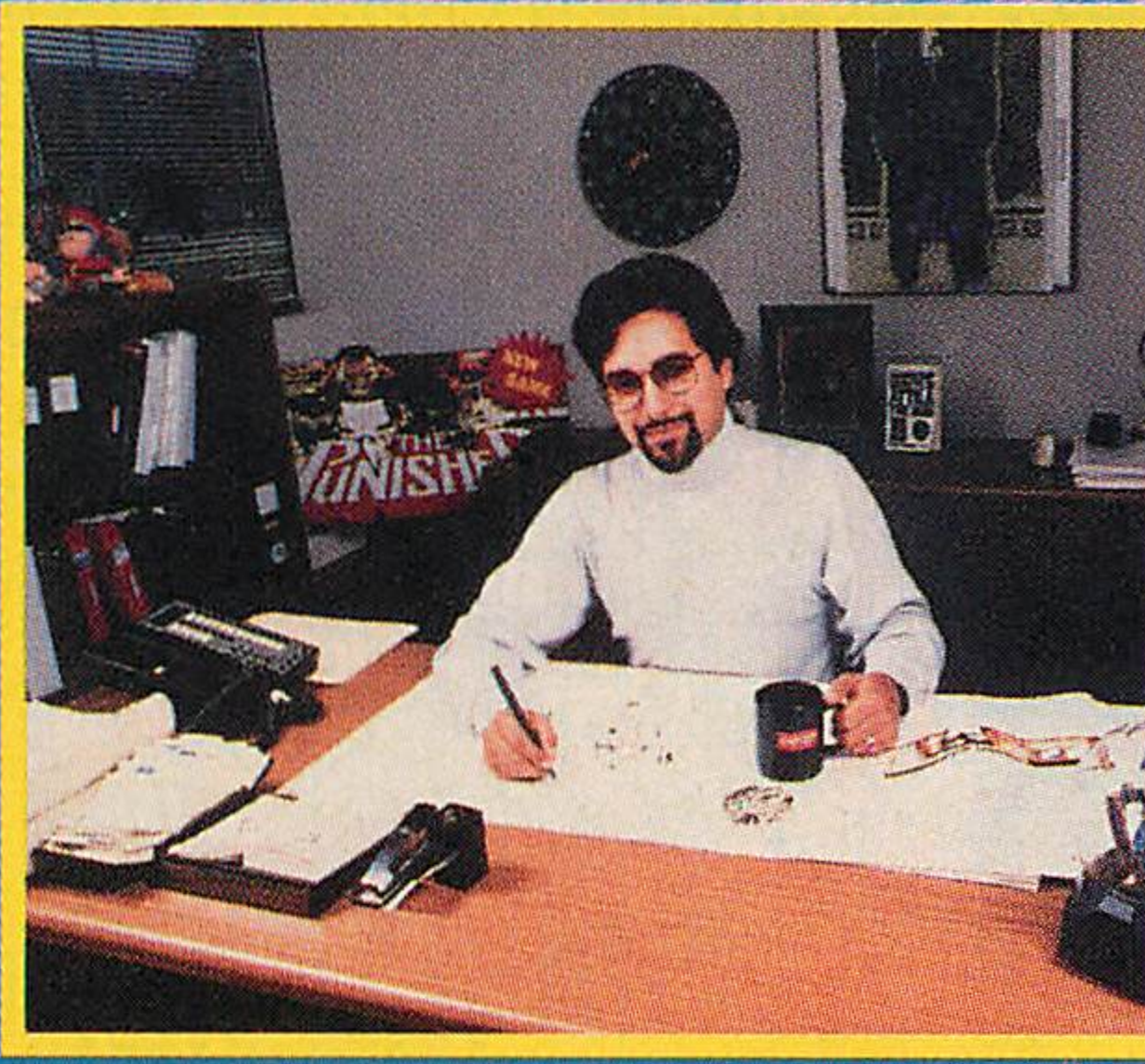
FireStriker
Company
DTMC
System
SNES
Available
Now
Cart Size
8 Meg
Players
2



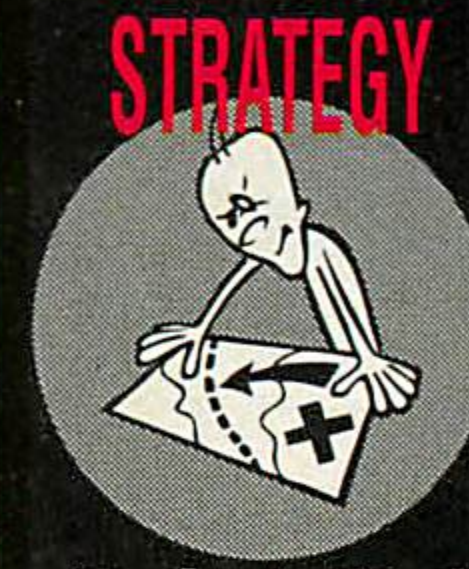
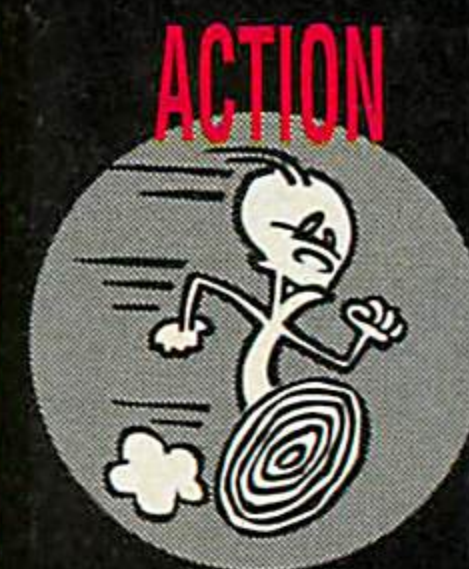
DUNGEONS & DRAGONS TOWER OF DOOM

Capcom and TSR, Inc. come together to bring you an RPG based on *Dungeons and Dragons*. Up to four people can play, assuming the roles of fighters, clerics, elves or dwarves, who endeavor to restore peace to the Republic of Darokin. Multiple paths lead to sub-adventures, as well as monsters and dragons. You have to defeat these guys with brute force, with the help of magic and swords. Each character has 24 different attack maneuvers, and you can load up on supplies and info during your adventures.

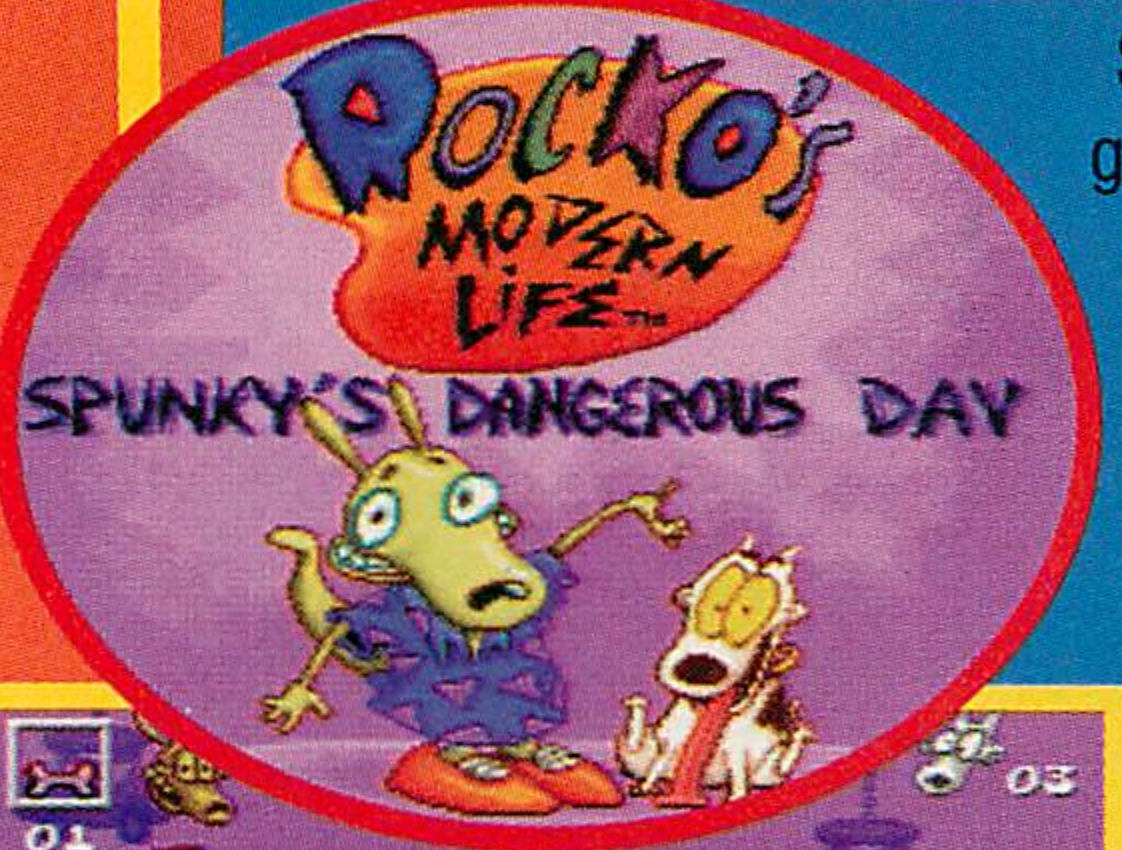
The action occurs in "real-time" and players control the outcome of the game with their decisions. Capcom also uses Q-Sound, a virtual audio technology, to provide true-to-life "placement" of the game's music and sound effects.



D&D: Tower of Doom
Company
Capcom
System
Arcade
Available
Now
Cart Size
Big
Players
1-4



Rocko's Modern Life
Company
Viacom
System
SNES
Available
May
Cart Size
12 Meg
Players
One



Straight from the Nickelodeon channel comes an inaugural game by Viacom New Media that brings gender-neutral characters to the SNES in an action and puzzle trip. In this game Rocko—a Wallaby—needs to guide his dog Spunky and protect him from harm through 16 levels of 0-town. Get this

At the end of each level is a golden fire hydrant! Basically Rocko needs to scout ahead to make sure the path is clear for his pet to travel safely. During the travels, evil dive-bombing birds and treacherous obstacles will cross Rocko's path as Spunky trails slowly behind. Since the game was developed, in part, alongside the T.V. program's creator, Rocko and Spunky come to life with authentic animation and voice effects.



THE JAGUAR 64-BIT SYSTEM.

You want power? How about 100 times more power than 16-bit systems.

Color graphics? You think 16.7 million colors will hold you?

Maybe you're looking for fast, real-world animation? Tell you what. You better have a strong stomach.

Cuz this is Jaguar.™ And this ain't no toy.

We're talking 64 bits of power and 3-D animation. As in three dimensions. As in this stuff is real. You're not just pretending to fly a plane. You are in the cockpit. You are dodging bullets and bombs and mountains and bridges. And you are sweating.

You've also got CD-quality sound to deal with, and arcade-quality games that are so multi-layered and deep you may never find your



"Game of the Month"
— *Diehard Game Fan*

THE GALACTIC WAR HAS BEGUN.

Do you know where your pods are?

CYBERMORPH™

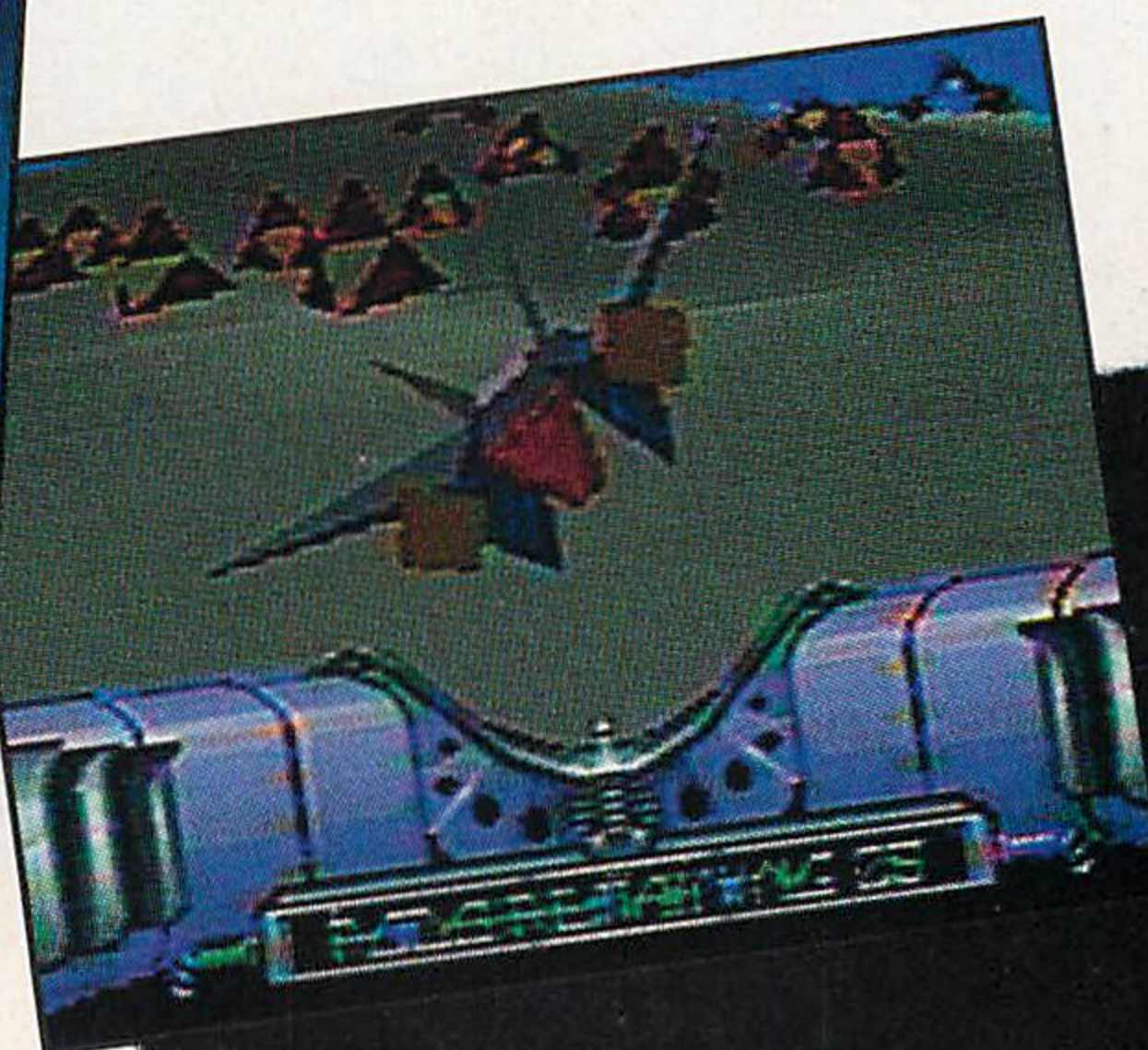
The evil Pernitia Empire has the ultimate weapon: robotic technologies that can rebuild themselves. The good news is your forces had new weapons designed. The bad news is your scientists were seized by the enemy and sealed into pods along with vital supplies and information.

As pilot of Cybermorph Transmogriphon, a prototype morphing attack craft, you must recover the pods so the resistance fighters can halt the Pernitia Empire's sinister march toward galactic domination.

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

way out. Not to mention the 17-button controller that gives you so many ways to annihilate your enemies, you'll never have to kill one the same way twice.

Jaguar 64-bit. Power. Speed. Control. Sweat.



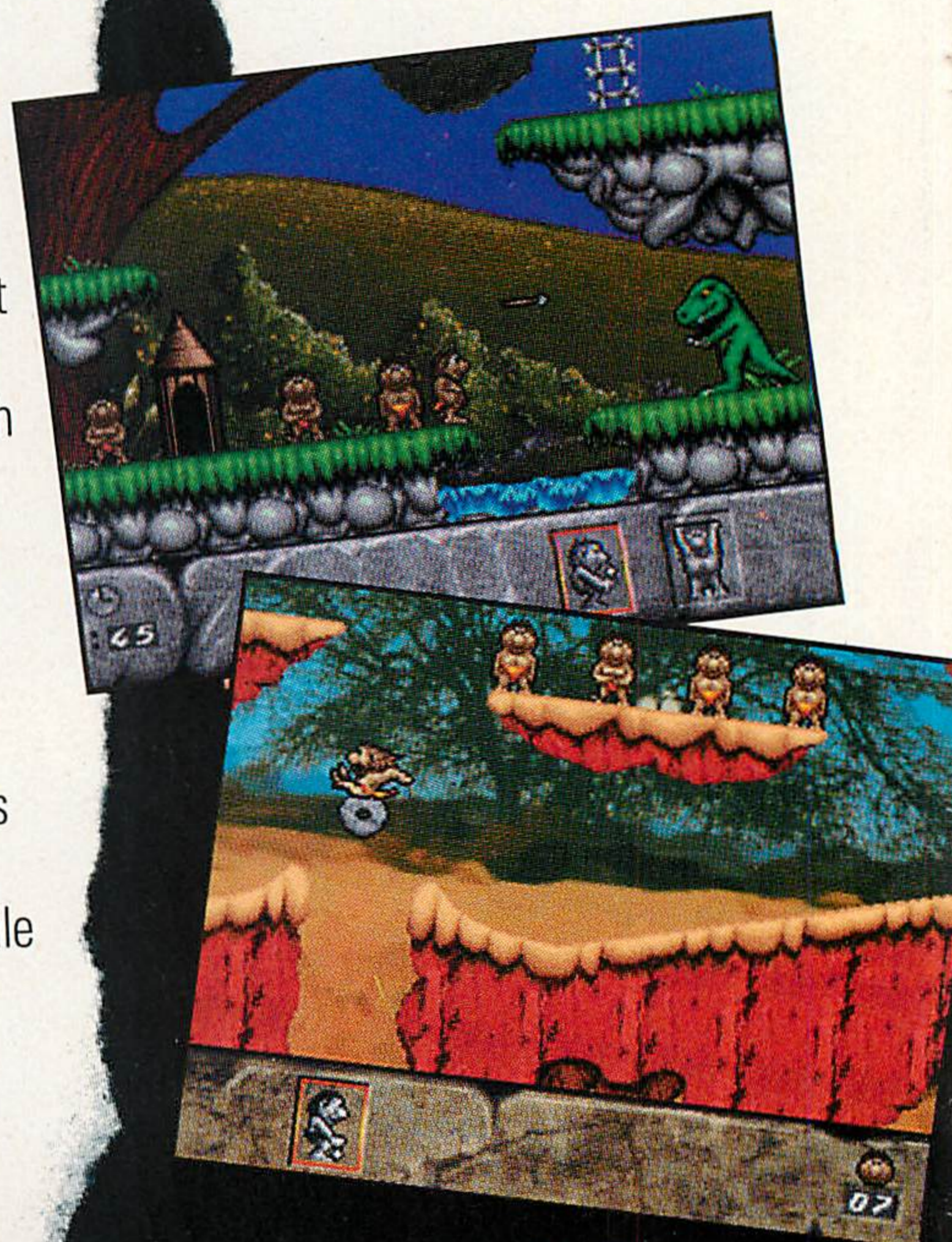
FIRE GOOD. LOSING BAD.

EVOLUTION: DINO DUDES™

You're the proud leader of the Dino Dudes, and it's up to you to guide a hairy gang of Cro-Magnons to the top of the food chain.

On your prehistoric journey you'll discover fire, weapons, and The Wheel. You'll battle dinosaurs and rival tribesmen, and do everything you can to avoid becoming an endangered species.

Evolve or die, dude.



ATARI®
MADE IN THE USA

For game tips and hints, call 1-900-737-ATARI. 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only.

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JAGUAR™ 64-BIT.

THE MOST POWERFUL
HOME VIDEO GAME SYSTEM
EVER INVENTED.

"Perfect"
—Electronic Gaming Monthly

MILITANT ALIENS.

You can't live with 'em.
You can't play without 'em.

RAIDEN®

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

Rip through enemy lines, torch Gatling units with your homing missiles, blast ammo-laden cargo trains with nuclear-powered bombs, and teach these galactic pirates why nobody messes with your planet.

With brilliant sound, exceptional speed and shoot 'em up motion that showcases Jaguar's 64-bit capabilities, Raiden is the ultimate arcade conversion for one or two players.

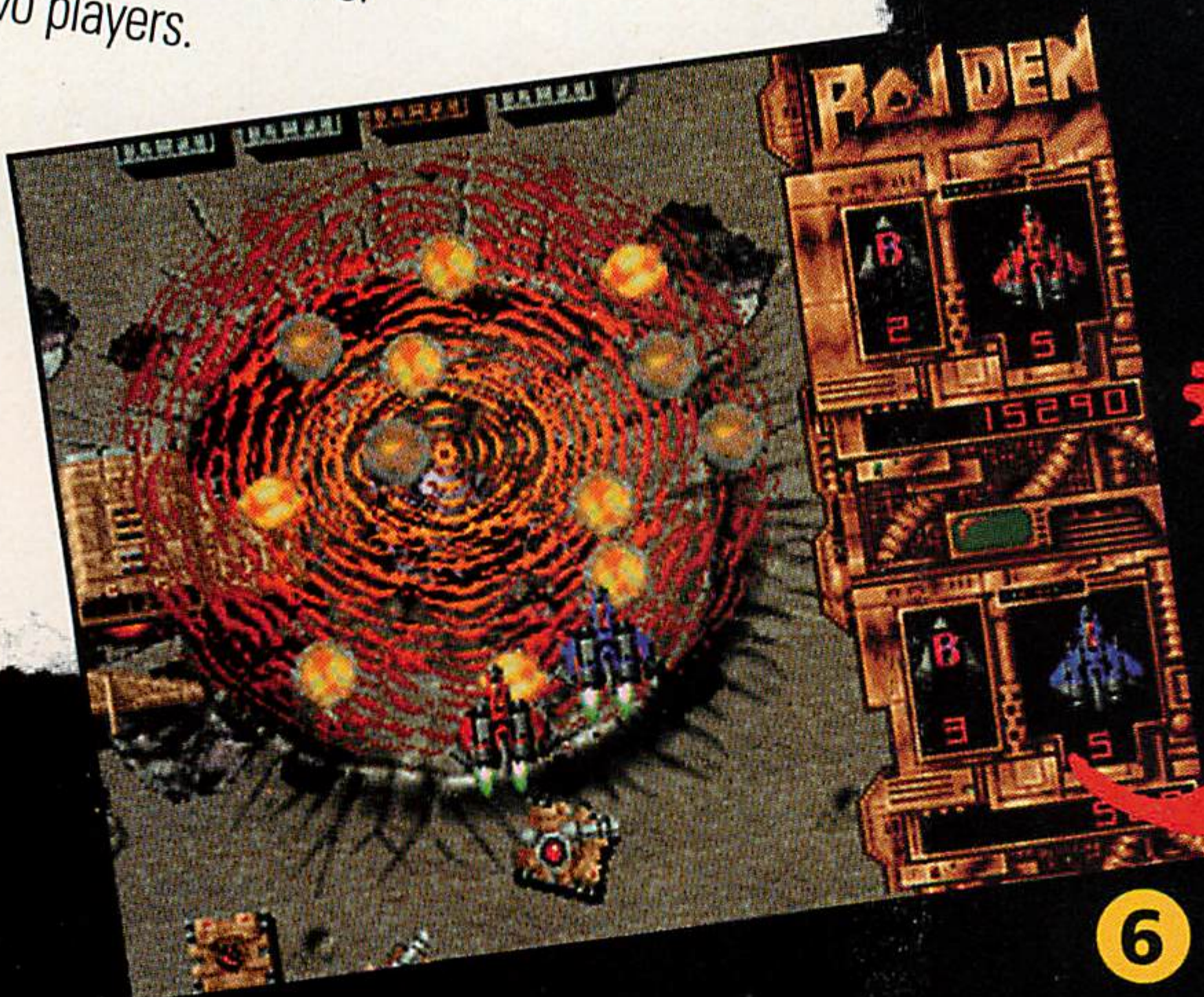
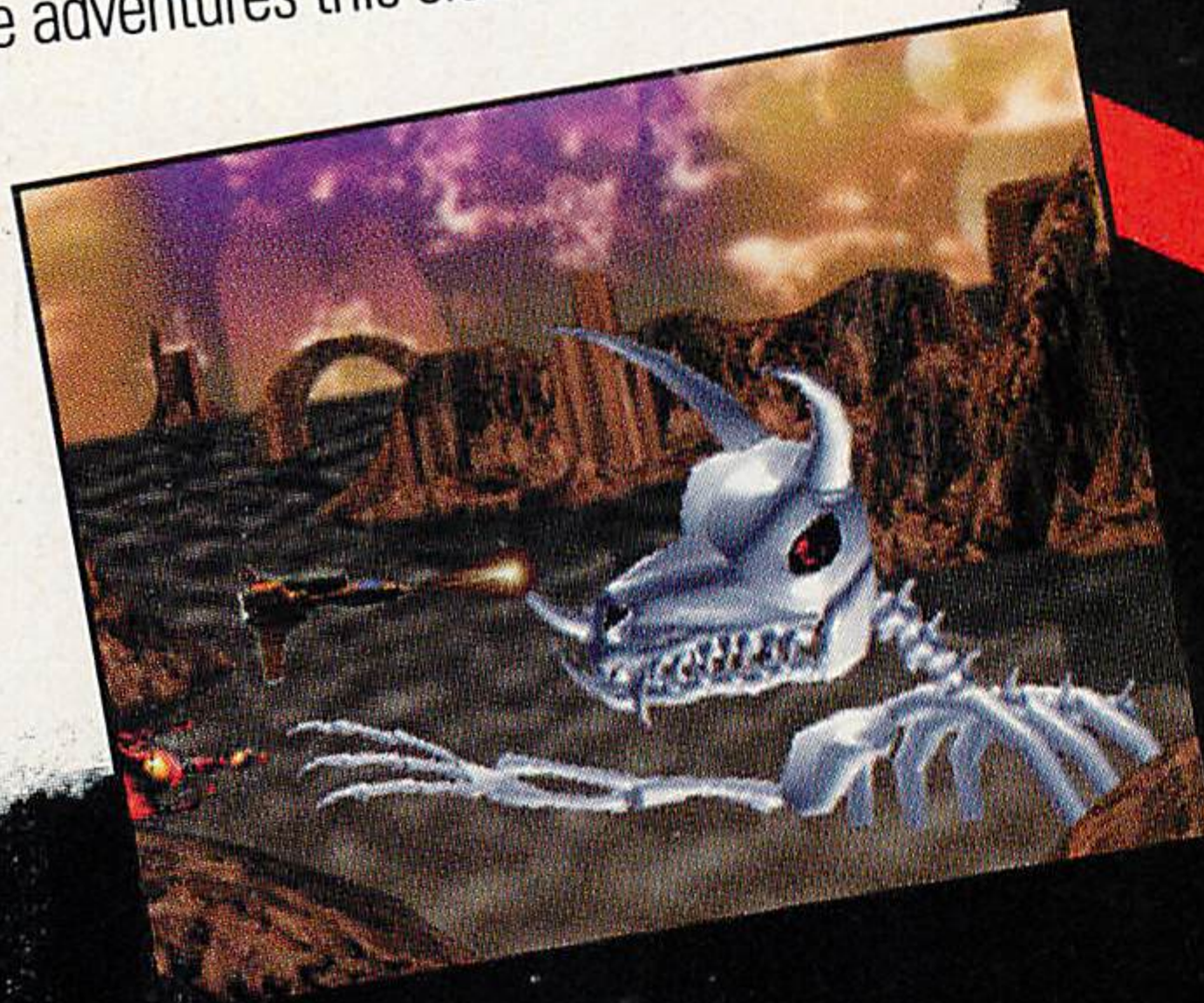
THE NAME IS
McFUR.
TREVOR McFUR.

TREVOR McFUR IN THE CRESCENT GALAXY™

The Crescent Galaxy has fallen and it's up to you, Corporal Trevor McFur, to return the planet Cosmolite to its citizens.

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

Rapid 3-D renderings and a variety of special weapons will make this interplanetary struggle one of the most formidable space adventures this side of the universe.



JAGUAR™

6 4 - B I T

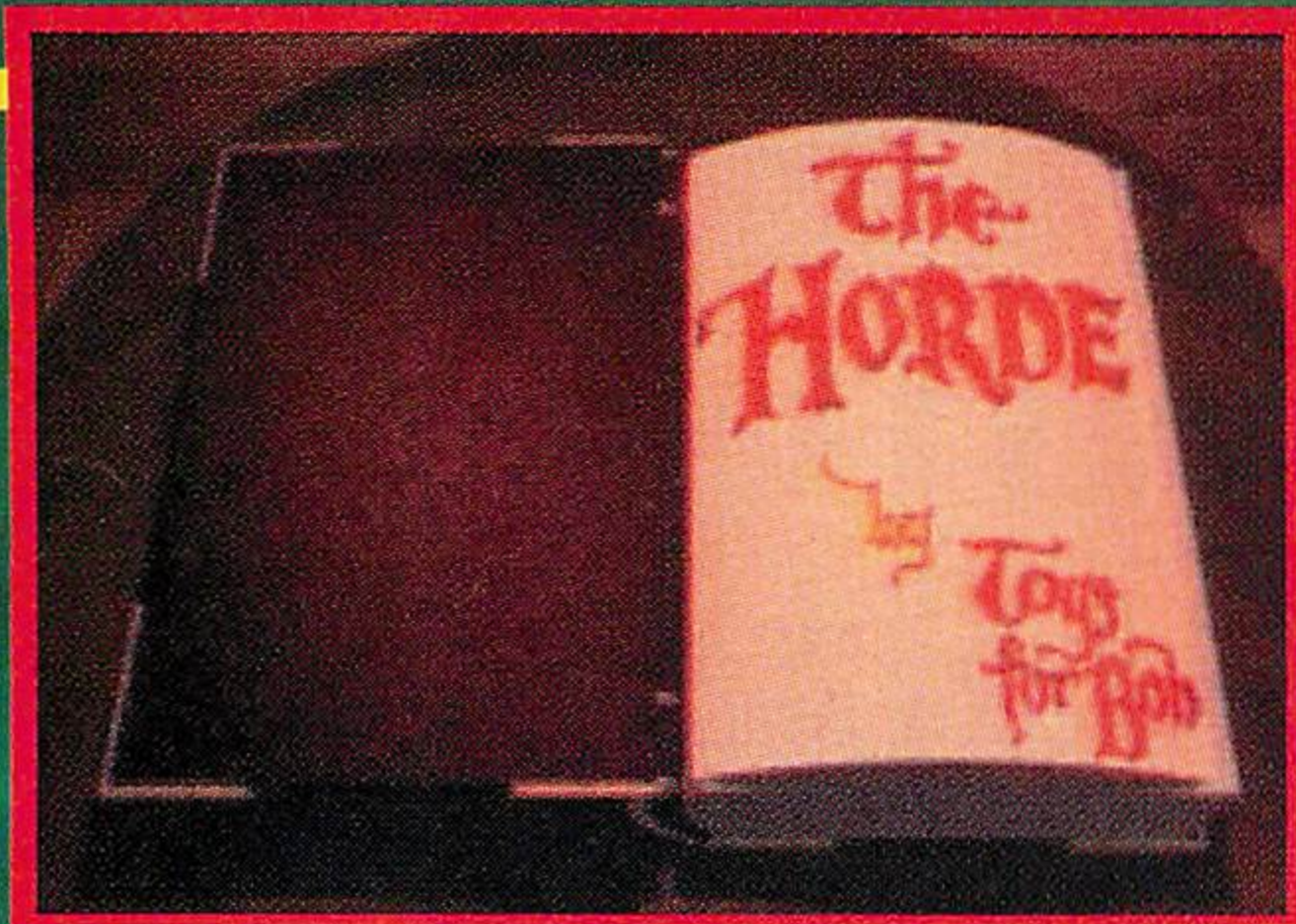
GET BIT.

INTERACTIVE MULTIMEDIA SYSTEM

CIRCLE #121 ON READER SERVICE CARD.



GAME:
The Horde
AVAILABLE:
Now
SYSTEM:
3DO
BY:
Crystal
Dynamics
SIZE:
CD-ROM
PLAYERS: 1



GORE'S PICK OF THE PREVIEWS!

I can't wait!



Crystal Dynamics, the company that brought us the ultimate space shooter, *Total Eclipse*, follows up this best-seller with *The Horde*. A nearly indescribable adventure game, it's part *SimCity*, part *Zombies Ate My Neighbors* and part full-motion video fantasy. It's like playing three different games!

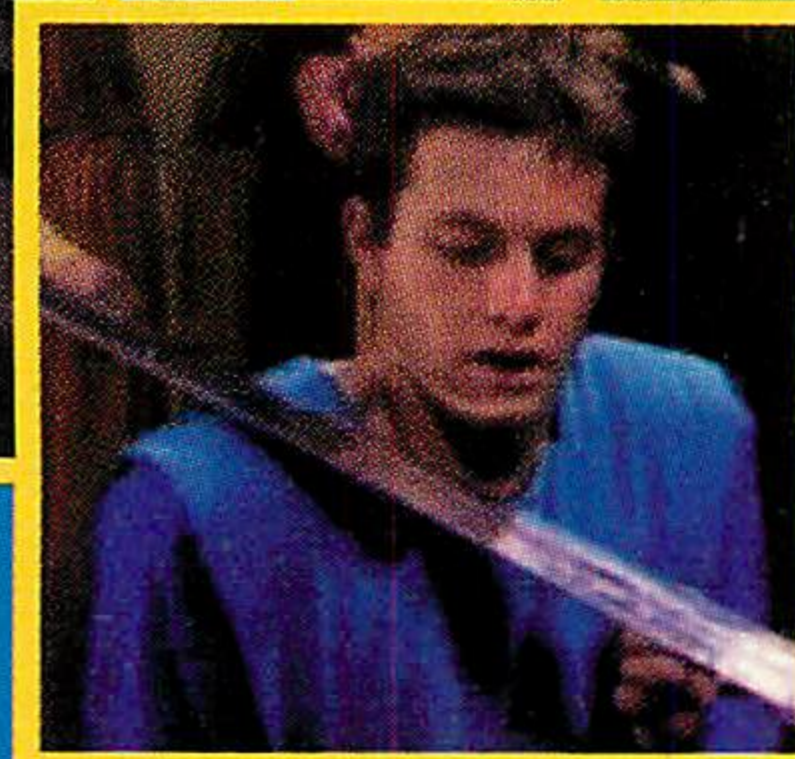
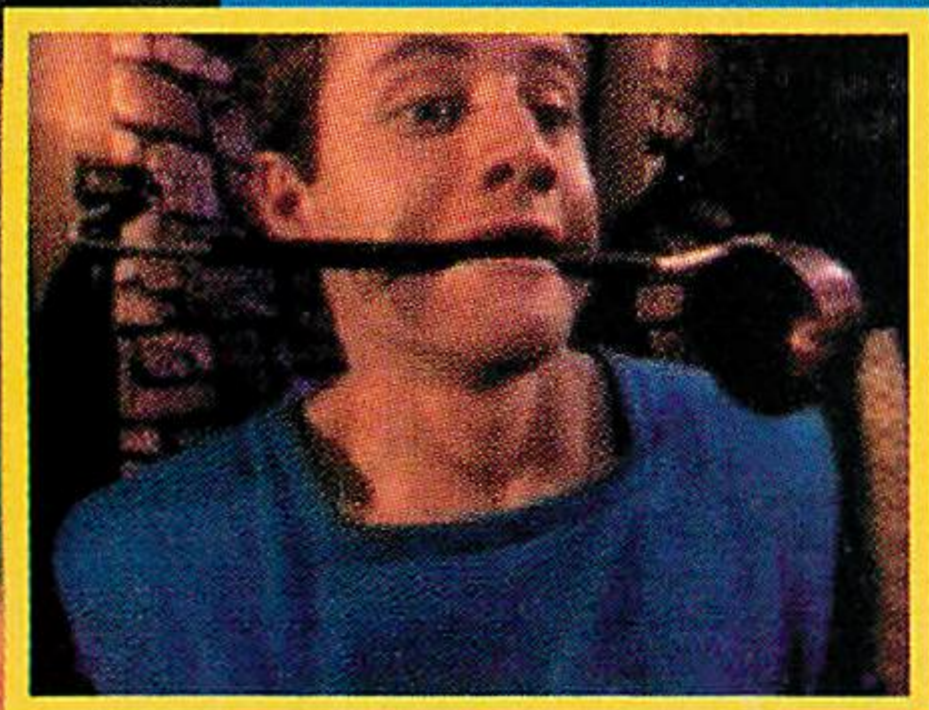
LONG LIVE THE KING (BUT LET'S KILL THE SQUIRE!)

The Horde is set in the Middle Ages, where a bunch of gruesome creatures are ravaging the kingdom. The (almost full-screen) full-motion video segments feature a timid squire named Chauncy who saves the king from choking on some green goop. Chauncy is knighted and given a small plot of land. The lowly squire is played by Kirk Cameron from the TV show *Growing Pains*. Cameron gets tortured constantly—he's thrown in jail, threatened with execution, beaten by guards and abused by ambitious henchmen—heck, I could watch just a whole movie of this guy getting the crap beat out of him!

MANAGE YOUR SIMVILLAGE

This part of the game seems more like *SimCity* meets *SimFarm* by way of *SimKingdom* set in the year 1400 A.D.

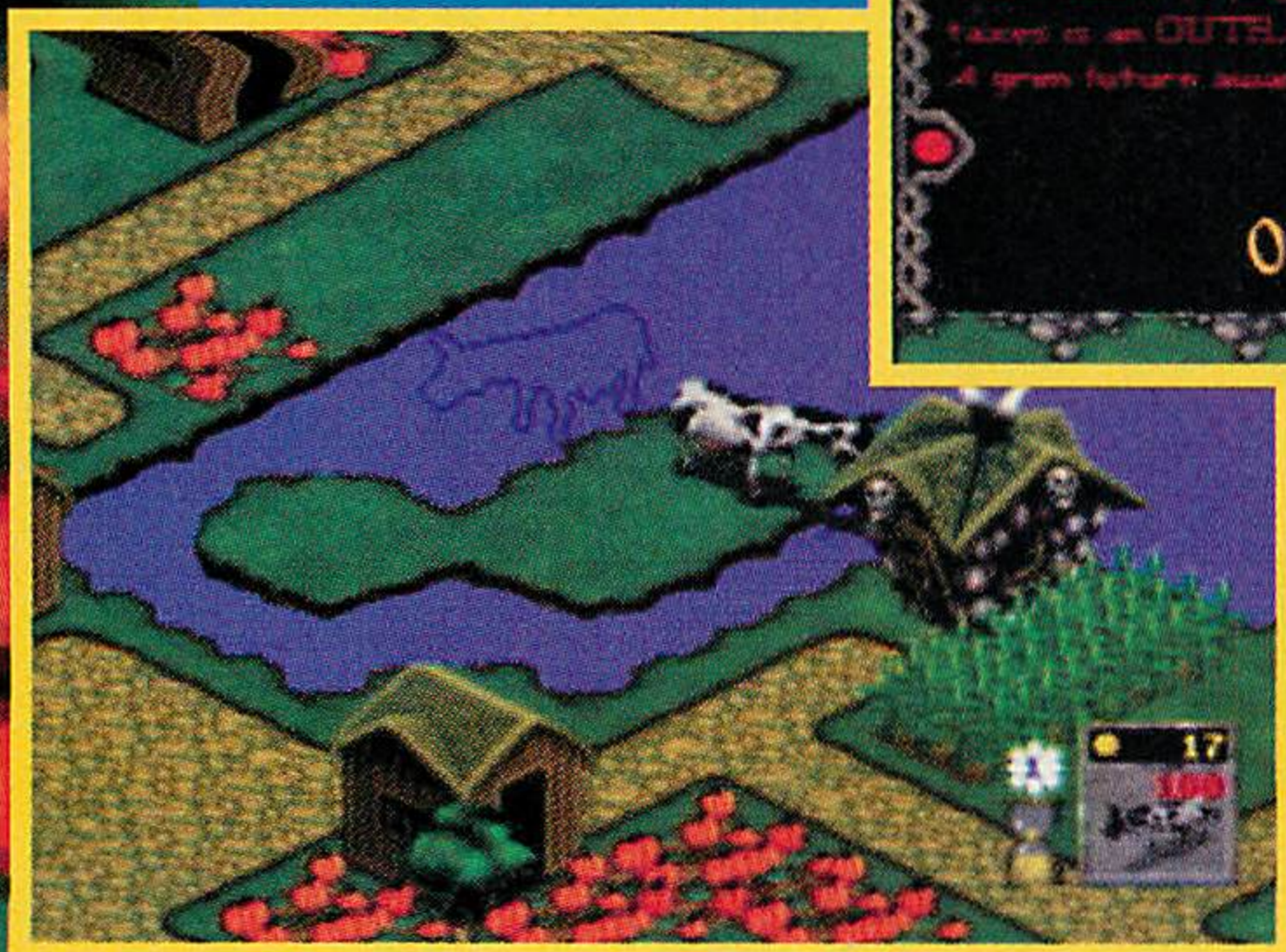
You can buy trees, barriers, walls, water, weapons, cows and more with the taxes collected from your citizens. As your town grows, so will your tax burden, so make sure your people are productive. Everyone from simple commoners to barbarians and elves will populate your little world. The 3-D graphics move with lifelike fluid motion. They look just like those nifty Playskool farms we had as kids.



SLAY THAT NASTY HORDE!

These red little buggers are ugly and they're quick! In order to proceed to your next turn, you must face an onslaught of these gremlinlike little toadies. Some are tough to kill, so keep your distance. Watch out as these guys swell to enormous size from eating the townsfolk and maybe even your cow!

—Chris Gore



DEVELOPER PROFILE

A Crystal Dynamics in-house project, *The Horde's* designer/fiction writer is Paul Reiche III, whose previous credits include Accolade's *Star Control*. Reiche is also developing *Star Control II* for 3DO, also by Crystal Dynamics.

PRETTY COOL FOR A GUY NAMED DEXTER!



Life as a space hero can be pretty miserable sometimes. Like now,



for instance. The evil Commander Borf has blasted you with his Infanto Ray and turned you into a little kid, captured your gal, Kimmy, and is threatening

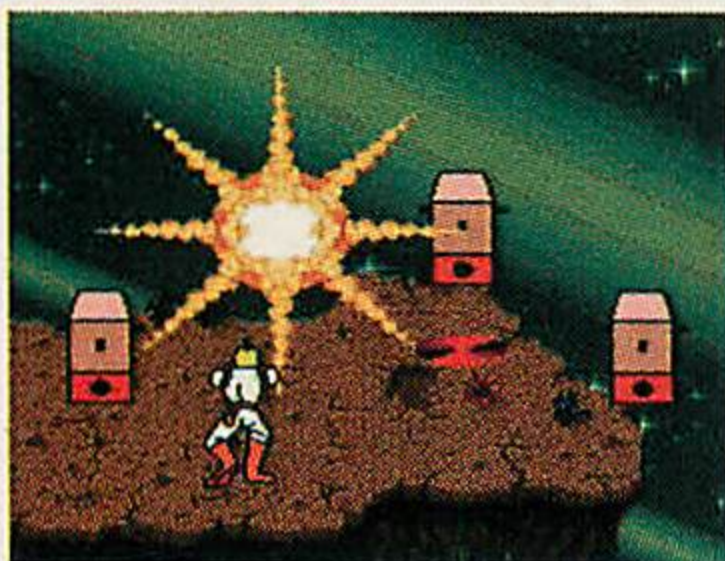
to conquer the Earth. On top of all that, your name is Dexter.

Your mission?

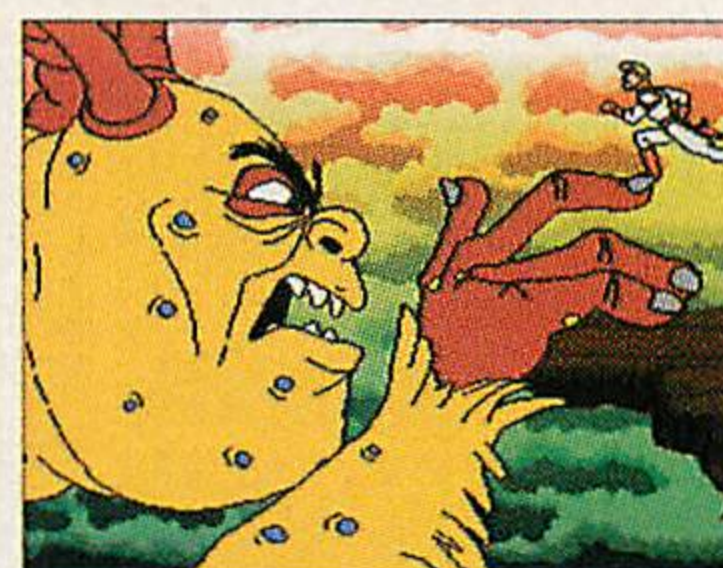
Rescue the girl, save



the world, run the bad guy out

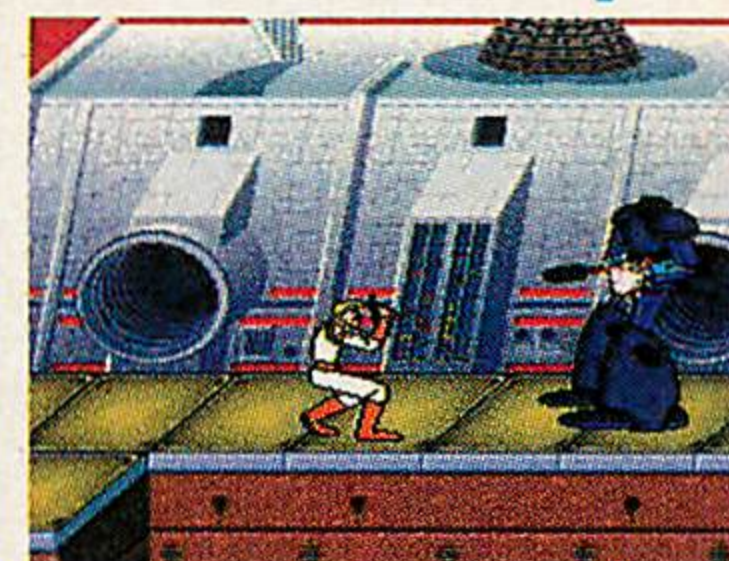


of the galaxy, and regain your manhood (not necessarily in that order)!



Now all the extraterrestrial action of the smash-hit arcade game comes to your Super NES® with 14

wacky and challenging levels of intergalactic mayhem! Over 50 video sequences from the original game put you in the action!!



ABSOLUTE™



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ENTERTAINMENT SYSTEM

empire
SOFTWARE

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CIRCLE #113 ON READER SERVICE CARD.

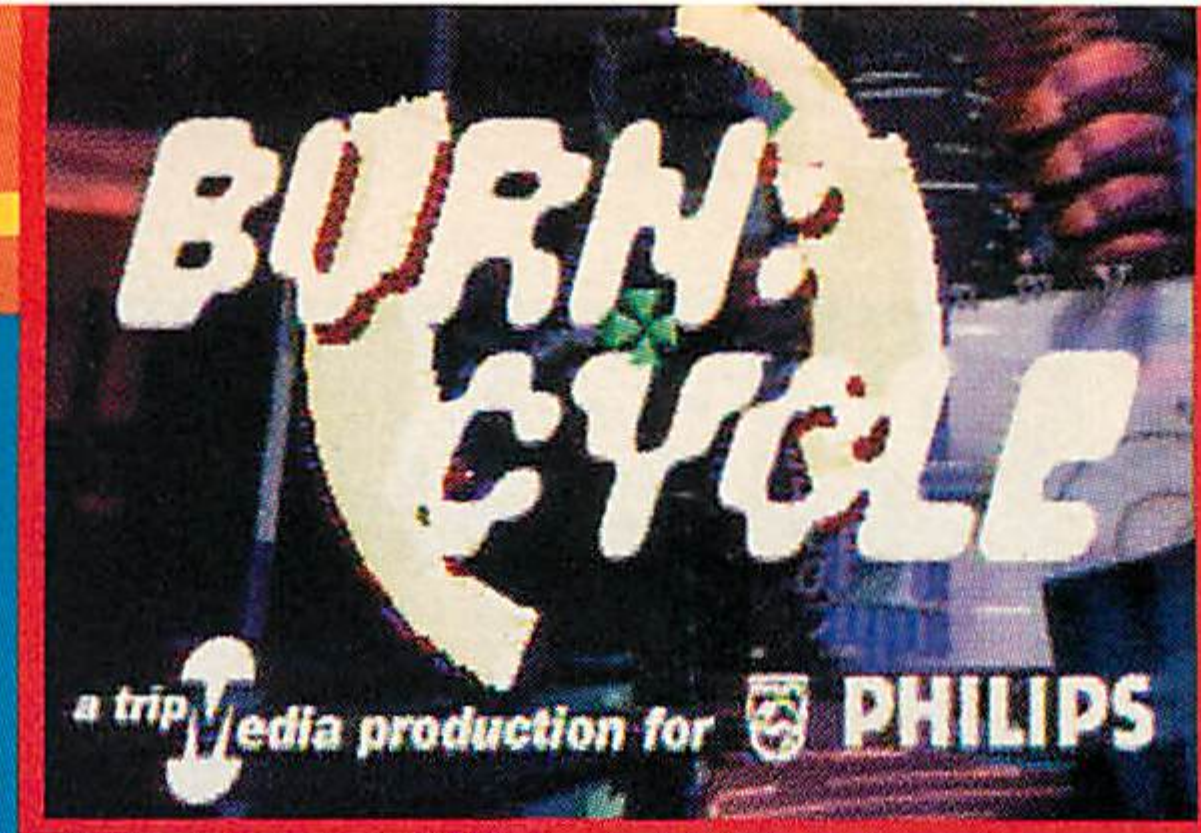
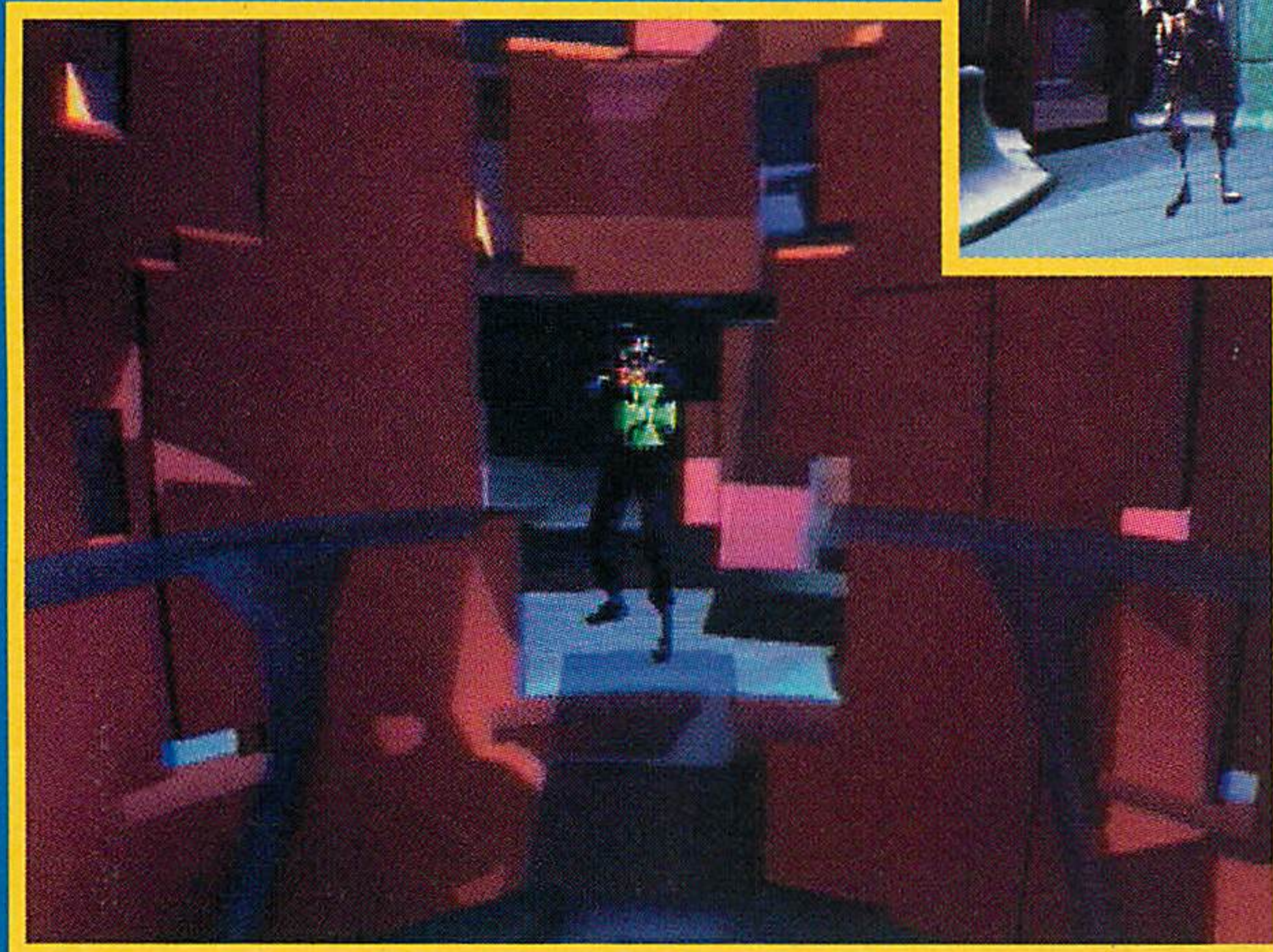
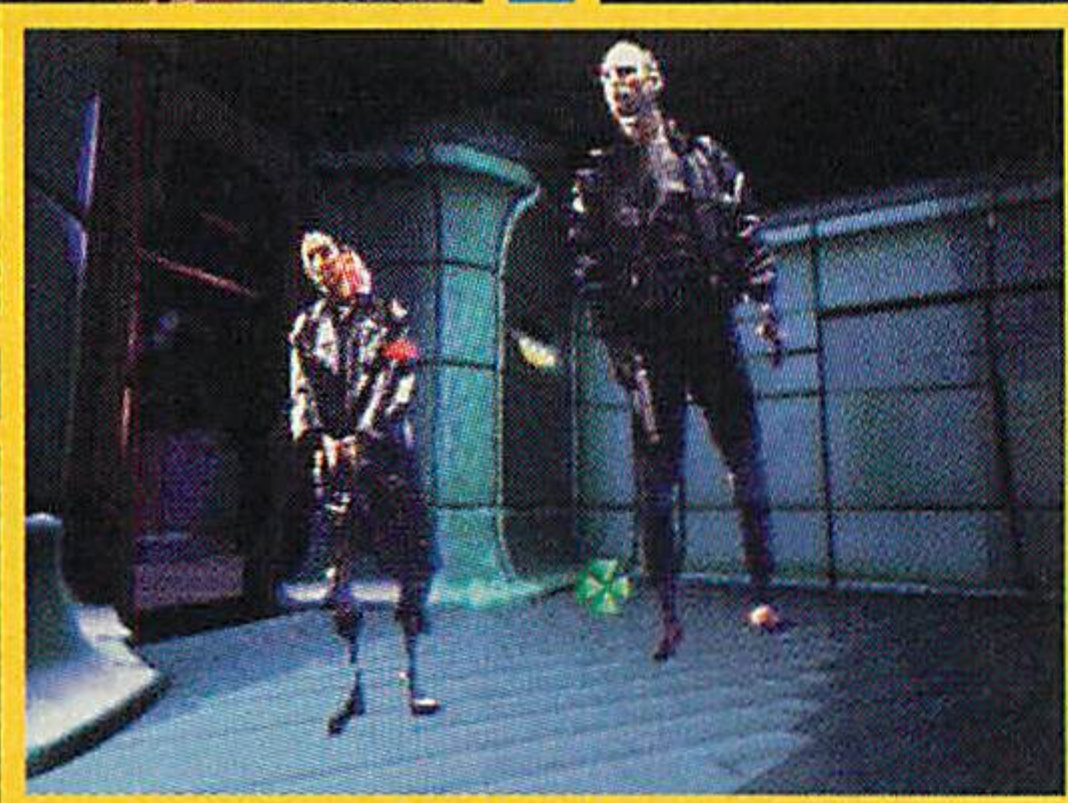
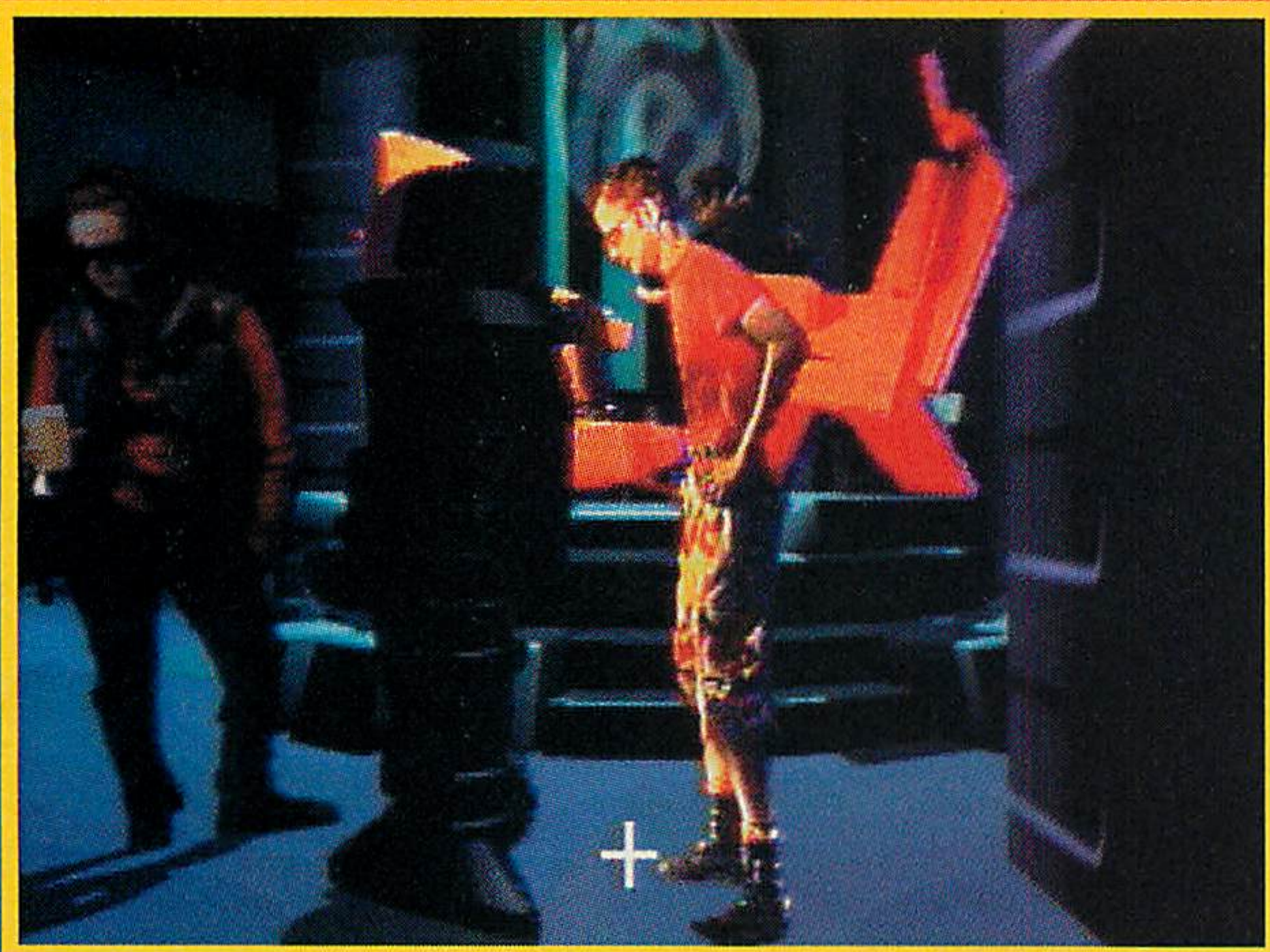
ACTION



ADVENTURE

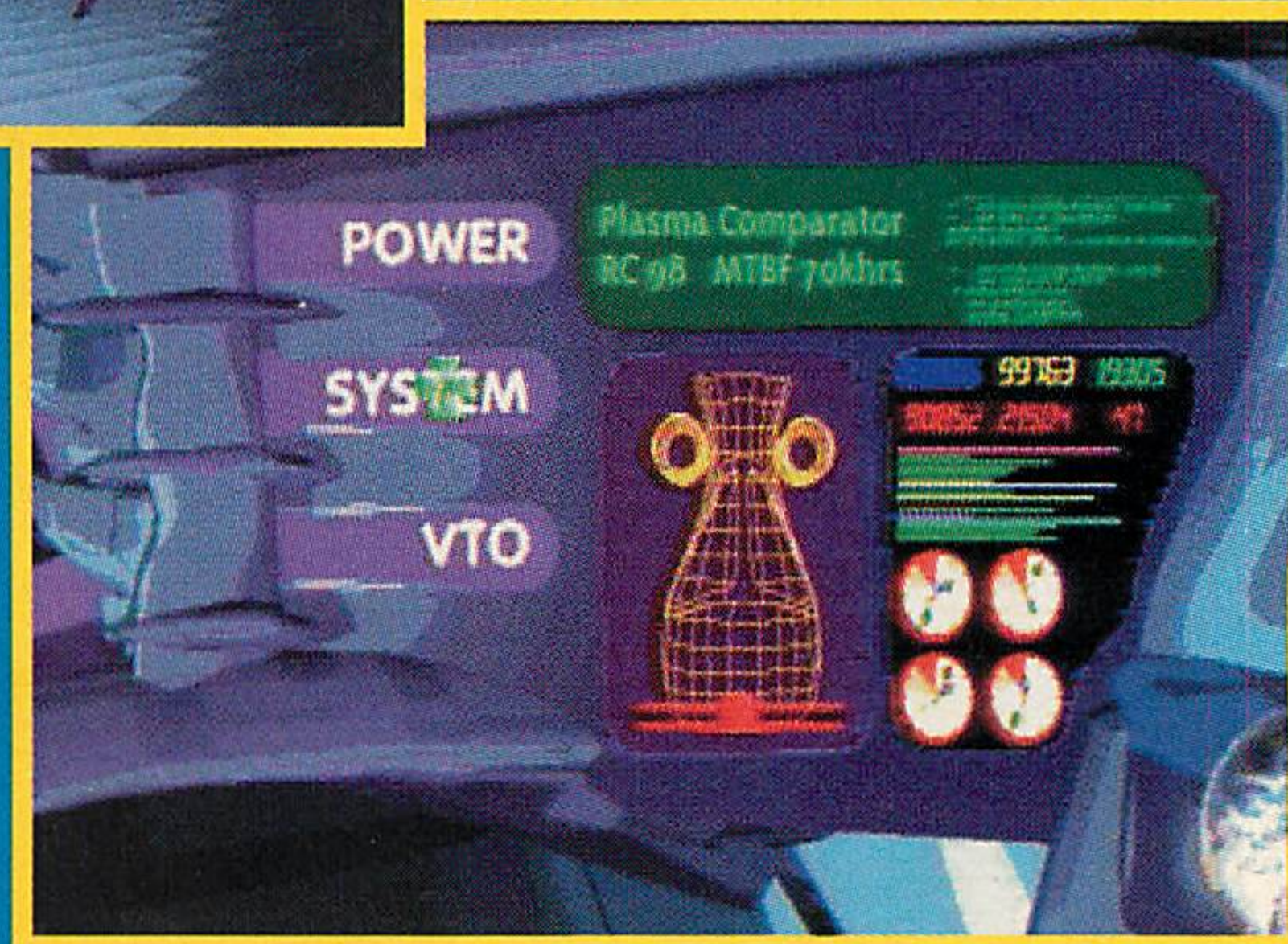
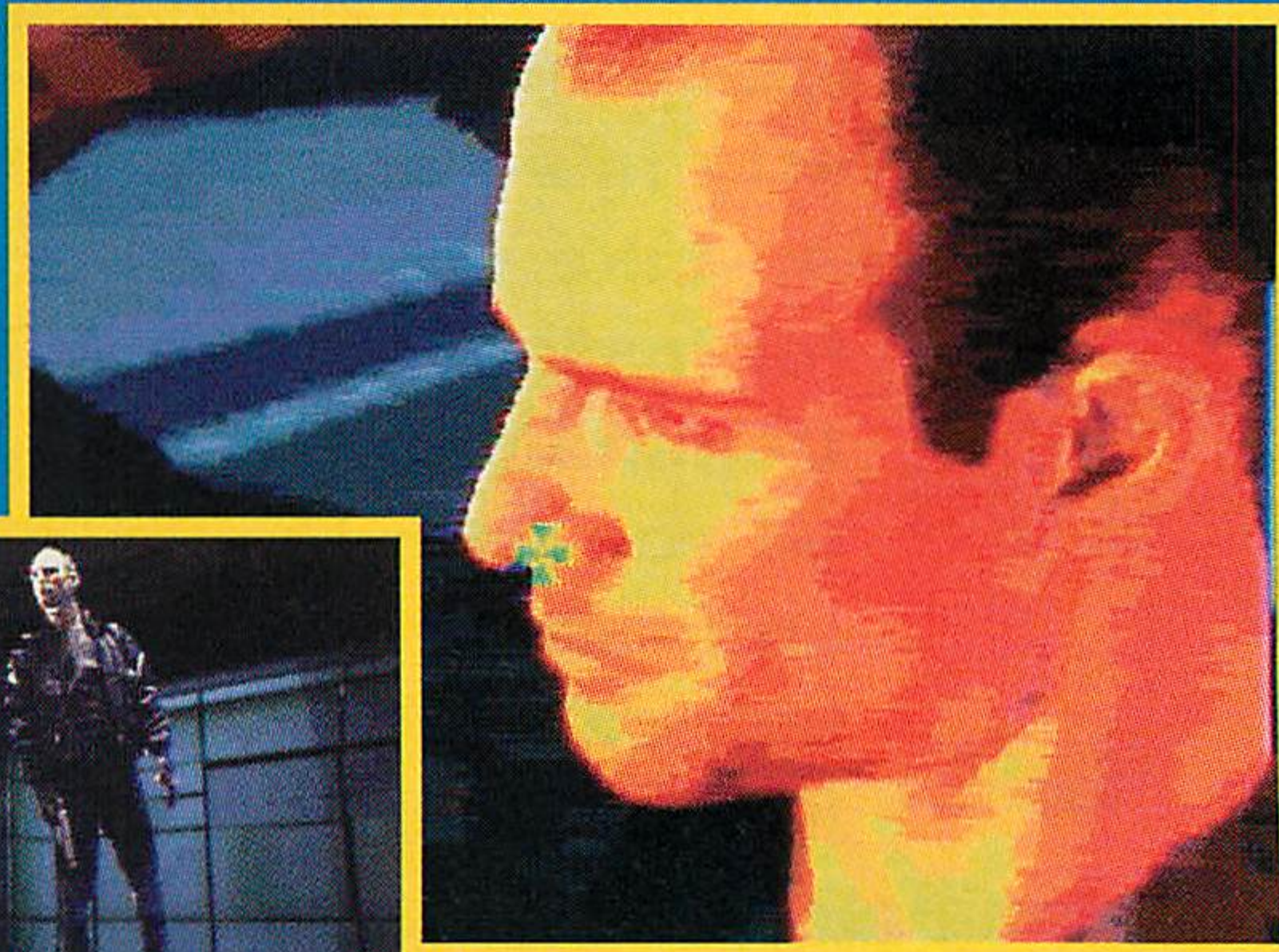


Company
Philips
Interactive
Media
System
CD-i
Available
Summer 1994
Players
1
Cart Size
CD-ROM
Developer
Trip Media



You are Cutter, a data thief who can download information into his brain. But something has gone terribly, terribly wrong with one of his heists. Cutter has downloaded a virus into his brain, and if he doesn't find the cure for it within 24 hours his brain will turn into gooey mush.

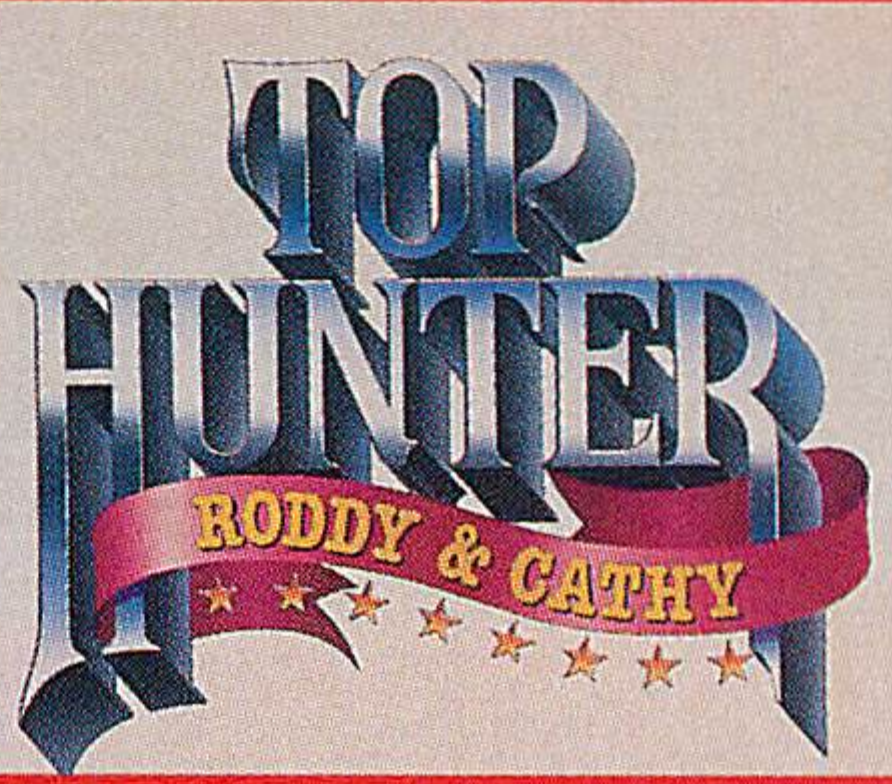
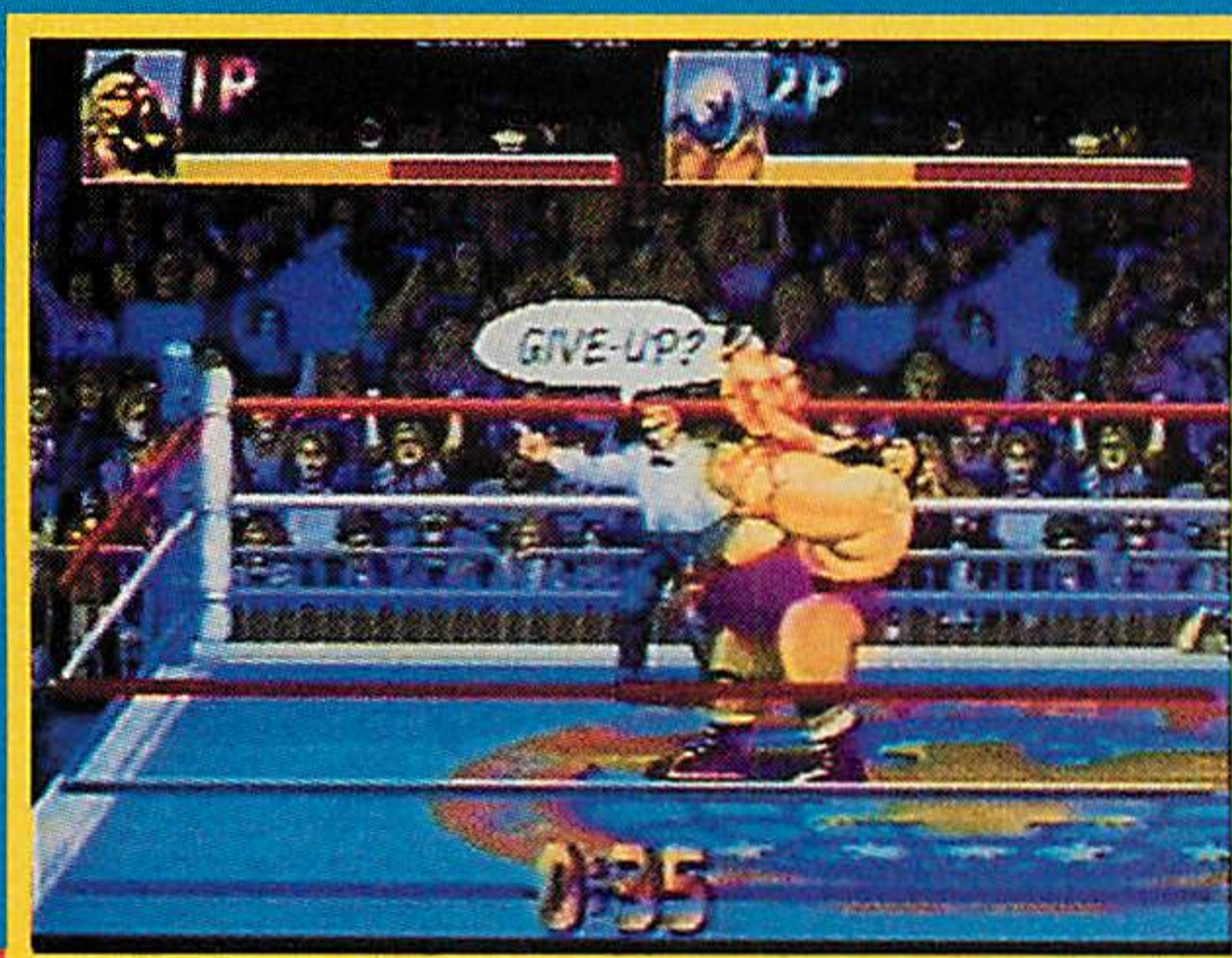
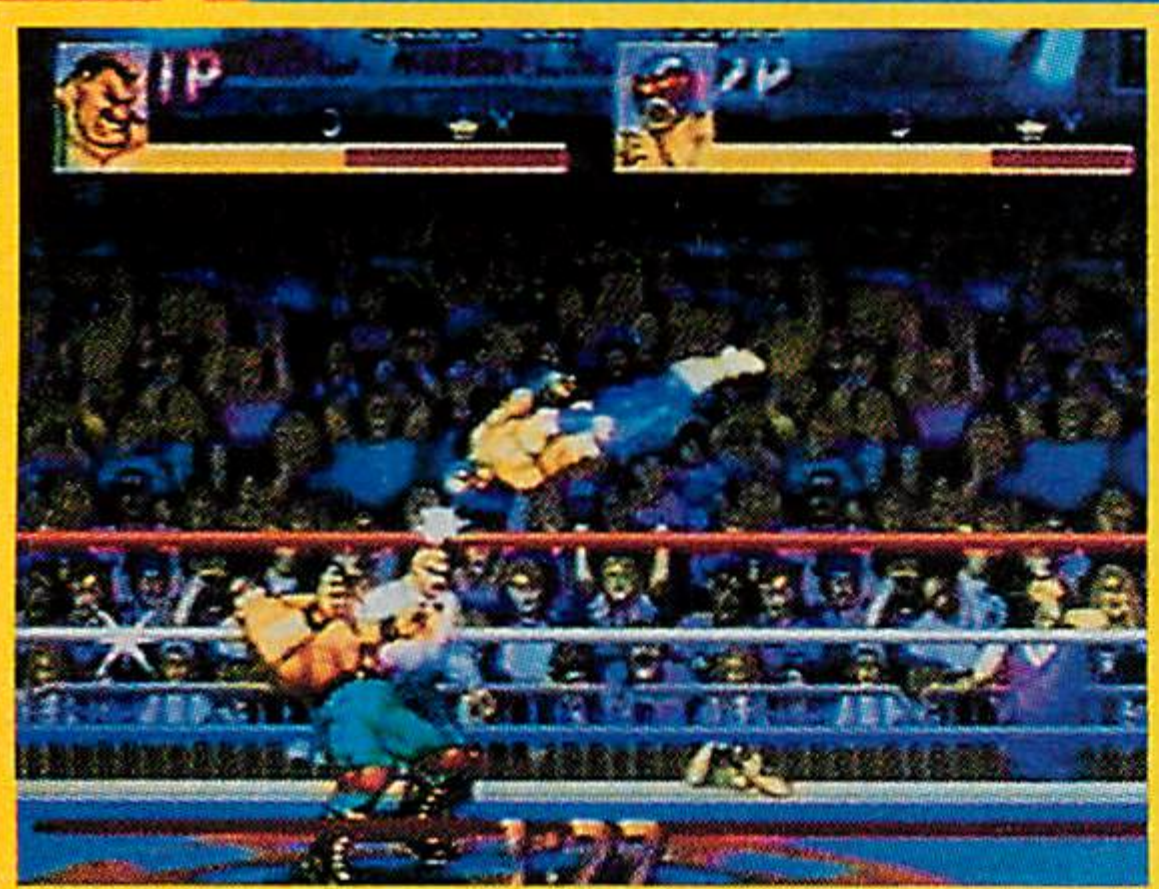
At the start of this CD-i adventure, you wake up in an unfamiliar room where some lady is trying to talk to you through your communicator—and she's good-looking, too. Anyway, you get up, look around, shoot some police-type guys, get the heck out of the building and start talking to a bunch of people to see if you can save your brain from total entropy. Can you find a cure for the virus within the next 24 hours?



PREVIEWS

SATURDAY NIGHT SLAM MASTERS

Capcom introduces a home version of its arcade game, *Saturday Night Slam Masters*. Choose from a very big range of characters, from Jumbo Flap Jack (who flies around with his big belly) to King Rasta Mon (who carries on with a monkey on his back.) Other characters include Guile's brother Gunloc, Titanic Tim and Biff Slamkovich. Each one has his own distinct personality and method of wrestling. Once they really start to get down, they start throwing stuff like tables and chairs at each other. A "Team Battle Royal" feature allows four people to play in two teams of two, wrestling head-to-head all in the ring at once—if you own one of the available SNES multi-player adapters.



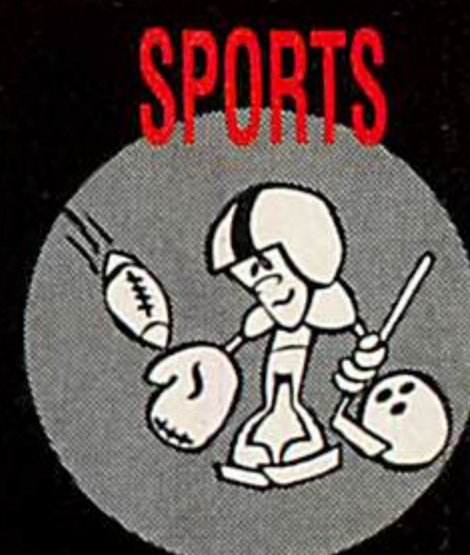
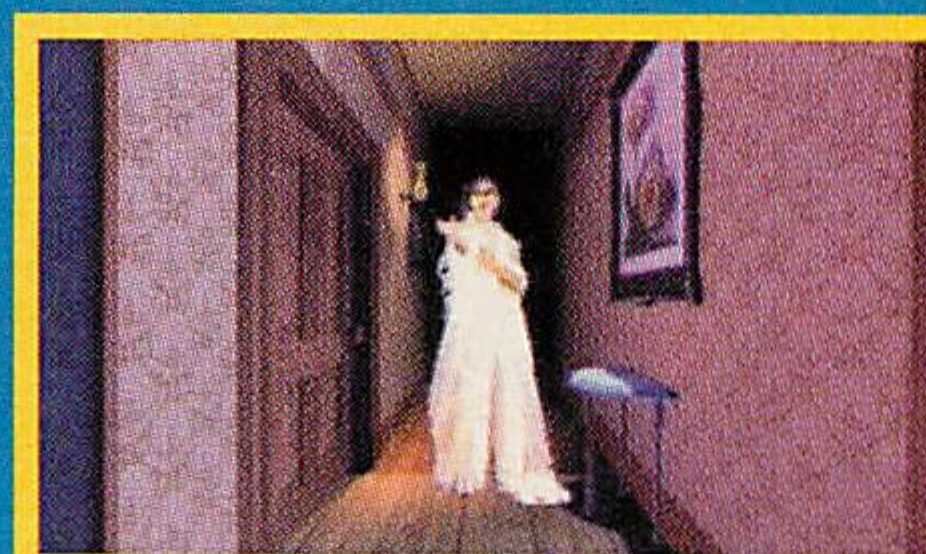
As the bounty hunters Roddy and Cathy, you and a friend can make your way through one of the most graphically intense Neo•Geo titles to date. Similar in theme to Data East's inaugural Neo•Geo title *Spinmaster*, this frantic action game allows you to fight on two different "planes" (as in *Fatal Fury*) and swing on tree limbs with Cathy's chain or Roddy's bionic arm. You can also use these special accessories to pick up enemies and throw them, or you can use any of your character's special attacks, including an uppercut, an E. Honda-style multi-fist or two different fireballs.



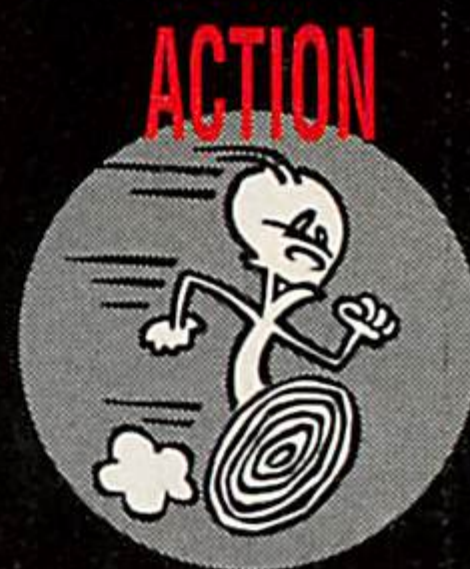
Henry Stauf was a bum. He killed a lady with a hammer. Then he started to make toys for little kids and became rich...but

the little kids started to die from a strange virus. He built a big mansion and invited seven guests to come visit him. The kids say that those seven guests never returned. They say Henry Stauf killed them all and then killed himself. You're about to find out what really happened.

This game looks identical to Virgin's super-popular PC version—it plays just like it, too. You've got to solve a bunch of puzzles in different rooms in order to find out just what's going on. Stauf has promised whatever one desires to the guest who can solve all of the puzzles. Just don't end up dead. Whoa, scary!



Slam Masters
Company
Capcom
System
Super NES
Available
May
Cart Size
24 Meg
Players
1 to 4
Developer
Capcom



Top Hunter
Company
SNK
System
Neo•Geo
Available
Now
Cart Size
100+ meg
Players
1 or 2



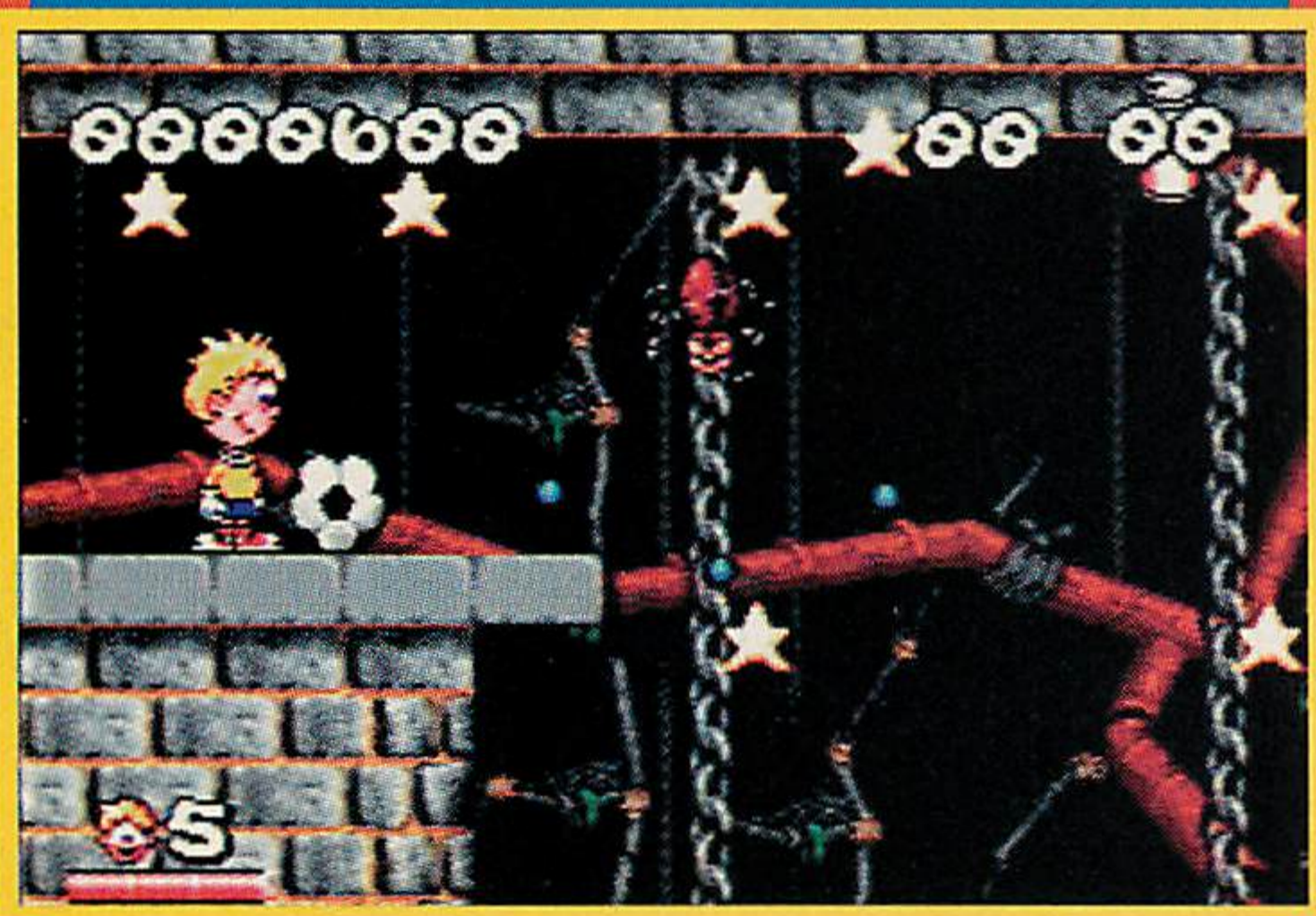
The 7th Guest
Company
Philips Interactive
Media
System
CD-i
Available
May 1994
Players
1
Cart Size
CD-ROM

ACTION

Marko
Company
Domark
System
Genesis,
Game Gear
Available
May
Players
1
Cart Size
16 meg (Genesis)
Developer
Kremlin

MARKO AND HIS MAGIC SOCCER BALL

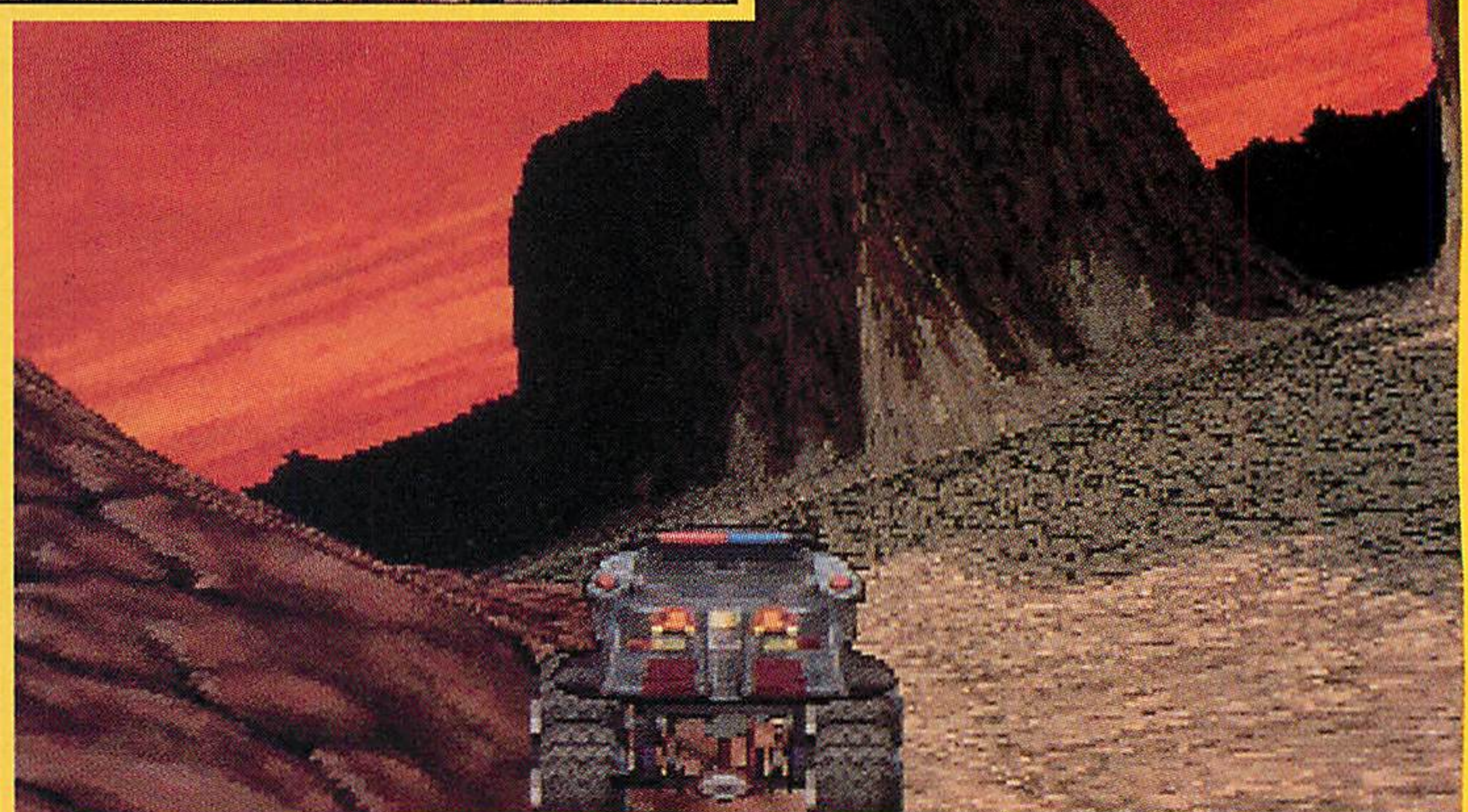
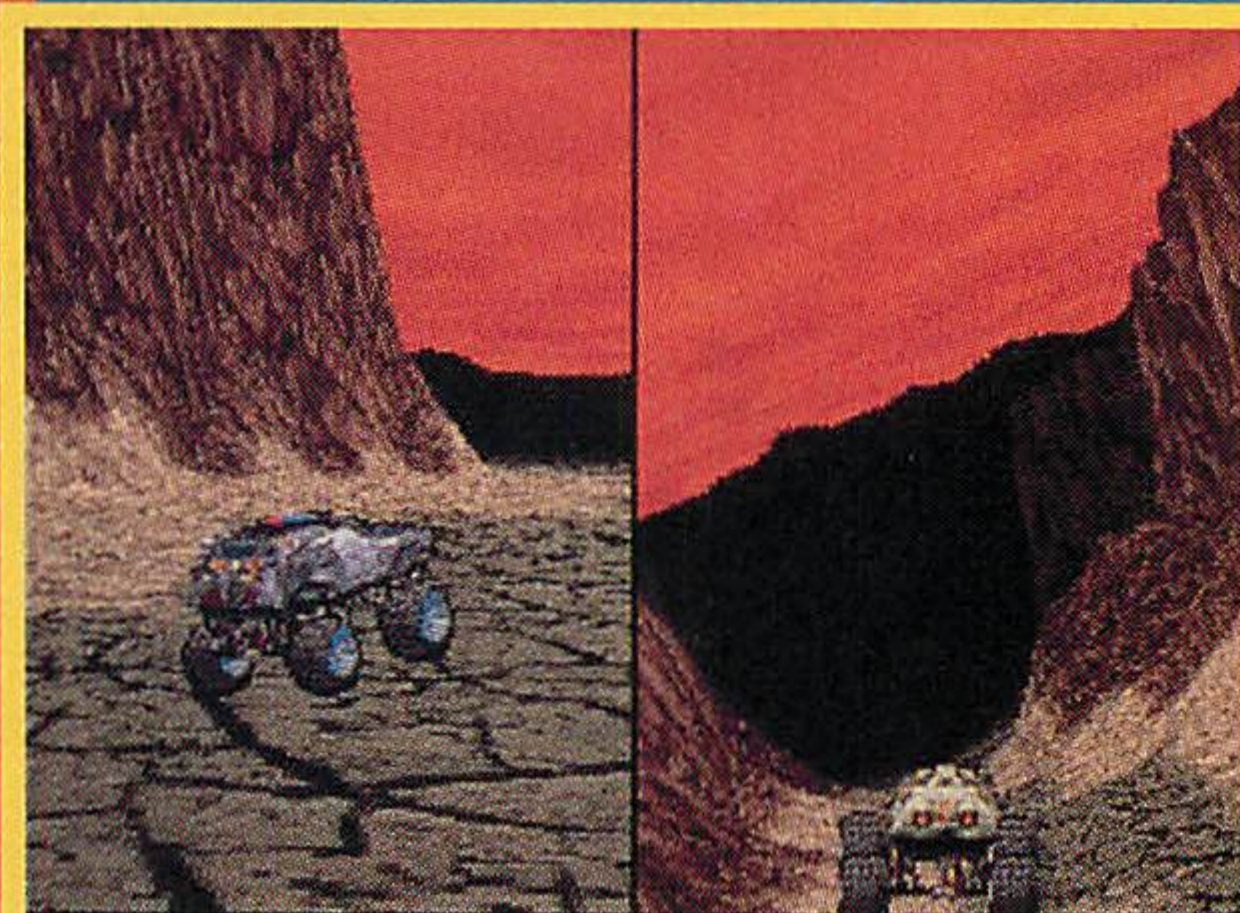
While dribbling with his feet, little Marko must stop the diabolical Colonel Browning. The magic soccer ball is his weapon; he uses it to zap the rough gangs, ticked-off dogs and sludge monsters that attack him. There are eight playing fields, no referees and no teammates. You can make Marko a legend like Pelé if you can master bicycle kicks, knee taps and head shots. Don't forget
 No hands allowed!

**ACTION**

Orion Off-Road
Company
Crystal
Dynamics
System
3DO
Available
Spring
Cart Size
CD-ROM
Players
1 or 2

ORION OFF-ROAD

Have you ever dreamed of becoming a real Road Warrior? If you have, lock your seat belts and shove on your helmet; you're in for a bumpy ride. Imagine that you're Blade Ramoth, speeding in a beastie 4x4 on three-dimensional desert terrain. Your mission is to turn all the evil wrongdoers to dust and defeat the bosses of nine different planets. On this hairy ride, other enemy trashmen vehicles will try to run you off the road, so watch out!

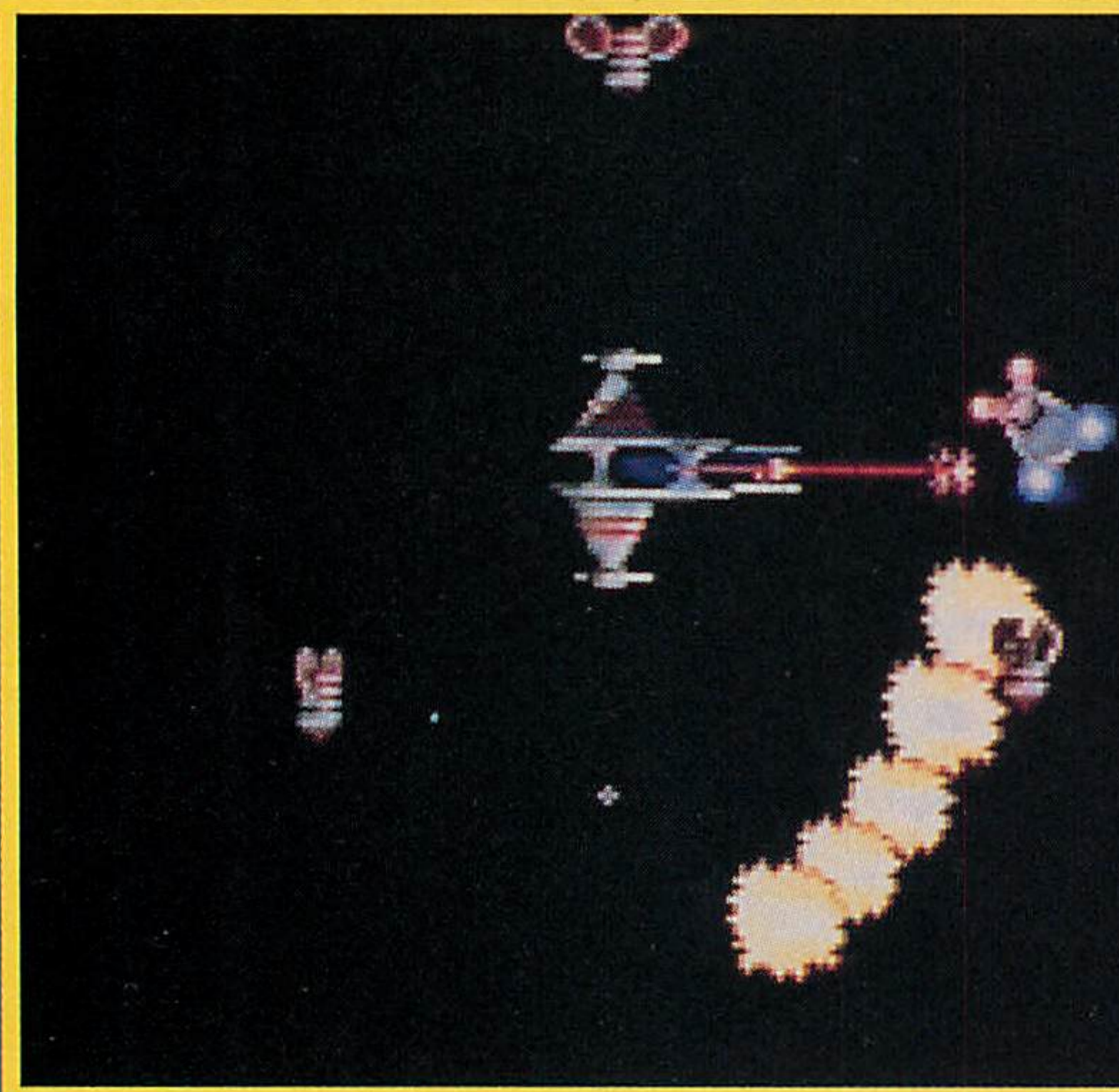
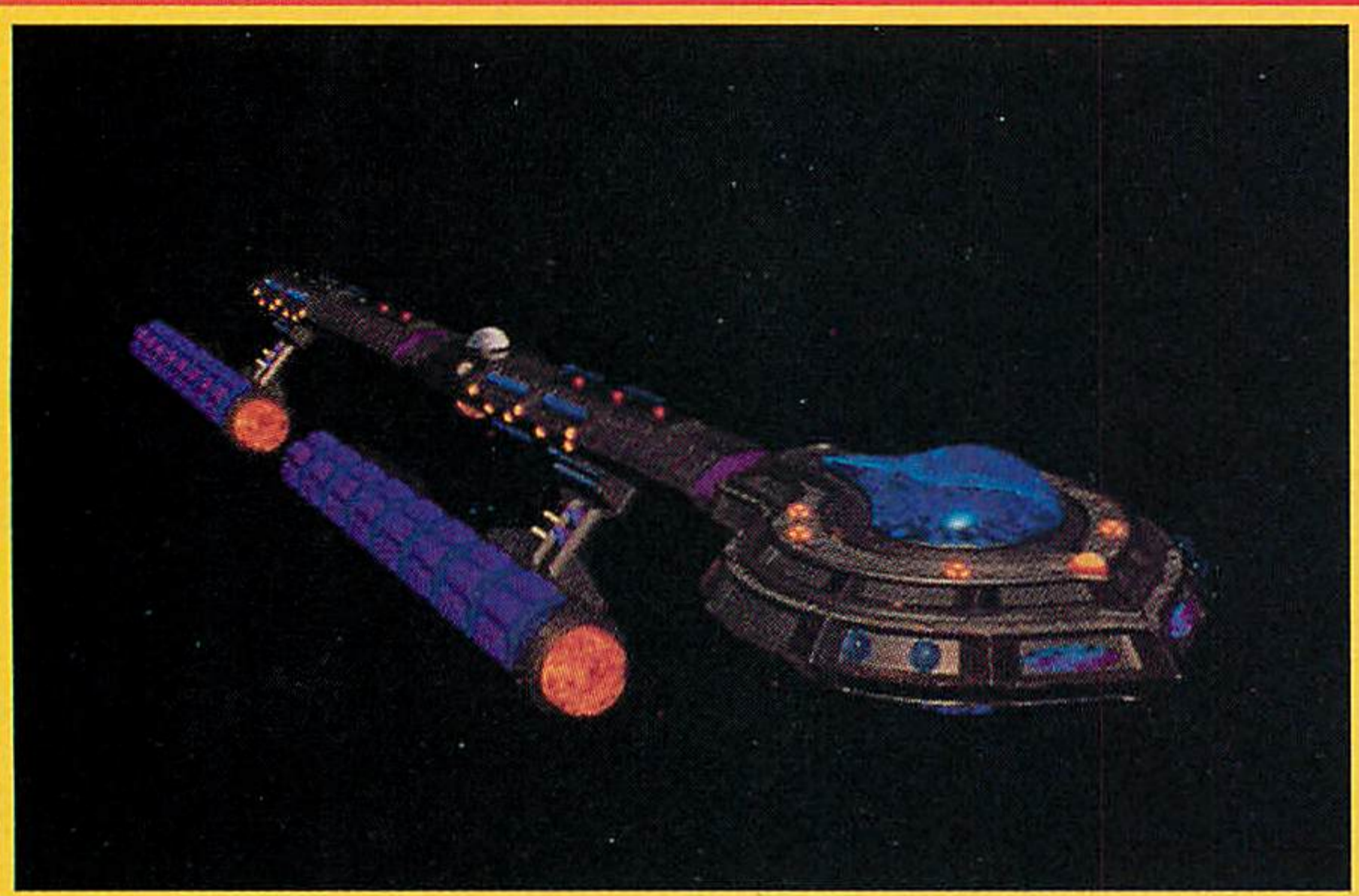
**ACTION****RPG**

Star Control II
Company
Crystal
Dynamics
System
3DO
Available
Spring
Cart Size
CD-ROM
Players
1 or 2

STAR CONTROL II

Liberate Earth from the evil Ur-Quan Hierarchy! (Sounds like a catchy slogan, right?) Play as the captain of a human starship and travel through 3,000 planets in 500 star systems. On the way, mine minerals and save up so you can hire a militia—our planet is doomed without one.

Based on the popular PC sequel, this conversion's new features include digitized voices for each of the 18 alien races and detailed views of each ship. As you meet aliens and travel through the universe, you may enter the Super Melee game where you face off and fight against your friends.

**PREVIEWS**



SPECTRE

ENTER THE CYBERWAR

AVAILABLE FOR THE SUPER NINTENDO

CYBERSOFT

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CIRCLE #114 ON READER SERVICE CARD.

GENESIS



ACTION



1 Player
16 Megs
Developer:
Probe Software Ltd.

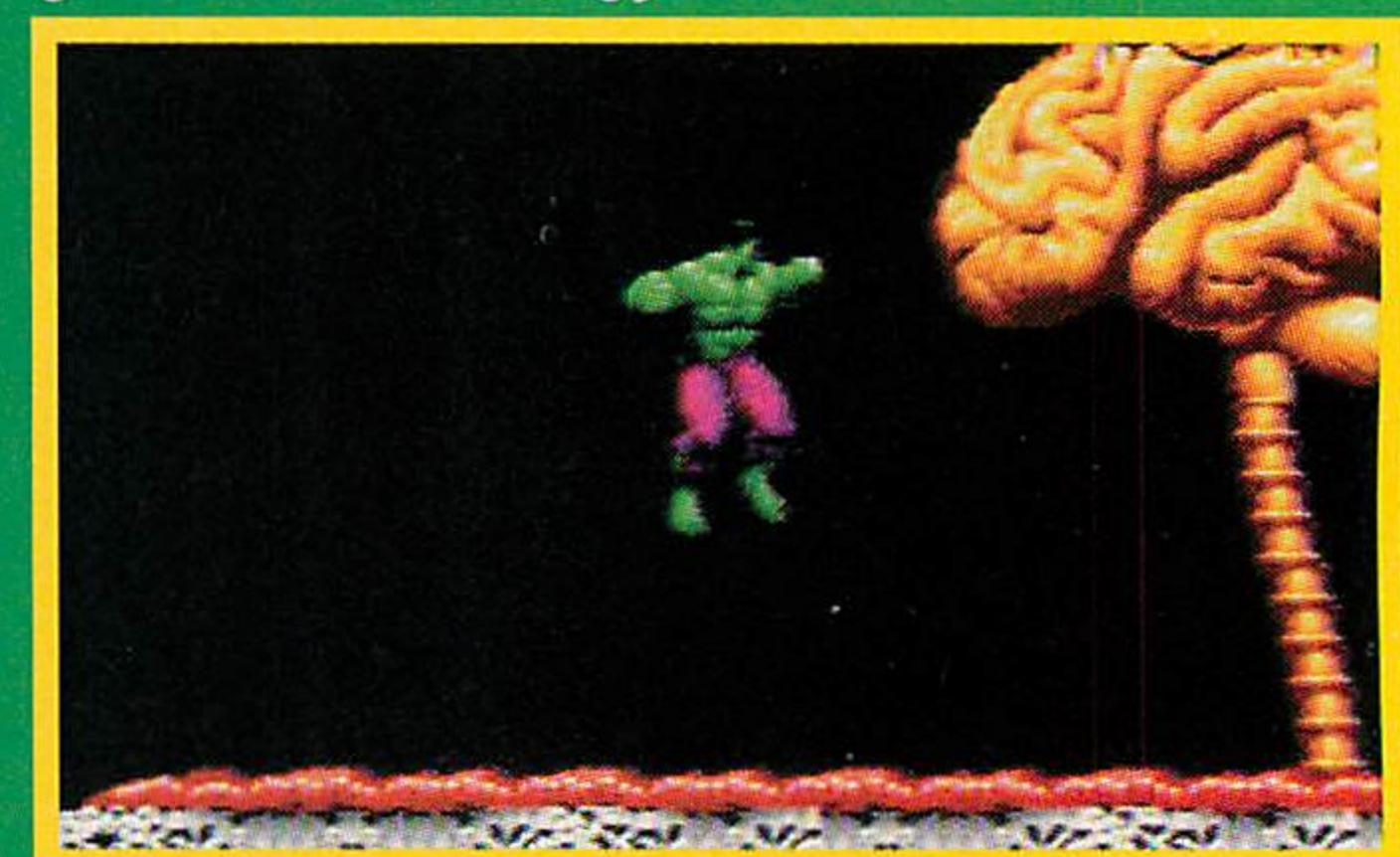
Next to *Voyage to the Bottom of the Sea*, *M*A*S*H* and *Space: 1999*, *The Incredible Hulk* is one of my favorite TV shows of all time. In comparison, I've always found the comic to be kind of weak. It just doesn't always convey the thrill of watching the Hulk running around wreaking havoc on a suburb, city or town just because he was pissed. More than once I've wished I could transform into a big, green monster and scare the bejesus out of all the irritating people that seem to surround

me. When I first heard there was going to be a Hulk game coming out, I was stoked. Finally, I would have the chance to experience a small part of my Hulk fantasy. No longer would I have to roar around the house in my Hulk Underoos and blow-up muscle vest.

The Incredible Hulk game doesn't disappoint. As the Hulk, you must defeat your arch-nemesis, the Leader. Like the Hulk, the Leader was exposed to an overdose of gamma radiation...but, instead of getting a big, green body, he got a big, green head. Being the jealous and evil guy that he is, the Leader decides to conquer the Earth. He enlists the help of the Rhino, Absorbing Man, Abomination and Tyrannus to stop the Hulk from foil-

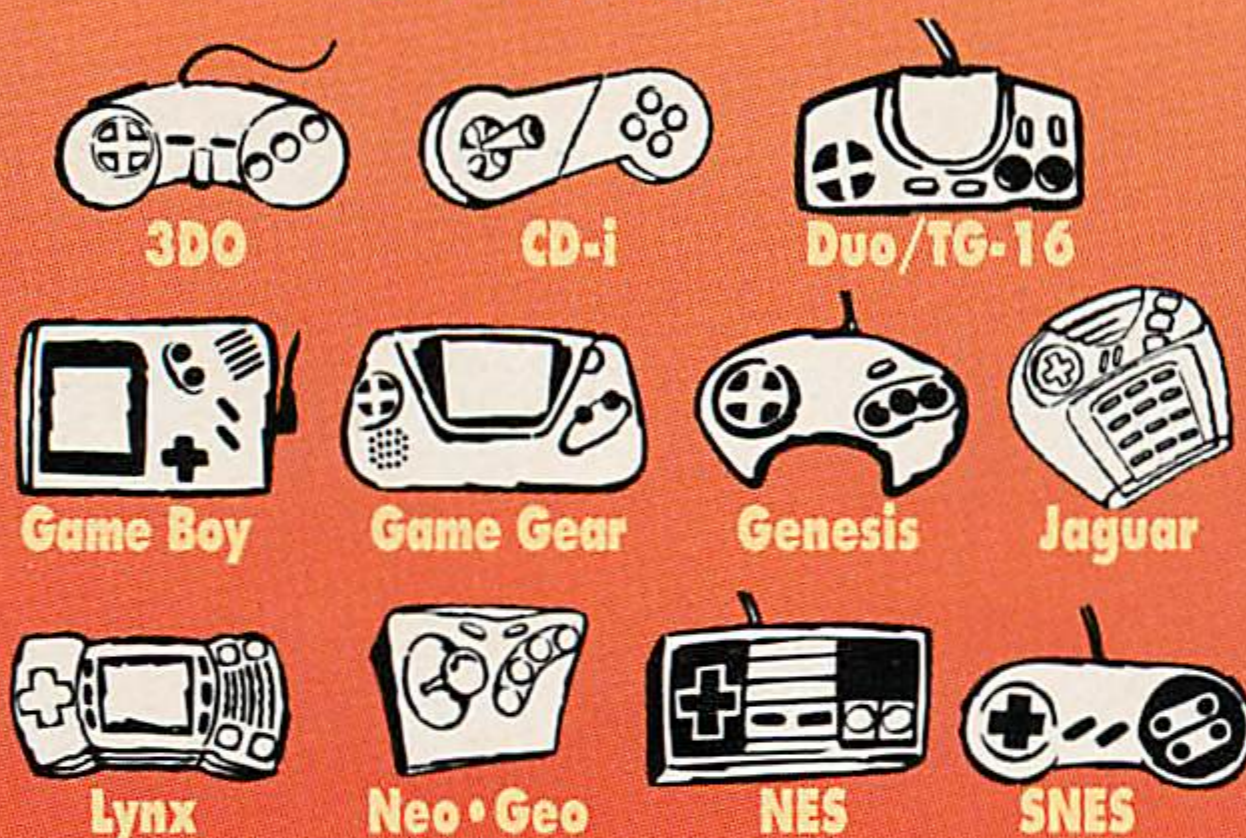
ing his evil plan. Each bad guy controls one of the five play levels: a City/Construction Site, a Roman Labyrinth, the Leader's biological Fortress, the Leader's mechanical Interior and the final level where you face the Leader himself.

As the Hulk, you have four energy states that can help you get through the game. Each energy state has its own ad-

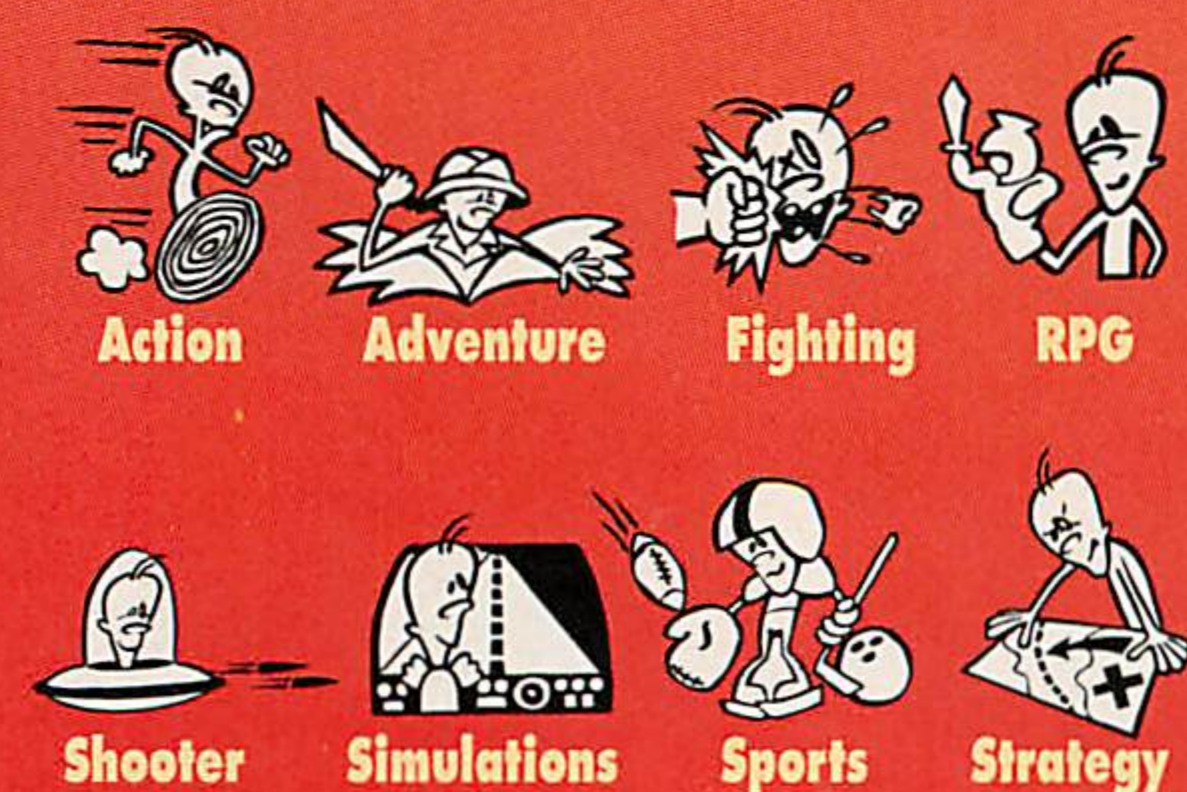


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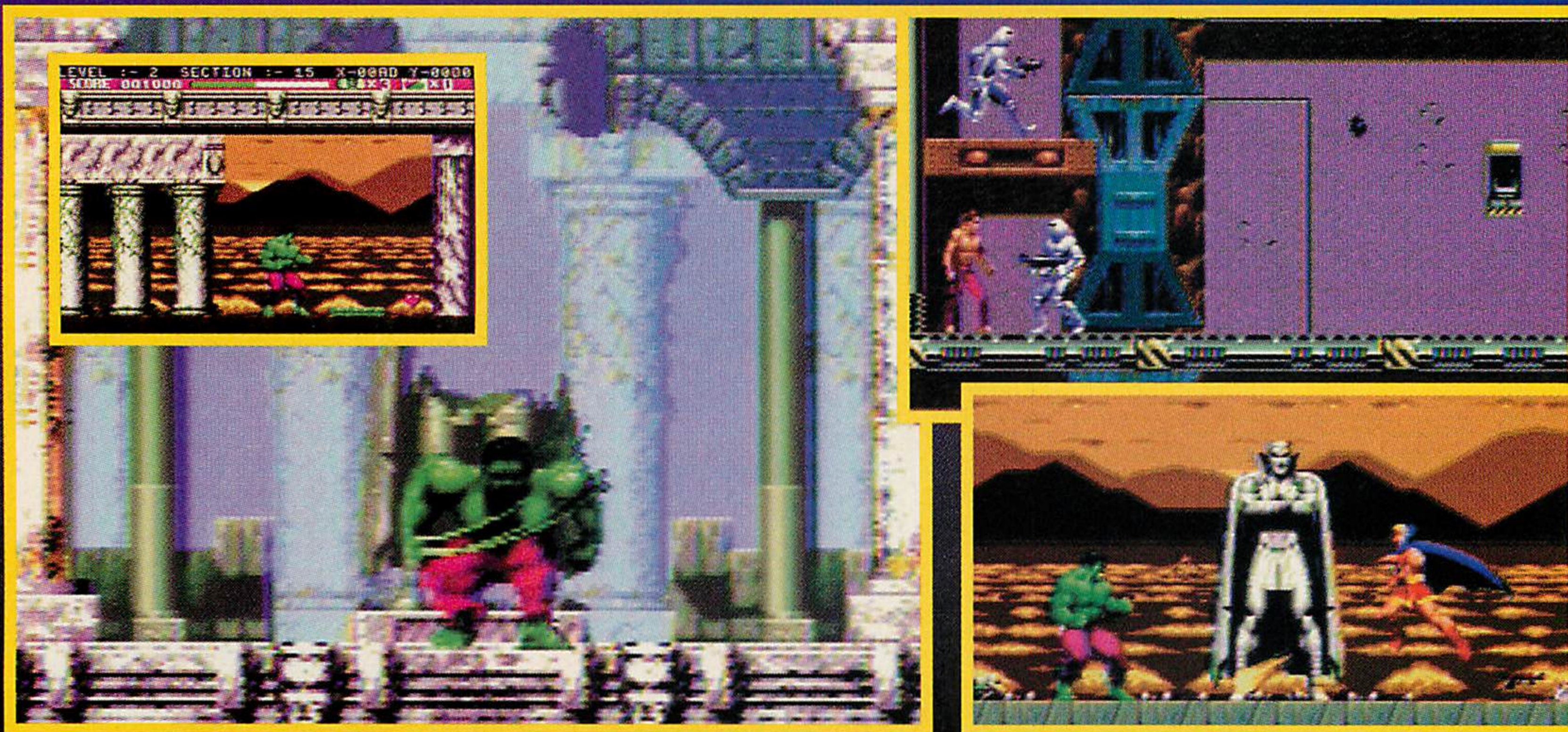
The **LOWDOWN** gives you the final word on the **GAME**.

With a quick glance, our cool **NEW RATINGS DIAL** tells you if the reviewer thought the game was a hit or a dud.

Our **RATINGS BAR** tells the truth, with precise details about **GRAPHICS, SOUND/MUSIC** and **PLAYABILITY**.

The **VIDEO GAMES STAFF** levels their own **OPINION** with the **EDITORS' RATINGS**.

Is it really worth the money? Check out **BANG FOR THE BUCK**.



Get ready to roar! The Hulk will crush skulls, crack spines and shatter vertebrae in a 16-meg rampage of death.

vantages and disadvantages, as well as special moves. The different power levels really make the game. If it wasn't for the use of secret moves and power-ups, this would just be another platform game. It's cool that gamma radiation not only allows you to live longer, but also gives you extra power.

The power states are as follows:

Bruce Banner: This is the weakest Hulk state because you can't fight anything. However, you can fit into tight spaces that might hold power-ups, extra lives and continues. You also can pick up a gun to protect yourself, but don't rely too heavily on it because it only has one or two shots.

Hulk: If you have less than a 40% Gamma level, then you become the weakest version of the Hulk. Basically, you can only slap, punch or uppercut your enemies.

Super Hulk: When your Gamma level gets above 40% you can start doing extra moves to crush the enemy. The Ceiling Smash is like a pile driver, the Sonic Clap can shatter enemies from far away and the Foot Mash causes the Hulk to stomp the ground and growl.

Hulk Out: If you've filled your Gamma bar, then the Hulk gets a little crazy. He does all sorts of secret moves that are hard to control and runs around destroying everything in his path. This mode is good for finding hidden power-ups that can only be accessed by breaking through walls

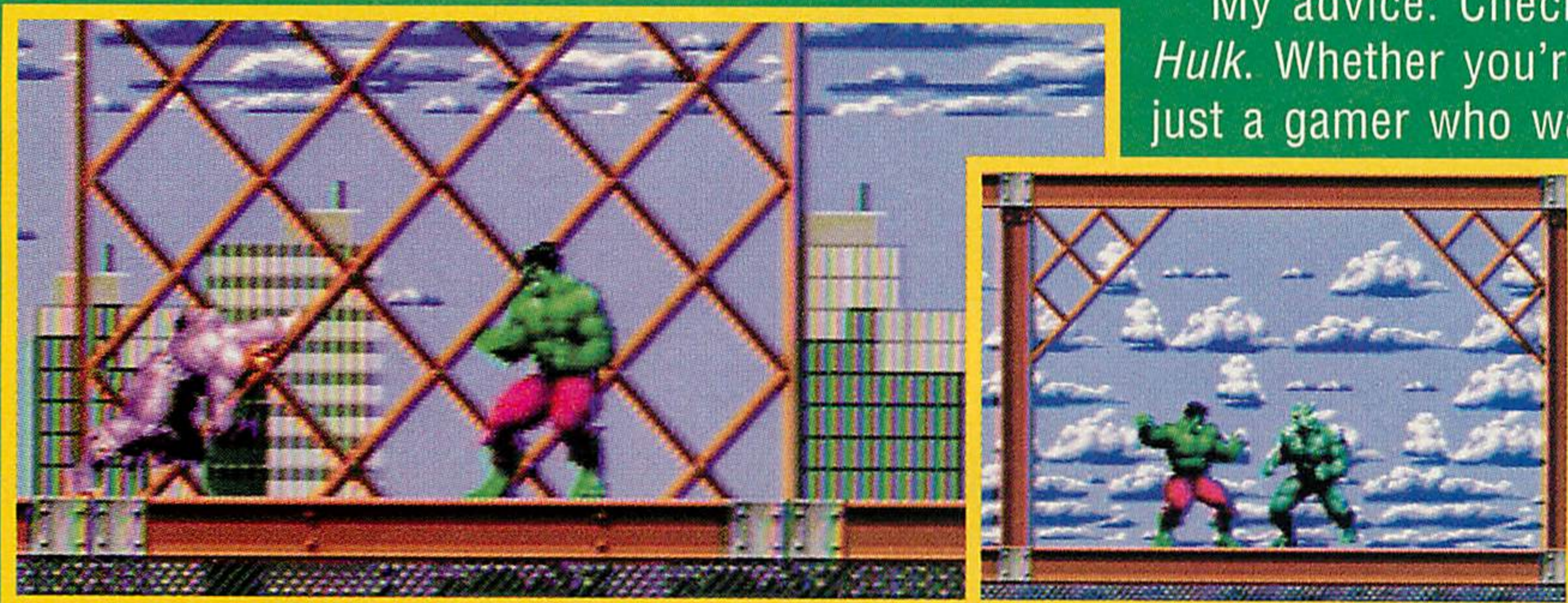


that cannot be broken in the regular and Super Hulk modes of the game.

The graphics are just plain excellent. There's a bit of occasional slowdown, but the animation is smooth and clear. The best graphics are in the organic levels inside the Leader's fortress; they almost look gross with pools of blood and lots of mutated slugs and lizards squishing and sliding around everywhere.

My advice: Check out *The Incredible Hulk*. Whether you're a superhero fan or just a gamer who wants a good platform game, you'll be pleased with this Genesis cartridge. You might not give up your Underoos, but you'll probably lose the silly vest.

—Nikos Constant



GRAPHICS

9

The *Hulk* looks great! The animation is smooth, and some of the special moves are as surprising as anything the designers of *Street Fighter II* or *Mortal Kombat* have come up with. Visually, *The Incredible Hulk* will crush you.

SOUND/MUSIC

7

The music is a bit too generic to mirror the on-screen action. Hey, this is the Hulk! How about some big music to match the big guy? The game's sound effects are good, but there wasn't enough roaring for my taste.

PLAYABILITY

7

The Incredible Hulk does suffer from some slowdown in the scenes with hectic action; it's irritating, to say the least. Other than that, the controls are good, and the secret moves are awesome.



EDITORS' RATINGS

GORE	CHRIS
8	8
ERIC	BETTY
8	9

BANG FOR THE BUCK

8

THE LOWDOWN

Lou Ferrigno would be proud. Giving game players control of the Incredible Hulk was one of the best character licenses a game company could make a bid on. The game's action is not complicated—and it's not breaking a lot of new ground in the platform genre—but it sure is fun to pulverize mutants with your bare hands and a controller. There will be Super NES and Game Gear versions of *The Incredible Hulk* as well; check out this issue's *Previews* for more info.

REVIEWS

GENESIS



SHOOTER



1 Player
16 Meg
Developer:
Praxis



GRAPHICS

9

The graphics are great with nice big explosions and drastic terrain changes in the upper levels. They kind of remind me of the updated graphics in Activision's *Choplifter III*.

SOUND/MUSIC

8

The explosions sound realistic and the music isn't irritating. What more do you need?

PLAYABILITY

8

The incorporation of gravity into this shooter puts it a step above the rest in this repetitive genre. The controls can be hard to get used to, but then you'll be playing *Sub-Terrania* late into the night.



EDITORS' RATINGS

GORE	CHRIS
8	8
ERIC	BETTY
8	8

BANG FOR THE BUCK

8

THE LOWDOWN

This is the kind of game I want to own. Equal parts strategy and flying agility make *Sub-Terrania* a worthwhile game to play and own. I'm not sure if it has a high replay value after you've finished the game, but it sure is fun to play through once.

Back in their day, *Gravitar* and *Lunar Lander* were two of the most popular games around. I remember standing around the arcade, mesmerized by the "advanced" graphics and the "true-to-life" gravity programmed into the games. *Sub-Terrania* brings back the sugar-high days of yesteryear in an updated version of the gravity shooter.

The basic game is simple. You fly around in a space ship looking for survivors of an alien attack. In order to conquer the alien's underwater base you have to pick up six sub-modules that allow you to go underwater. Prior to each of the nine levels, a satellite report gives you an overview of the mission. You must figure out a way to navigate through the levels using the satellite information and testing each level using trial and error. Figuring out the path your ship must take is a great part of

the fun and frustration of the game. It's really refreshing to find a shooter that isn't just mindless repetition and non-stop fire.

The graphics and sounds for *Sub-Terrania* are excellent, especially when you blow something up (I hate it when games have weak explosions). The playability is also really good because of the gravity feature. It takes a little while to get used to the controllers, but if you go through the training mode, you'll be a killing machine before you know it.

If you're going to buy one shooter in the first half of '94, check out *Sub-Terrania*. It's the kind of game that you'll be obsessed with until you complete all nine levels and destroy the aliens once and for all.

—Nikos Constant



REVIEWS

Sub-Terrania is an atypical shooter because you actually have to think your way through some of the levels.

SEGA CD



RPG

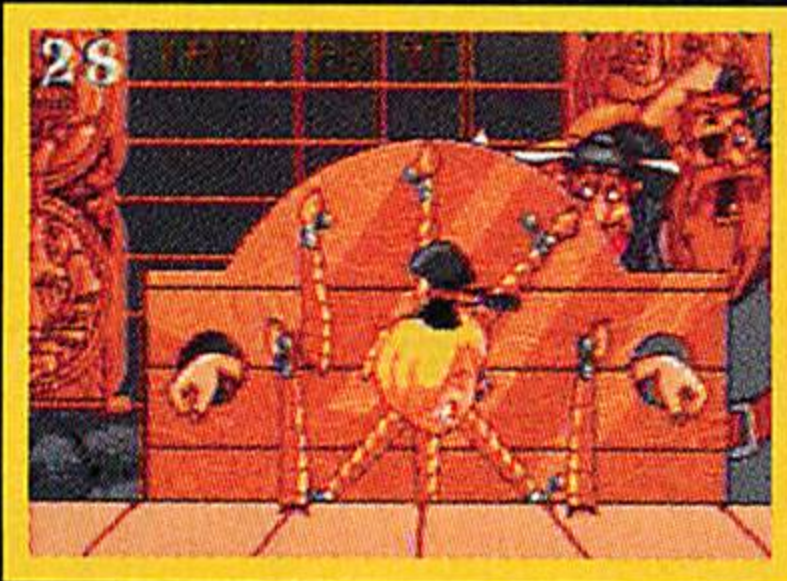
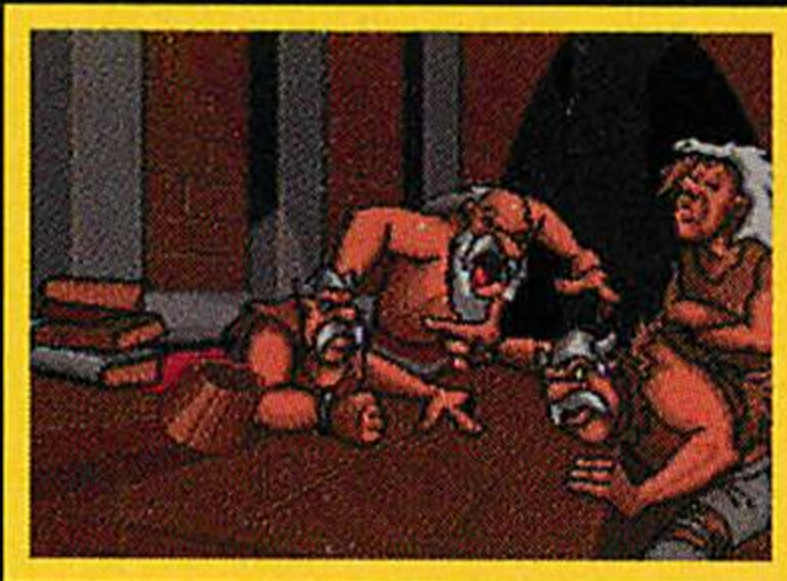


1 Player
CD-ROM
Developer:
Core Design

The memories! Dear God, the memories! (Whoa, had a little melodramatic moment there. Sorry.) I first played *Heimdall* over two years ago, in its original incarnation as an Amiga (and IBM PC) game, and I loved it. The Sega CD version is even better—it fixes a few niggling flaws of the Amiga version and makes the game more user-friendly than ever.

As detailed in the game's intro sequence, after creating the planet Earth and the human race, Odin and the other Viking gods began to prepare for the age of Ragnarok (a really big war). Then the evil god Loki stole their three most powerful weapons—Odin's sword, Frey's spear and Thor's hammer—and threw them down to Earth, knowing that the good gods couldn't retrieve the weapons without becoming mortal. (Confused yet?) After a bit of debate, the good gods decided to impregnate a human woman (!) and use her child to retrieve the weapons. That child is, of course, Heimdall.

Before the quest begins, you get to play three arcade sequences called the Three Tests. By doing well in the Tests, you'll have a larger and more powerful assortment of characters to accompany you on your adventure. The



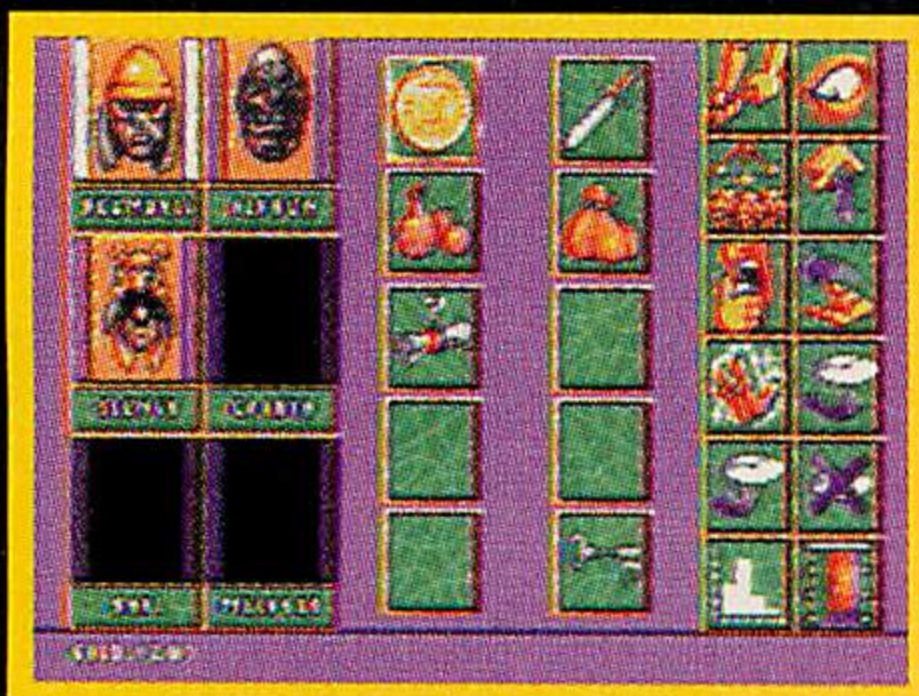
first two Tests (Axe Throwing and Pig Catching) are relatively easy, but the third Test (Boat Fighting) is quite tough and will take you a good dozen tries before you get the hang of it.

After the Three Tests, Heimdall and his companions set sail to explore three sprawling worlds: Midgard, Utgard and Asgard. Each world is made up of roughly a dozen islands, and each island has anywhere from a

single location to a whopping 20. (Most islands average five or six.) As in any good RPG, you'll find treasure chests, magic spells, gold-filled pouches, strange items, stranger puzzles and lots and lots of monsters to fight, which allows me to smoothly segue into the real-time combat sequence. The key to success here is counterattacking; because your enemies can easily and quickly dodge your attacks, you have to wait until they start their attacks before you start yours. This requires some pretty nifty reflexes, so gamers who are used to the relaxing turn-based combat of other RPGs might have some initial difficulty.

If *Heimdall* has a problem, it's that the structure of the quest is backward. You start the game in Midgard, by far the largest world and the one with the most puzzles; you end the game in Asgard, the smallest world with the fewest puzzles. In other words, the game starts out challenging and gets easier toward the end. This flaw doesn't cripple the game by any means; it's just kind of weird.

—Zach Meston



Embark on a quest for the weapons of the Gods in the role-playing epic *Heimdall*.



GRAPHICS

9

Hysterical animation and a distinctive graphic style straight from the left side of artist Jeff O'Carroll's brain. The backgrounds in the combat scenes often don't match where the fights are taking place; that's the only graphic flaw.

SOUND/MUSIC

7

The original computer version of *Heimdall* had no music whatsoever, but the Sega CD version has the expected assortment of pleasant (but slightly boring) tunes and PCM sound effects.

PLAYABILITY

9

Heimdall's been designed for maximum ease of use, and it shows. My favorite feature: Once you kill the monsters in a particular location, they STAY DEAD! I also like being able to save the game at any time.



EDITORS' RATINGS

GORE	CHRIS
6	8
NIKOS	BETTY
7	6

BANG FOR THE BUCK

8

THE LOWDOWN

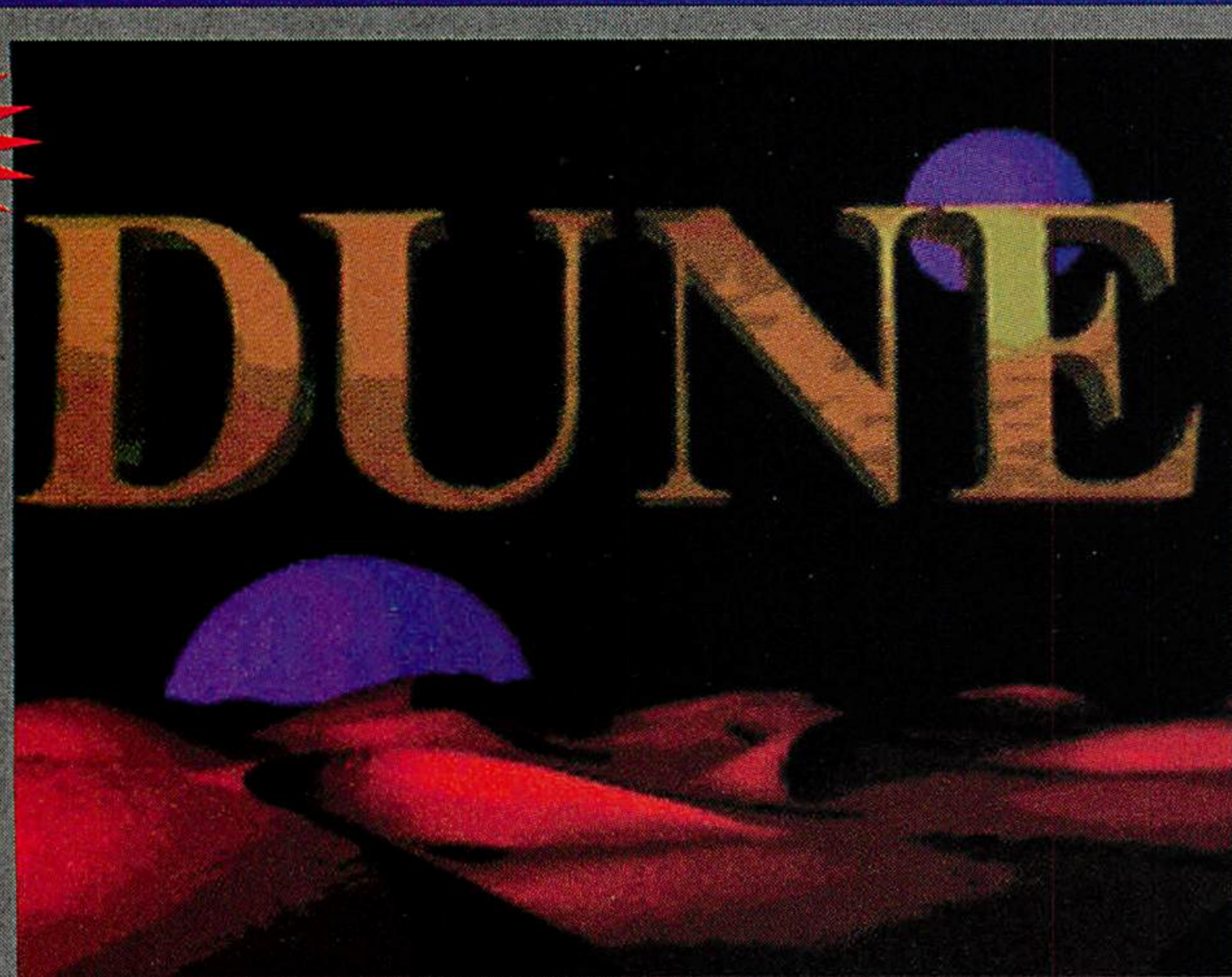
Heimdall doesn't match the epic scale or hysterical humor of Working Designs' brilliant *Lunar: The Silver Star*, but it's a fine game in its own right, and it's one of the precious few RPGs available for the Sega CD. Highly recommended for RPG newbies and role-playing junkies alike.

REVIEWS

SEGA CD



STRATEGY



1 Player
 CD ROM
 Developer:
 Cryo



GRAPHICS

9

The visuals are extremely impressive (even the full-motion video, which fills up a hefty portion of the screen) and damn close to the 256-color graphics of the original PC version. I especially like the animation when a character speaks.

SOUND/MUSIC

9

The CD music is a very trippy mix of New Age and Arabian-ish tunes that fits the game very well. Mixed reviews on the voice acting: I thought it was very good; several of my pals thought it was awful. A special note: *Dune* lets you toggle between English and French voices.

PLAYABILITY

7

The player interface is simple and easy to use, although it's a bit confusing to manipulate your troops on the map of Dune. The major flaw here is that the tasks you have to perform get very repetitive after awhile.



EDITORS' RATINGS

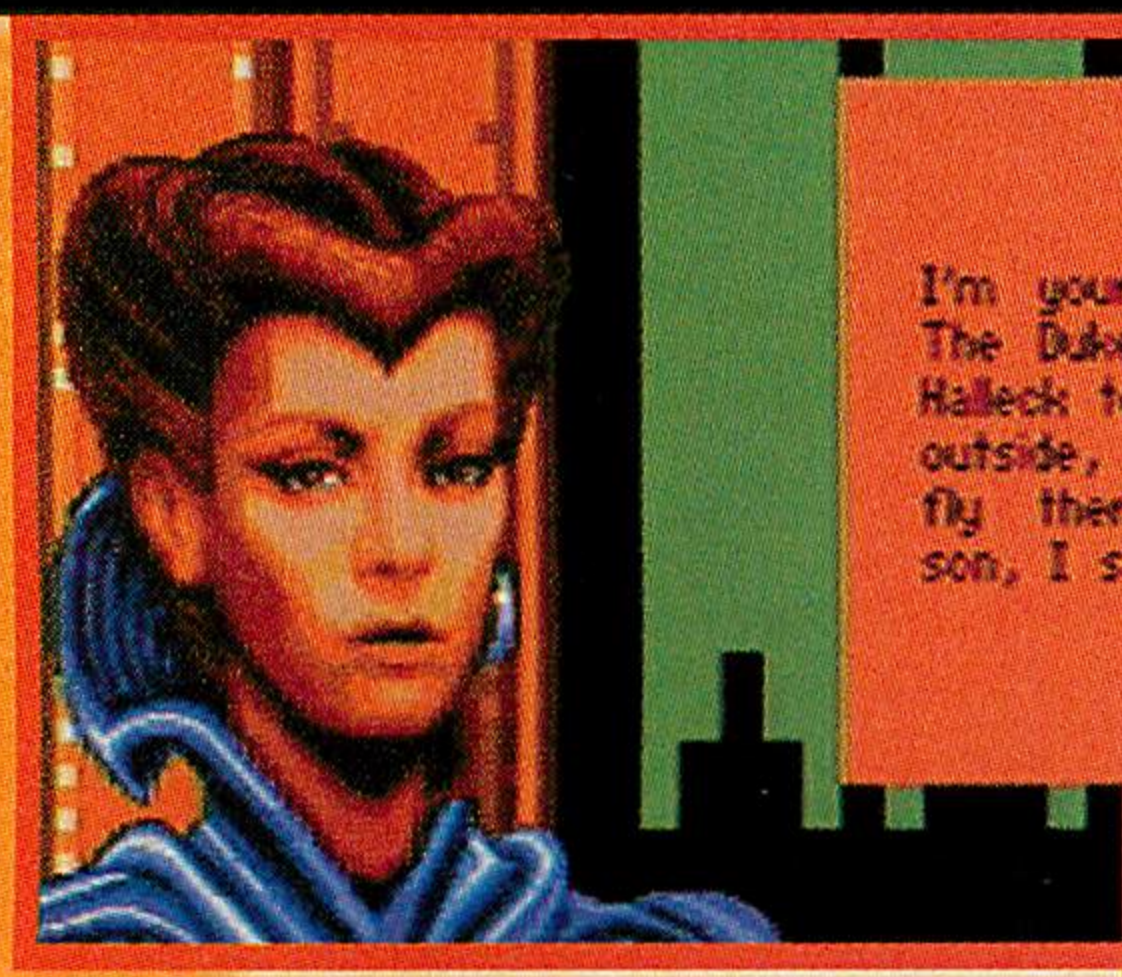
GORE	CHRIS
7	7
NIKOS	BETTY
9	8

BANG FOR THE BUCK

7

THE LOWDOWN

Dune's bizarre storyline and unique adventure/strategy mix of game play suit a bizarre guy like me just fine, but most other gamers will be bored stiff or weirded out. If you're into RPGs and adventure games, *Dune* is definitely worth a look, but it's just too repetitive and slowly paced to appeal to the majority of video gamers.



Dune is a bizarre game based on the best-selling series of novels by the recently croaked Frank Herbert and the mega-flop movie by David Lynch.

The storyline behind *Dune* is so damn goofy that I could ramble about it for the next eight pages, but let's keep it short: Your name is Paul Atreides, you look like Kyle MacLachlan and you've arrived on the desert planet Arrakis (a.k.a. Dune), the only planet in the galaxy where the potent substance Melange (a.k.a. spice) is found. Your goal is to unite the indigenous people of Dune (a.k.a. Fremen) and enlist their aid in fighting the evil Harkonnen family, which wants control of the planet and the spice.

Harkonnen forces and you will win the game.

In the early stages of the game, you spend lots of time flying to various Fremen hideouts in a hovercraftish thing called an ornithopter, talking to them to gain their trust and to learn the locations of even more Fremen. You can order your Fremen troops to mine spice, to train for battle or to examine the ecology of the surrounding area to find areas rich with spice. You need to keep your spice supply high, or you'll be bumped off by the all-powerful Emperor who sent your family to Dune in the first place.

There are a few adventure-type "puzzles" in *Dune*, but they are few and far between. Mostly, you explore a lot and talk to certain people in a certain order. This is interesting for awhile, but gets tedious real quickly; it's not until the second half of the game—when you get to start attacking the Harkonnens—that the action picks up. Even then, the battle sequences aren't particularly fun to watch, and there's not much strategy involved. You just need to attack in overwhelming numbers.

Once you've made pals with the Fremen, the game shifts toward strategy as you order your troops to spy on and attack the Harkonnen installations. As they win battles, your troops acquire more powerful weapons, from the decent Lasguns (laser pistols) to the extremely nasty Atomics (nuclear weapons). Defeat all of the

The funny part is, even with *Dune's* numerous flaws, I really enjoyed its goofy storyline and unique game play. It is totally unlike any other video game on the market—no big surprise, since it's actually a conversion of a two-year-old computer game. (Very sneaky, Virgin!)

—Zach Meston

REVIEWS



MAY '94

SEGA CD



SIMULATION



SHOOTER



1 Player
 Developer:
 The Code Monkeys
 Stargate Films



GRAPHICS

9

For the first time ever, full screen, full motion video for the Sega CD—and it looks pretty darn good! Some of the explosions look slightly pixelated, but this is by far the best full motion yet for this system.

SOUND/MUSIC

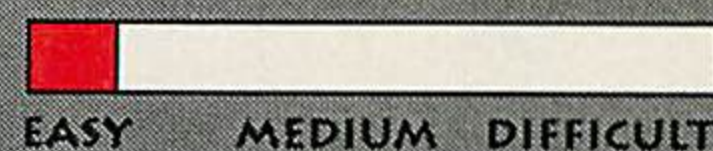
8

Cool rock tunes accompany some segments while a suspenseful movie-like score is heard during each mission. The explosions and fast-moving bogies put you in the pilot's seat. It's great, like a true film experience.

PLAYABILITY

8

Once you get the controls, it's easy. Most interactive movies have too much repetition of gameplay, but the variety of explosions, maneuvers and even storylines takes care of that. However, I still wish I had more control when shooting.



EDITORS' RATINGS

CHRIS	NIKOS
8	7
BETTY	ERIC
8	6

BANG FOR THE BUCK

9

THE LOWDOWN

A must-play for Sega CD owners and fans of the interactive movie genre. Playing *Tomcat Alley* is like taking control of the pilot seat during the movie *Top Gun*. I never thought blowing up enemy aircraft could be so much fun! The variety of missions depends on your actions. You may have to rescue your pals if you screw up. *TA* is much better than most interactive movie games that follow one storyline; however, the repetition does get a little dull. Guaranteed fun and entertainment!

This is one of the most unique interactive movie/games ever. *Tomcat Alley* is not really a simulation or a shooter, even though you do get to fly in an aircraft and blow things up. It's a fun ride as you step into your F-14X Tomcat as the Radar Intercept Officer (RIO). Your job is to destroy enemy MiGs and ground targets. Timing is critical, so get a lock before firing away those missiles.

You're after crackpot Russian fighter pilot Alexi Povich, who has taken refuge in the Mexican desert. Povich left his homeland and is threatening the U.S. with some leftovers from the Cold War: A few MiG squadrons, some bombers, surface-to-air missiles and chemical weapons. Nice guy, huh?

The mission briefings feature good acting and humorous interplay between the cast members. After your co-pilot Dakota asks a sexy female pilot why she is nicknamed "Ratchet" she responds in a manly gruff, "Pray you never find out." Hey, I want to know! These entertaining asides make the in-between movie segments worth watching. (You can bypass any intro by pressing the **START** button.)

Sure it's entertaining, but how does *Tomcat Alley* play? The gameplay is surprisingly excellent. The missiles launch immediately after pressing the **A** button, and if your aim is true you will witness one of the hundreds of spectacular explosions contained on the CD. The game's credits read: "F-14 and MiG model kits furnished by Revell." Stargate Films must have blown up about 200 of those kits to make up *Tomcat Alley*'s spectacular array of kills. Also, the in-flight action is different every time. Through some kind of feat of programming magic—Sega calls it "innovative active matrix software"—the combination of individual shots making up this interactive movie is different from the way other CD titles are programmed. Each time I played *Tomcat Alley*, the dogfights and explosions were ALWAYS in a new combination—different twists, turns, backgrounds, maneuvering, explosions and even different dialogue among the crew. This alone makes *Tomcat Alley* unique in its genre and a must-play for Sega CD owners. Great fun!

—Chris Gore

A variety of explosions accompany each kill. *Tomcat Alley*'s dogfight sequences are never the same.



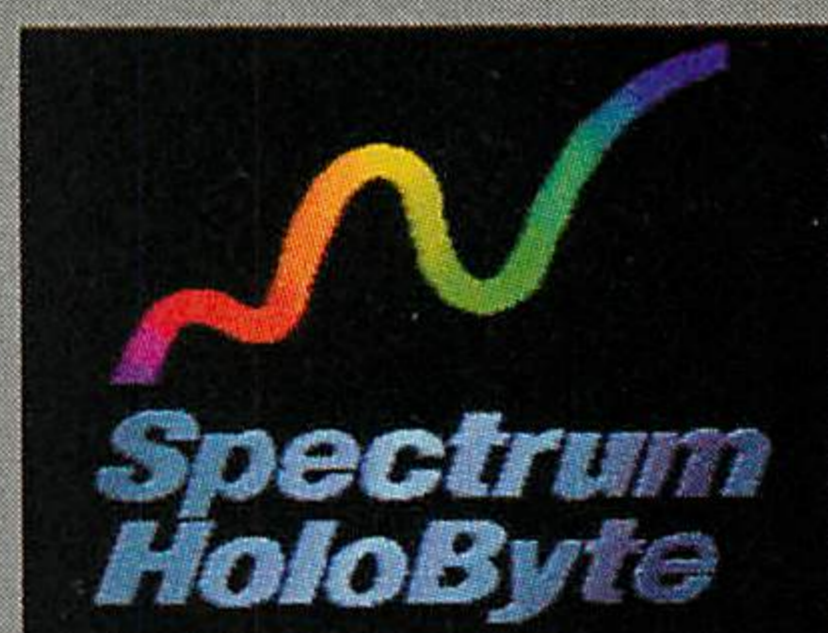
SNES



ACTION



ADVENTURE



1 Player

16 Meg

Developer:

Spectrum HoloByte



GRAPHICS

7

While there aren't many visuals that really pop off the screen, many of the show's most recognizable elements are accurately reproduced (with the possible exception of Data's nose in the Bridge scenes; man, that thing's huge!)

SOUND/MUSIC

8

The main theme sounds perfect, and the background music during the game is refreshingly subtle and subdued. The transporter sound effect is really amazing, too—the sudden swell of volume can make your spine tingle!

PLAYABILITY

7

The sticky controls make the main action a hassle. Also, certain functions require awkward button combinations; why must I press X and Y simultaneously to open a hailing frequency if the SELECT button isn't being used for anything?

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

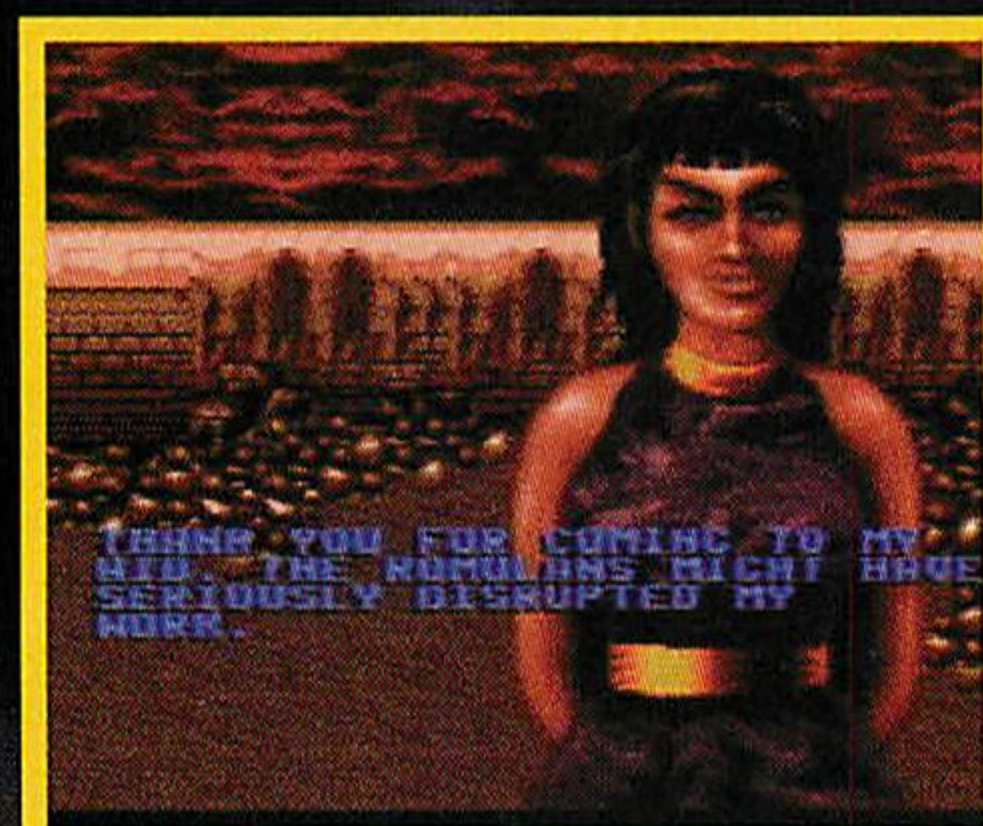
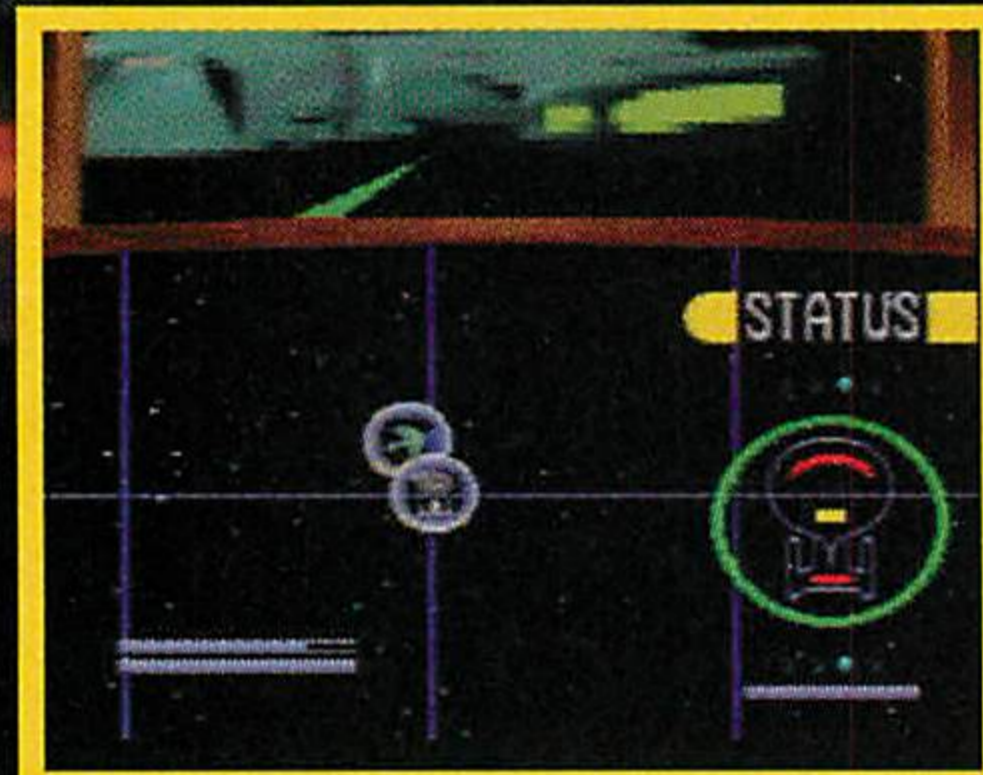
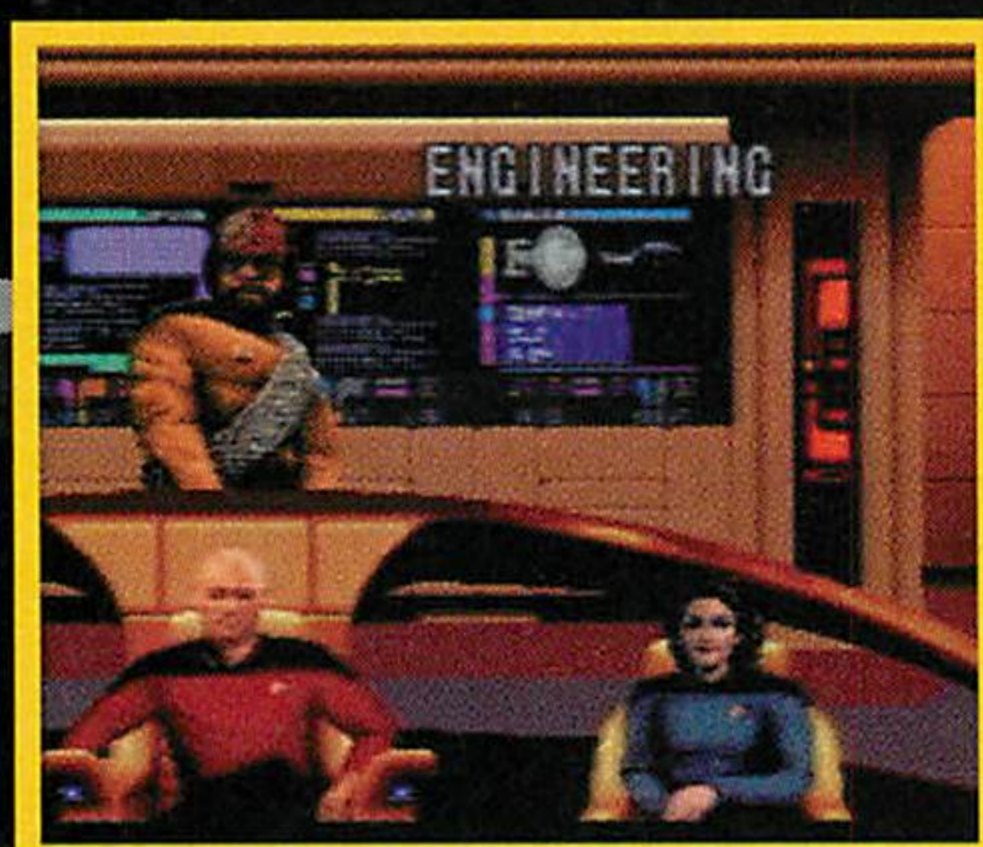
GORE	NIKOS
7	6
BETTY	ERIC
7	8

BANG FOR THE BUCK

8

THE LOWDOWN

Aside from a few (relatively minor) shortcomings, *Star Trek: The Next Generation "Future's Past"* proves itself worthy of repeated play in the long run. The nerve-wracking space battle scenes, intricate puzzles and (obviously) powerful license are the game's best features; it wouldn't be nearly as much fun if even one of these elements were not present.



Wait a minute— isn't this guy a Romulan spy?

The long-overdue SNES version of *Star Trek: The Next Generation* has finally arrived, and it's a mixed bag of action and adventure that should satisfy fans of the TV show. The way the interface works, you'll feel like you're standing on a turntable in the center of the Bridge of the Enterprise. You'll be in complete command of the ship and her crew as you warp from one mission to the next, helping endangered beings and exploring strange new worlds.

A satisfying space battle scenario pops up almost too frequently—usually when you're defenseless and struggling to reach the nearest Starbase for repairs. Romulans are the most common enemies in these sequences, which combine the overhead view of *Star Control* with a first-person window that's reminiscent of Sega's original *Star Trek: The Motion Picture* coin-op.

The majority of the action centers around the exploration of alien planets and ships by a landing party of up to four people. The graphics are decent, and there's a lot of challenging puzzle-solving to be done—but these scenes have a tiny flaw that's magnified beyond belief when you're forced to struggle with it for hours on end. When you're walking diagonally and you run into a wall that blocks your vertical path,

with this logic, particularly when the plot makes it clear that the first trip did, indeed, take place.

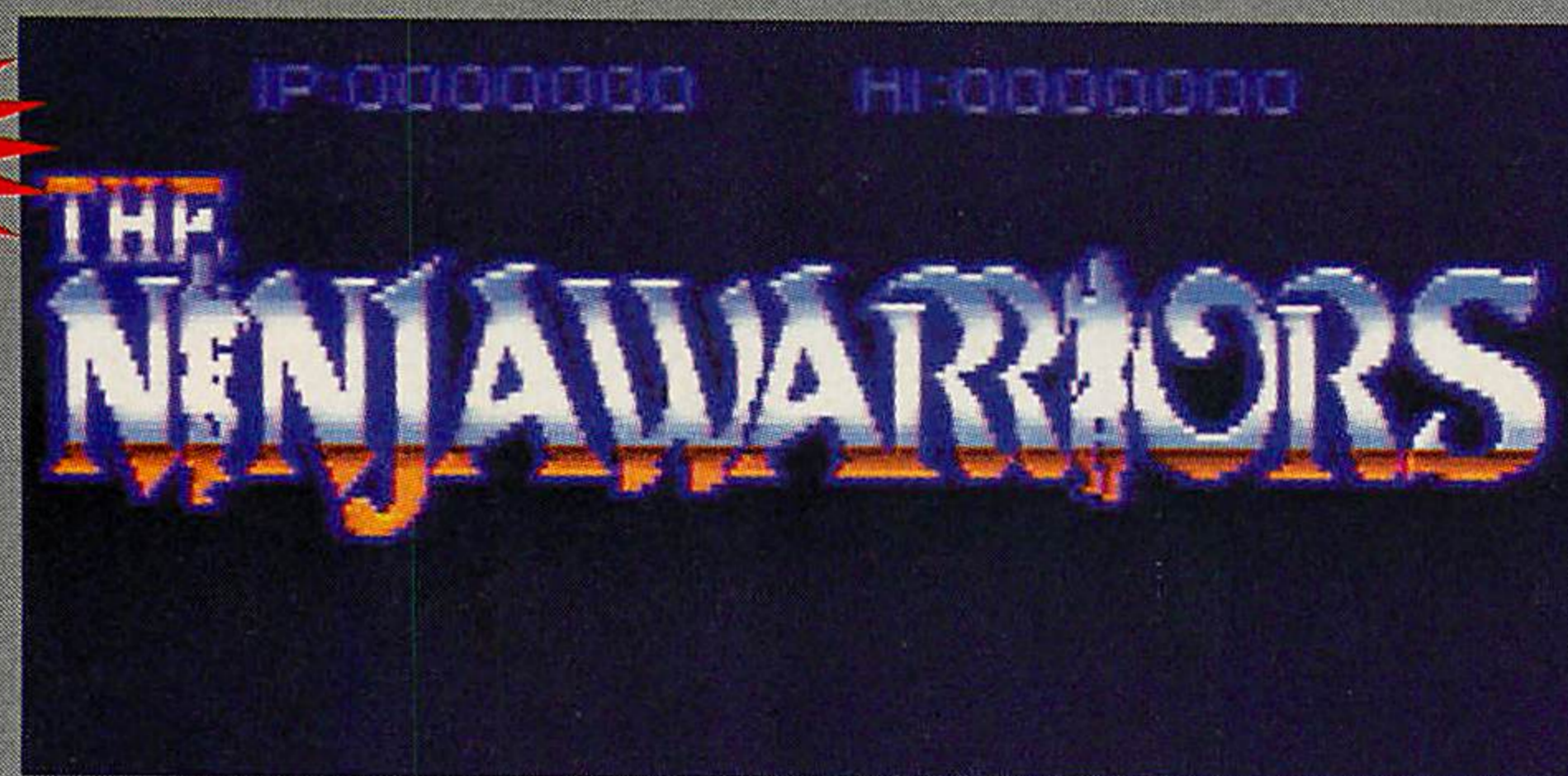
Fortunately, the rest of the news is good. There is a password feature that makes it easier to forgive the aforementioned logic flaw—though you can only get a new password by visiting a Starbase. (Aaargh!) Hardcore *Trek* fans will dig it, but impatient gamers may not find as much to like.

—Chris Bieniek

SNES



FIGHTING

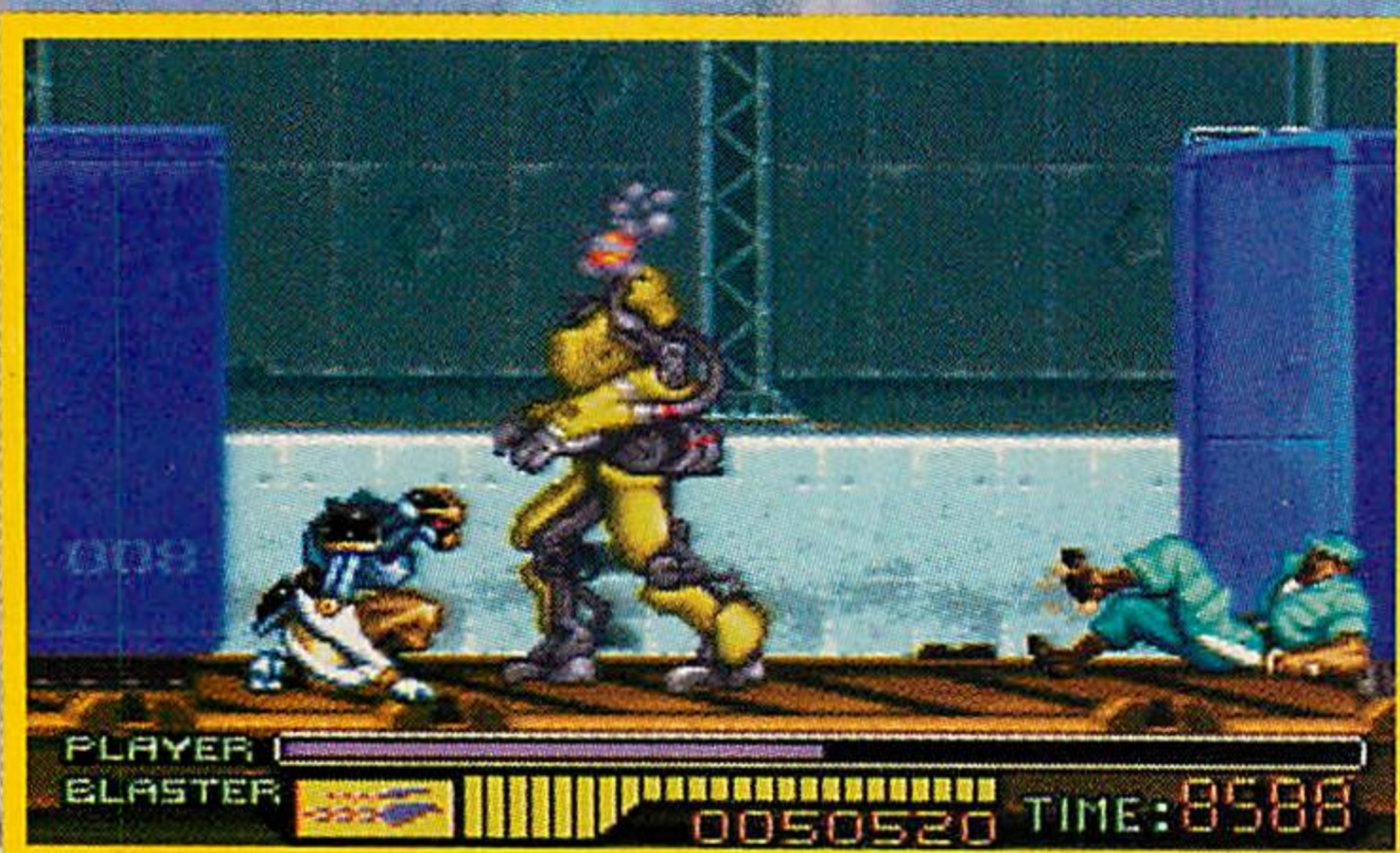


1 Player

12 Meg

Developer:

Natsume



Choose from three characters—Ninja, Kunoichi and Kamaitachi—and kick some evil tail!

• The graphics are neat; they keep you in the game.

It sounds good so far, but there are a few weaknesses. Unlike *Final Fight*, you can't move vertically on the screen; this game is in 2-D. Also, the special moves just happen on their own during the course of the fighting; you can't just do a Sonic Boom at will. The background music is just average, and the game is for one player only. (Sigh.)

On the plus side, the look of this game is clean and simply cool. No dorky moves here—Kunoitachi's dagger swings make Chun-Li look like a synchronized swimmer.

Aside from the hot graphics, one thing that makes *Ninja Warriors* different is that the enemies come at you more randomly than in many other games. When the arrow says "Go," you'd better go or you're screwed! Although some of the best moves cannot be triggered manually, they're still cool and appear at perfect times when the character is in a groove. When Kamaitachi (my fave) swings his Kama (a Japanese farming tool) to slice a lot of enemies, they automatically swing faster and faster! The interface works well, even though you don't always have complete control.

Check out *Ninja Warriors* if you'd like to try to save society with martial arts.

—Eric Nakamura



GRAPHICS

9

The characters have some moves that make them true Ninjas—this may be the game's best feature. The big Ninja swings Nunchucks, etc.; the differences between the characters make it worth playing the game over with different fighters.

SOUND/MUSIC

6

Nothing too exciting here. The swings and fighting sounds do sound like they've been sampled from a Hong Kong Kung-Fu movie, but they mesh with the crummy background music to bring the sound rating down.

PLAYABILITY

8

Since the special moves are done automatically, *Ninja Warriors* is easier to learn than many other fighting games. It's simple and fun to play; you can really feel like a hero beating everyone to their doom.



EDITORS' RATINGS

GORE	CHRIS
6	7
NIKOS	BETTY
7	8

BANG FOR THE BUCK

8

THE LOWDOWN

While it's really nothing absolutely new, *Ninja Warriors* is a better-than-average beat-'em-up that scores most of its points in the graphics department. The characters are cool, and their moves are the key to the game's appeal. It's almost as much fun to watch as it is to play!

The world is full of evil and ruin thanks to the dirty hands of Banglar the Tyrant. In Taito's *Ninja Warriors*, we need to dethrone this kook to bring prosperity back to the Mulk people. As usual, there's a catch: We're all out of people power and can only rely on three untested robots: the Ninja Warriors!

The opening sequence has a post-apocalyptic feel—a little like *Terminator 2*—and the game itself is a pretty decent combination of Capcom's *Street Fighter* and *Final Fight* games.

Here's a more detailed breakdown of its features:

- Like *Final Fight* and every other *Double Dragon* clone, *Ninja Warriors* is a "go right" game.
- Your enemies include robots, monsters and guards—a lot of them.
- There's a large variety of "boss" characters to deal with. They're pretty tough and get tougher as the game progresses.
- You can throw opponents into one another to cause damage.
- Lots of continues. It seems endless!
- As in *Street Fighter*, each character has special attack moves.
- When you fight a boss character, it's usually a one-on-one battle—but watch your back!



SNES



ACTION



SPACE ACE™



1 Player

8 Meg

Developer:

Empire Software



GRAPHICS

8

Everything looks pretty good (especially the green sky,) and the animation is at least standard. I hate that guy, Borf, though—he laughs at you constantly as you're dying in agony.

SOUND/MUSIC

7

Nothing really caught my attention except for the death scenes. Each time Dexter dies by laser, he makes a weird, indescribably annoying sound—believe me, it'll rake your nerves. When he falls you can hear him screaming.

PLAYABILITY

7

This game's pretty tough. Even when you get the patterns down, the controls are pretty touchy. It's a good challenge, but can be frustrating more than anything.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

GORE	CHRIS
6	7
NIKOS	ERIC
6	7

BANG FOR THE BUCK

6

THE LOWDOWN

It's not a great game, but it is as close as the Super NES can get to the original laserdisc game. The characters are cool and the varied gameplay in the later levels keeps it interesting—if you can get to the later levels, that is! What's really funky about *Space Ace* is Dexter's pink boots. I'd like to see him go-go dancing to some deep house.

This version of *Space Ace* may be a funky game, but it ain't like I remember it from the arcade. It was a laserdisc game—the follow-up to *Dragon's Lair*—and the SNES version basically uses its scenes and characters in a linear action game.

One thing it does have in common with the original arcade game is the high difficulty level. All you've got to do is memorize the patterns, and you won't get hit by lasers...or knocked off a cliff, or smashed into a wall, etc. Some stages make you run like the dickens to stay ahead of your enemies, others make you wait for safe spots that disappear after a split-second. There are times when the screen scrolls automatically, too; if you wait too long, you'll be pushed off whatever object your standing on.

There's another problem to overcome. The evil Borf's Infanto Ray has turned you into a little kid—in fact, he's trying to turn *everyone* into infants so that he can conquer the world. He's also kidnapped your girlfriend Kimmy, so you've got to rescue her *and* save the world.

Try to pick up as many energize points as possible. If Dexter can get an energize point, he can briefly regain his manhood and explore new areas. He also has a laser gun while energized. It's easier to complete each level without worrying about energize points, but try to pick some up. You can also find

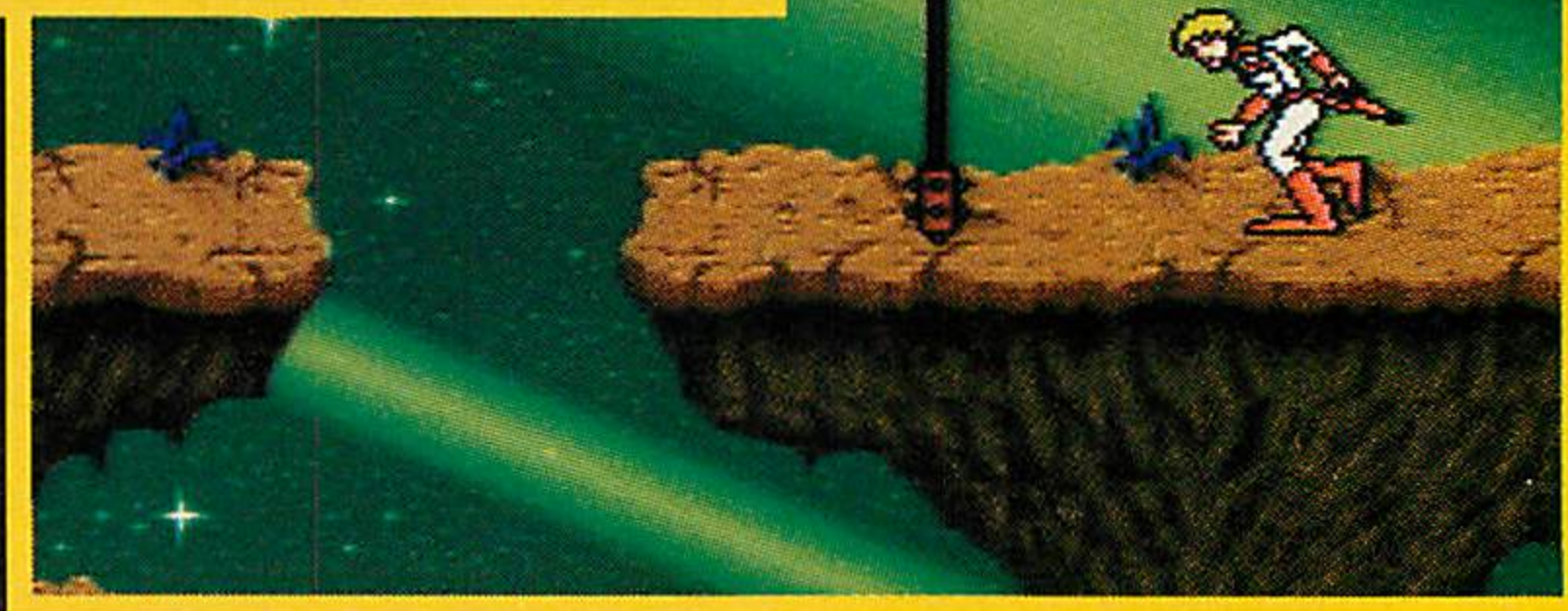
power-ups: A green disk increases laser power, a blue one allows you to "lock on" targets more quickly, a red one gives you a "time warp" option and a white one gives you an extra life.

Most of the levels are the run-and-jump thing, but some others offer different kinds of game play, which is cool. Sometimes you're in a motorcycle or flying saucer and you've got to find your way through a maze, other stages have you jumping "Mode 7" ramps on rocket skates or swimming through underwater caverns.

Space Ace is a pretty good game, it's just too tough in some stages. It's a lot closer to the laserdisc game than Data East's SNES version of *Dragon's Lair*, and even gives you a few dozen "death scenes" from the arcade, rendered in tiny windows of full-motion video with huge, blocky pixels.

—Betty Hallock

Dexter gets it going in his pink go-go boots.

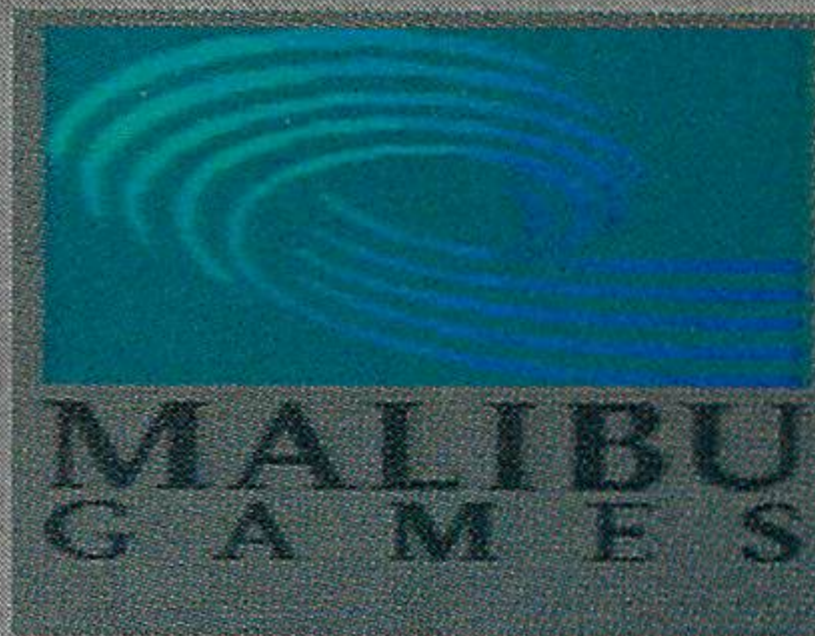


REVIEWS

SNES



ACTION



1 Player
8 Meg
Developer:
Malibu Interactive



GRAPHICS

8

Lots of graphic candy for your eyes to suck on. Time Trax has tremendous visual depth, plus cool special effects—the “spotlight” in the first stage, the rotating helicopter and Smithsonian dinosaur skeleton are all standouts.

SOUND/MUSIC

8

An outstanding rendition of the TV show's theme, with appropriately moody in-game music. I did get tired of hearing the same “Ugh!” when I zapped people with my PPT weapon—even the female enemies made this exact same noise.

PLAYABILITY

8

Surprisingly smooth control response, considering the game's speed and the variety of Lambert's movements (blocking, hanging from pipes, etc.) The hidden power-ups and secret rooms easily double the game's long-term appeal.



EDITORS' RATINGS

GORE	NIKOS
7	6
ERIC	BETTY
7	8

BANG FOR THE BUCK

8

THE LOWDOWN

The license may not bring this game as much attention as a *Star Trek* or *Star Wars* game might have earned—and that's a shame, 'cause Malibu's *Time Trax* outshines many other recent video game releases in more ways than the *Time Trax* TV show could even dream of dominating its own competition.

From the Warner Bros. sci-fi adventure TV show of the same name comes *Time Trax*, the story of future cop Darien Lambert's exploits in present-day crime prevention. This eight-stage action game finds Lambert stalking mad scientist Mordecai Sahmbi from the year 2193 through Washington D.C. in 1993 and on to Hawaii. Darien can run, jump, shoot, kick, duck, block or use his “time stalling” skills, which allows him to temporarily freeze the on-screen action.

Unlike many other video games that have been licensed from film or TV properties, *Time Trax* does not have the look or feel of a game that's been rushed through production. The graphics deliver a lot of carefully-rendered, detailed artwork that's not always “in your face.” The sharp-looking illustration of the White House in the third stage is a perfect example; it's beautiful, yet it exists as a background element that can only be seen through windows as you walk past. I also love scaling the waterfall in the

final stage; it's strongly reminiscent of a similar scenario in Konami's classic *Contra* game. On the other hand, there's nothing subtle about the three-dimensional look of the motorcycle/jet-ski scenes; they're as explosive as the bombs you'll hurl at the helicopters that chase you.

It's obvious that *Time Trax* has been heavily beta-tested, too; the only semblance of a flaw that I found was the apparent lack of artificial intelligence in certain enemies. Some of your foes are *really* stupid; you can shoot at them and they'll wander around as if they can't figure out

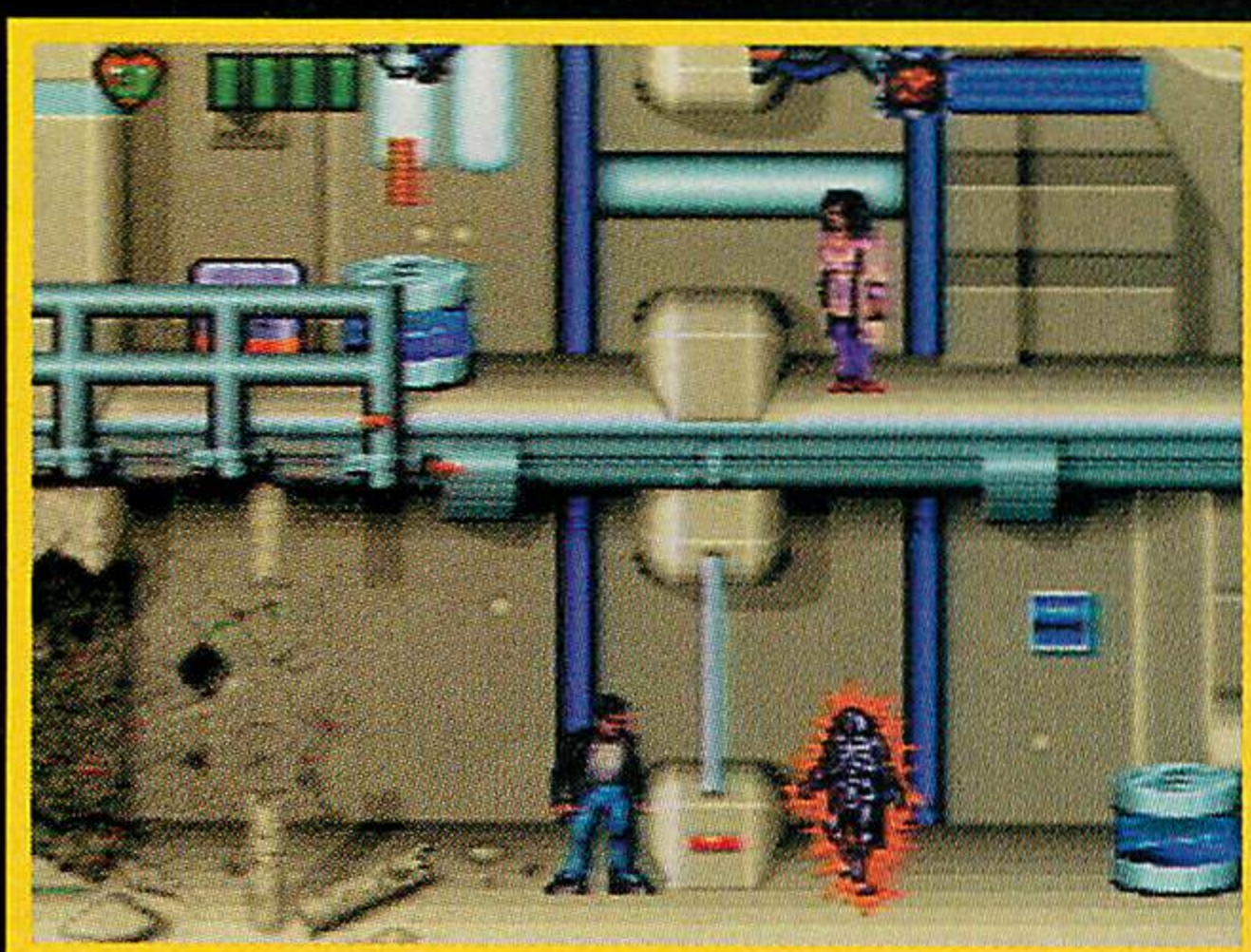
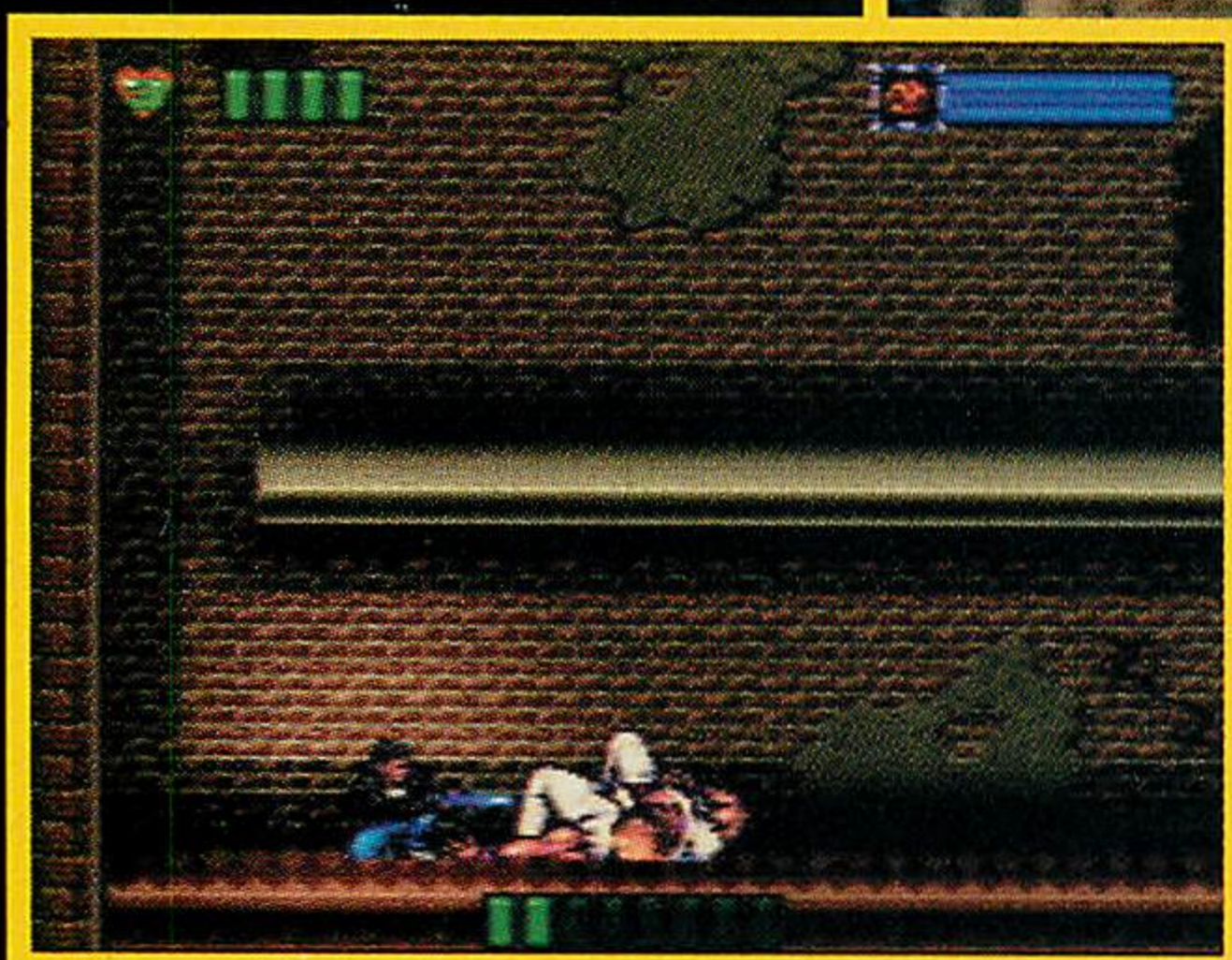


where the shots are coming from. Then again, this must be an intentional effect, since there are other characters who home in on you and hunt you down mercilessly. Heck, even the fat little spiders who hang from the foreground webs in the first stage are smart enough to wait until you pass before they jump into the screen to whack you in the face.

I expected little from *Time Trax*, and I got a whole lot more than I bargained for. The graphics are lush, the sounds are clean and the controls are right on—now I'm very anxious to play the Genesis version.

—Chris Bieniek

Common thugs get zapped by Darien Lambert's 22nd-century Pellet Projection Tube in *Time Trax*.



SNES



ACTION



1-2 Players
16 Meg
Developer:
Capcom



GRAPHICS

6

Standard stuff; not really creative. A few stages show some promise, but they are too few and far between. Some of the bosses look cool, but the main characters are too small to be above par.

SOUND/MUSIC

4

The tunes are as monotonous as the fighting. Everyone makes the same sounds—it doesn't matter if you're a three-foot dwarf or a six-foot fighter. What's cool about a five-note background music loop?

PLAYABILITY

5

King of Dragons is easy to control; it's just not much fun to play. Only three buttons to use: Jump, fight and bomb. No blocking, no ducking...just straightforward fighting from start to finish. Sorry, but the action is just boring.



EDITORS' RATINGS

GORE	CHRIS
4	6
NIKOS	BETTY
6	5

BANG FOR THE BUCK

4

THE LOWDOWN

I don't even know if Gilligan would want to play King of Dragons. If you were marooned on a desert isle, would you be interested in a monotonous and unintense fighting game when you could be playing "Spin the Coconut" with Ginger and Mary Ann? Not much exciting to talk about in this bottom-ten candidate.

Do you like RPG-style games that have been morphed into action games? If you do, this may be the game for you...but don't count on it. King of Dragons is a weakling copy of Sega's oft-imitated Golden Axe. All you do is fight orcs, skeletons and buff rhino dudes until you get to the main big beastly boss characters.

There's a whole crew of bosses, from a Minotaur to a three-headed Hydra. These sce-

narios are the best part of the game, mainly because the bosses look decent. They also have a habit of showing up quickly. After playing the game for a just a few minutes, Poof! There's a boss! Then after you kick tail, another one comes up as soon as you get used to fighting the orcs.

There's choice between the typical Dungeons & Dragons characters: Fighter, cleric, dwarf, elf, and magician. You'd think they would be quite different from each other but they all have the same battle cry, super powers and fighting styles; there's no real distinction between their abilities. Each fighter can do only three moves: Jump, attack and bomb.

There's nothing special about the graphics, and the sound...again, nothing spectacular. Even the text font used at the end of each stage looks bogus.

Compared to other games in the Golden Axe genre, King of Dragons just doesn't meet previously established standards of excitement. (Even Seika's Legend had better graphics.) It's just a boring game which has been done over and over. This

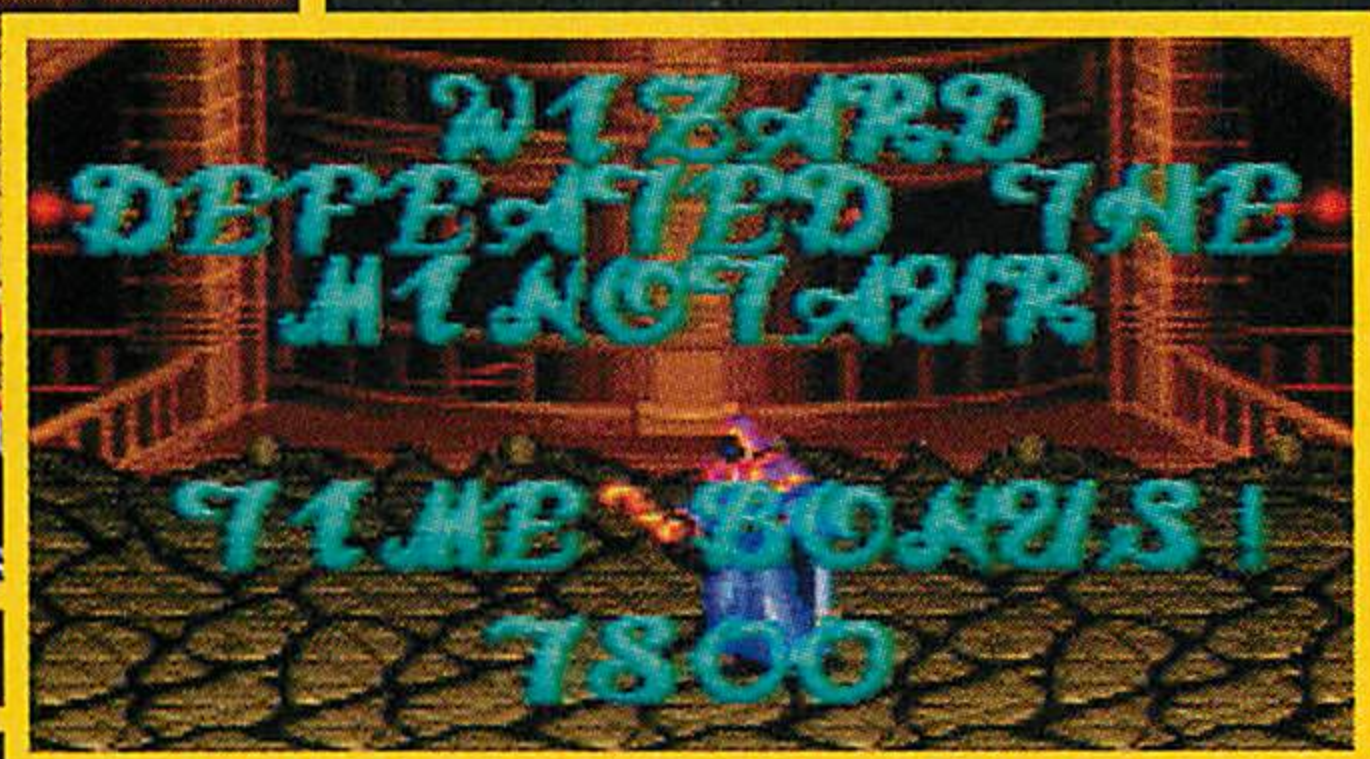
genre needs an injection of something and King of Dragons isn't a cure, it's just another symptom.

—Eric Nakamura



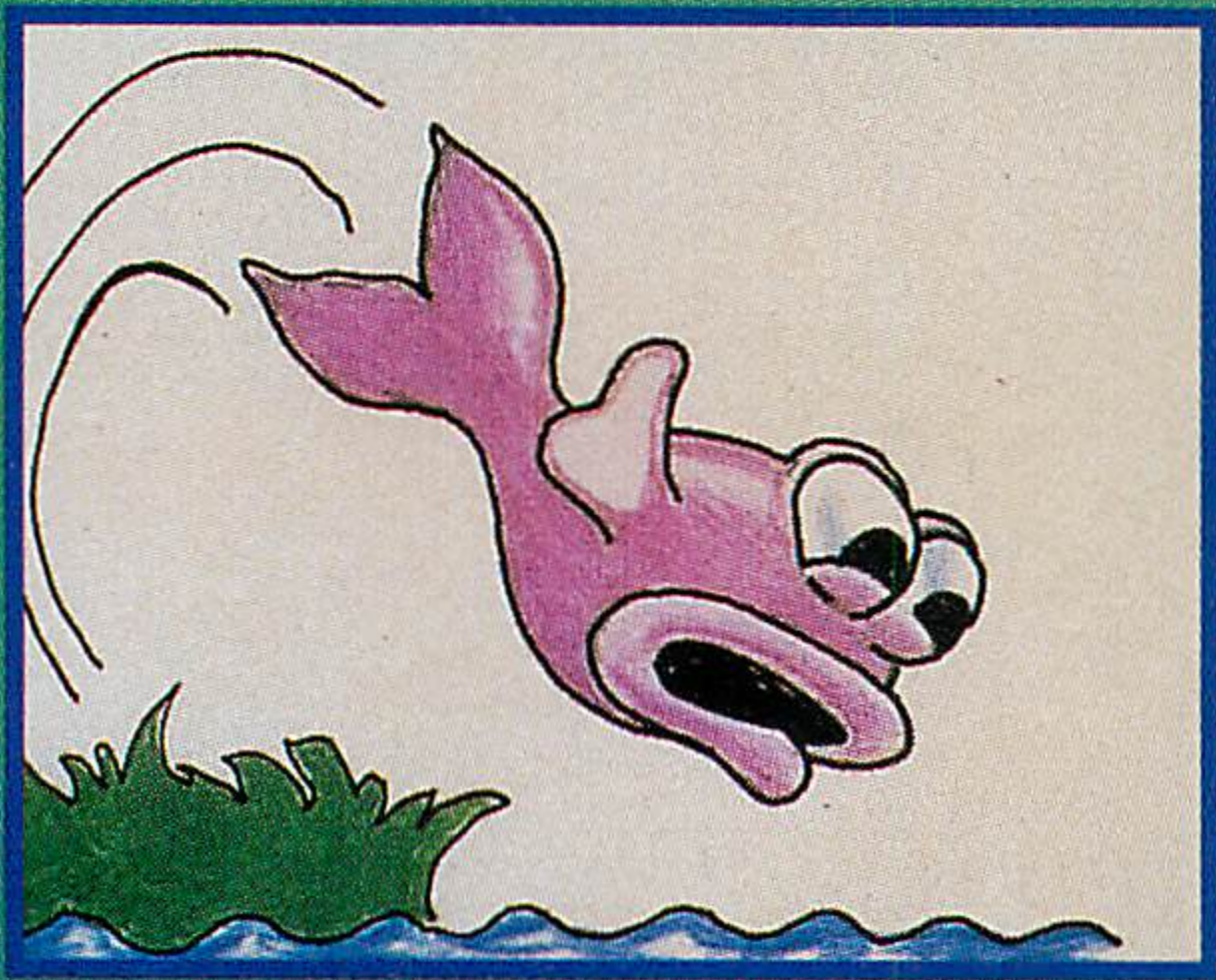
Slay all of the beasts in Capcom's King of Dragons and collect their loot.

REVIEWS



CLAYMATES™

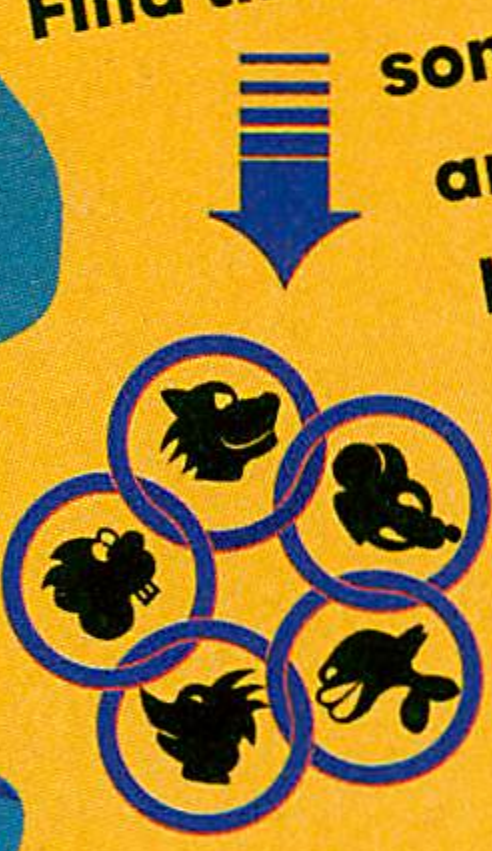
Meet Goopy the Guppy



Name: Goopy the Guppy
Astrological Sign: Pisces
Favorite Book: Moby Dick
Favorite Musician: Muddy Waters
Hobbies: Sucking algae off the bottom of barges
My Idea of a perfect mate is: a flounder with really big scales.
Turn Offs: When people use anchovies for bait, I prefer pepperoni.

Goopy the Guppy is one mega-cool fish that swims with ease and spits air bubbles at enemies with deadly accuracy. Join Goopy and the other four amazing Claymates in their action-packed adventure. Transform yourself into the different characters to climb trees, burrow into caverns, flap out of danger or turbo-speed out of trouble. So cool, it's won the Game Players Nintendo Sega Special Achievement Award 1993 for Excellence in Sound--and it comes in a great collectible box. Be sure to look for it at your local video game retailer. Claymates™ From the people who brought you Clay Fighter™



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Claymate Of

Goopy
the Cuppy



The Month



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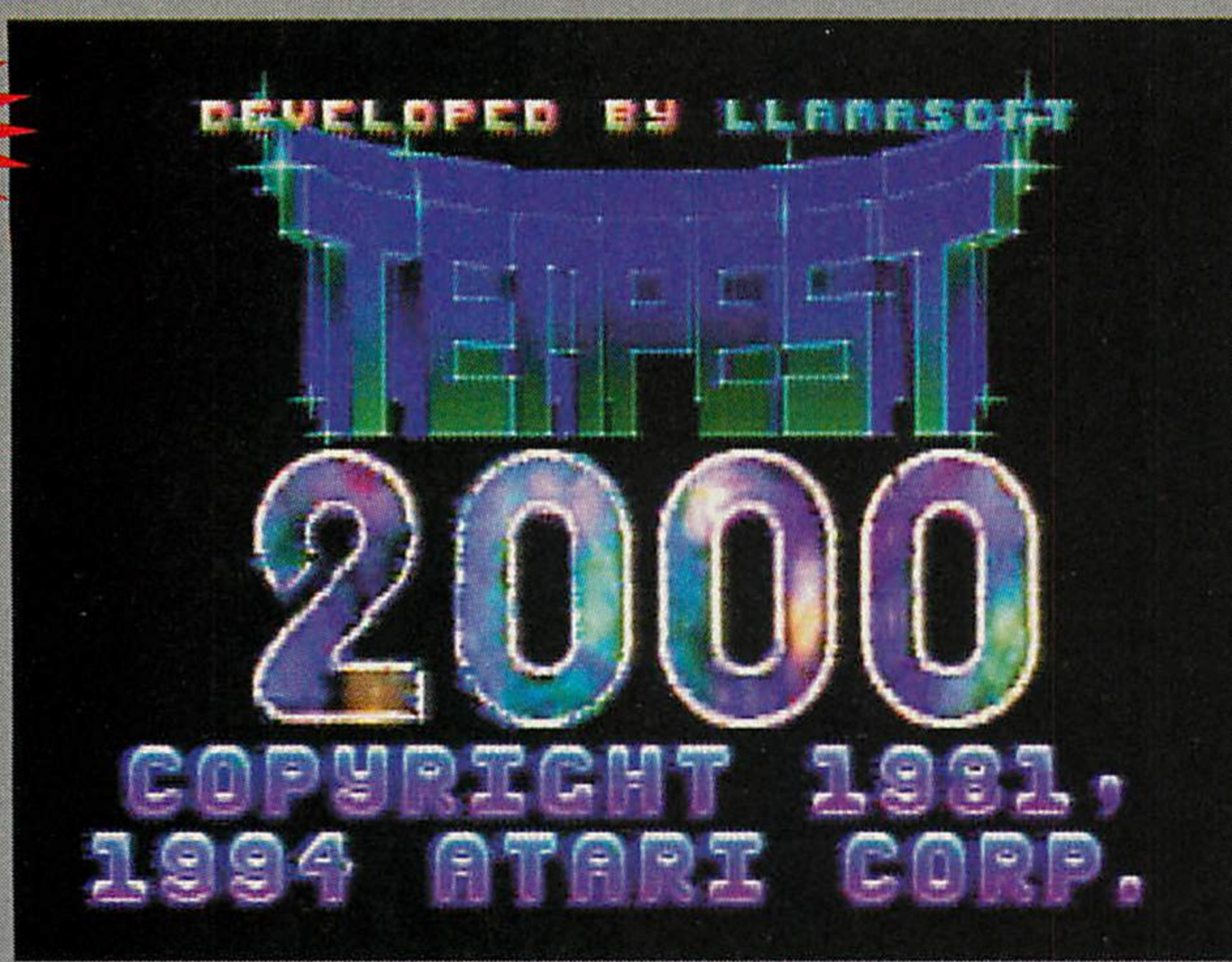
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JAGUAR



SHOOTER



1-2 Players
16 Meg
Developer:
Llamasoft



GRAPHICS

8

The psychedelic colors and 3-D vectors are intense. (Play with the lights off, it's more fun!) The bonus stage is a mind-numbing trip through an orange-laden skyway—and it's a relaxing break from shooting for your life.

SOUND/MUSIC

10

There's 70 minutes of digital music in this cart and it sounds amazing. A splash of techno-rave with a house beat...plus some incredible explosions and evil-sounding enemies. A candidate for next year's "Best Soundtrack" award.

PLAYABILITY

8

Getting used to playing *Tempest 2000* with a controller instead of a paddle is a bit difficult and about the only bad thing I can say. If you never played this game in the early '80s, you won't have this problem. Blast away!



EDITORS' RATINGS

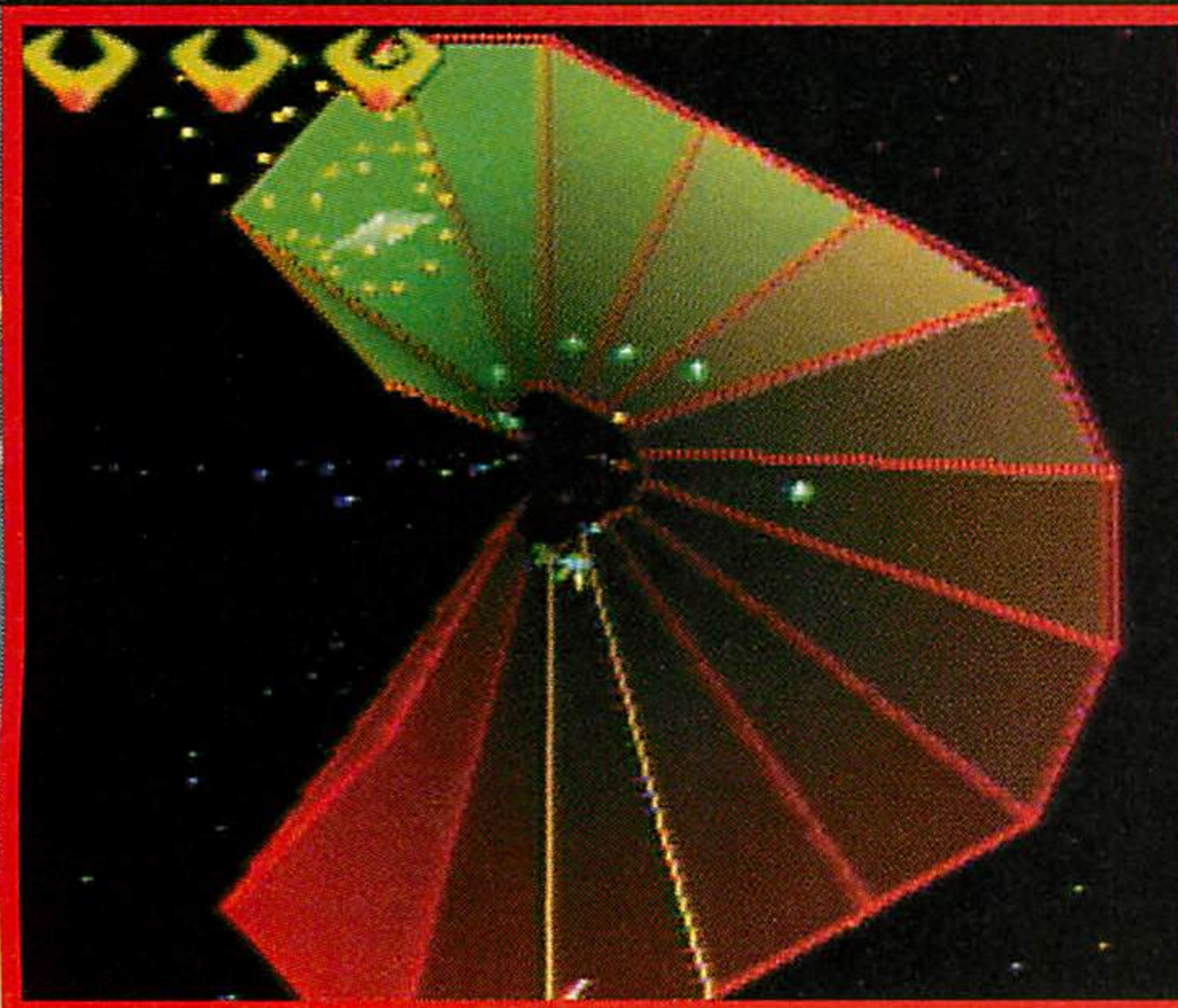
CHRIS	NIKOS
8	6
BETTY	ERIC
7	7

BANG FOR THE BUCK

9

THE LOWDOWN

Tempest 2000 is a hit for the Jaguar! This no-nonsense shooter was great in the arcades in 1981 and now it comes home—improved beyond my expectations. It's better, faster, stronger (like the Six Million Dollar Man) plus you get four *Tempest* games for the price of one. An incredibly original shooter with excellent music and an addictive quality that cannot be described. I see that little staple remover blasting away enemies in my sleep!



Unfortunately, there's no storyline for *Tempest 2000*, so I'll make one up. Imagine an alternative universe where office supplies rule the world. A battle ensues to save the galaxy and a brave band of heroic staple removers must fight the evil forces that inhabit the junk drawer.

While this has absolutely nothing to do with the actual game, it does allow me to accurately describe the "staple remover thing" that you control. Shooting the strange "enemies" down the odd variety of geometrically shaped caverns is a blast from the past. I played the original *Tempest* in the arcade in the early eighties and loved it then; now it's an even more intense experience as *Tempest 2000*.

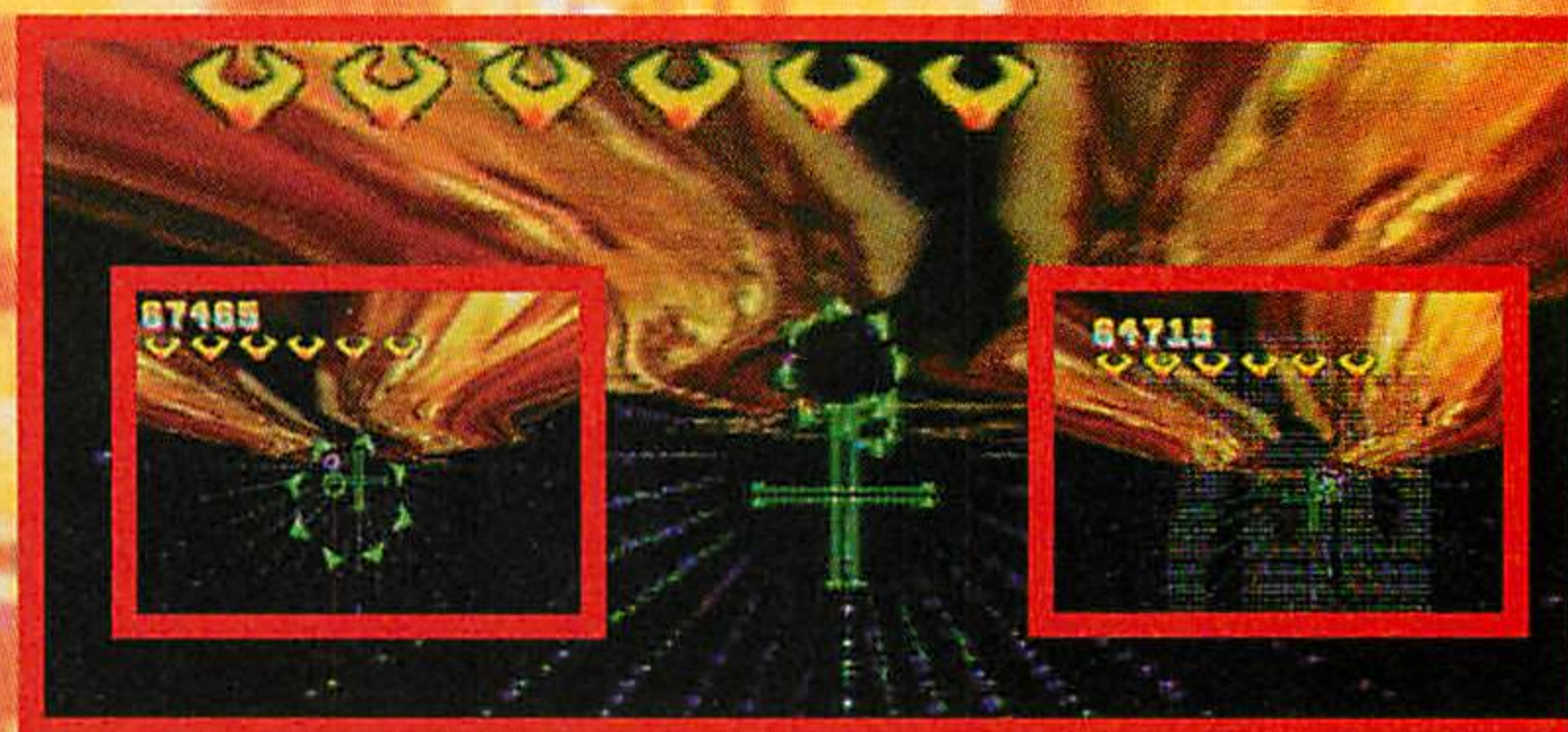
This is possibly one of the best shooters of all time. It has four different modes of play—including a slightly enhanced version of the original *Tempest* coin-op as well as the ultra-enhanced *Tempest 2000*—with options for both two-player cooperative and competitive play. It also features killer bonus stages in which you can find the keys to later levels.

Never mind the clean graphics and techno soundtrack, the addictive gameplay is the key factor that makes *Tempest 2000* a success. This game is *fast*. No, really, I mean it's **FAST!** In later stages you will be spinning and shooting with such manic abandon that your eyes can hardly keep up. The only other video-game experience I've seen that's as lightning quick as this is *Sonic 3*.

On the downside: Getting used to the control pad is a little tough; I felt like I should have been playing with a knob-style "paddle" controller like the one in the arcade original. Also, the 2-player competition—in which you and a friend shoot at each other from opposing ends of the "tube"—plays very slow and is the weakest aspect of the game.

If you haven't bought a Jaguar yet, *Tempest 2000* should convince you to stop waiting and shell out the cash. Highly recommended.

—Chris Gore



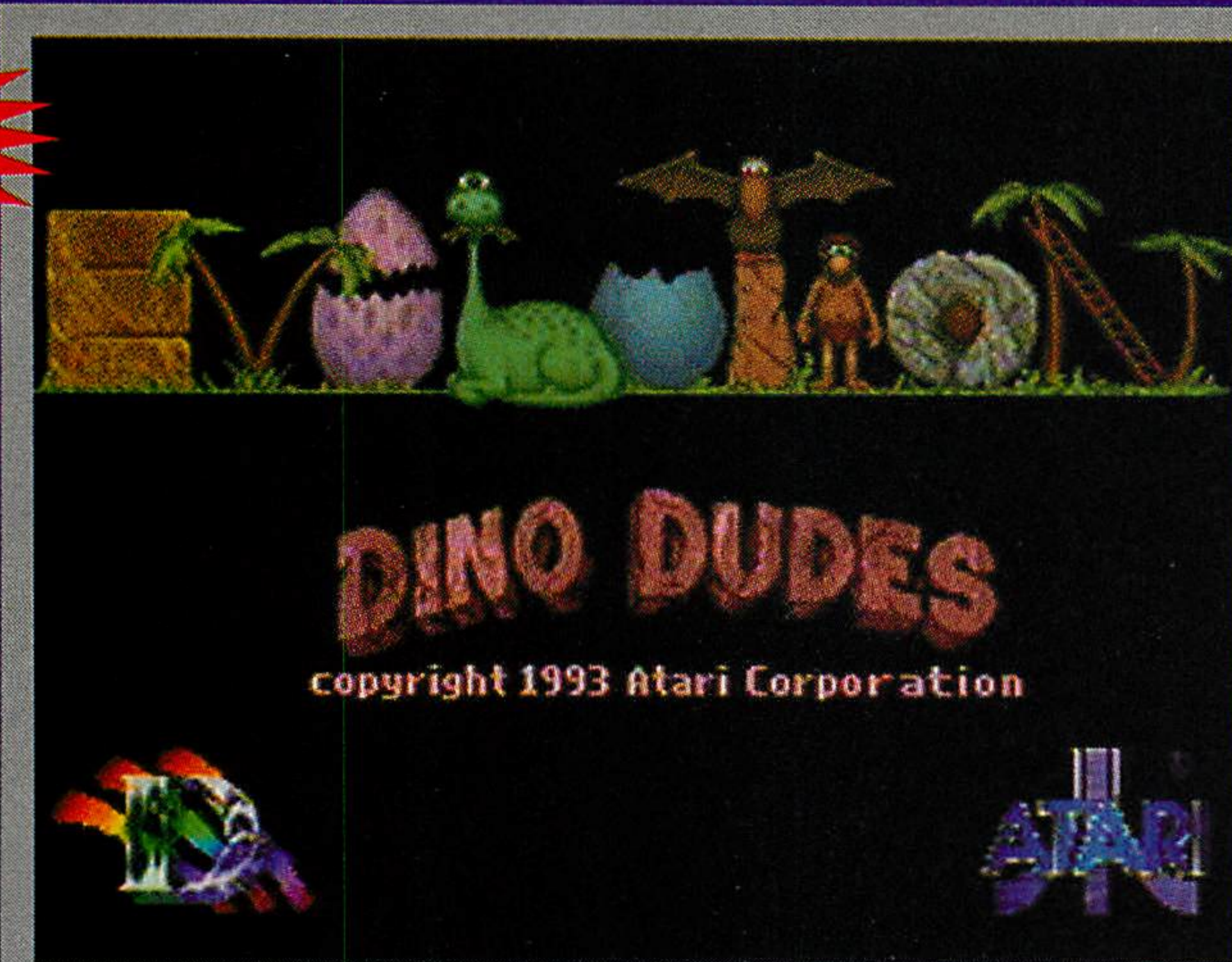
The bonus stage is a relaxing break from blasting for your life.

REVIEWS

JAGUAR



STRATEGY



1 Player
16 Meg
Developer:
Imagitec Design



GRAPHICS

7

The backgrounds are gorgeous, but the foregrounds are so-so, and the animation of the Dino Dudes ain't that great. (But it wasn't hot in *The Humans*, either.) The Jaguar can do much, much better than this.

SOUND/MUSIC

7

A Jaguar title where music plays during the game? Get outta here! (Note to Jaguar fanatics: This is a joke. Lighten up or I'll kill you.) The tunes are average, but the sound effects are good, except for some scratchy speech.

PLAYABILITY

6

Three difficulty levels (the higher the difficulty, the fewer Dino Dudes you have and the less time you have to solve each level) and a password system make *Evolution: Dino Dudes* easy to play regardless of your skill level.

EASY MEDIUM DIFFICULT

EDITORS' RATINGS

6	5
6	6

BANG FOR THE BUCK

7

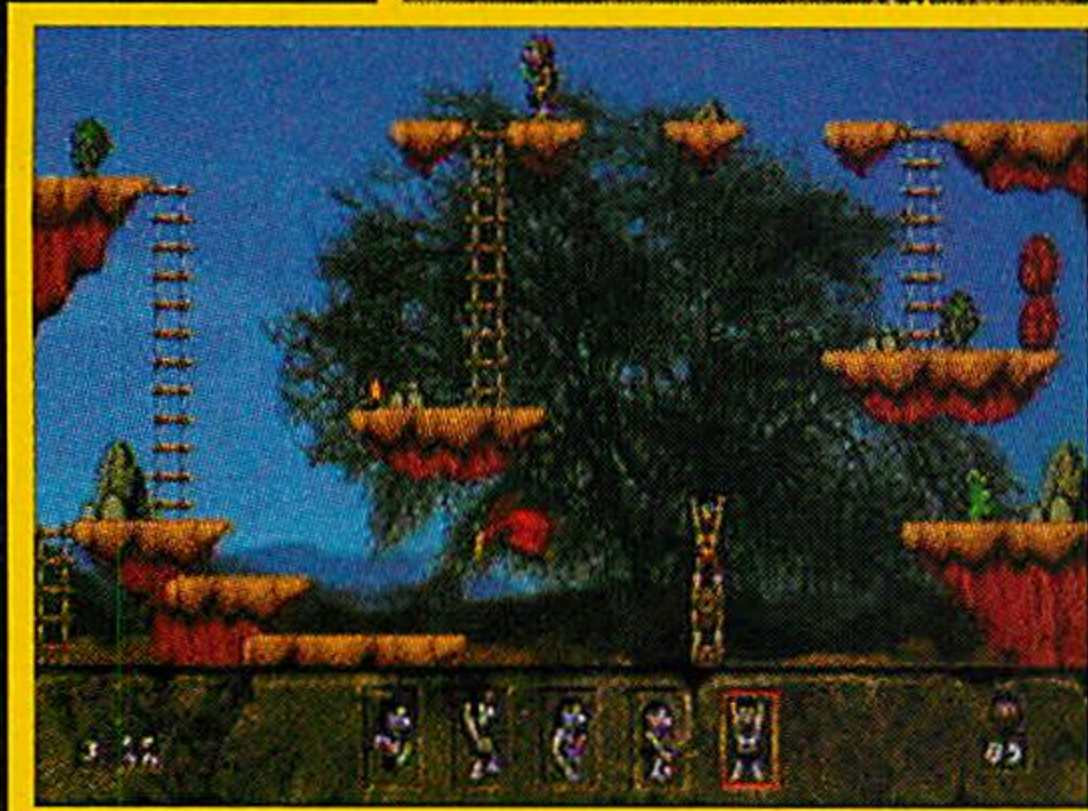
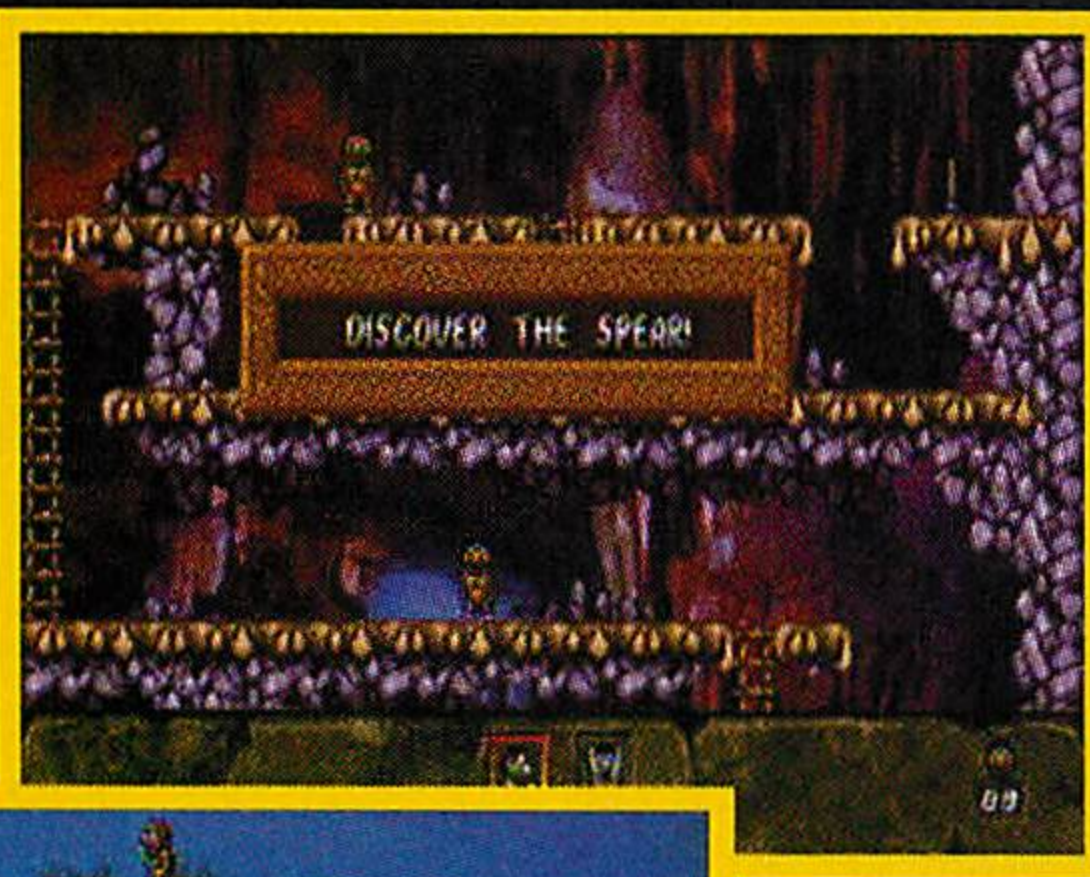
THE LOWDOWN

Extremely pretty background graphics and decent music do not conceal the fact that *Evolution: Dino Dudes* is just a boring knockoff of *Lemmings*. Save your time and money for some of the sexy Jaguar games coming later this year and forgive Atari this minor transgression. (I know I will the moment I get my paws on *Tempest 2000!*)

Dear readers: I'm a psychic reviewer. I knew this game was going to be sucky even before I played it. "But how, La Toya?" you ask. Because it's the same sucky puzzle game that was released as *The Humans* for the PC, Super NES and Genesis last year. *The Humans* received universally lukewarm reviews from gaming magazines when it was released—including *VG*, which gave it an overall score of 6.



The Humans—er, *Dino Dudes* is basically a prehistoric version of *Lemmings*. Each of the game's 80 levels requires you to complete a specific task, such as retrieving a spear or moving a number of Dino Dudes from one place to another. Dino Dudes have two basic actions that they can always do: pick up objects and form a ladder by climbing onto each other's shoulders. (This is the only way to get onto the higher ledges.) Once a Dino Dude has an item, he can perform a variety of tasks with it. For example, once a Dino Dude has a spear, he can throw it, vault across pits with it or brandish it to keep dinosaurs away from unarmed Dino Dudes.



Each level is made even more complicated by the variety of obstacles in the way: bottomless pits, red-hot lava and the aforementioned prehistoric critters that have no ethical

problems whatsoever with dining upon the Dino Dudes. In most levels, it's obvious what you have to do to succeed; you just have to do it without screwing up, or you get to try again...and again... and again.

So here's my crackpot theory as to why *Dino Dudes* ain't fun. Great video games always have a balanced work/reward ratio; when the player does a sufficient amount of work, he's rewarded with a pretty graphic, or a new weapon, or something to add variety to the game play. *Dino Dudes* is loaded with work and lacks any reward. It's just not exciting or fun to move these morons through the motions.

I understand the reasoning behind converting older games to newer systems: It's cheaper and easier than developing a new game, and it quickly builds up the system's software library. But why did Atari choose a mediocre puzzle game like *The Humans*? Why not a great puzzle game like *The Lost Vikings*? Hell, why not *Lemmings*?

Ah, well. No reason to get too worked up about it with so many great Jaguar titles just around the corner. For now, I'll let *Dino Dudes* devolve into the FedEx package from whence it came.

—Zach Meston

REVIEWS

DUO/TG-16



FIGHTING



1-2 Players

CD ROM

Developer:

Hudson Soft



GRAPHICS

8

The graphics are really good. Some of the intermission scenes are so clean, they look like they're scanned in from real photos.



SOUND/MUSIC

8

The Duo always has great sound, and *Godzilla* is no exception. The roars and howls of the monsters are amazing, and the symphonic fighting score takes fighting game music to a new level. No more generic synth music!



Godzilla roars its way onto the Duo with one of the best fighting games the system has ever seen.

PLAYABILITY

7

The Duo is limited because of its two-button configuration, but all of the monsters still have a bunch of secret moves. The movements could have been smoother, but it won't get in the way of your fun.



EDITORS' RATINGS

GORE	CHRIS
8	8
ERIC	BETTY
6	7

BANG FOR THE BUCK

8

THE LOWDOWN

Godzilla livens up a dead system with good graphics and fun game play. Sure, it's just another fighting game, but if you're a fan of the big lizard from the oceans deep, you need to play this game. It's as close as you'll get to a virtual reality *Godzilla* game. At least in this lifetime.

monster heroes of the Japanese silver screen.

—Nikos Constant



I've never been very pleased with the Japanese monster fighting games that have come out for any of the game systems. Most of them are slow and don't work very well. *King of the Monsters* was a good concept but it never really jerked my chain. It just didn't have the feel of any of the movies that I love so much.

Surprisingly, Hudson Soft has come out with *Godzilla* for the Duo and it puts all the other monster games to shame. It's not perfect, but for the Duo, it's really excellent.

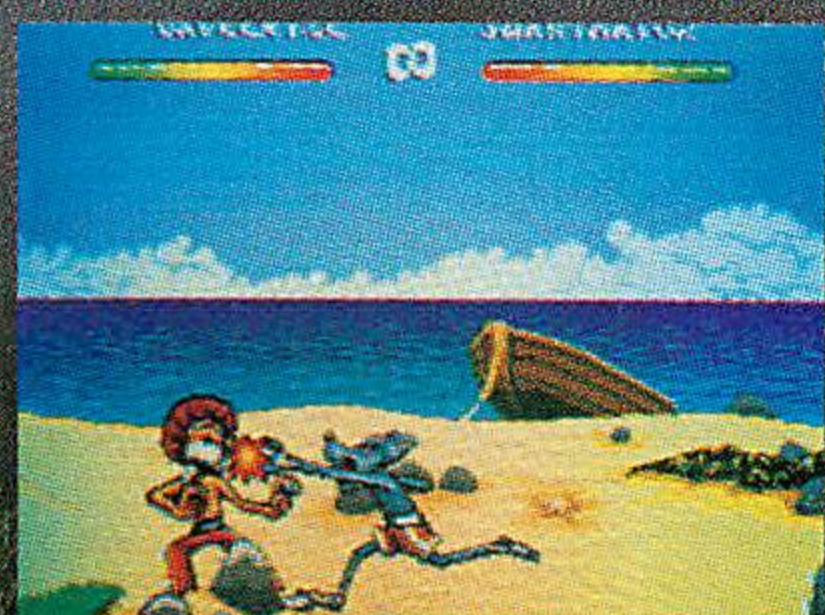
Like any fighting game, *Godzilla* has two different play options, Normal and VS game. Normal has 5 different battle stages, each divided into two areas. This is hip because it allows you to choose your own route through the game. Basically, you play Godzilla and travel from the Earth to the outer planets, searching for your final enemy Biollante.

The VS game (Which requires the Multi-Tap) is like any other with one exception: it relies on the Normal game mode. When you begin the VS games, you only have three different monsters that you can fight your friends with. In order to play with all of the monster programmed into the game, you have to first defeat them in the Normal game using Godzilla. This feature really adds some life to the game by making more of an interactive connection between VS and Normal game play.

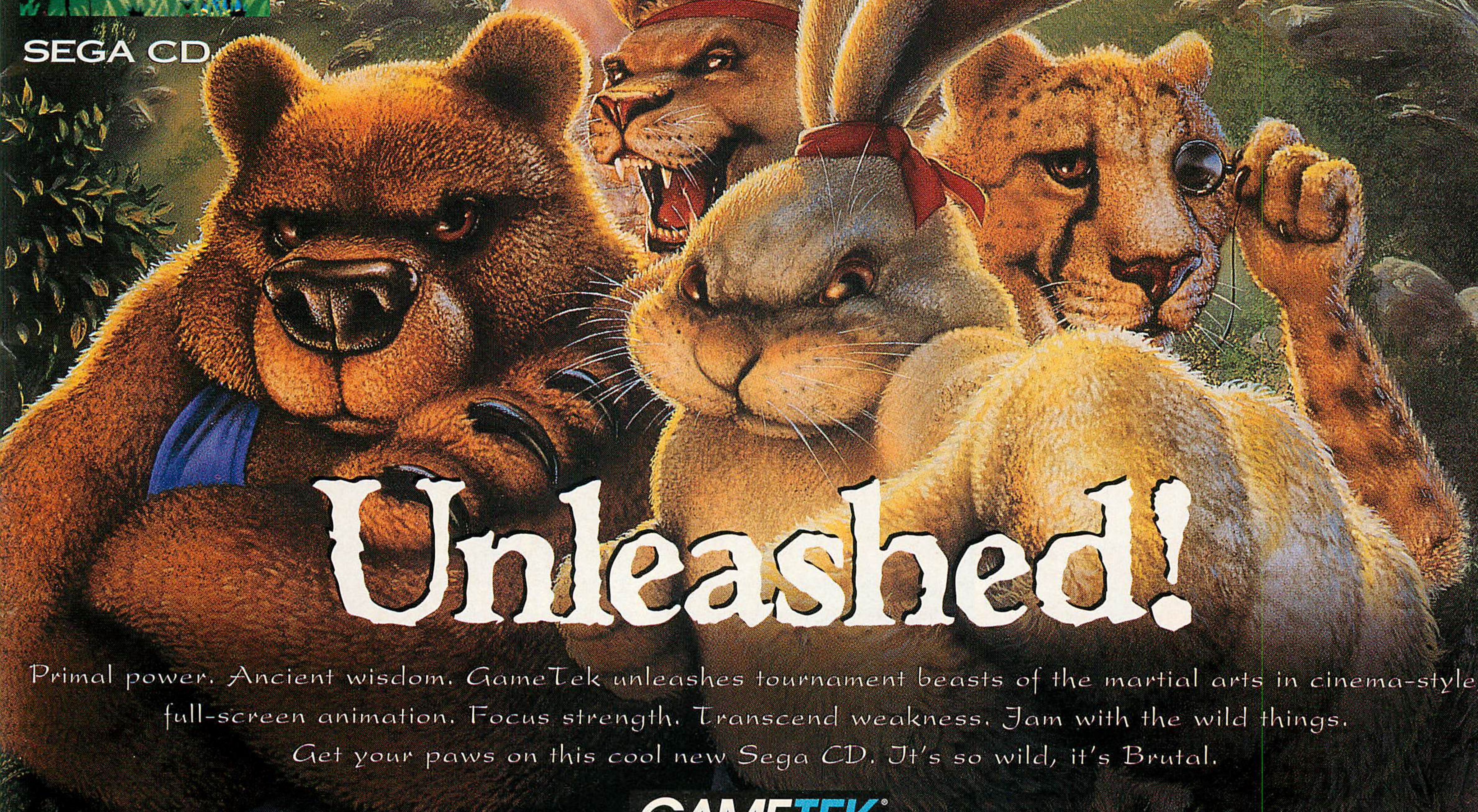


BRUTAL

Paws of Fury



SEGA CD



Unleashed!

Primal power. Ancient wisdom. GameTek unleashes tournament beasts of the martial arts in cinema-style, full-screen animation. Focus strength. Transcend weakness. Jam with the wild things.

Get your paws on this cool new Sega CD. It's so wild, it's Brutal.

GAMETEK

Frederickson

CD-i



FIGHTING



RPG



SPORTS



CAESARS WORLD of Boxing

Philips POV
Entertainment Group

1 Player

CD-ROM

Developer:

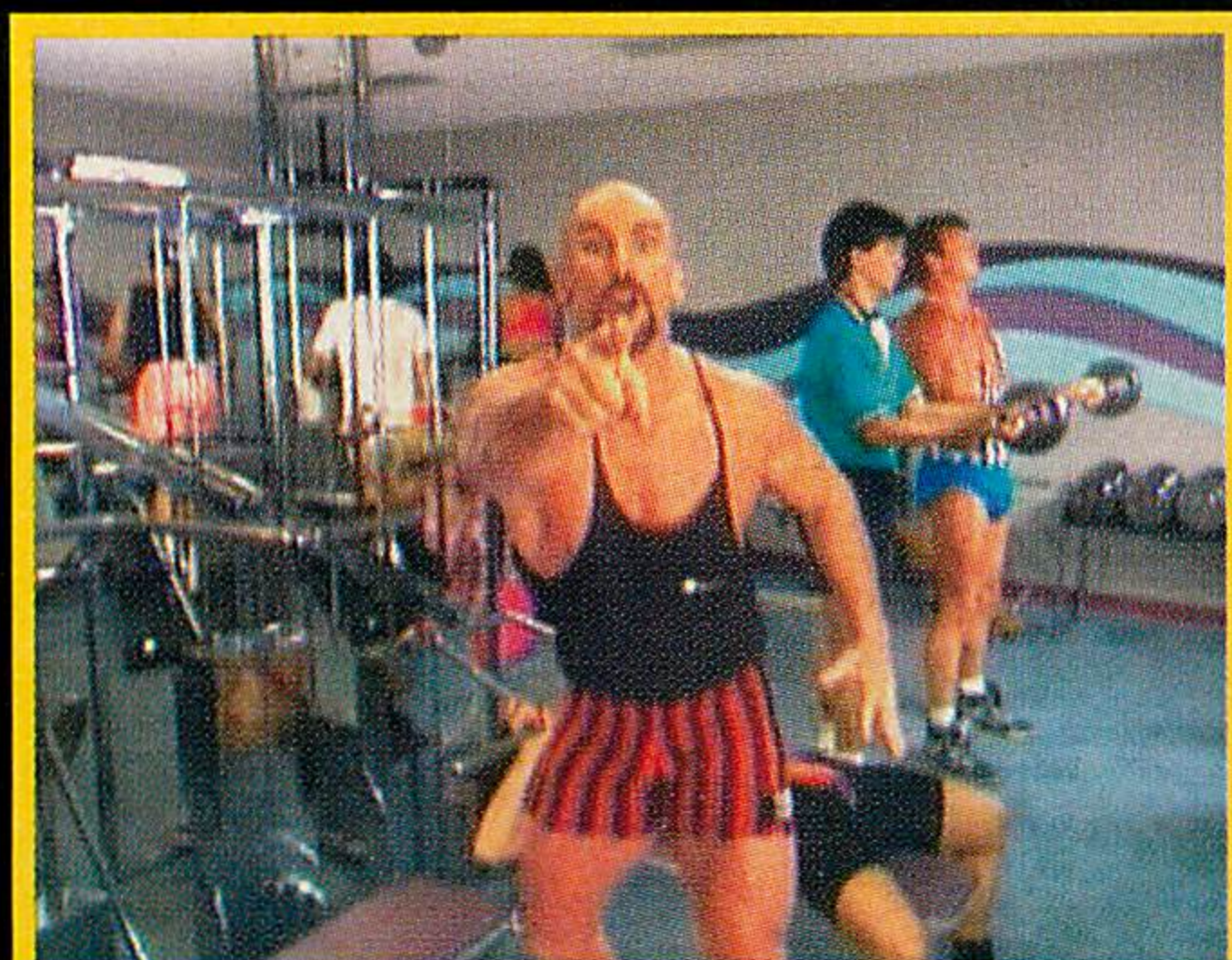
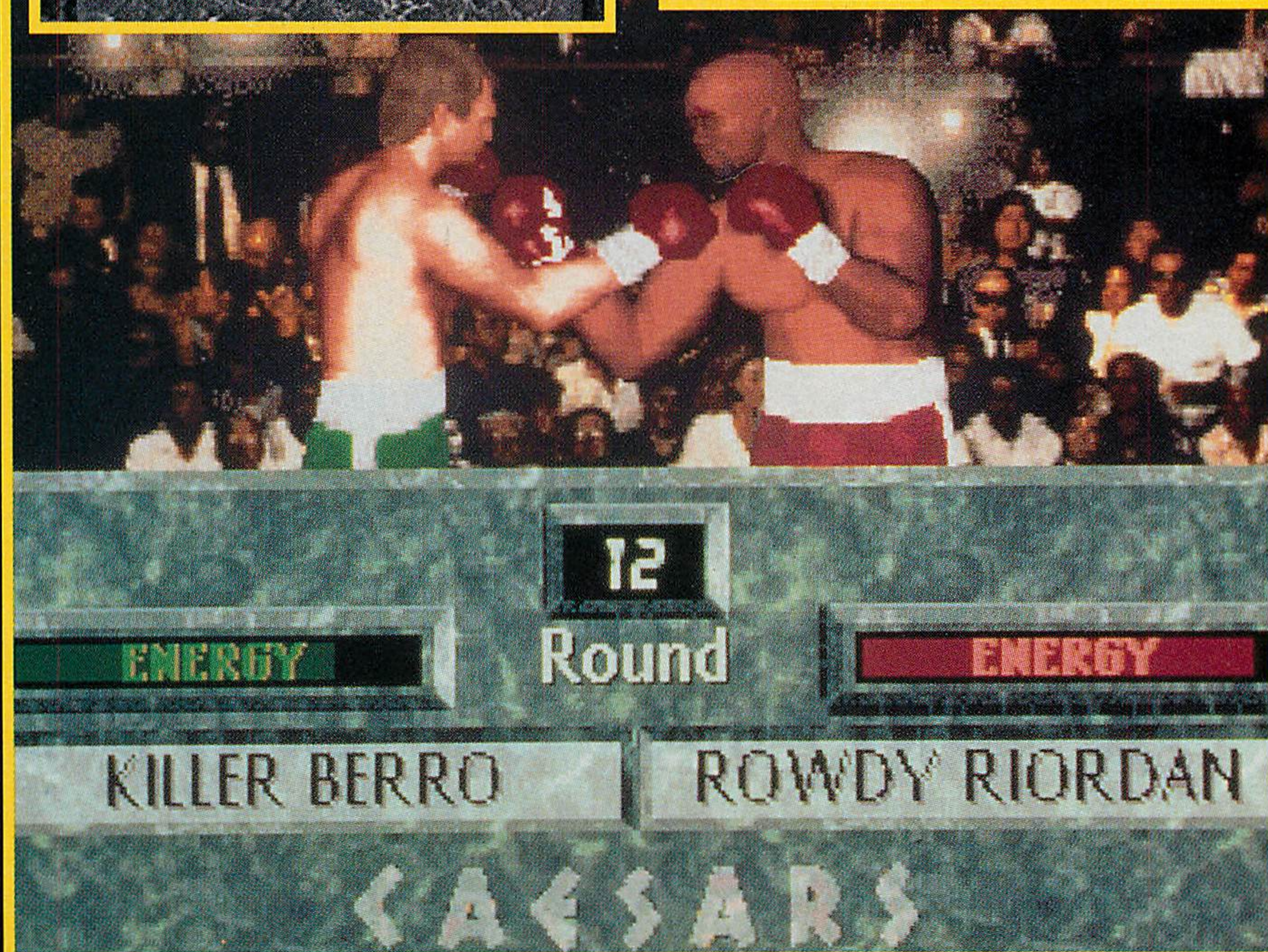
Philips POV

Boxing games are usually kind of boring on any system. The fun of watching two grown men beat the crap out of each other—plus the excitement of the event itself—just doesn't translate well to most video-game formats.

But *Caesar's World of Boxing* for Philips' CD-i is different. It's not just about pummeling the other guy—this is like Milton Bradley's game of *Life...but for boxers!* In gorgeous full-motion video, you start by hiring a trainer—pick from an aerobicized blonde babe, a militaristic he-man, a Hulk Hogan-type or a rotted-out old-timer. These decisions vastly affect the direction your boxer takes. Upon winning three bouts you are instructed to pick a manager. Again, choosing from one of the four will affect the direction of your boxers' career.

It's a movie *and* a game: At times I felt the fights themselves intruded on the hilarious and entertaining video sequences. I began to look forward to what was in store for my fighter via the full-motion video storyline. But, believe me, the fights are fun, with great sound effects and some hot babes holding up numbers between each round. I actually prolonged a few bouts just to check out these scantily-clad women in ancient-Roman-wear.

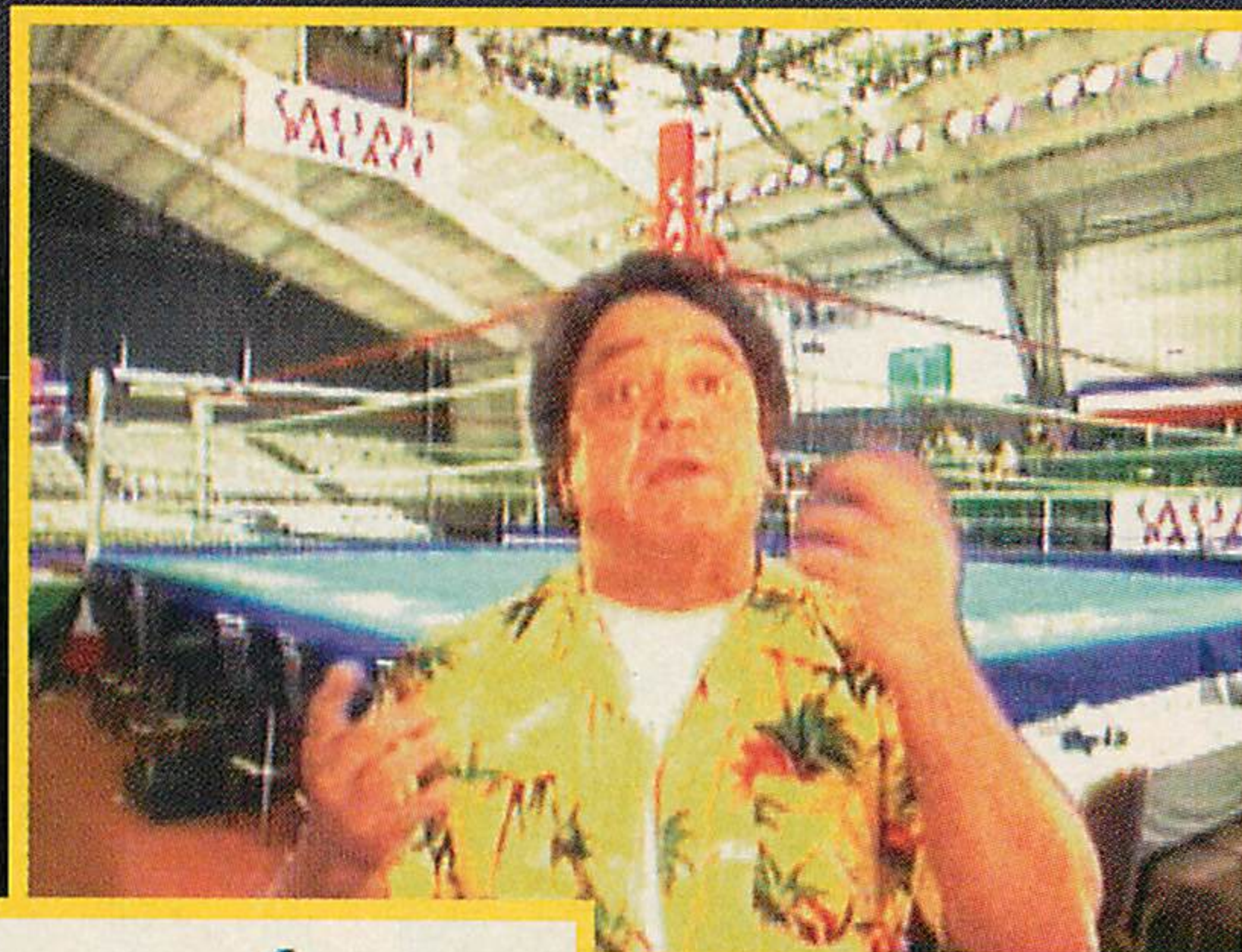
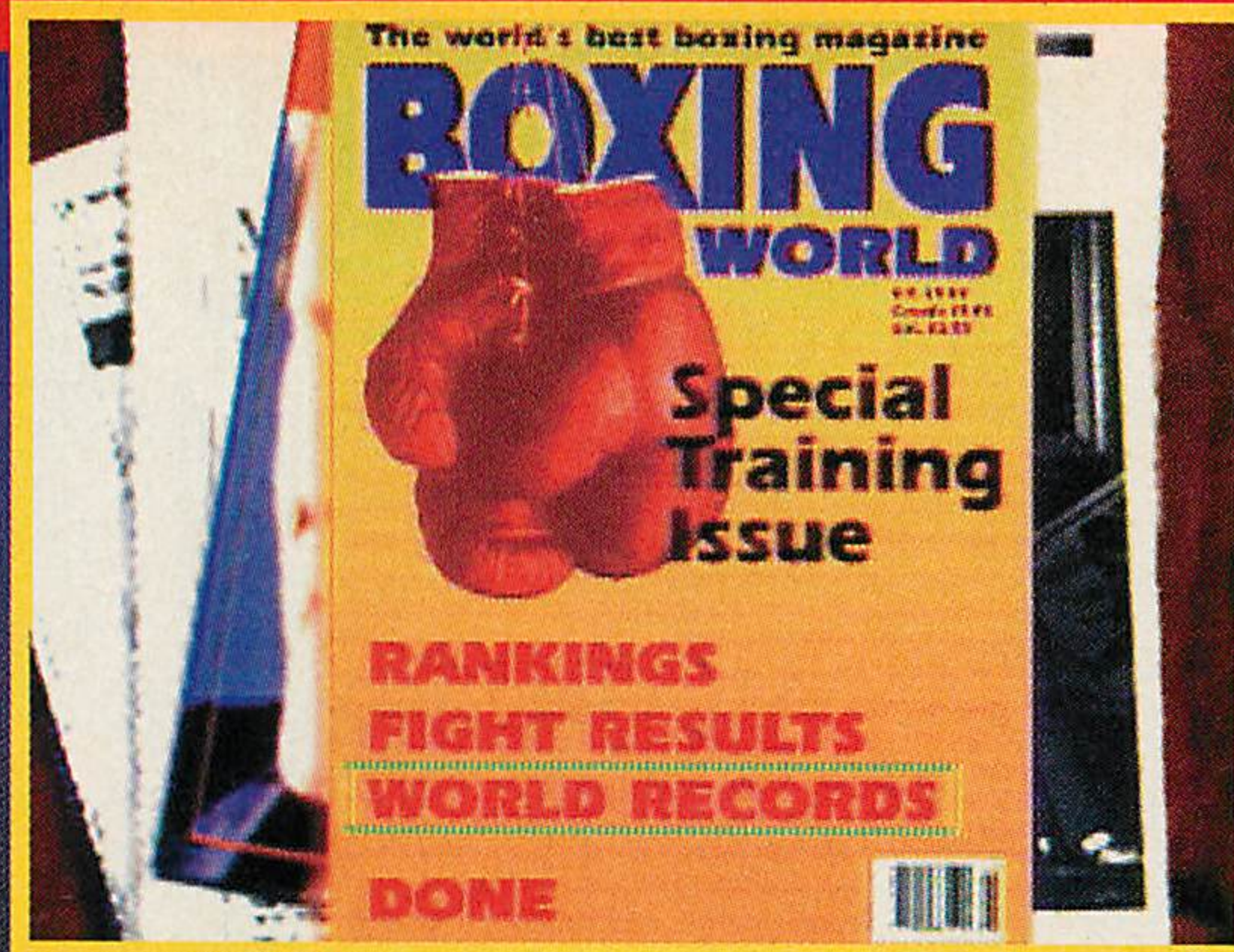
So how did my boxer fare? First, I transferred most of my energy into Power and Stamina. Next I made his skin dark, his hair red, made him bald with a goatee and named him John Load. After choosing the aerobics woman as my trainer, I easily won my first three bouts. I then selected the yuppie manager with some connections in the boxing world and my career took off from there. After numerous professional bouts I had built up over eight million dollars in winnings. At the age of 31, I got my shot at the title



REVIEWS

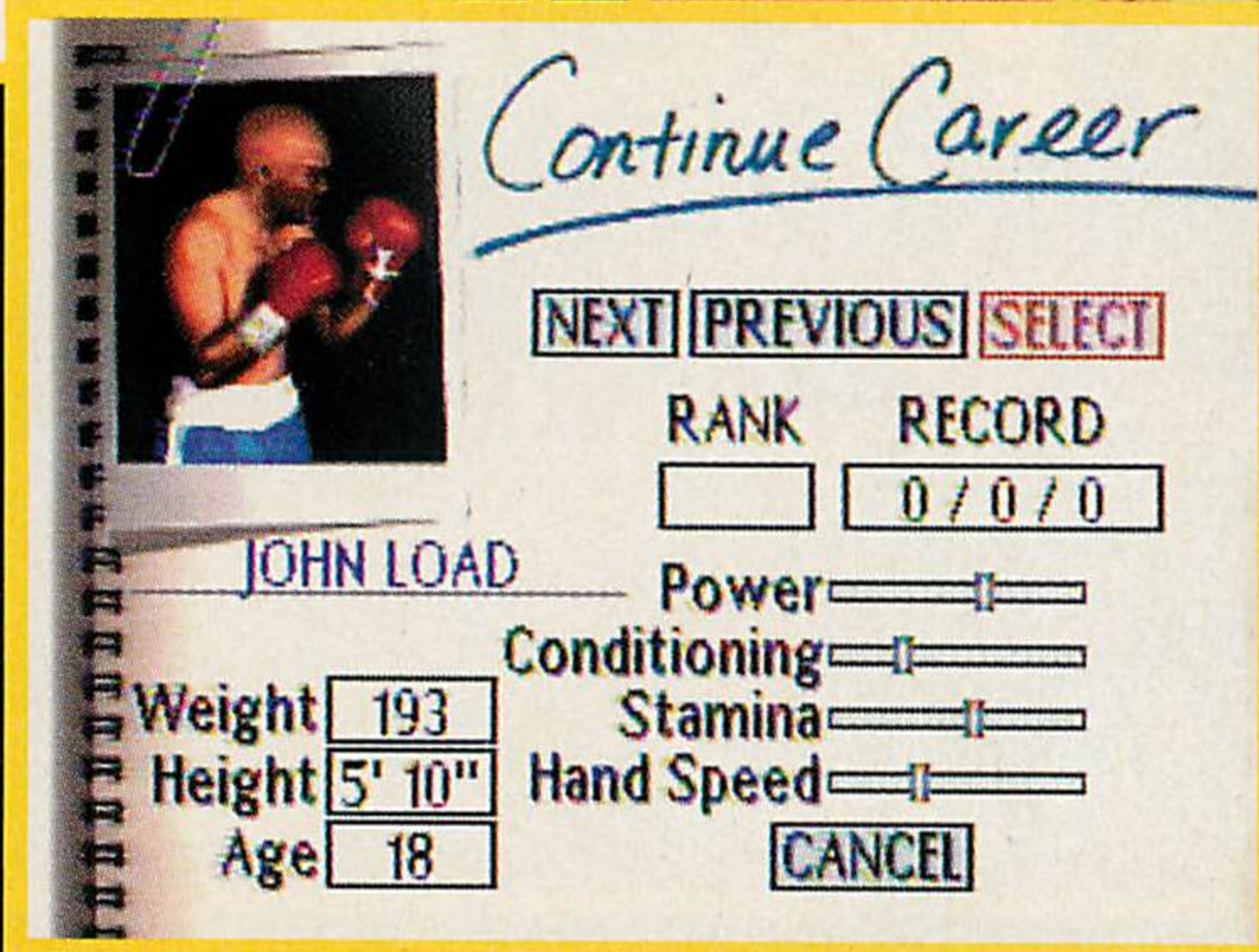


Ronnie LaRoche Sam "Sugar" White
Bobby Winston Emillio Lindero



and won—John Load, Heavyweight Champion of the World! I saved the game at this point and continued to play. Obviously my strength deteriorated as I grew older and my career took a downward spiral. One of the best aspects of the game were the humorous turns the story took.

BRING ON THE BABES! After winning a few crucial bouts, I was picked up in a bar by two girls who dragged me to their hotel room. We played strip poker and I lost! Then these girls, dressed only in lingerie, proceeded to jump in the jacuzzi. In another scenario, a girl picks me up at a bar and turns herself into a hot fudge sundae complete with whipped cream. In yet another example of my irresistible charm, my manager's girlfriend proceeds to seduce me in his hotel room while he's out for the night. I didn't realize boxers were so popular. This description sounds R-rated but the scenes themselves were no worse than anything on MTV.

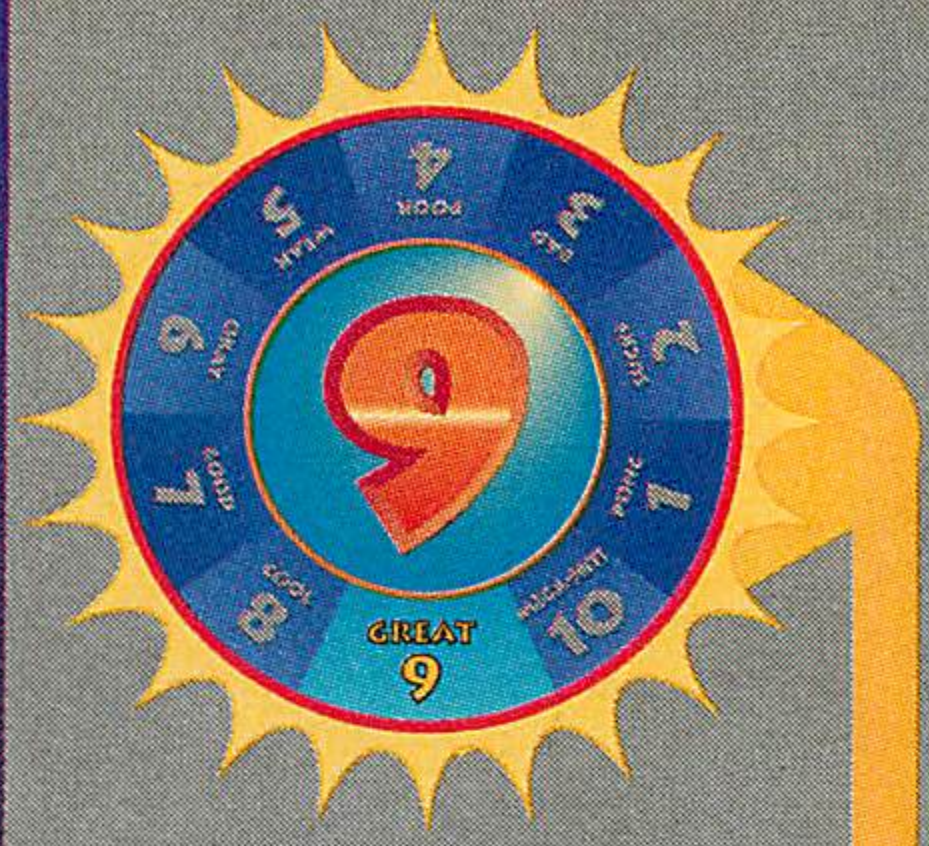
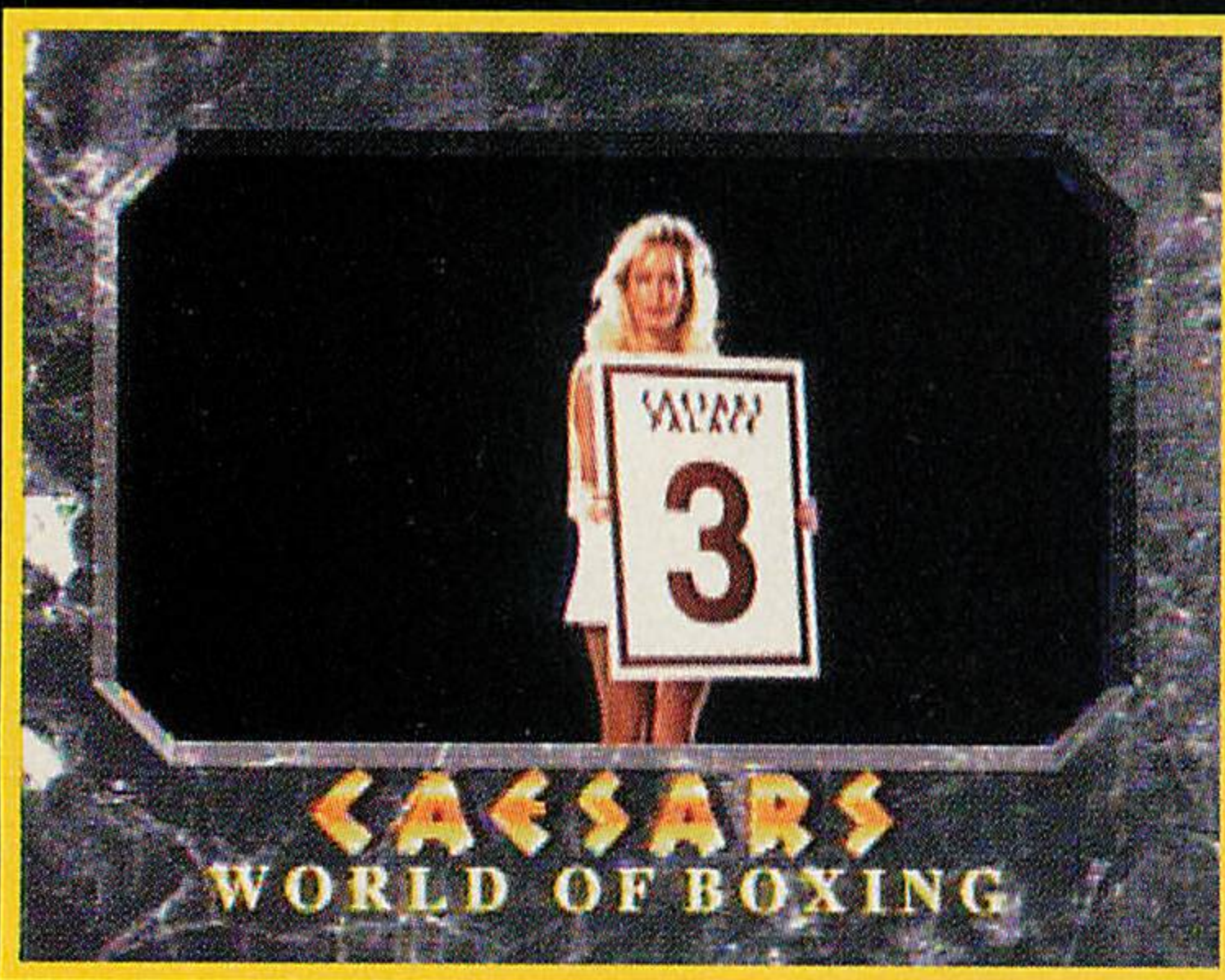


Caesar's takes you from skid row to the heavyweight title in a virtual world of boxing.

Caesar's vs. Sega's Prize Fighter. Putting *Caesar's Boxing* up against *Prize Fighter* for the Sega CD is like comparing apples and oranges. *Prize Fighter* follows a linear storyline with no deviations—you either win or you lose. And *PF* is a great game with an original interface. But there must be an infinite number of variations that you boxer's career can take in *Caesar's*. Plus the added enjoyment of the full-motion video segments adds to the overall mood of the game.

Caesar's is the closest any of us video-gamers will get to the real world of boxing. Combining the best elements of fighting games, role-playing and interactive movies, *Caesar's* is a winner!

—Chris Gore



GRAPHICS

9

The full-motion video is as good as watching any video tape. The fight scenes themselves are better than any cart game with the same gameplay, more colors and fluid movement. Plus the chicks with the numbers are hot!

SOUND/MUSIC

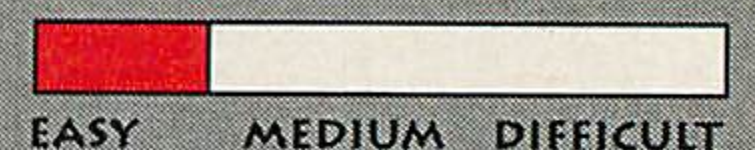
7

Not much, but what cheesy music exists serves to create just the right mood, like a movie. The sound is superb, from pounding your opponent, to working out at the gym to the announcers echoing voice.

PLAYABILITY

9

In fighting-game style, you'll want to pummel your opponent, but boxing isn't like that, it takes a some strategy. The in-between video segments are actually part of the game, so choose your trainer and manager carefully.



EDITORS' RATINGS

CHRIS 7	NIKOS 7
BETTY 8	ERIC 6

BANG FOR THE BUCK

9

THE LOWDOWN

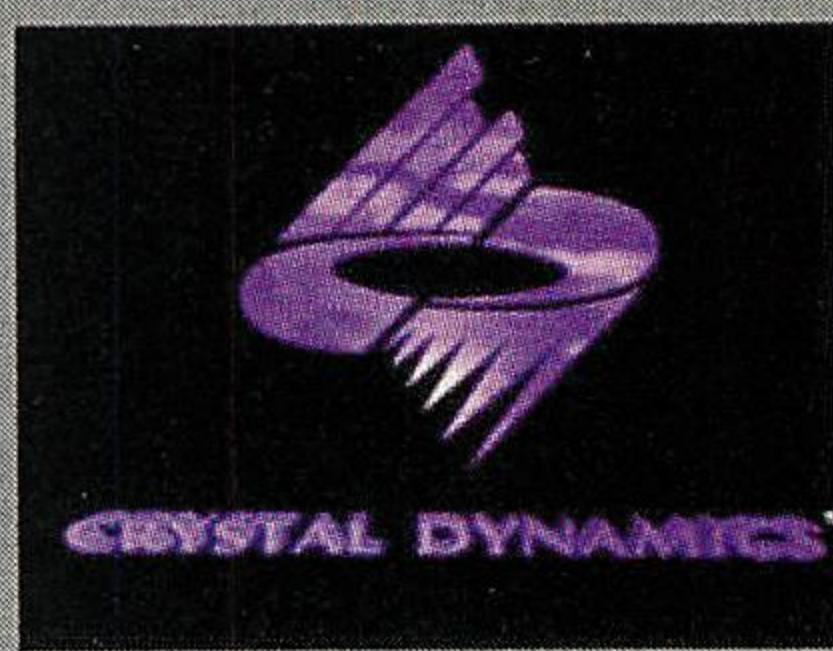
Caesar's World of Boxing is just that—the entire world that surrounds this brutal sport. Not only do you get to beat the living daylights out of some tough competition, you'll make decisions about your boxing career. Do you dump your gorgeous blonde aerobicized trainer just because you lost your last two bouts? Should you go with the seasoned manager or the one with all the connections? Not just a game, but a virtual world of top-notch entertainment.



3DO



SHOOTER



Crystal Dynamics

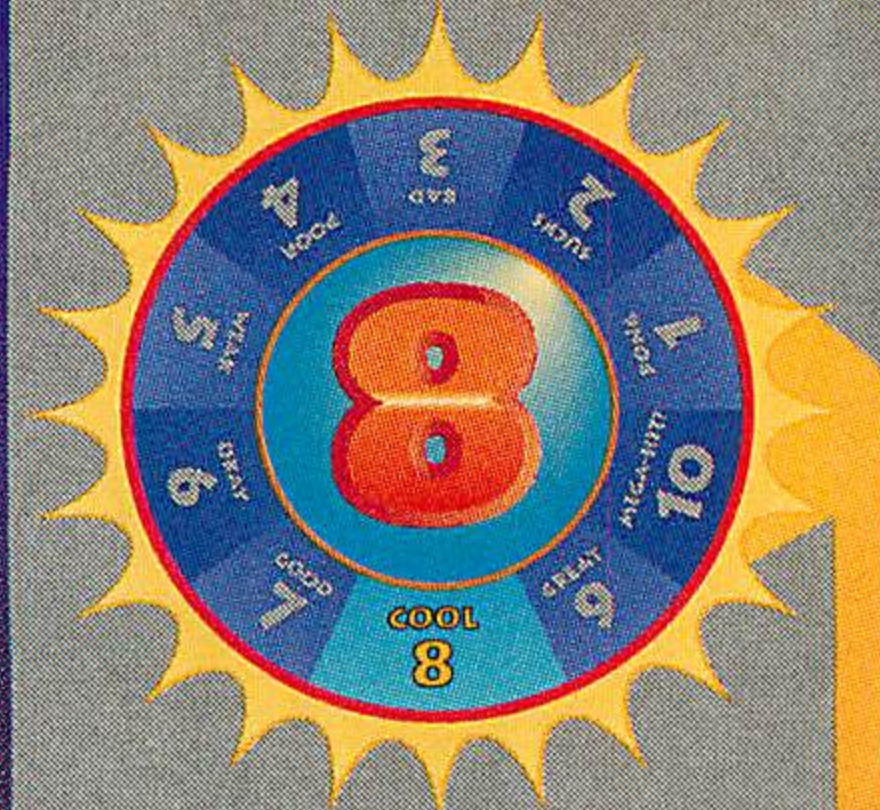
1 Player

CD-ROM

20 Levels

TOTAL ECLIPSE™

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GRAPHICS

10

Incredible intro with the ugliest aliens since the Ferengi. The space ships actually look real—none of this polygon crap! The terrains move smoothly, the trench sequences will make you sway in your seat—the graphics are the best part.

SOUND/MUSIC

6

The rock and roll score seems out of place—it's not bad, I just would've liked it better in another game. The sound effects are good enough for a movie. The voice actors are weak and could have used at least a little direction.

PLAYABILITY

7

The control is a little tough—being stuck on a one way path with only a few optional directions is always a drag. The trenches are also a pain to navigate, you've got to get used to the "cyberspace."



EDITORS' RATINGS

CHRIS	NIKOS
7	7
BETTY	ERIC
8	6

BANG FOR THE BUCK

8

THE LOWDOWN

Total Eclipse is an awe-inspiring shooter. The action is intense, the bad guys are scary, the alien landscapes are weird, the trenches are tough to navigate—this game is a phenomenal challenge and a blast to play! On the downside, the cyber-actors looked and acted cool but could've used some professional voice actors to pull off a better sense of believability. This complaint aside, *Total Eclipse* is quite possibly the best game available for the 3DO.

The spacecraft in *Total Eclipse* look real—none of this phony polygon crap!



I love great science fiction and I especially love video-game shooters. *Total Eclipse* combines the best of my two loves into a fantastic and exhausting experience. The Drak-sai consider it an honor to be selected for the hunt. When these evil invaders show up at Starbase Bravo dragging along their Sun Dagger it means curtains for the human race. Your mission is to conquer five Drak-sai worlds and save humanity.

You can't say that *TE* isn't fair. You start with five Firewings and two continues for a total of fifteen ships, plus weapon power-ups and 1-Ups along the way. But this game is a tough shooter. Getting grounded in the so-called "cyberspace" for this game is no easy feat. Navigating the narrow trenches requires precision timing when getting past some moving doorways. The incredibly

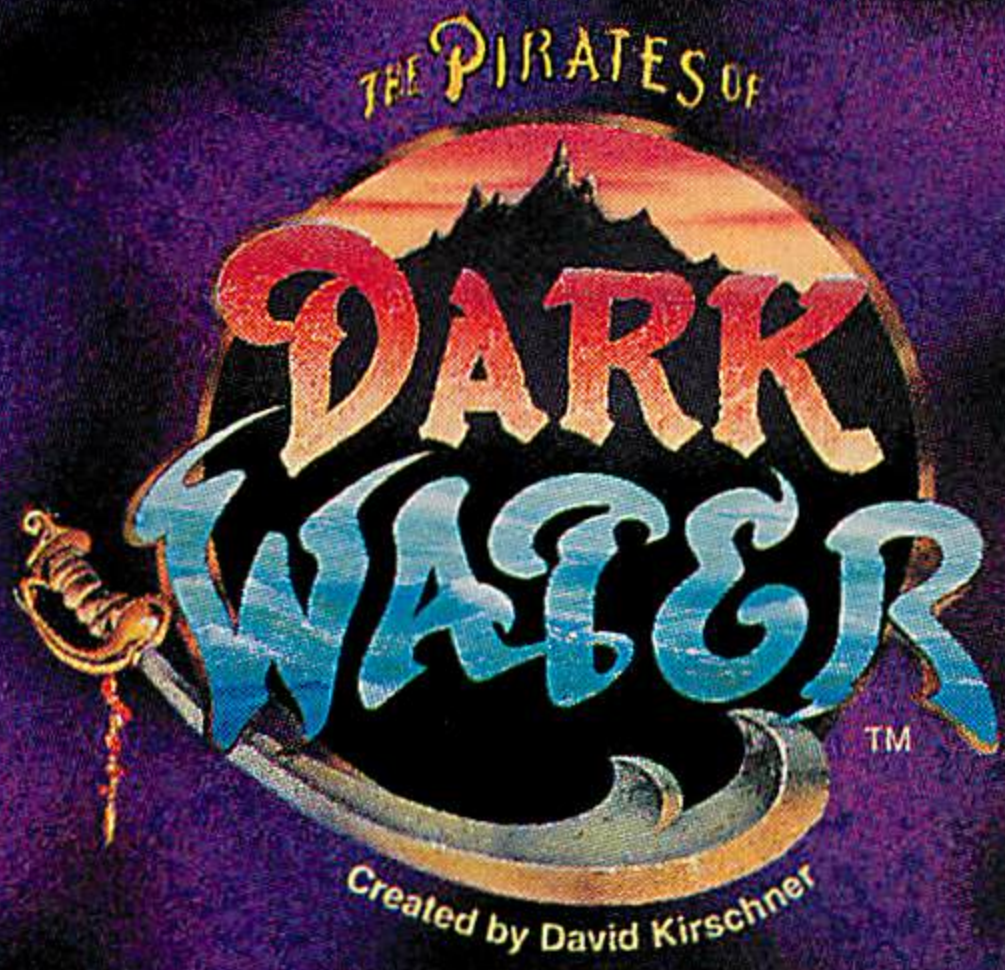
giant machine-like bosses are a pain. I salute anyone who can survive this onslaught without using a continue.

I still can't recommend buying a 3DO (\$500 is still too high) but play *Total Eclipse* at any cost. Great fun!

—Chris Gore

REVIEWS

LOOK YOUR ENEMY STRAIGHT IN HIS EYE



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.



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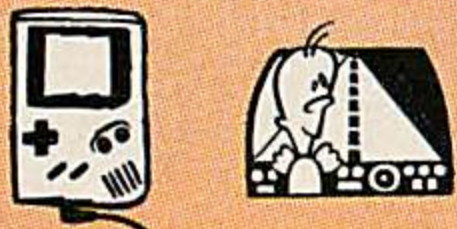


CIRCLE #118 ON READER SERVICE CARD.

F1 POLE POSITION

©1993 UBI SOFT ENTERTAINMENT SOFTWARE
LICENSED BY FUJI TV FUJI TELEVISION
LICENSED BY NINTENDO

GAME BOY



8

COOL

UBI Soft Inc.
Phone: (415) 332-8749

Race against pro drivers like Nigel Mansell in this cool hand-held race game. Can you believe you can modify your car? This is fun for a tiny Game Boy title. Try it with your friends with the Game Link cable, and don't forget you can save a game in progress.



WCW MAIN EVENT



GAME BOY

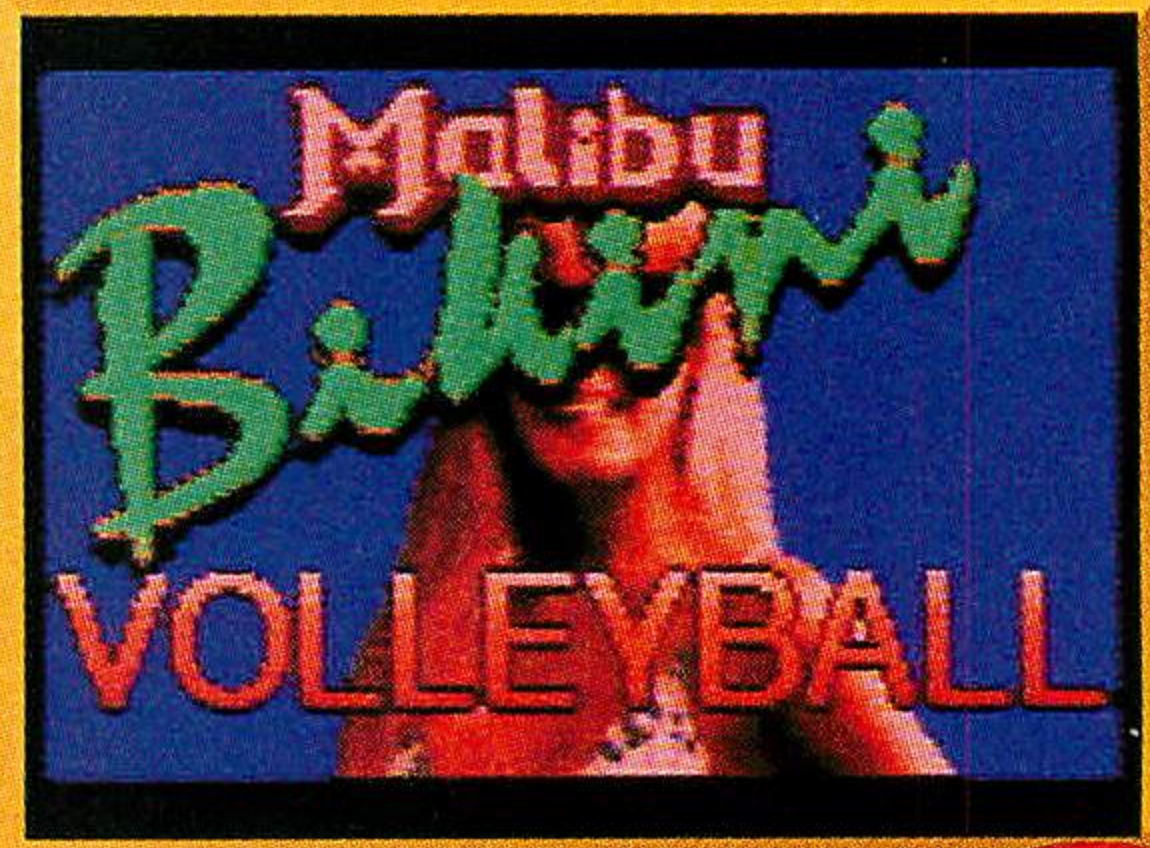


6

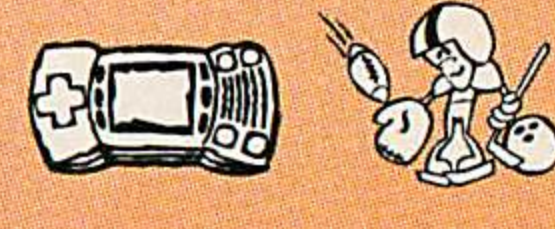
OKAY

FCI
Phone: (212) 702-0435

The Main Event is here and you can choose from a bunch of characters. Like most wrestling games, you can also fight outside the ring. The only negative is the small size of the characters, which makes it hard to tell which moves are happening.



LYNX

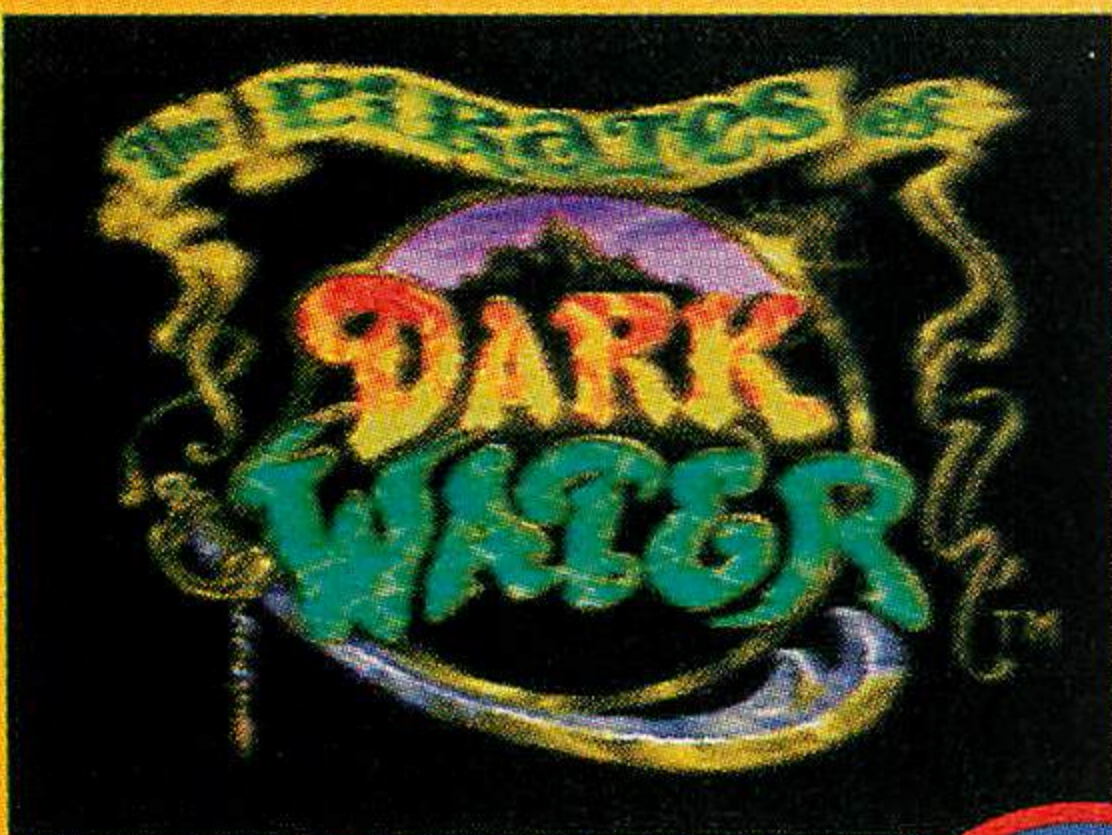
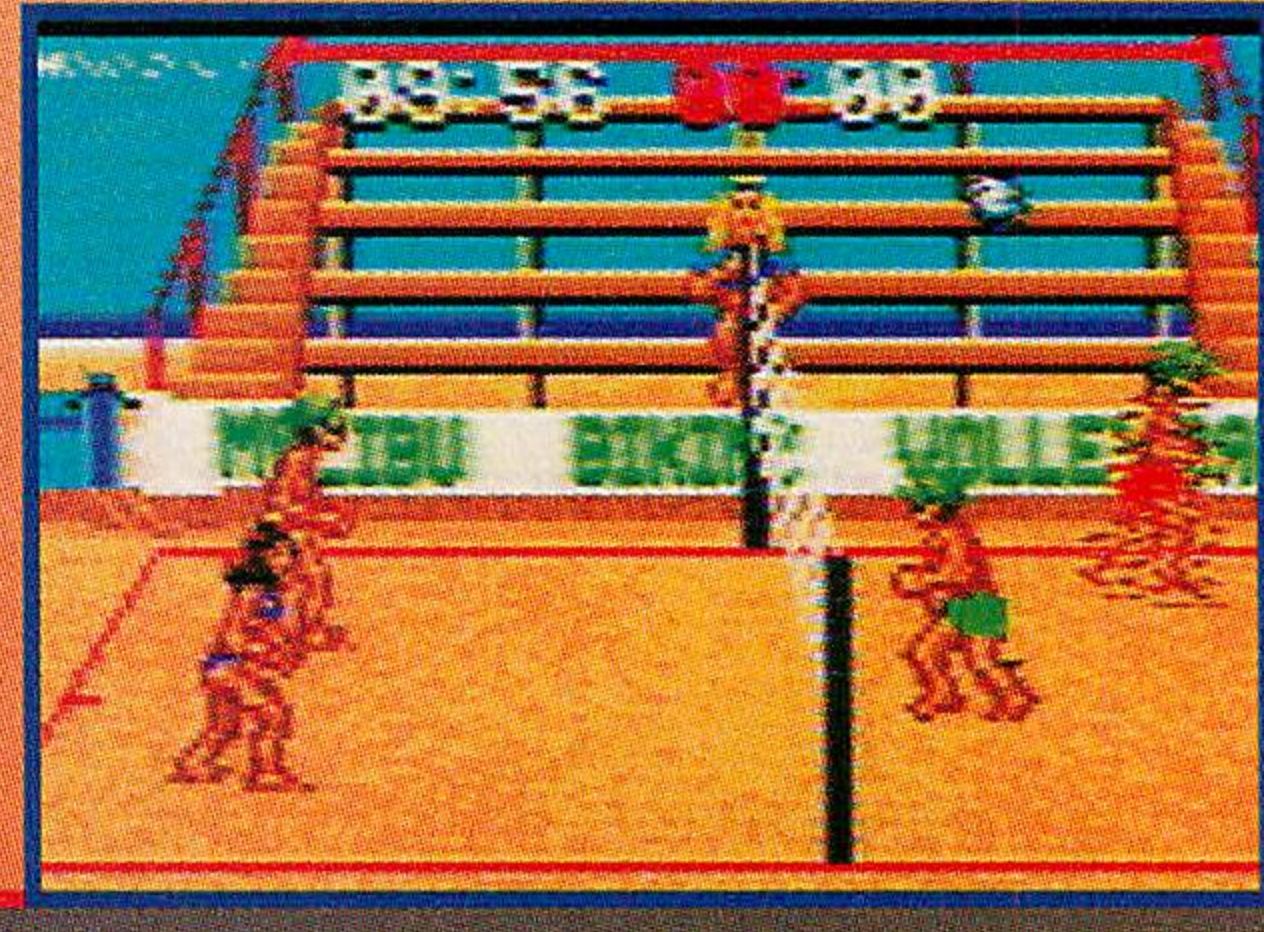


6

OKAY

Atari Corp.
Phone: (408) 745-2019

A bit sexist, eh? Even though there's a visual guide, it can be difficult to control the players and see where the ball's going. The game doesn't hold up well to repeated play, but the animation's good and the CD-style music select option is extremely cool.



GENESIS

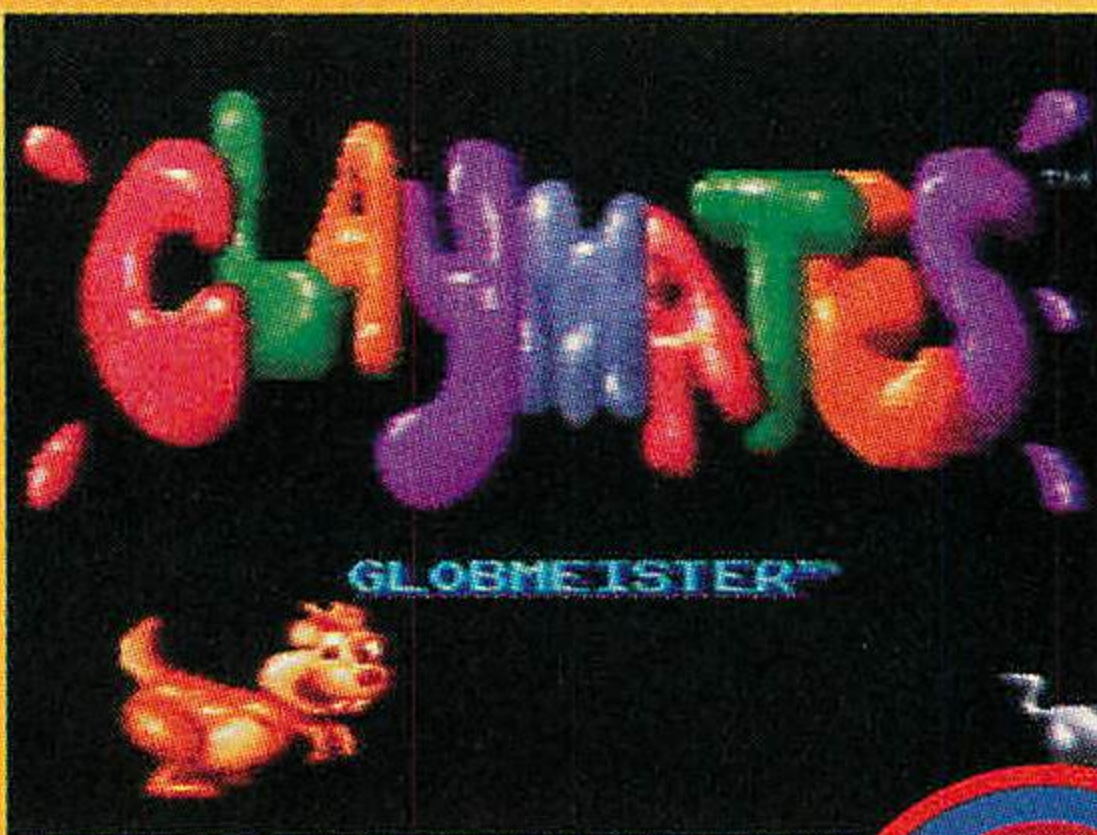


7

GOOD

Sunsoft
Phone: (714) 891-4500

This Genesis version looks better than the SNES version—that is, the graphics aren't as dirty-looking, but it plays pretty much the same, *Double Dragon*-style. Go through the game—preferably as Tula—and kick butt everywhere. Kind of monotonous, but cool.



SUPER NES



9

GREAT

Interplay Productions
Phone: (714) 553-6655

What a game! Lookin' good. The colors in this game are fantastic. The super-cool thing about *Claymates* is that you constantly change into other characters as you play through the game. Just a big gob of goo, that's you. I say: funky, fat, and fresh.



GAME GEAR



8

COOL

Extreme Entertainment
Phone: (415)525-3000

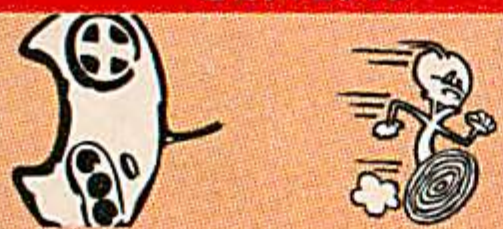
Just as good as and plays like the SNES version. In fact, I think the Game Gear version is *better* than the SNES version. How do you like them apples? You probably get more for your money with the Game Gear *Choplifter III*—it's a hot game, worth the cash.



REVIEWS



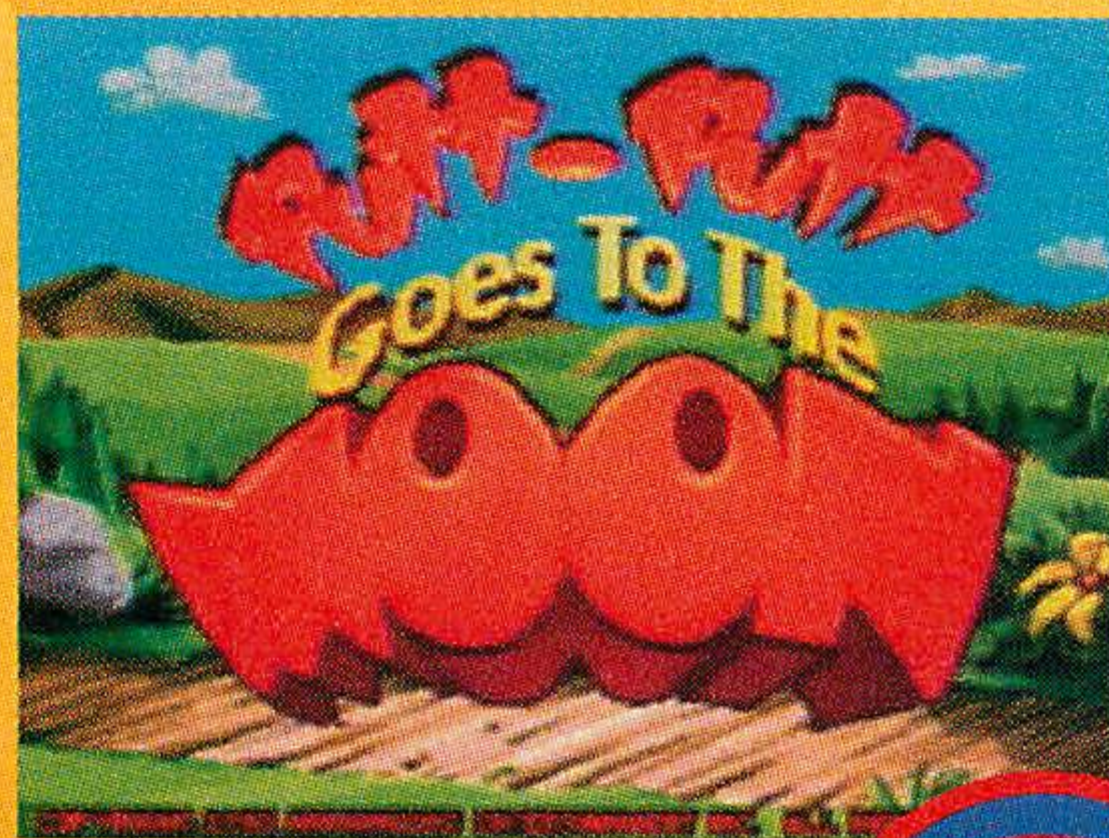
GENESIS



10
MEGA-HIT!

Virgin Games
Phone: (714) 833-8710

This is one bloody action game, and I loved it. A lot of gratification when seeing blood splattered all over the windows. RoboCop is one mean machine, and he's out to destroy the Skynet super computer. This is my kind of game.



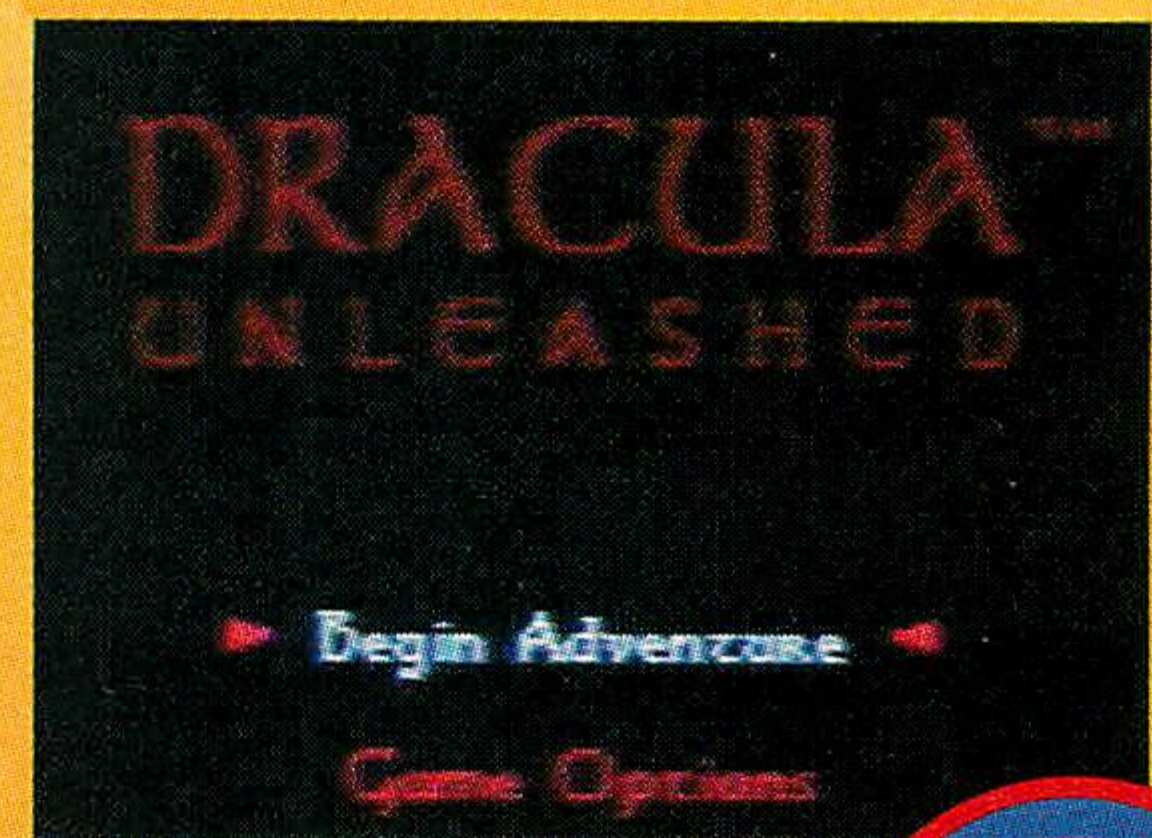
3DO



8
COOL

Humongous Entertainment
Phone: (206) 487-0505

This game is really cute. I hate to use that word. But I enjoyed it, and this is a game for *little* kids. Putt-Putt meets Rover the lonely lunar terrain vehicle, and before you know it, they're building a rocket. The only downer: A little too didactic for my tastes.



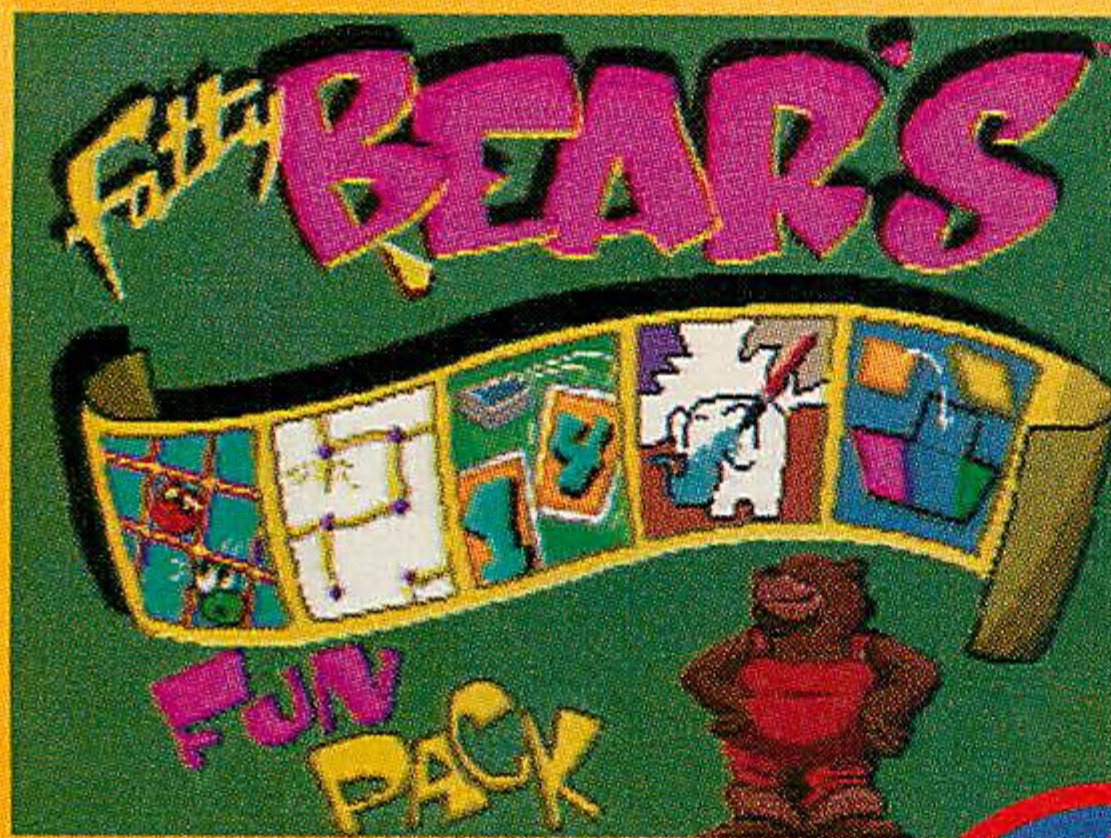
SEGA CD



8
COOL

Sega
Phone: (415) 508-2800

Interesting video sequences. Graphics are pretty much what one would expect from a Sega CD game. But Dracula does look cool. And it's your job to find him and to kill him. Better than *Night Trap* which had a more interesting plot but lacked good gameplay.



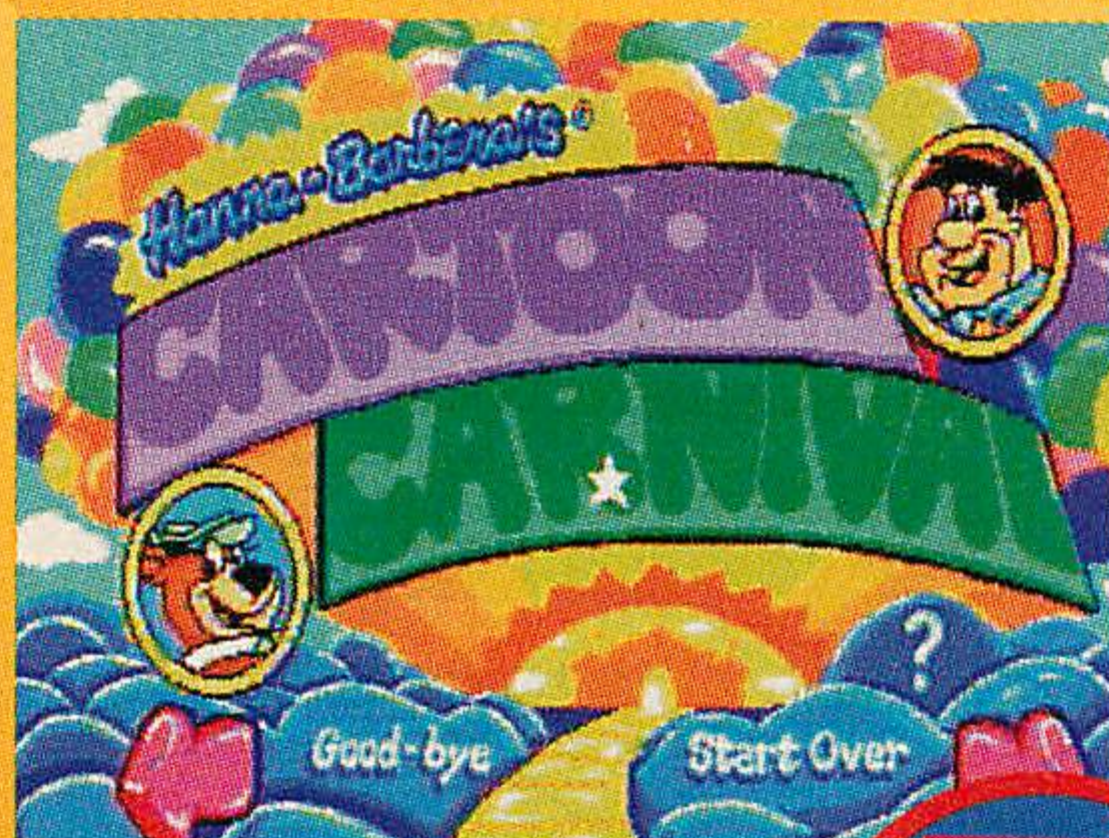
3DO



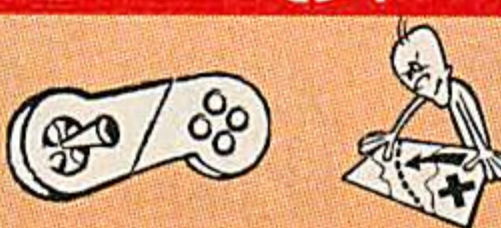
6
OKAY

Humongous Entertainment
Phone: (206) 487-0505

Cool name (Fatty Bear), but it just doesn't look that good. Nothing really interesting. The games are pretty boring. I'm not sure I'd like it even if I were five years old. *Fatty Bear's Birthday Surprise* looks better (lawn bowling!)



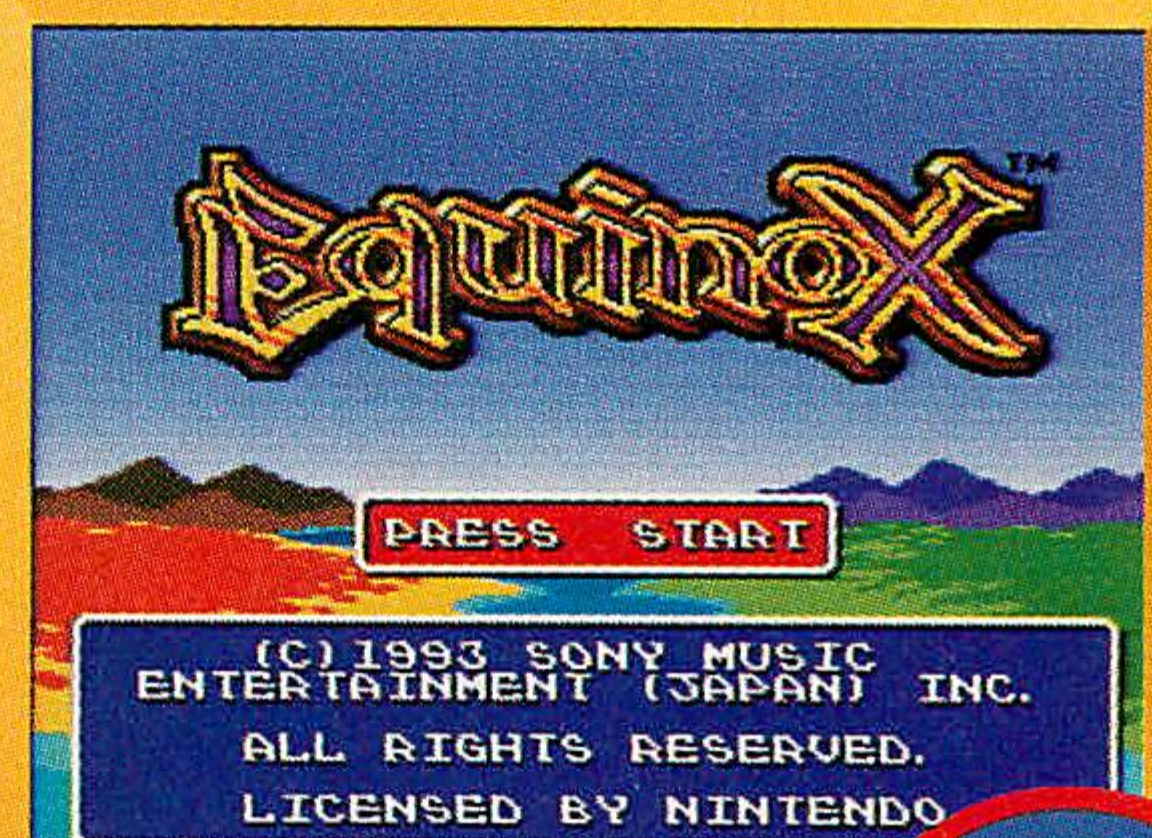
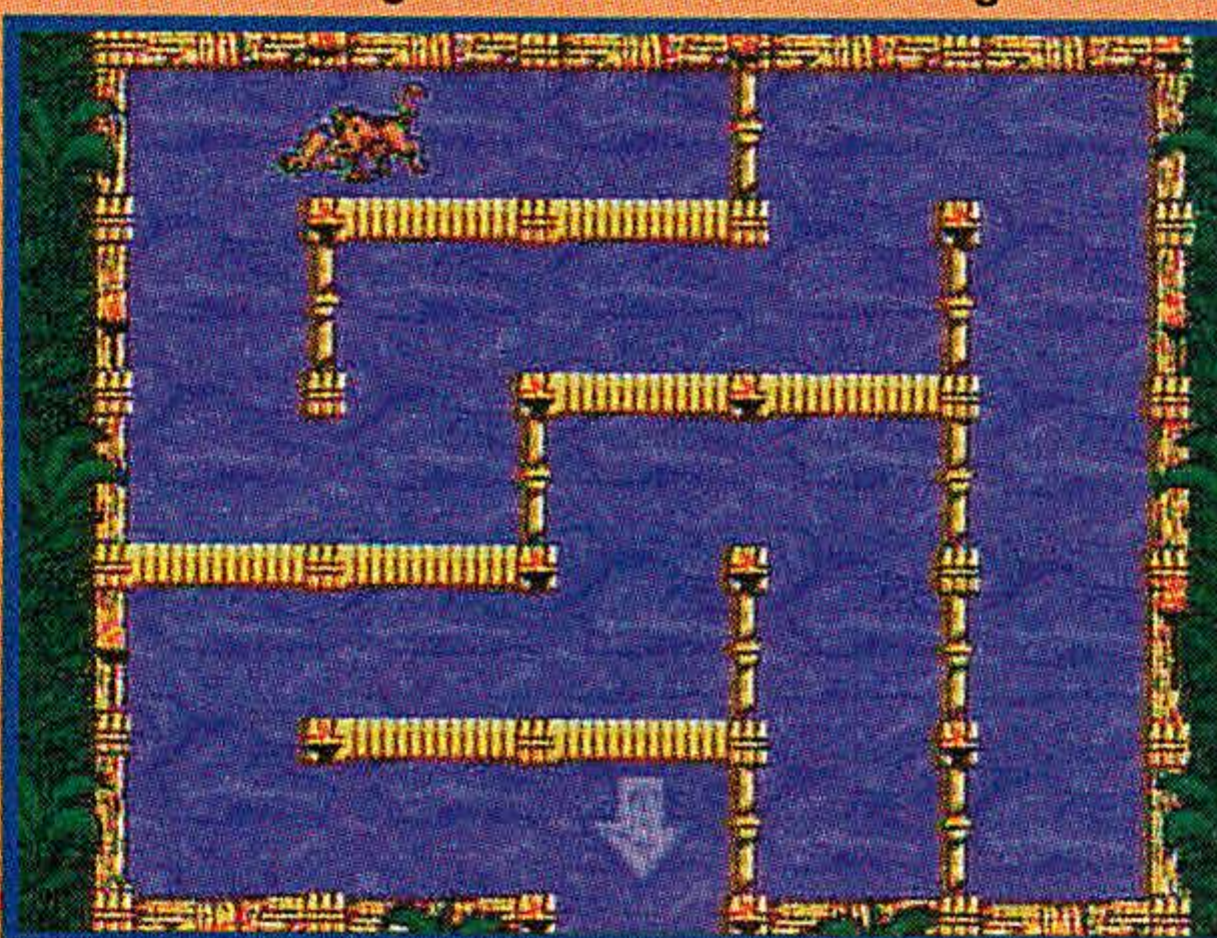
CD-I



7
GOOD

Philips FunHouse
Phone: (310) 444-6600

Graphics are great. Looks just like the real Hanna Barbera cartoons, everything from *Huckleberry Hound* to *The Flintstones* to *Scooby Doo*, and I love *Scooby Doo*. Even *The Jetsons*. Otherwise, the game play isn't too interesting. Mazes and matching colors.



SUPER NES

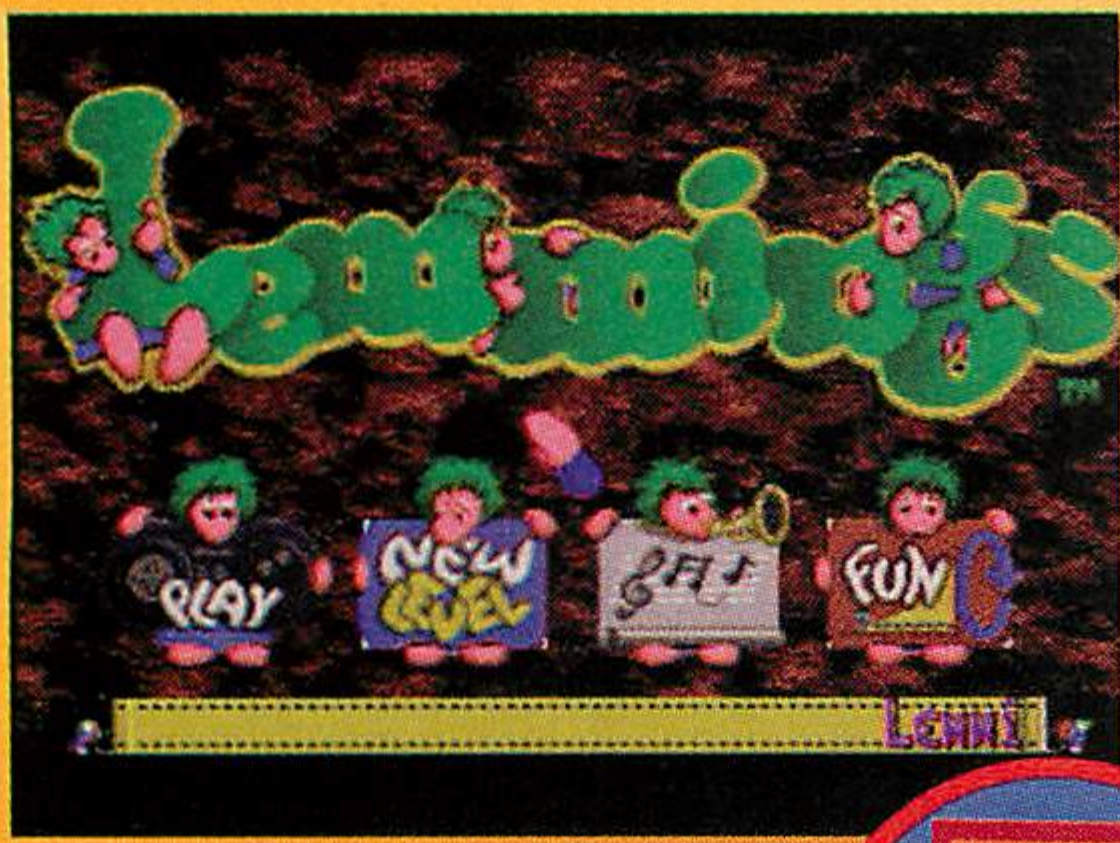


8
COOL

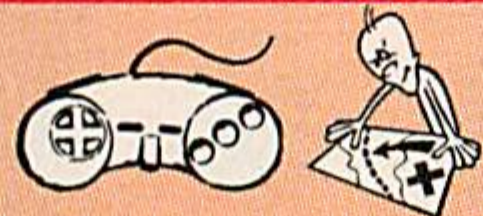
Sony Imagesoft
Phone: (201) 930-1000

For action/RPG fans, this game looks awesome, but it's a tough one. You're a goony-looking kid in a land of ghosts and huge beasts. Graphics are awesome, but don't get stuck gazing at them—you have to fulfill your quest. Didn't we review this ages ago?





3DO



7

GOOD

Psygnosis
Phone: (617) 497-7794

Lemmings has finally made it to all the systems! Oh Boy! I say with a shout to the heavens. It's pretty much the same game as on all the other systems, except the graphics are a bit perkier and those cute li'l guys sound a little sweeter.



3DO



7

GOOD

ReadySoft
Phone: (905) 731-4175

When I was in the 7th grade, I used to spend my lunch money playing *Dragon's Lair* in my town's local yogurt shop. (Hey, it was the '80s.) Now I could spend my whole rent check on a 3DO and play it again. I'm not sure the whole retro vibe is that important.



GENESIS

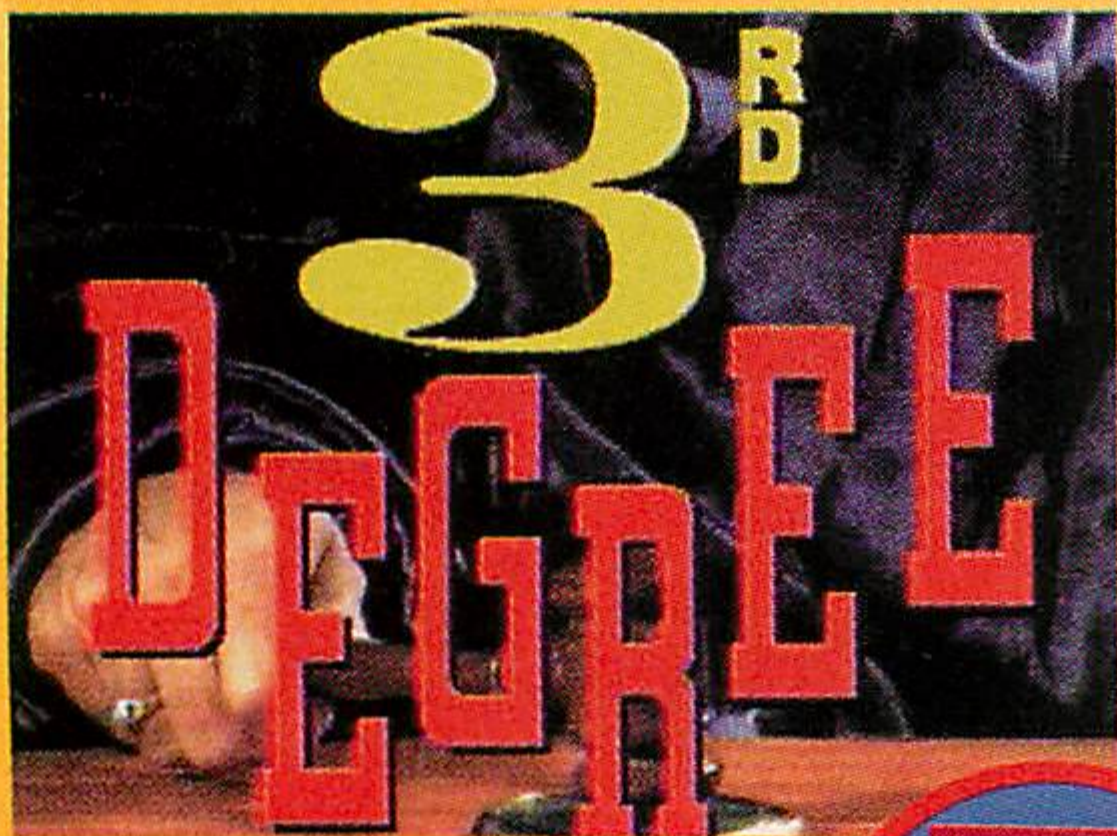


8

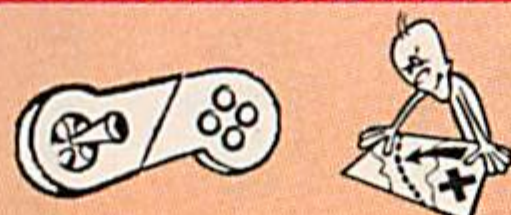
COOL

Data East
Phone: (408) 286-7080

Shoot the robotic enemies in this ladder climbing, horizontal travelling, shooting game. You're a futuristic robot jock with a hot gun. There's lots of action and strange weapons. Graphics are colorful making this more eye pleasing than a LifeSavers sucker.



AVAILABLE NOW

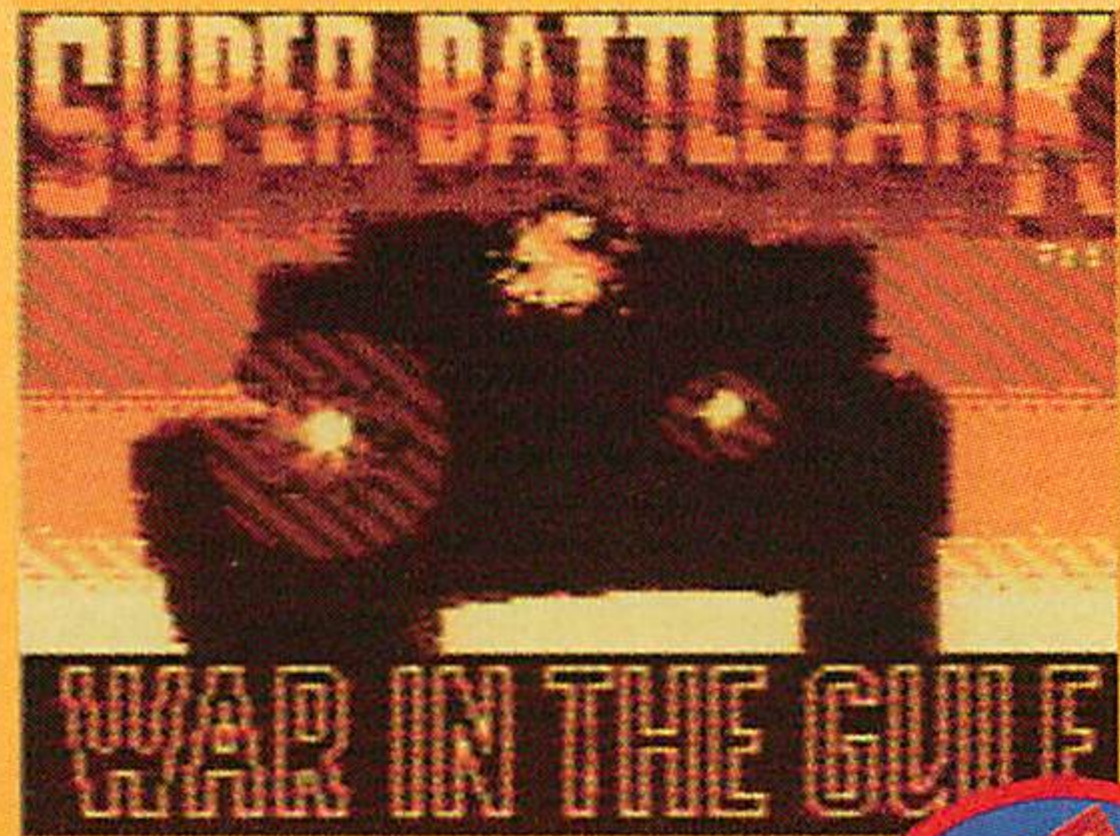
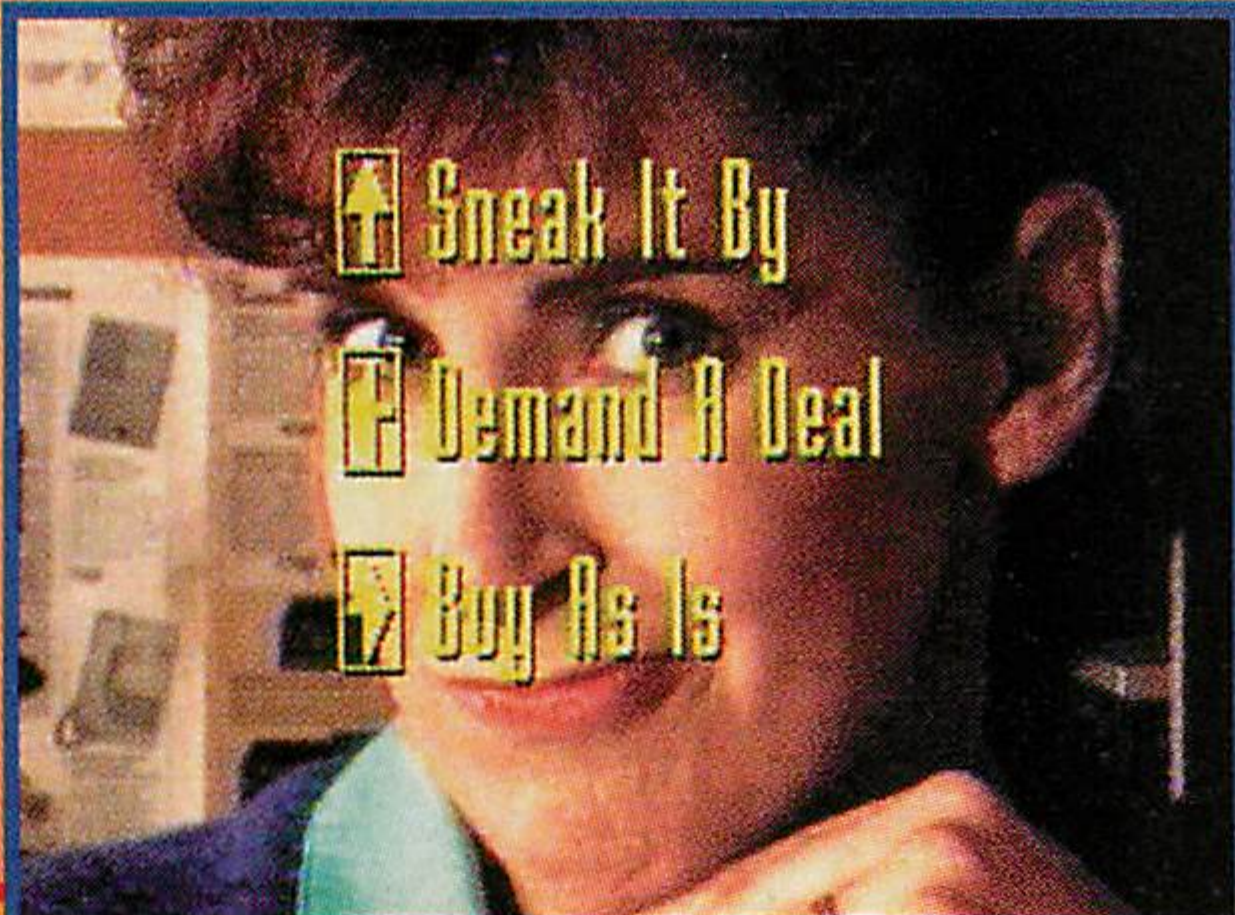


7

GOOD

P.F. Magic
Phone: (310)444-6600

Question: Would you lie to protect your boss who's having an affair? I wouldn't, but what would my friends say? Answer questions like these in this TV party game show for three to five players. It's fun but the only knock is you need three players and it's slow.



GAME BOY

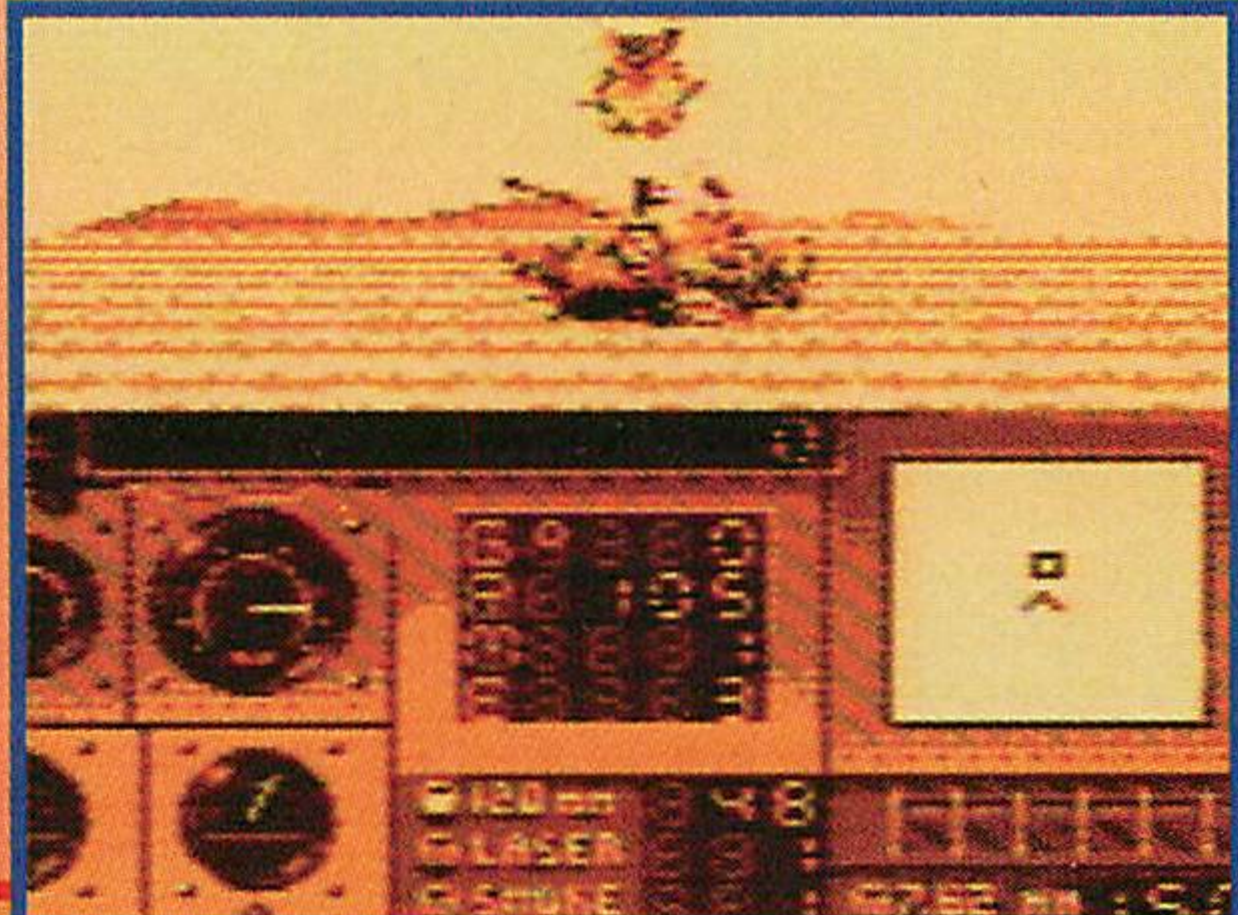


6

OKAY

Absolute Entertainment
Phone: (201) 818-4800

This is slow, even for a Game Boy game. Even *Combat* for the Atari 2600 was faster than this. I guess it would be OK if you were going on a road trip to Somalia, but then, anything would be better than that. I think I'm more into peaceful war games.



GAME GEAR



8

COOL

Absolute Entertainment
Phone: (201) 818-4800

Dedicated to the troops in the Gulf, *Super Battle Tank* for the Game Gear is a colorful tank simulation. Roll through the hot desert blowing away the enemy. This was a bit too real for me, considering that war kills humans dead, but an OK game nonetheless.



ATTENTION: INTERNS!

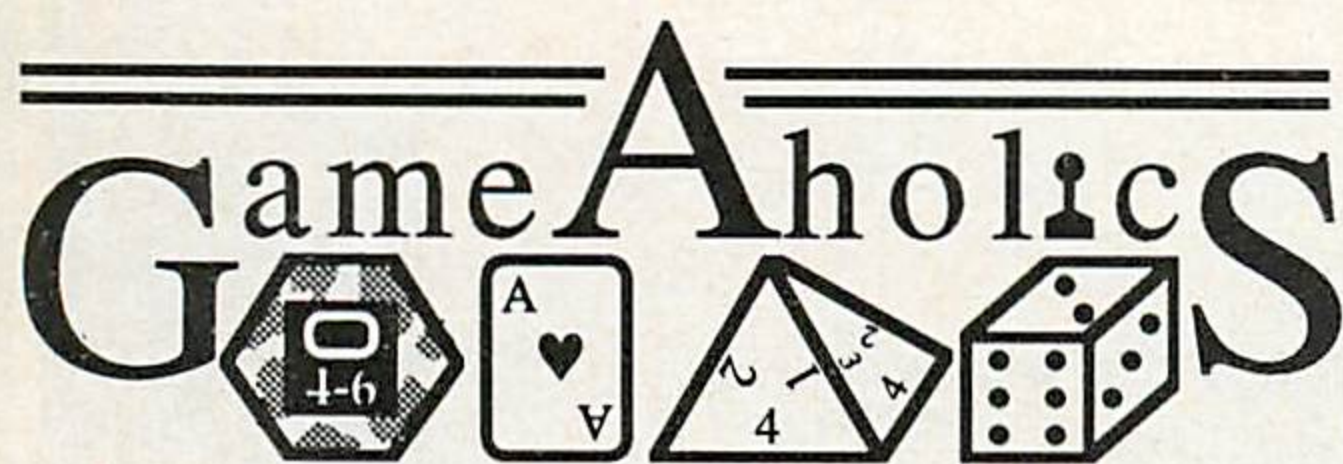
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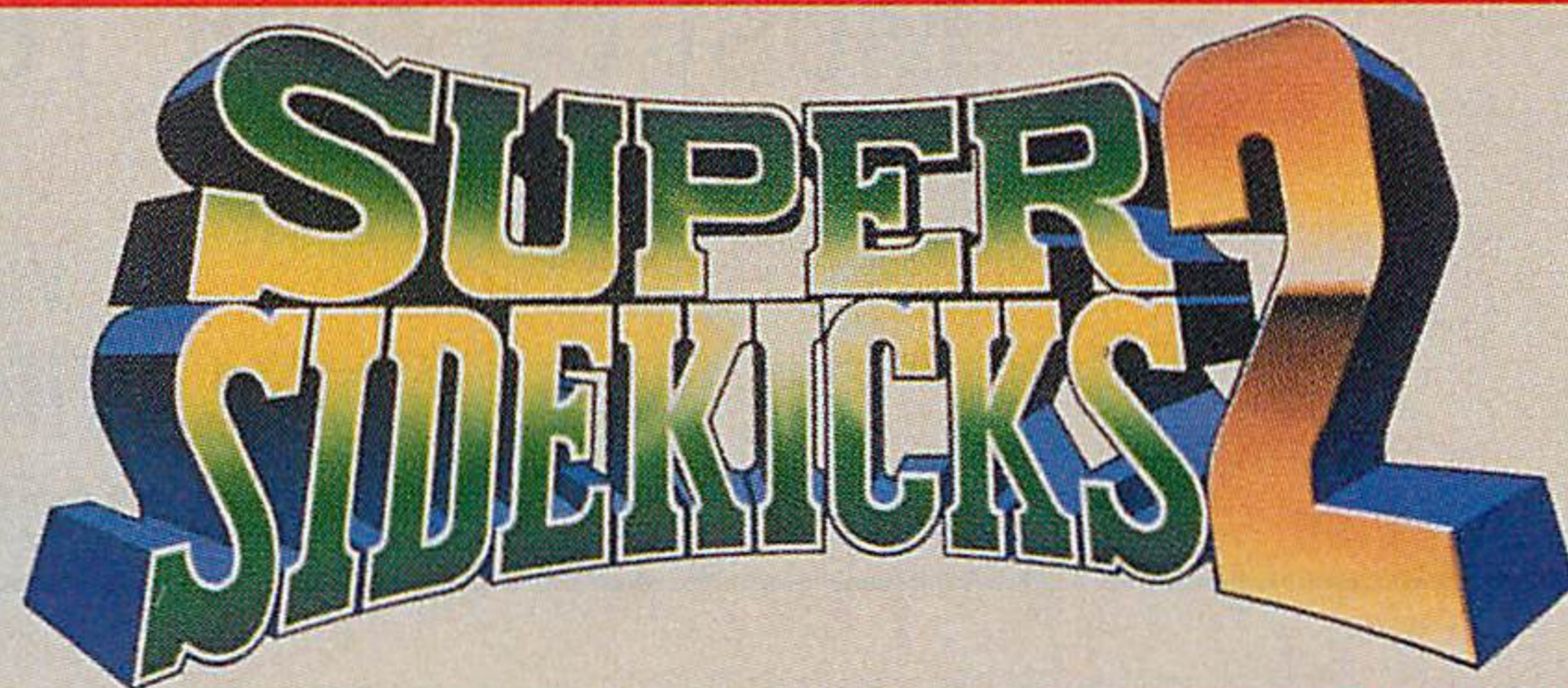
SPORTS WIRE

SNK'S SOCCER SEQUEL:

The VIDEOGAMES office is buzzing with the news that SNK's *Super Sidekicks 2: The World Championship* is ready for release on the Neo•Geo. As big fans of the first game, we can't wait to get our hands on the sequel!

The new version has 48 different teams to choose from, each with varying degrees of soccer proficiency. Improved sound and graphics will have you screaming along with

the digitized crowd. Your local arcade will be as wild as an English stadium filled with drunken fans ready for a riot when you find out that each team can choose between a powered-up defense, offense or teamwork option before the game begins. If you're into one-player action, you'll play in the World Tournament for the cup.



Super Sidekicks 2: The World Championship should be the sports arcade game of choice for when you get tired of *NBA JAM Tournament Edition* or your elbow starts hurting from too much air hockey.



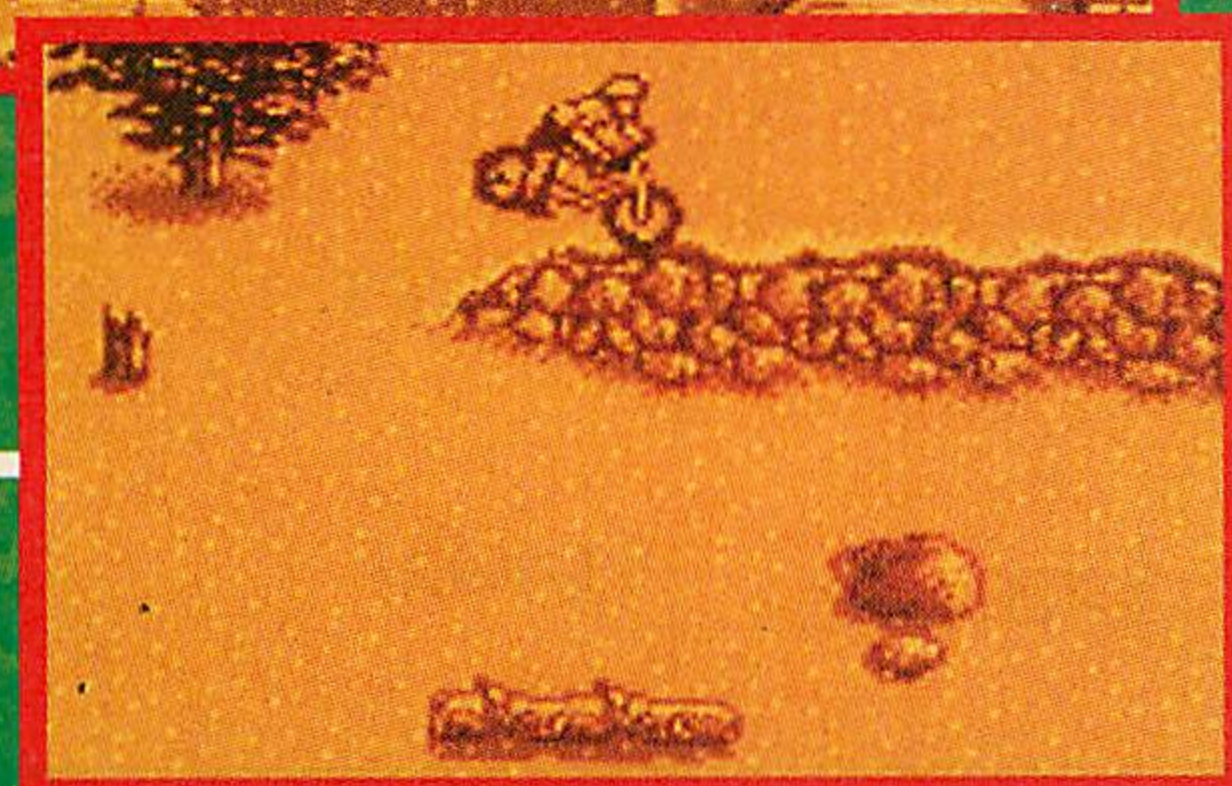
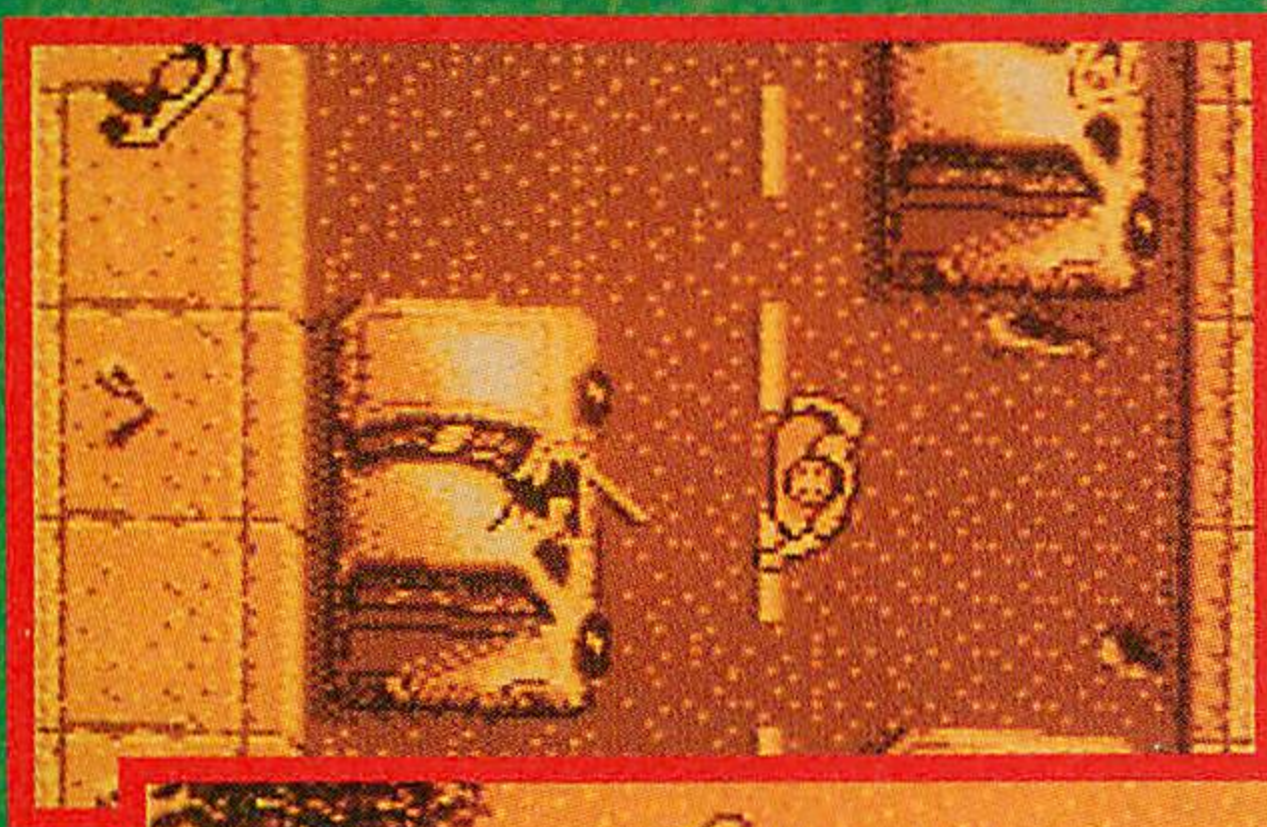
T•HQ SPONSORS SPORTS ILLUSTRATED FOR KIDS CONTEST

Forget the sexist swimsuit issue: If you want *real* adventure, check out T•HQ's new Game Boy title, *Sports Illustrated For Kids*. Not only will you be able to skate, snowboard, and mountain bike your way through an *MTV Sports*-style triathlon, you'll also be able to enter "The

Ultimate Triple Dare!" contest. The winner will be able to choose between a vacation snowboarding in the French Alps, mountain biking in Australia or skateboarding in Hawaii.

If you think those sports are for wimps, they even give you a chance to take the

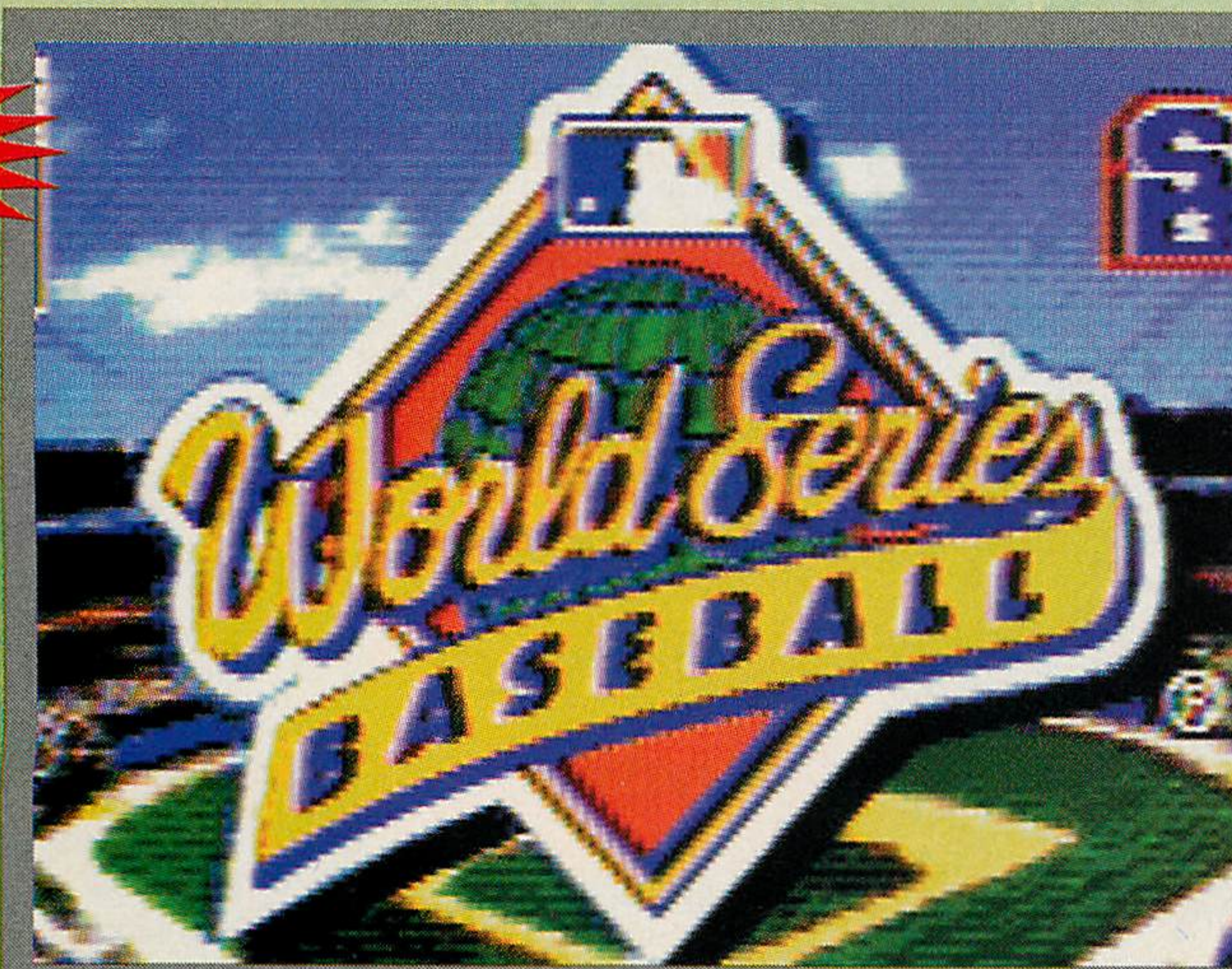
money and run away with \$50,000 in cash. Bank enough to make up your own dream vacation! Just think: You can go penguin-chasing in Antarctica, lava surfing on Mt. Unzen in Japan, or drag racing through the Vatican. Peep out the contest and the game beginning in April.



GENESIS



SPORTS



1-2 Players
16 Megs
Developer:
Blue Sky Software



GRAPHICS

10

It's not the obvious things like the huge batters or spectacular diving catches that make this game look great; it's the little things like the second baseman smoothing out the infield dirt while waiting for the pitch to be delivered.

SOUND/MUSIC

8

The SportsTalk play-by-play is a little smoother than in Sega's previous cart and features more emotion on home runs and double plays. The intro music is great, but I missed the stadium organ during the game.

PLAYABILITY

9

Great interface with pop-up windows that guide you through pitching and batting choices. The ball's shadow size and fielder radar help you track fly balls when the auto-fielding option is off. Controller response is crisp and accurate.



EDITORS' RATINGS

GORE	CHRIS
9	9
NIKOS	BETTY
8	8

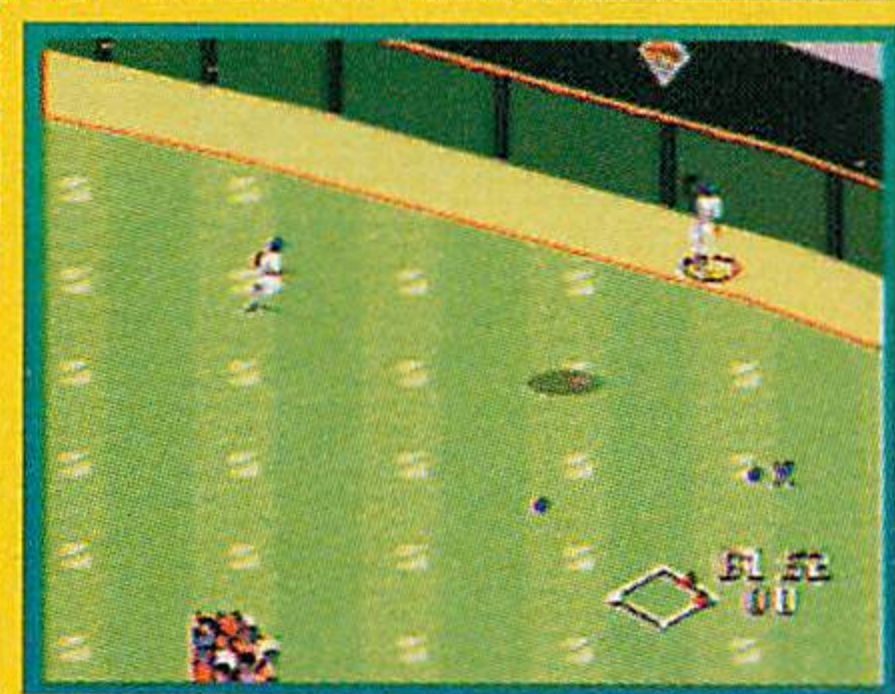
BANG FOR THE BUCK

9

THE LOWDOWN

Sega has really put it all together and produced the best baseball cart for the Genesis...or any other cartridge-based system, for that matter. Incredible graphics, animation and depth of play—combined with the MLB and MLBPA licenses—let you experience baseball at home like never before. Easy-to-learn controls and fully adjustable skill levels allow anyone to enjoy the game. Oh, Doctor! You can hang a star on this baby!

The best cartridge baseball game around: Sega's *World Series Baseball* for the Genesis.



Now you "call" the game like a catcher would, signaling to the pitcher which pitch to throw and its placement in (or out) of the strike zone. The pitcher's skill and stamina determine how well he pitches what you call. The batters can now swing for power or contact, go after a high fastball or reach for a slider low and away.

From the game's Strategy menu, managers can shift the fielders left or right, have the outfielders play shallow or deep and have the infielders guard the lines, move in for the bunt, bring the corners in or set up for the double play. As the game wears on, you'll have to keep a close eye on the pitch count and be ready to make that call

- ✓ Password Backup
- ✓ Battery Backup
- ✓ Exhibition Mode
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- ✓ 1 2 3 4 5 players
- ✓ Official License
- ✓ Substitutions

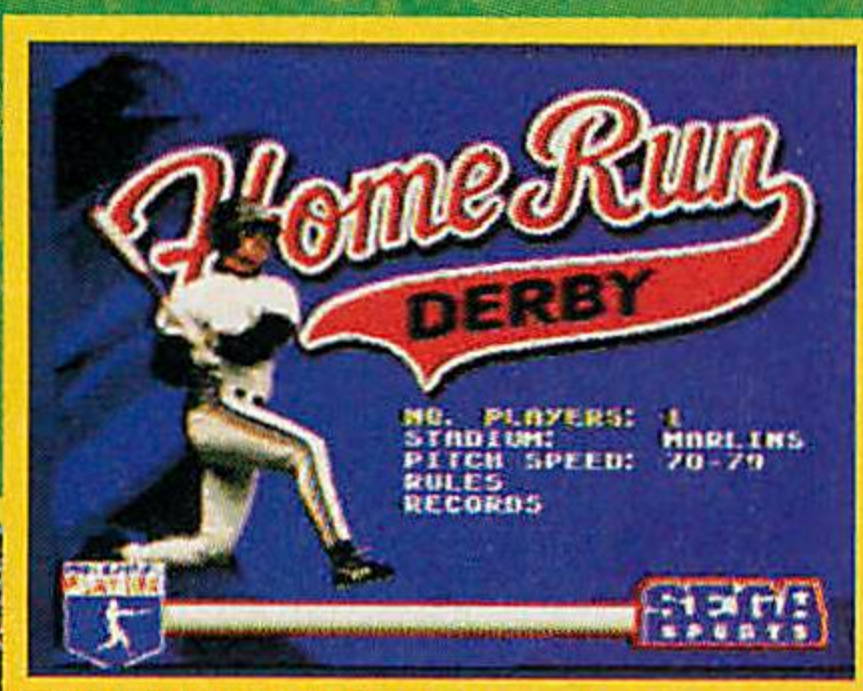
Looking for the best cartridge baseball game around? Look no further, because Sega Sports has hit a grand slam with *World Series Baseball*. The game is licensed by both Major League Baseball and the Major League Baseball Player's Association, which means you get real teams, real players and real statistics.

The level of graphic detail in this game is superb. *WSB* accurately depicts all of the major league ballparks, from the ivy at Wrigley field to the palm trees at Dodger Stadium right down to the close-ups of animated scoreboards. The pitching/batting perspective is from the catcher's viewpoint, with an incredible pitcher windup and delivery that is so realistic you truly feel that you're on the field. The graphics in the fielding perspective are similar to those found in the latest *Joe Montana Football* game, with fluid running, leaping, diving and throwing animations.

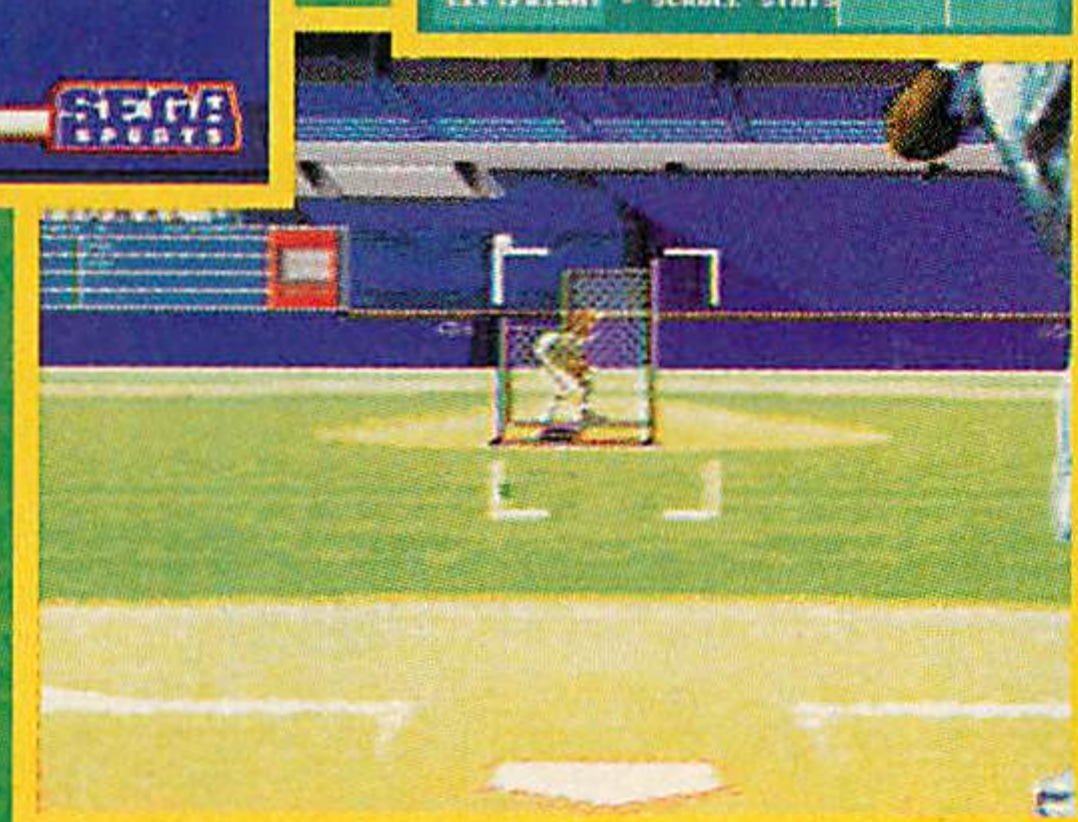
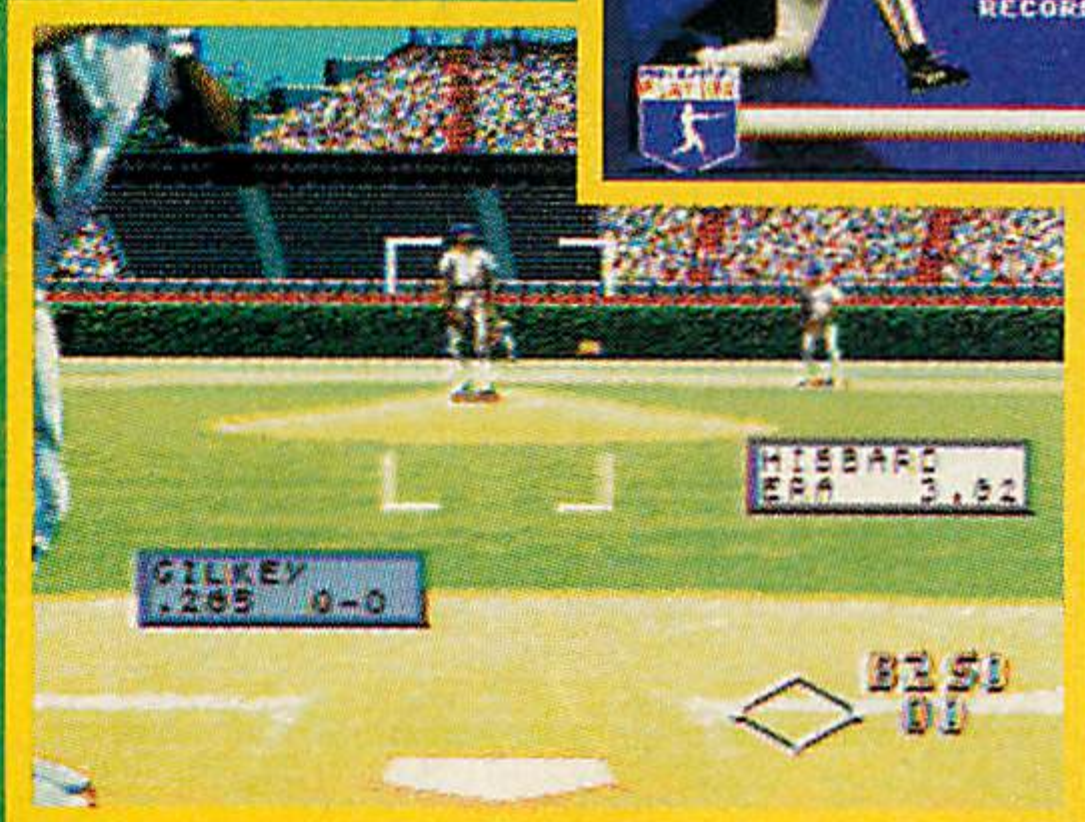
Sega adopted an entirely different control scheme for *WSB*. Gone are the "steer the ball" pitching controls prevalent in earlier efforts.

to the bullpen. Unlike other baseball games, *World Series Baseball* requires relief pitchers to warm up before entering the game if they are to pitch effectively. You can have two pitchers warming up at the same time and view their readiness via the bullpen window.

—Jeffrey Tschiltsch



MAJOR LEAGUE BULLPEN			
NAME	IP	ERA	STATUS
MOUND	0	0.00	IP
ROSTER	5	0.00	IP
WILSON	0	1.50	7.27
DUNN	0	0.00	0.00
SMITH	0	1.50	7.27
ROBERTSON	0	0.00	0.00
LEWIS	0	0.00	0.00
WALKER	0	0.00	0.00
MORRIS	0	1.50	7.27



REVIEWS

GENESIS



SPORTS



1-5 Players
16 Megs
Developer:
Malibu Interactive



GRAPHICS

7

Each arena is basically the same, with the home team's colors pasted on. Players shuffle about on defense without even moving their feet! Some cool animation on specialty dunks and lay-ups, but the players are just too small.

SOUND/MUSIC

6

The Marv Albert commentary is clean but repetitive. Most of the sound effects are comprised of squeaking shoes and the bouncing ball; you only hear the crowd when the home team scores. The only music is the catchy title theme.

PLAYABILITY

8

The computer plays a good game, but occasionally does dumb things like have Kevin Johnson pass the ball when he's driving all alone to the basket. Great coaching options, but when is Sega going to include play calling in a basketball game?



EDITORS' RATINGS

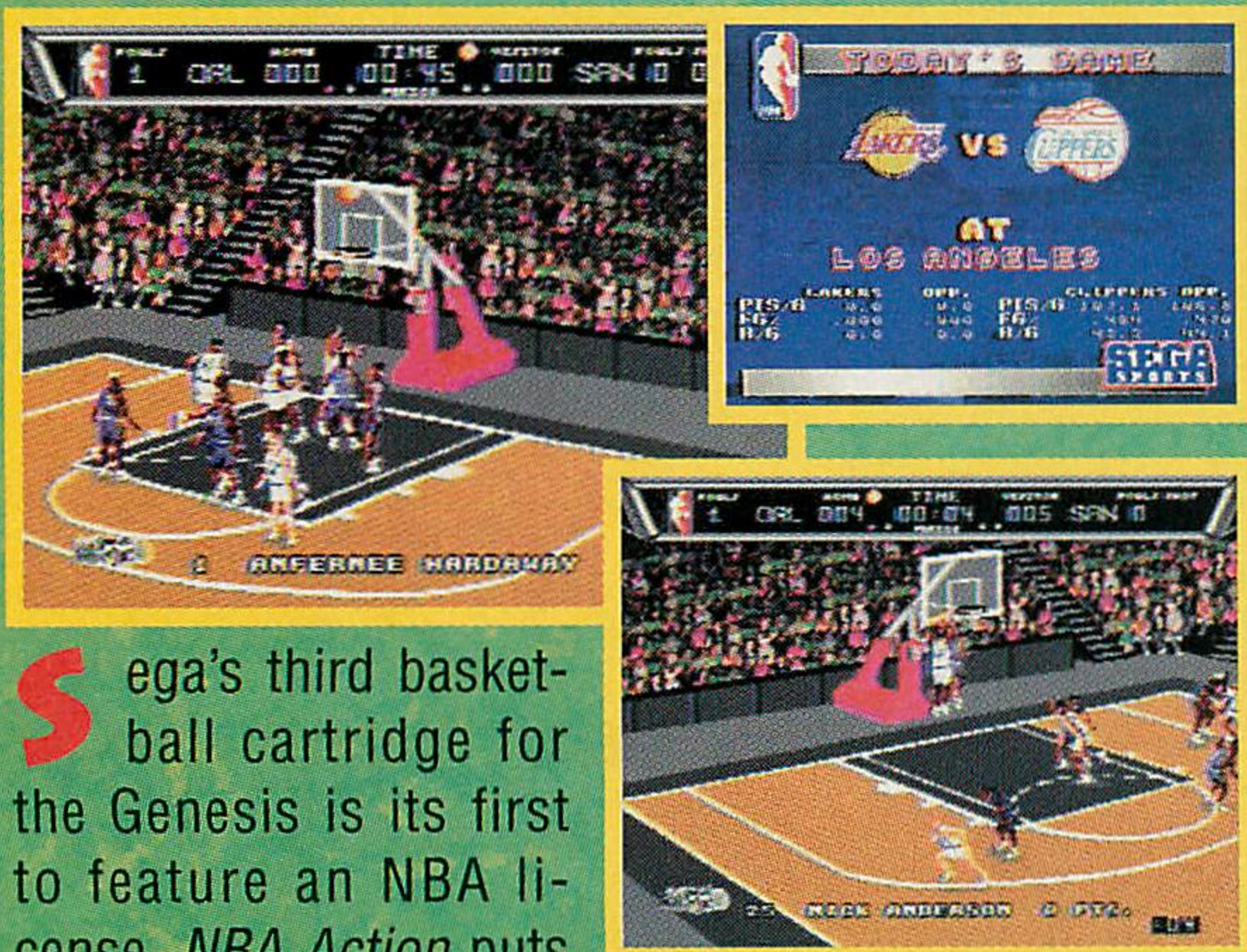
GORE	CHRIS
5	7
NIKOS	BETTY
6	7

BANG FOR THE BUCK

7

THE LOWDOWN

NBA Action has a lot to offer the true basketball fan: Excellent control, good computer intelligence and Hall of Fame players such as Jerry West and Julius Erving. It's just a shame that the graphics and sound don't quite measure up to the game's playability.



Sega's third basketball cartridge for the Genesis is its first to feature an NBA license. *NBA Action* puts this to good use, featuring not only all 27 NBA teams with complete rosters and statistics, but three Hall of Fame teams as well.

Graphics are not the game's strong point. The game is played from a center court TV camera viewpoint that rotates smoothly from one half court to the other. While the angled perspective gives a good look at the court, the players are small and lack enough detail to readily identify key players. The current ball handler is named at the bottom of the screen, along with the number of points he has scored so far in the game. The animation in general is poor, except when a player performs a specialty move such as a dunk.

NBA Action's strength is its realistic play. The computer-controlled teams are no lackeys; their players aren't afraid

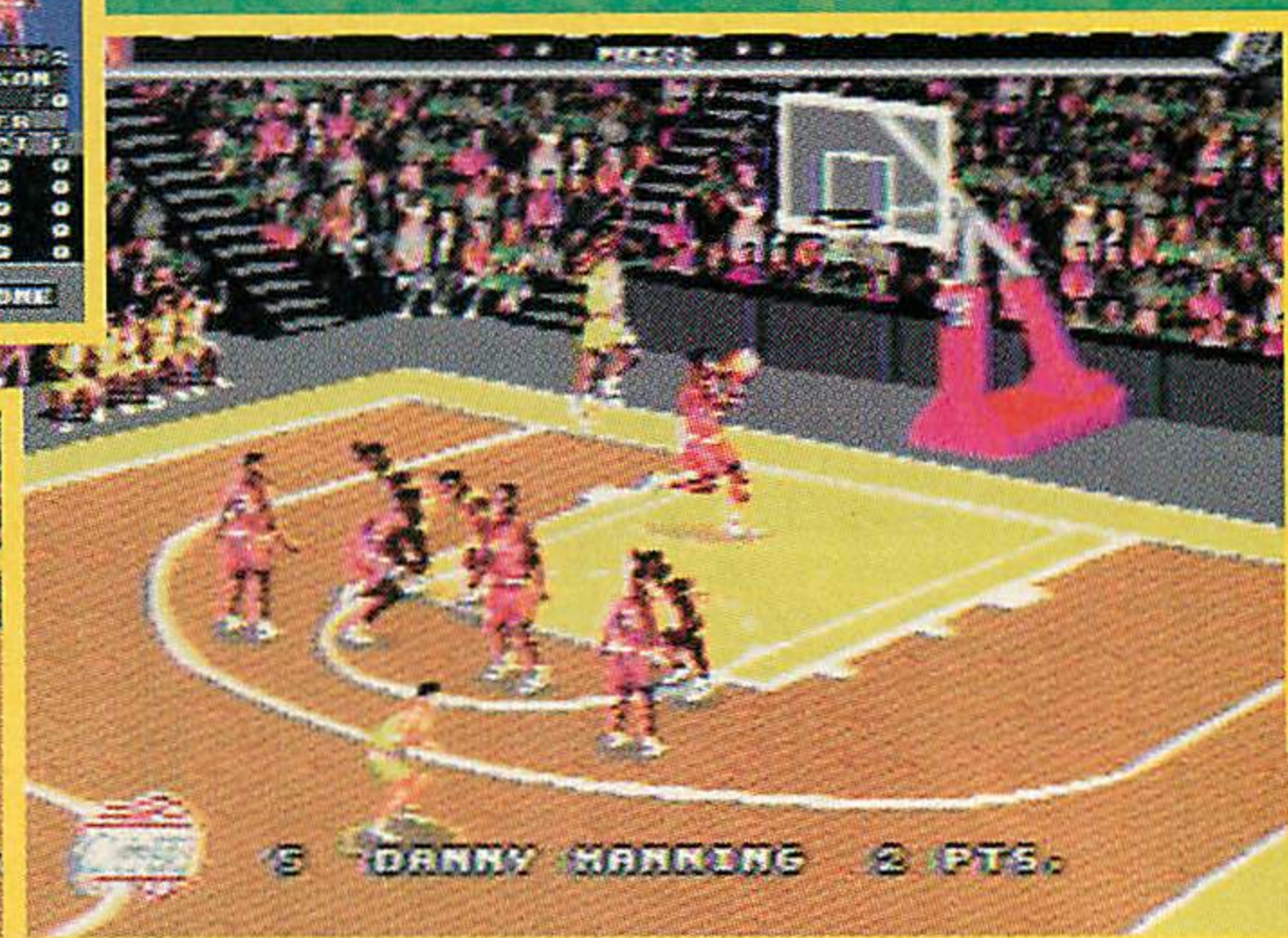
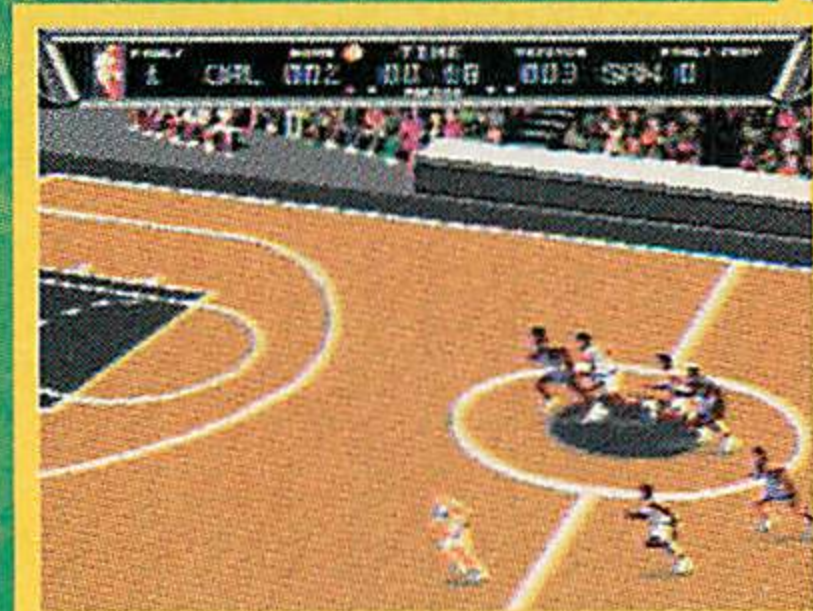
to pass off the ball when driving down the lane or step in and draw the charge on defense. Defensive players keep their hands up and are excellent shot blockers. To even things up a bit, the controls include a pump fake and speed burst so you can put a move on the defender when driving to the hoop.

The game carries over some of the cool features of Sega's last roundball title, *David Robinson's Supreme Court*. Each player can be assigned one of five different defensive strategies and you can specifically designate which opposing player a defender should guard, allowing you to double-team a hot player if you get behind. There is also a role-playing mode where you control a single player for the entire game in an attempt to be named the MVP. The big disappointment continues to be the lack of a playbook. It's frustrating to call a time-out with seven seconds left in the game, down by two, and not be able to call or design a play.

NBA Action supports Sega's five player adapter with a variety of combinations, including a full-tilt five player cooperative mode. Options include adjustable season lengths of 20, 40 or 82 games, and single elimination or best of seven playoff modes.

—Jeffrey Tschiltch

Bang the boards and pound the parquet in Sega's NBA Action for the Genesis.



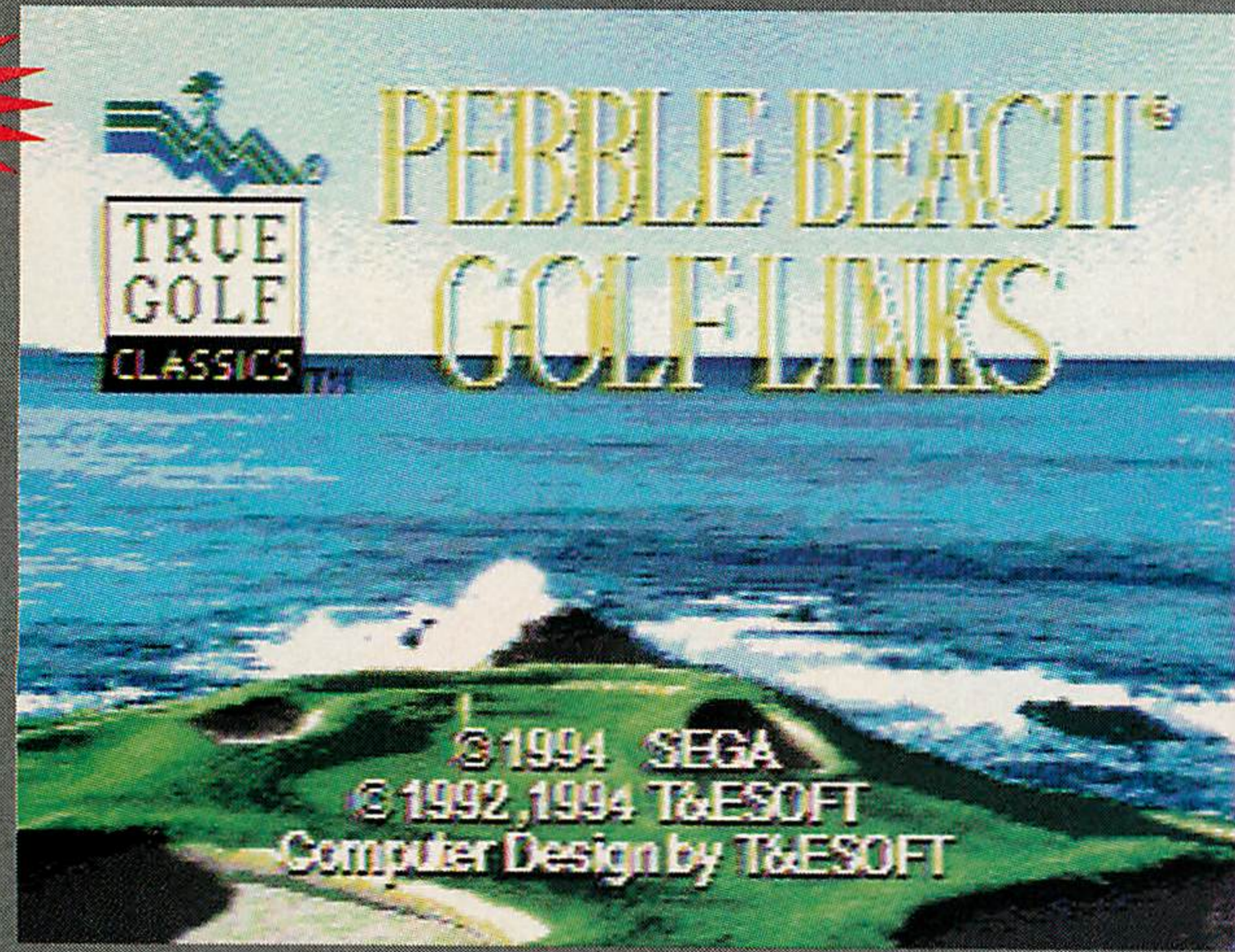
- ✓ Password Backup
- ✓ Battery Backup
- ✓ Exhibition Mode
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- ✓ 1 ✓ 2 ✓ 3 ✓ 4 ✓ 5 players
- ✓ Official Licence
- ✓ Substitutions

REVIEWS

GENESIS



SPORTS



1-4 Players
16 Megs
Developer:
T&E Soft



GRAPHICS

8

The course is flat, but the scenery around the fairways is much more realistic. The screen redraws are fast, except for the awful hole "fly-bys." The animation of the golfer's swing and the ball's flight are smooth and convincing.

SOUND/MUSIC

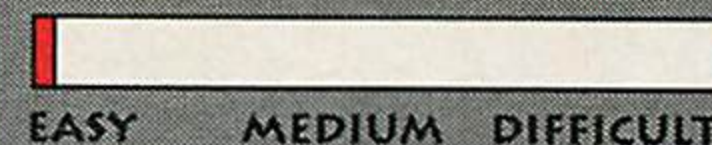
8

A wide variety of digitized effects, including a great one of the ball hitting the lake. Good selection of easy listening background music; you can select your favorite for an entire round or let the game randomly choose different tunes.

PLAYABILITY

8

The controls are intuitive and easy to use. The ability to control the type and amount of spin on the ball gives you a wide variety of strategic options for each shot. You can speed up the shot meters to increase the difficulty as your skill improves.



EDITORS' RATINGS

GORE	CHRIS
7	8
NIKOS	BETTY
8	8

BANG FOR THE BUCK

7

THE LOWDOWN

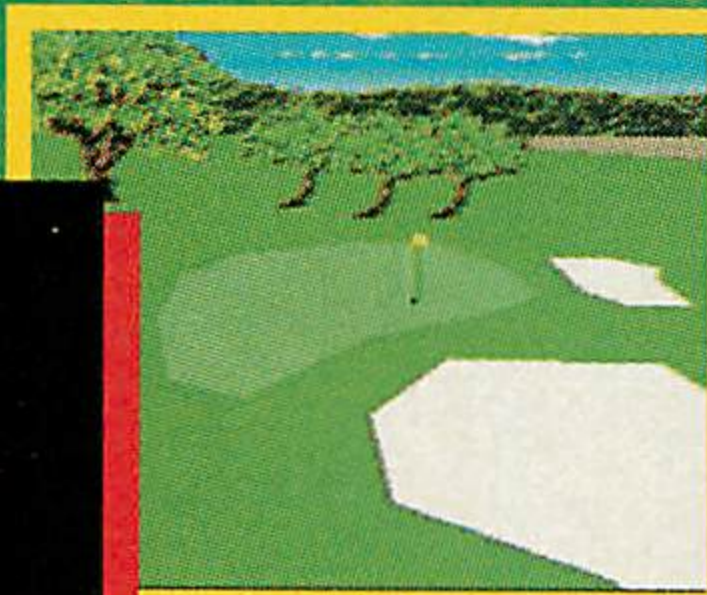
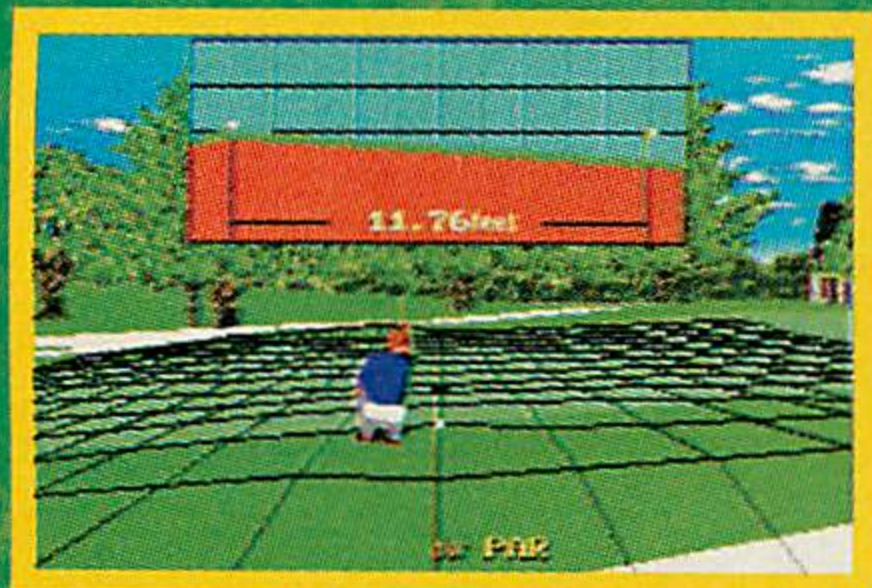
A good-looking golf game for the Genesis featuring one of the most popular and challenging courses in the world. Plenty of options, but real pros are missed and a couple more courses would have added some variety. It's fun when friends come over, especially those who aren't real video game jocks. Fore!



Sega's new golf game for the Genesis, *Pebble Beach Golf Links*, is a part of the *True Golf Classics* SNES title of the same name. While the game only offers the Pebble Beach course to play, it features a wealth of game types and options to keep it from becoming stale.

You and up to three of your friends can enter the Tournament match and compete against 48 fictitious professional players. If you want to compete only against your buddies, you can play either a Skins or Stroke round. There's also a two-player Match mode and the option to practice any hole on the course. You can even the game up between novices and experts by adjusting the handicap for each player in all modes except Tournament.

The battery



- ✓ Password Backup
- ✓ Battery Backup
- ✓ Exhibition Mode
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- ✓ 1 ✓ 2 ✓ 3 ✓ 4 5 players
- ✓ Official Licence
- ✓ Substitutions

backup lets you create and save ten custom players and their statistics, along with ten different games in progress and the names of any pros you might have changed. From the Records menu you can view any player's records, see a player's best score card or watch any of the twenty Miracle Shot Replays the game saves for holes in one and double eagles.

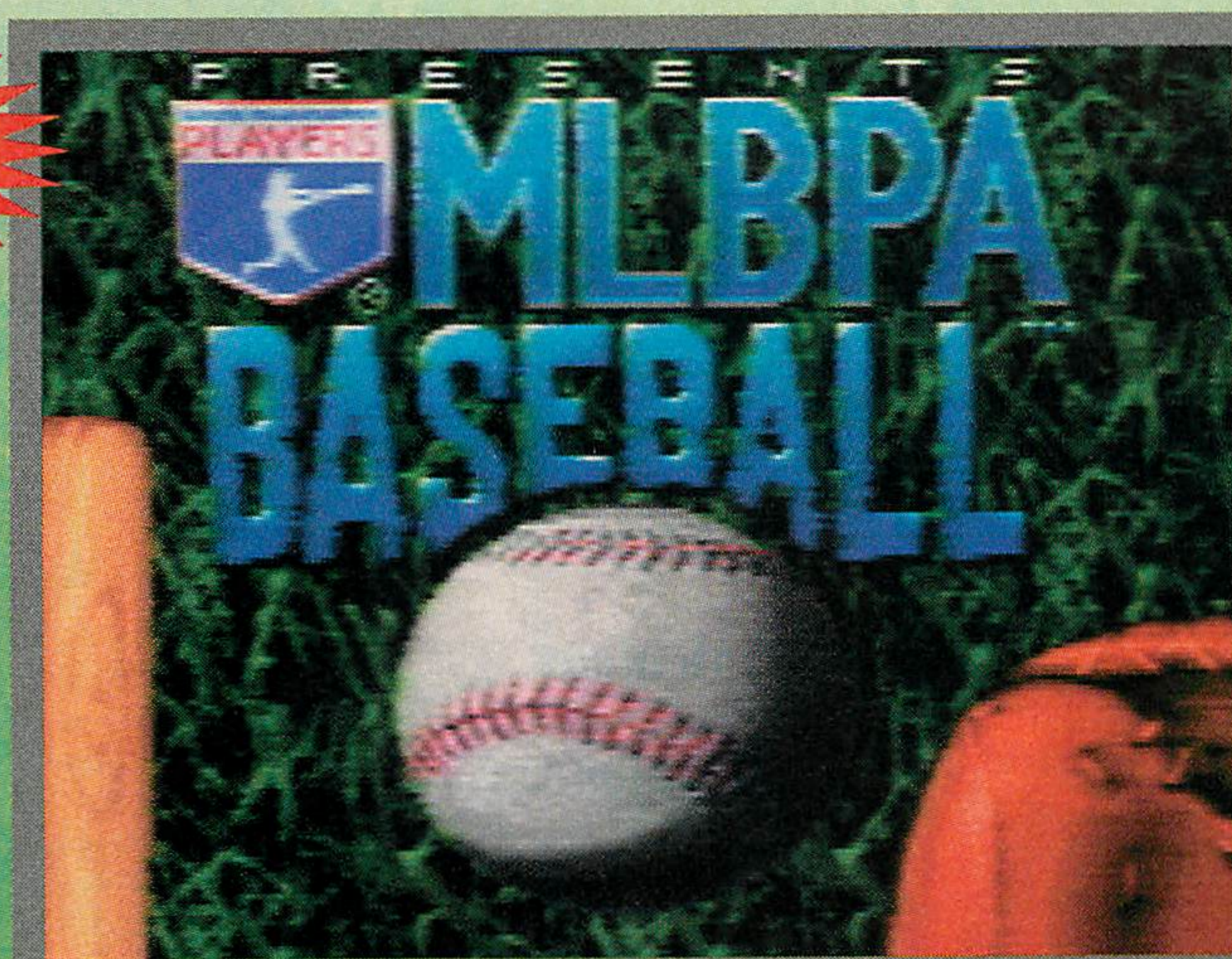
You begin each round by choosing your surrogate golfer and caddy. The view on the fairway presents nearly all the information you need via several windows placed around the screen. A pop-up menu allows you to view the green, get advice from your caddy, see an instant replay of your last shot or check the score card.

After selecting your club and stance, a familiar-looking power meter controls your swing. At this point, most other golf games have you press the button again as the power meter rapidly falls to simulate the "wrist snap" of your swing; if you hit early you'll hook, late you will slice. *PBGL* takes a different approach: It moves a red dot across the face of the ball so you can select where you will strike it. While this method lets you control hook and slice, it also gives you control over top and back spin by striking the ball high or low.

Once you're on the green, it's a matter of reading the lie of the green (via the helpful grid overlay) and determining how hard to putt the ball. You'll hear the approval of the crowd if you sink the ball in the cup for par or better!

—Jeffrey Tschiltch





EA SPORTS
ELECTRONIC ARTS

5 Players

8 Megs

Developer:
Visual Concepts



GRAPHICS

8

The graphics are big, colorful and very well animated. Individual players could have used more detail though, and the stadiums and scoreboards are generic-looking. Fast, smooth scrolling of the field and great scaling effects for the baseball itself.

SOUND/MUSIC

8

Clean digitized sound effects and authentic-sounding organ music make you feel like you're at the park. The crowd correctly roots for the home team, cheering them for great plays and groaning when the opposition scores.

PLAYABILITY

7

Player control is accurate, but the fielding view doesn't let you see enough of the park to control your players without watching the radar. The "steer-the-ball" pitching controls are typical and a batting practice mode is sorely missed.



EDITORS' RATINGS

GORE	CHRIS
7	7
NIKOS	BETTY
7	7

BANG FOR THE BUCK

7

THE LOWDOWN

MLBPA Baseball's real player rosters, fast action and colorful graphics are sure to appeal to the casual fan. Manual fielding is challenging and may frustrate those who want to do more than just pitch and hit, but it's worth checking out if five-player support appeals to you.

EA Sports' latest baseball game is quite a departure from its last. While *Tony La Russa* emphasized managing decisions and statistics, this year's *MLBPA* places more emphasis on flashy graphics and arcade action.

MLBPA offers four game modes: Single Game, Full Season, League Playoffs, or The Series. All modes except Single Game feature a password backup to save your standings. Playing a season in *MLBPA* is a bit different than other baseball games in that you don't pick a single team and play only them throughout the year. Instead, you're shown all of the games which are to be played for the day you have highlighted on the calendar. You indicate which games you want to play and which teams you

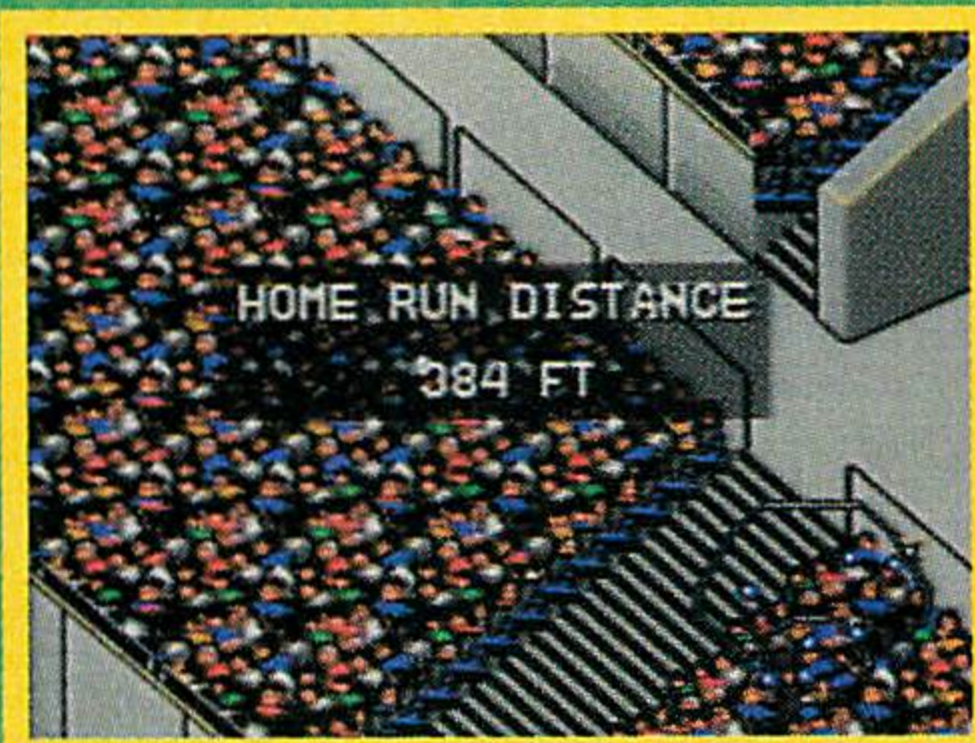
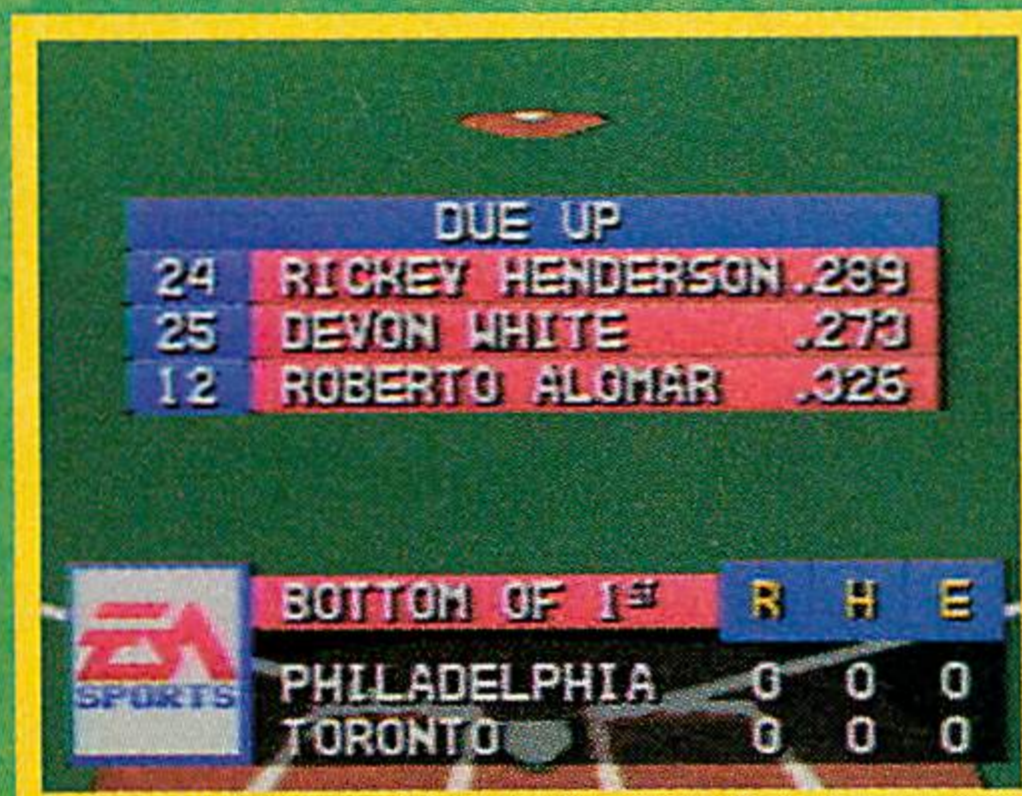
will control, after which the computer will determine the outcome of the remaining games. There is also an option to jump ahead to any day in the schedule and have the computer play all the games up to that date, allowing you to complete an entire season at any pace you choose.

Beginners can choose to let the game control batting and/or fielding for any or all of their team's players. For example, you might elect to have the game control your infielders, where quicker reaction times are needed to cleanly field the ball, and control the outfielders yourself. Regardless of how the player is initially controlled, once the ball is caught you are responsible for throwing it to the correct base.

Most baseball games feature large players for the batting/pitching sequence and then switch to smaller players in the fielding views. Not *MLBPA*; it uses nearly the same size players throughout the entire game. Despite their size, the players are extremely well animated when running, diving and calling other players off when fielding a fly ball—but their feet don't move when you're positioning them in the batter's box.

While the game looks terrific, the use of larger players has reduced the field of view considerably making manual fielding quite difficult. Once the ball is hit you must focus all of your attention on the small diamond "radar" and move the cross representing the player you control to the "X" indicating where the ball will land. There's plenty of time for this with balls hit to the outfield, but infield grounders will frustrate even the most seasoned veterans as they try to locate their player's position in relation to the ball.

—Jeffrey Tschiltsch



Amazing Star fox caption goes here and will probably go here as well.

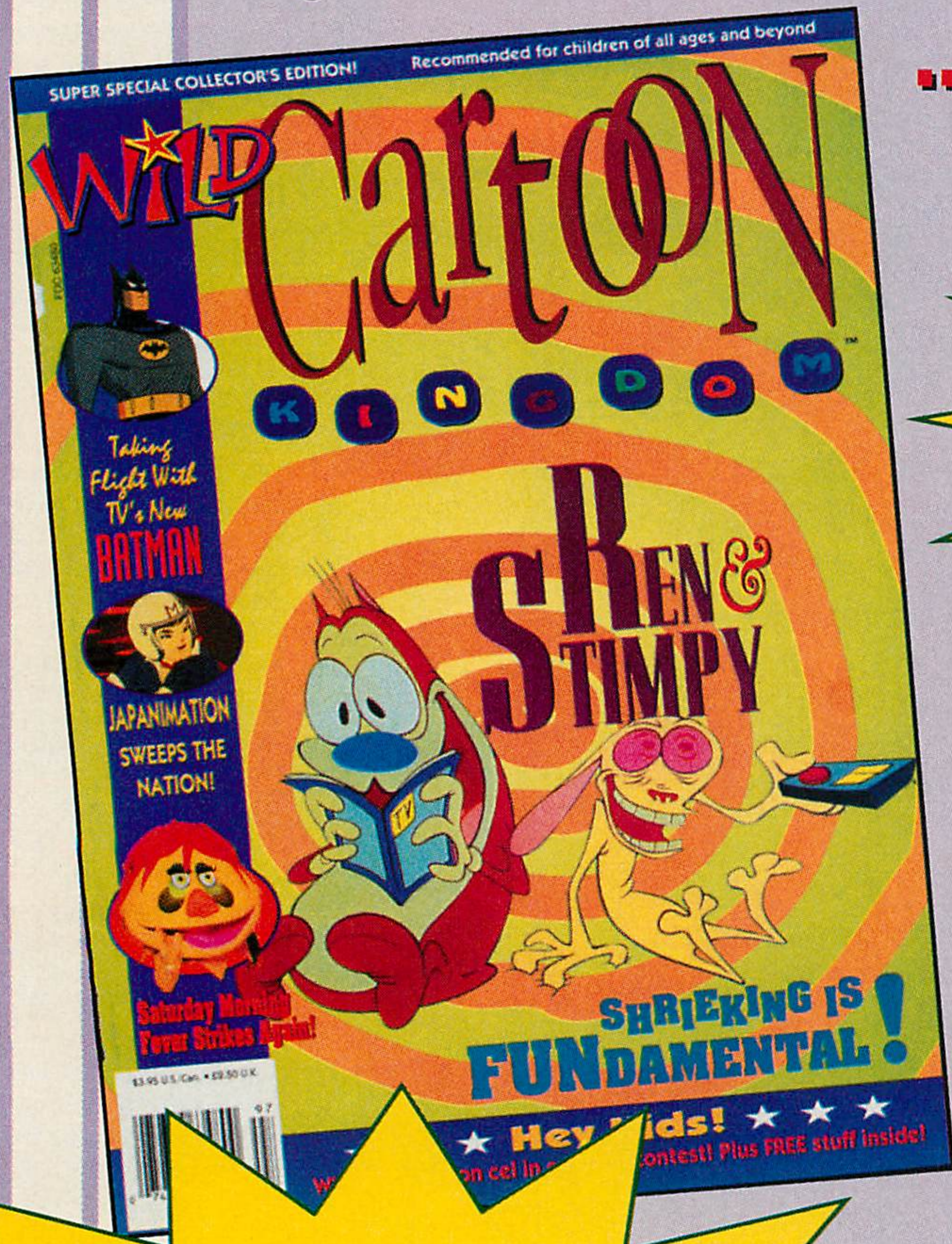
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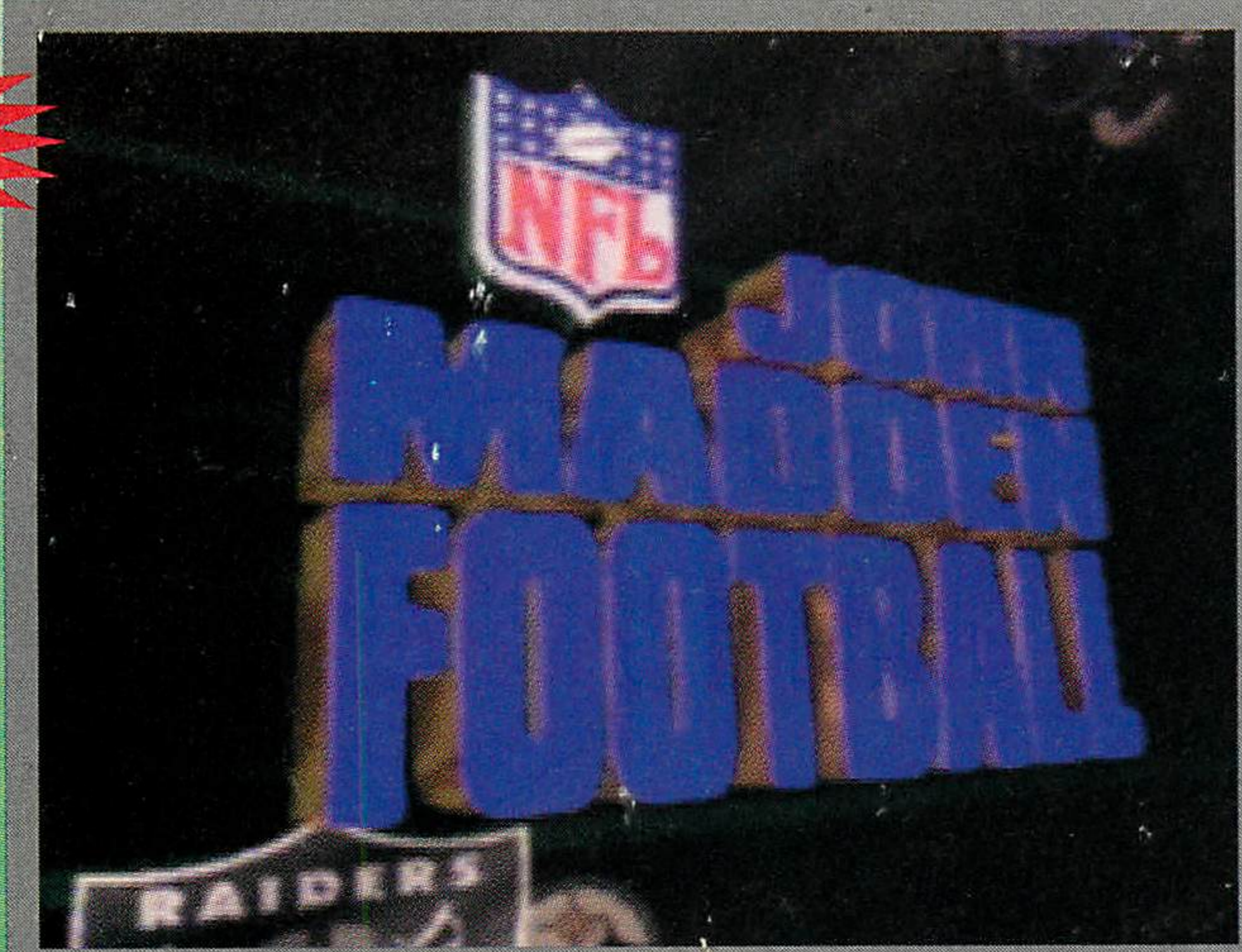
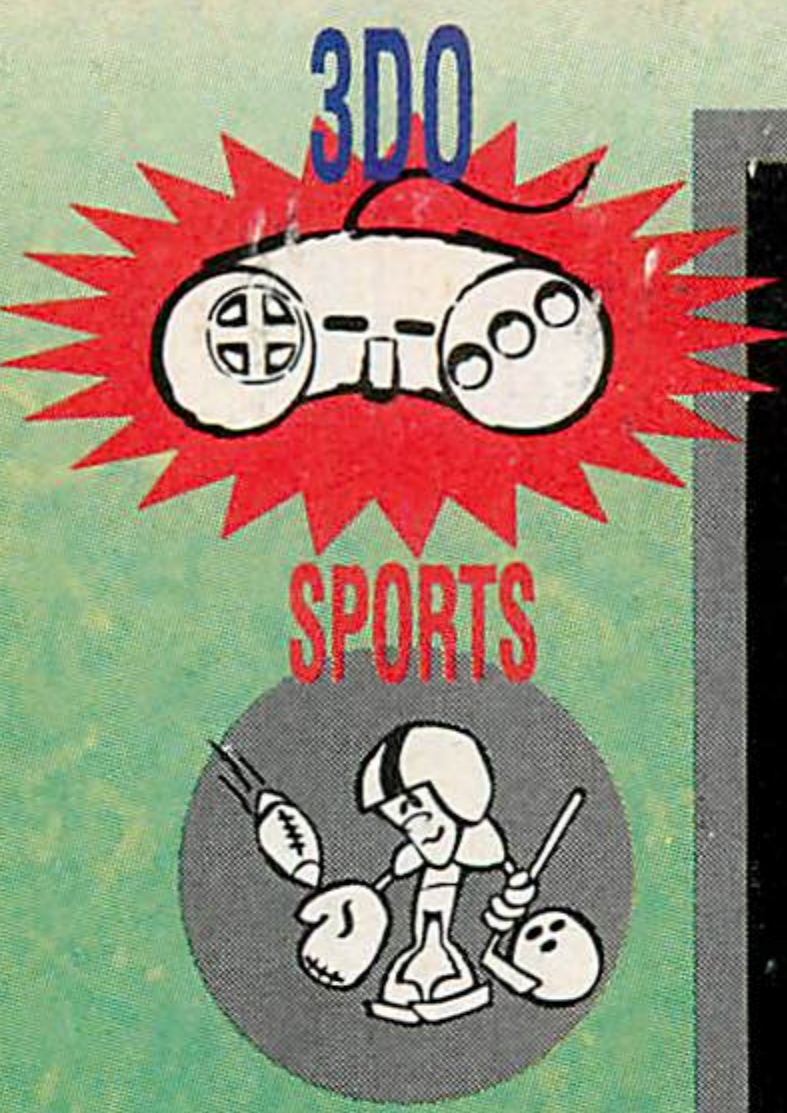
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OFFER EXPIRES JULY 19, 1994

JORA9



1-2 Players
CD-ROM
Developer:
High Score Productions



GRAPHICS **8**

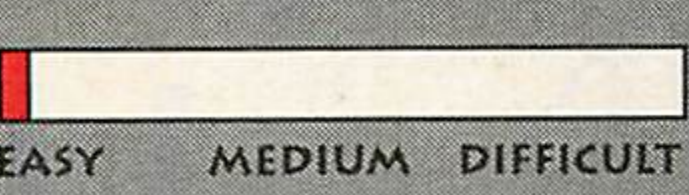
The digitized players look good, but the animation reminds me more of Pit-Fighter than a John Madden game at times. Nice FMV sequences, but why are the stills of the stadiums in such awful low-res?

SOUND/MUSIC **8**

Great crunches on the hits and clear speech, but the crowd needs help. There's not much music, but what's there is good (even though some is lifted straight from the cartridge versions!)

PLAYABILITY **7**

Good for a 3DO game, but it doesn't live up to the great control of the cartridge versions. Nice to have the "old" Madden playcalling screen back, which lets you choose your set, not just the formation and play.



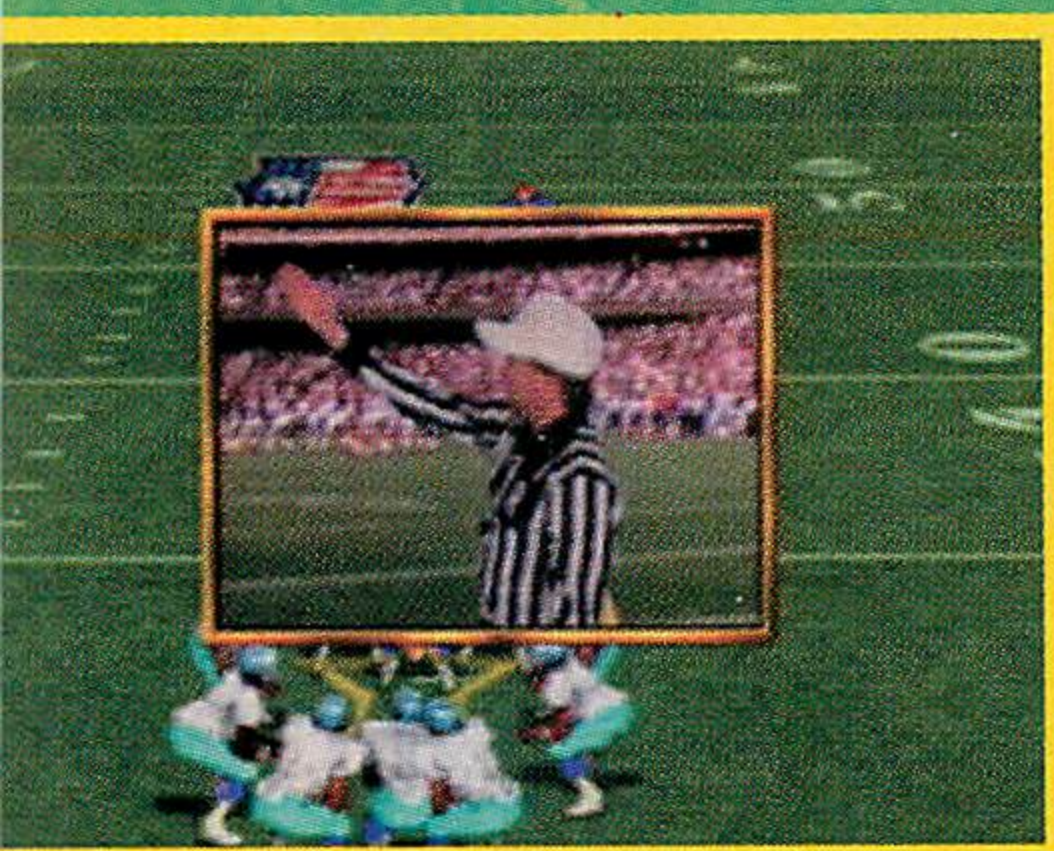
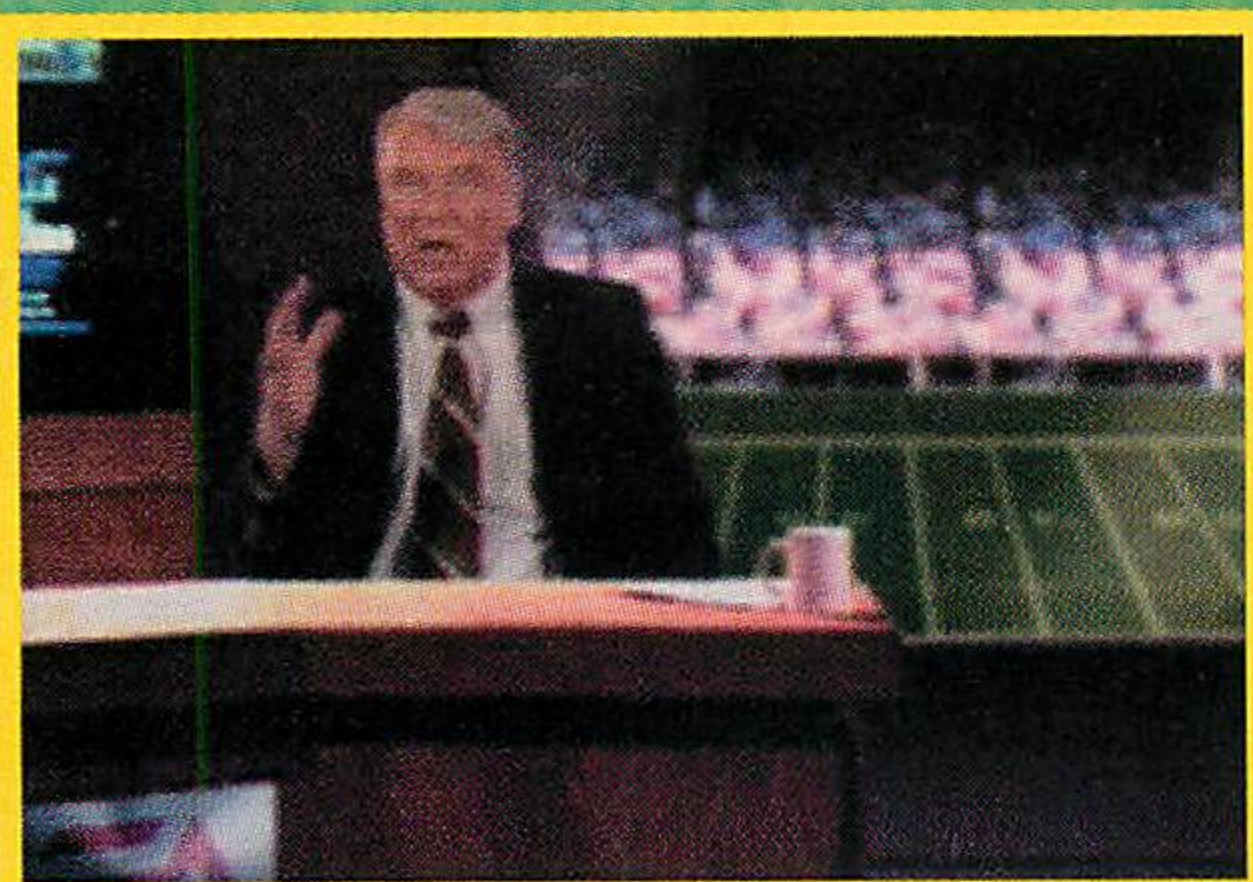
EDITORS' RATINGS

GORE	CHRIS
8	7
NIKOS	BETTY
7	7

BANG FOR THE BUCK **7**

THE LOWDOWN

Madden is a nice football game for the 3DO. While somewhat graphically impressive, its features and playability don't match up to the cartridge versions of the game. Don't get me wrong, it's a fun game to play, but I expected more than a retro-conversion of the first Genesis cart for EA's flagship sports game.



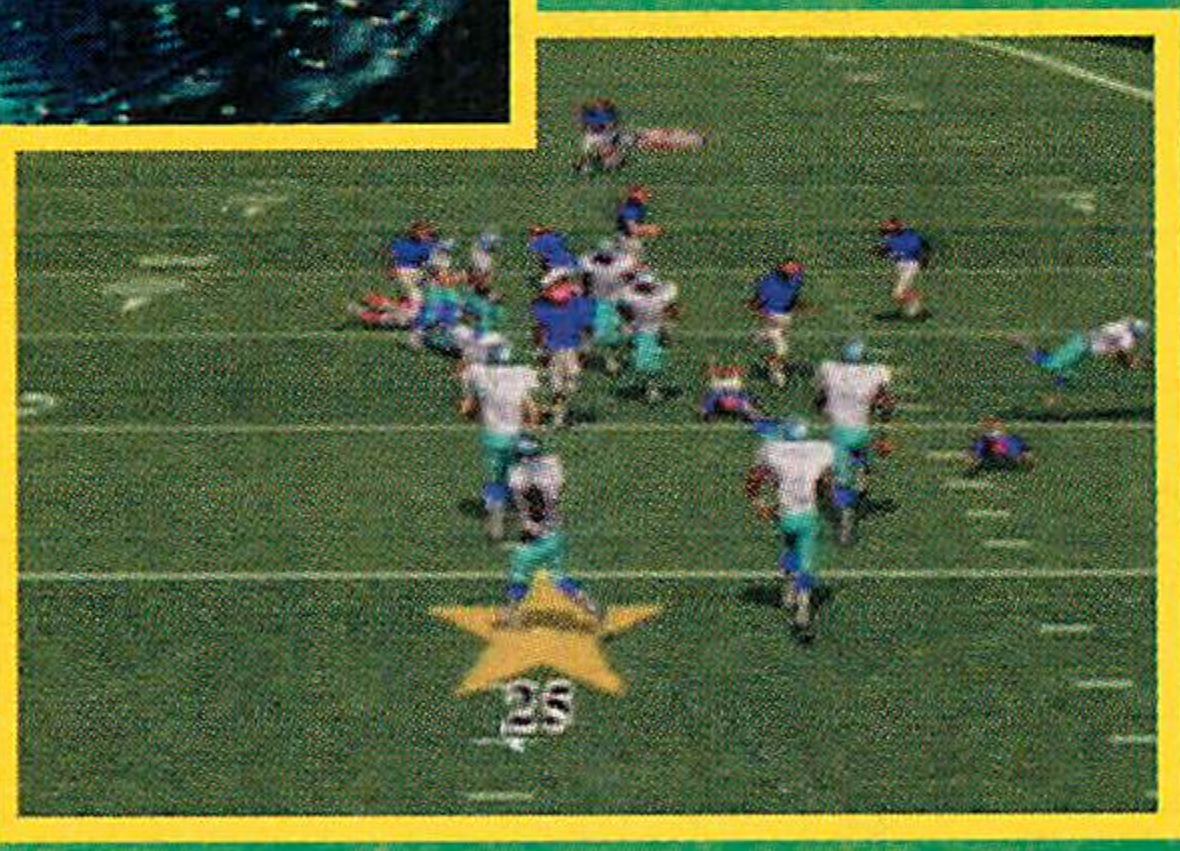
Without a doubt, *John Madden Football* has been the most anxiously awaited release yet in the 3DO platform's early existence. Not so much because we can't live without our football games (well, I could make a case for that, but

digitized rather than drawn and the perspective is much closer to the field putting the huge players right in your face. On passing plays the field zooms and scrolls very smoothly and the players scale realistically as they move down the field. The referee windows are now done in full motion video which, like the NFL clips you can watch from the scouting report screen, are very clean.

But in many ways *Madden* for the 3DO is a step backwards, reminiscent of the first cartridge versions. For example, most of the newer animations are missing (hurdles, high-fives and head-butts on great defensive plays) and the end-zone celebrations are weak. Defensive players don't automatically move into the correct positions before the ball is snapped on blitz plays. There is no league season play, just the playoff tournament, and the game only supports up to two players. The computer is extremely easy to beat and does stupid things like punt on 4th and 1 when it's down by ten points with less than two minutes to play! Even trademark stuff like the "EA Sports: it's in the game" sound-bite is missing.

The game keeps the same control functions so those familiar with the series can play without ever reading the manual. While the players move well in response to the directional controller, there is a delay when pressing the action buttons; this results in late spins, dives and unwarranted sacks. The passing game is a bit different in that if you don't manually control the quarterback the pass windows never come up; he just throws it wherever he wants. In the cartridge versions you always have the chance to choose where the ball is thrown.

—Jeffrey Tschiltch



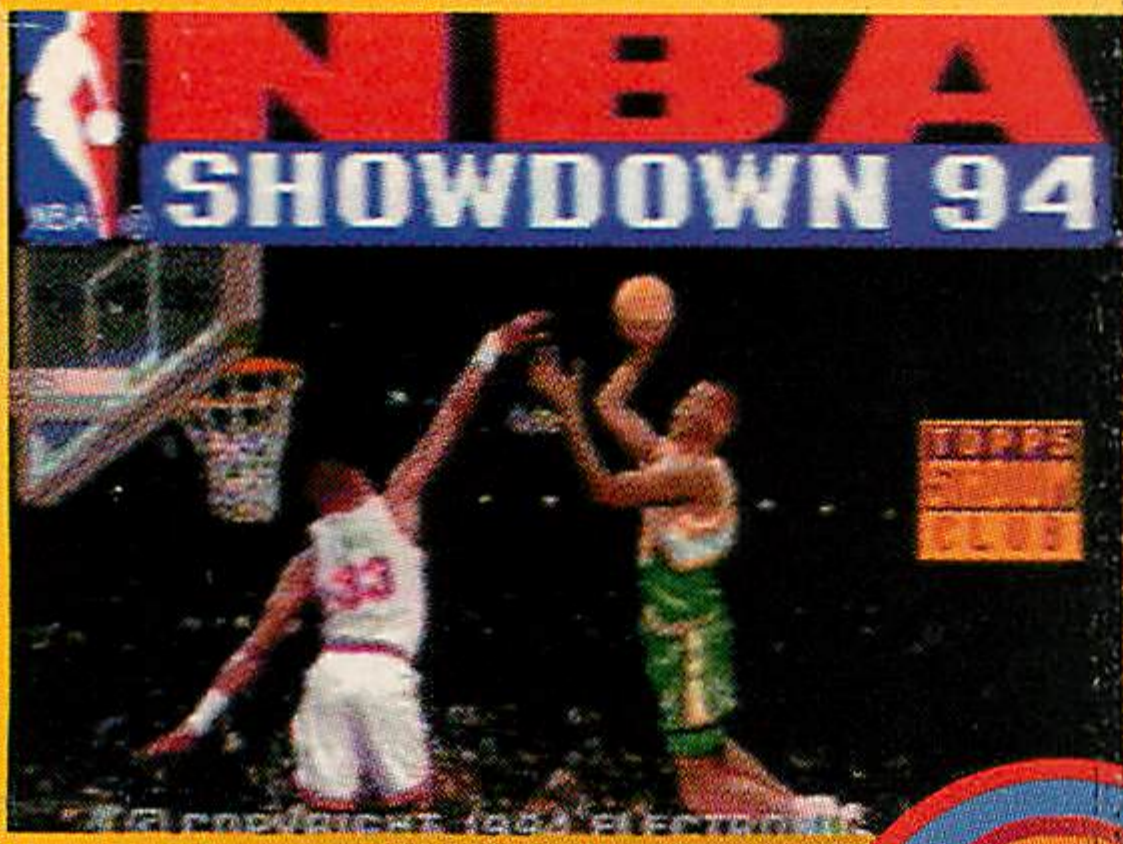
EA's flagship sports series goes 32-bit: *John Madden Football* for 3DO.

it's another story), but because the *Madden* series has become something of a yardstick for measuring video game consoles. For example, the Genesis had widely been considered the sports-gaming console of choice because, until recently, the SNES versions of *Madden* simply didn't measure up.

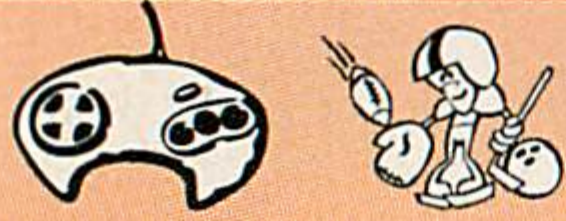
The 3DO's major strength is graphics, so it's no wonder that the visuals in this version are quite impressive. The players are now

- ✓ Password Backup
- ✓ Battery Backup
- ✓ Exhibition Mode
- ✓ League/Season Play
- ✓ Tournament
- ✓ Instant Replay
- ✓ Team Construction
- ✓ League Construction
- ✓ Simulation Mode
- ✓ Arcade Mode
- ✓ 1 2 3 4 5 players
- ✓ Official Licence
- ✓ Substitutions

REVIEWS



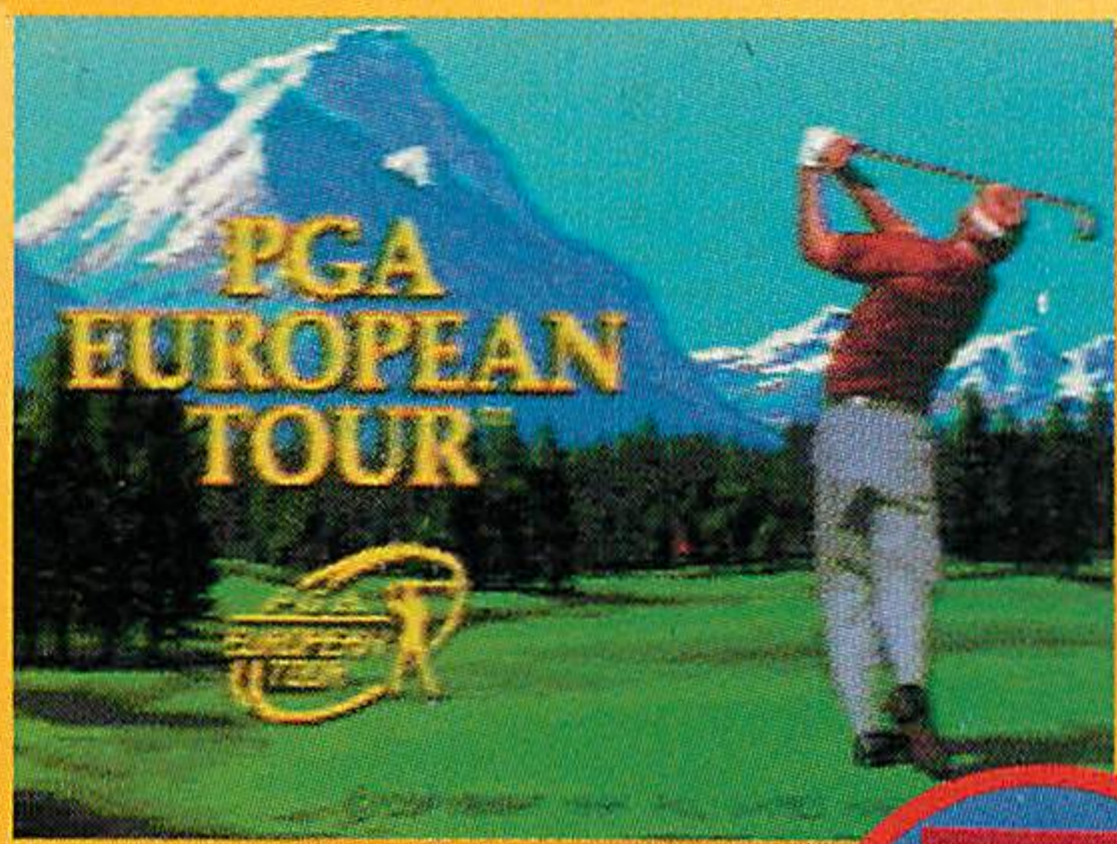
GENESIS



9
GREAT

Electronic Arts
Phone: (415) 571-7171

A new engine provides flawless control, improved graphics and faster play than previous EA hoops games. Real teams and players, full season, playoff and exhibition modes, true play-calling and four-player support make this the best Genesis basketball game yet!



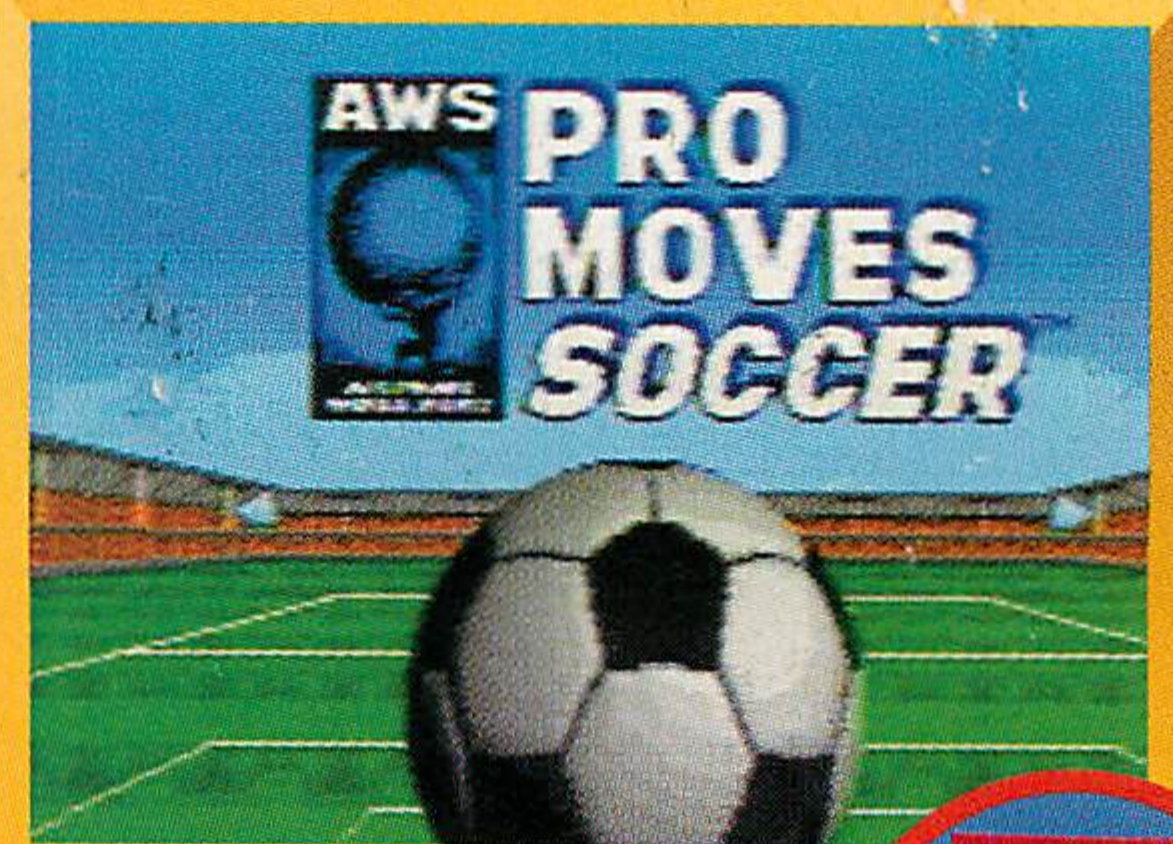
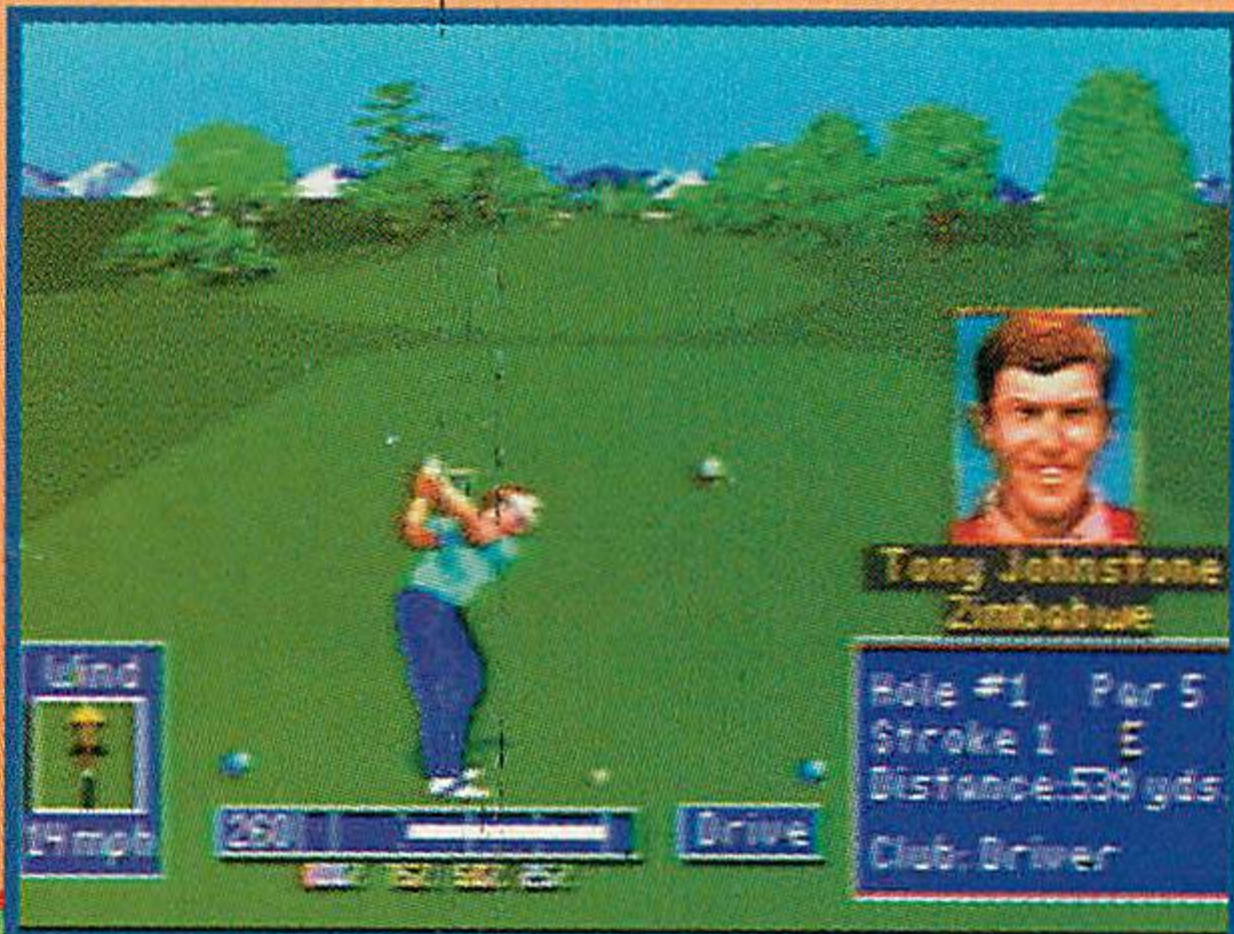
GENESIS



7
GOOD

Electronic Arts
Phone: (415) 571-7171

Five new European courses along with a couple of new control features highlight the latest update to EA's venerable PGA lineup. Graphically the game isn't much different from the previous two carts, making it hardly worthwhile if you already own either of those.



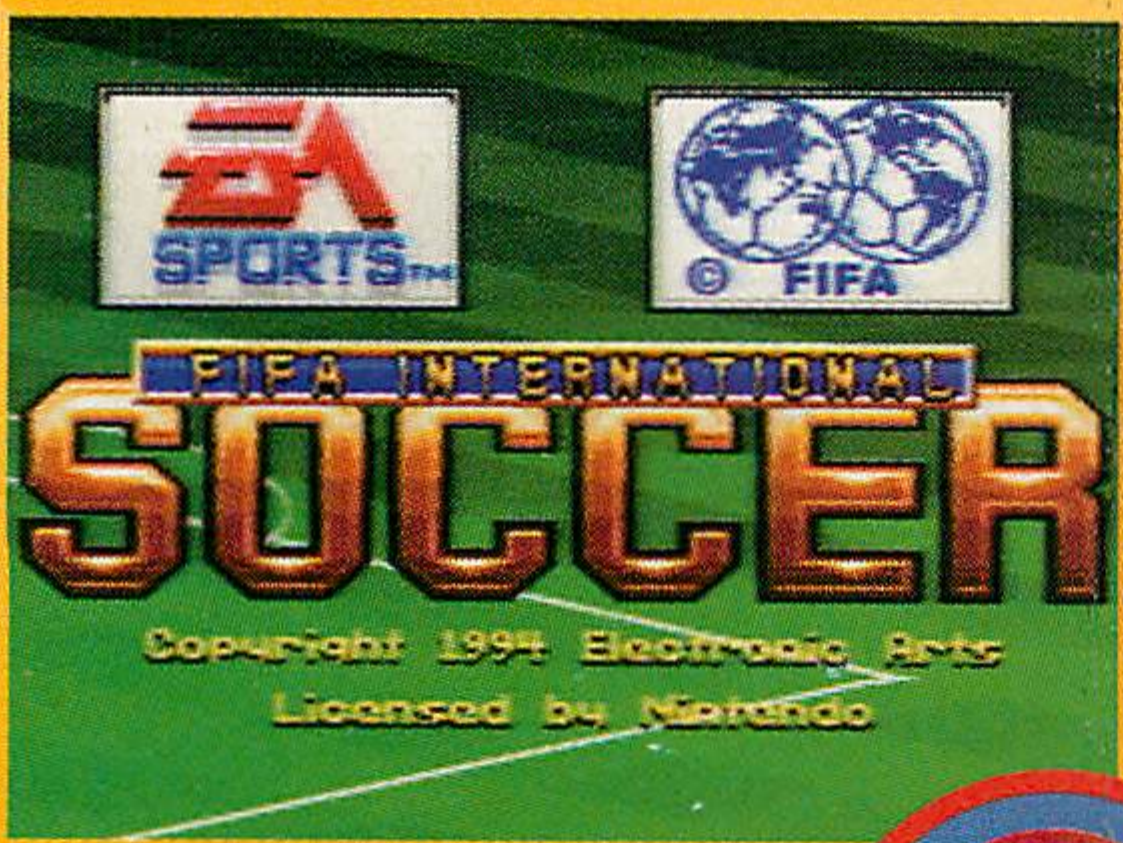
AVAILABLE NOW



7
GOOD

ASCII Entertainment
Phone: (415) 570-6200

It ain't FIFA, but *Pro Moves Soccer* is a surprisingly competent, fast-paced title from the folks who make some of the best controllers in the business. Some cool digitized voices bring the game to life, and the penalty-shot scenes are well-done.



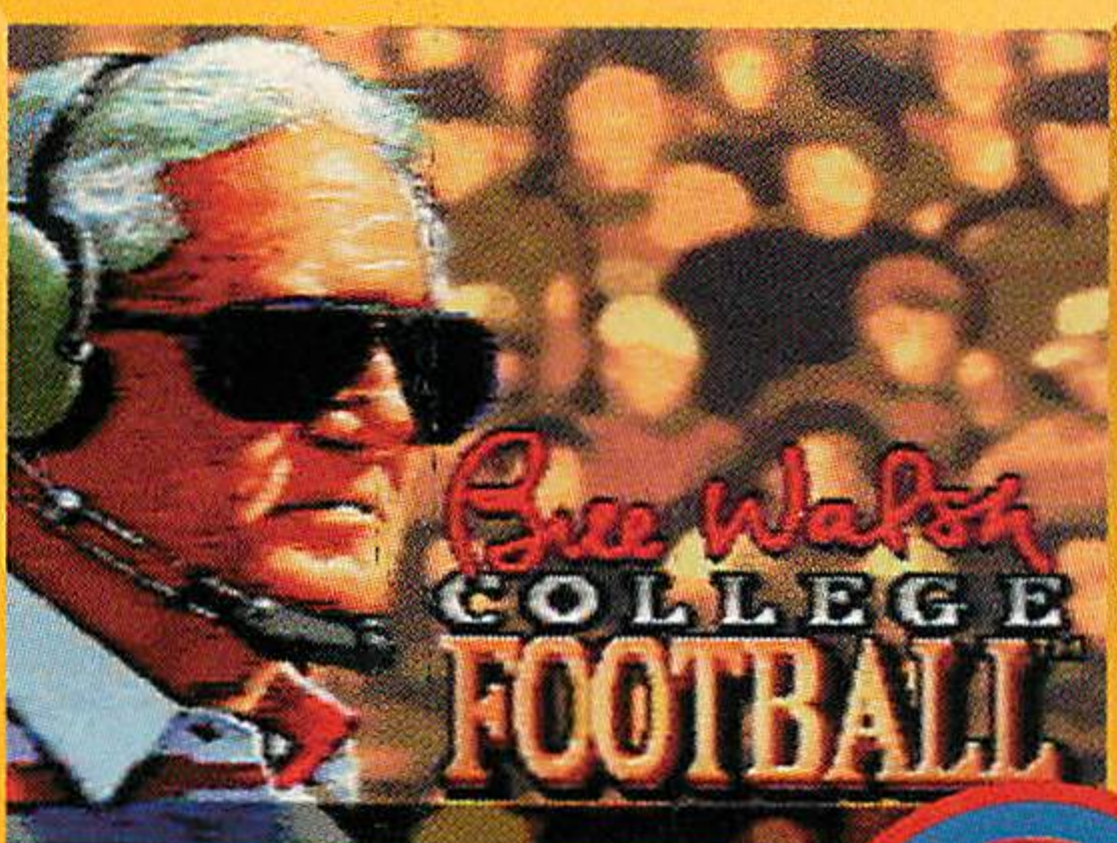
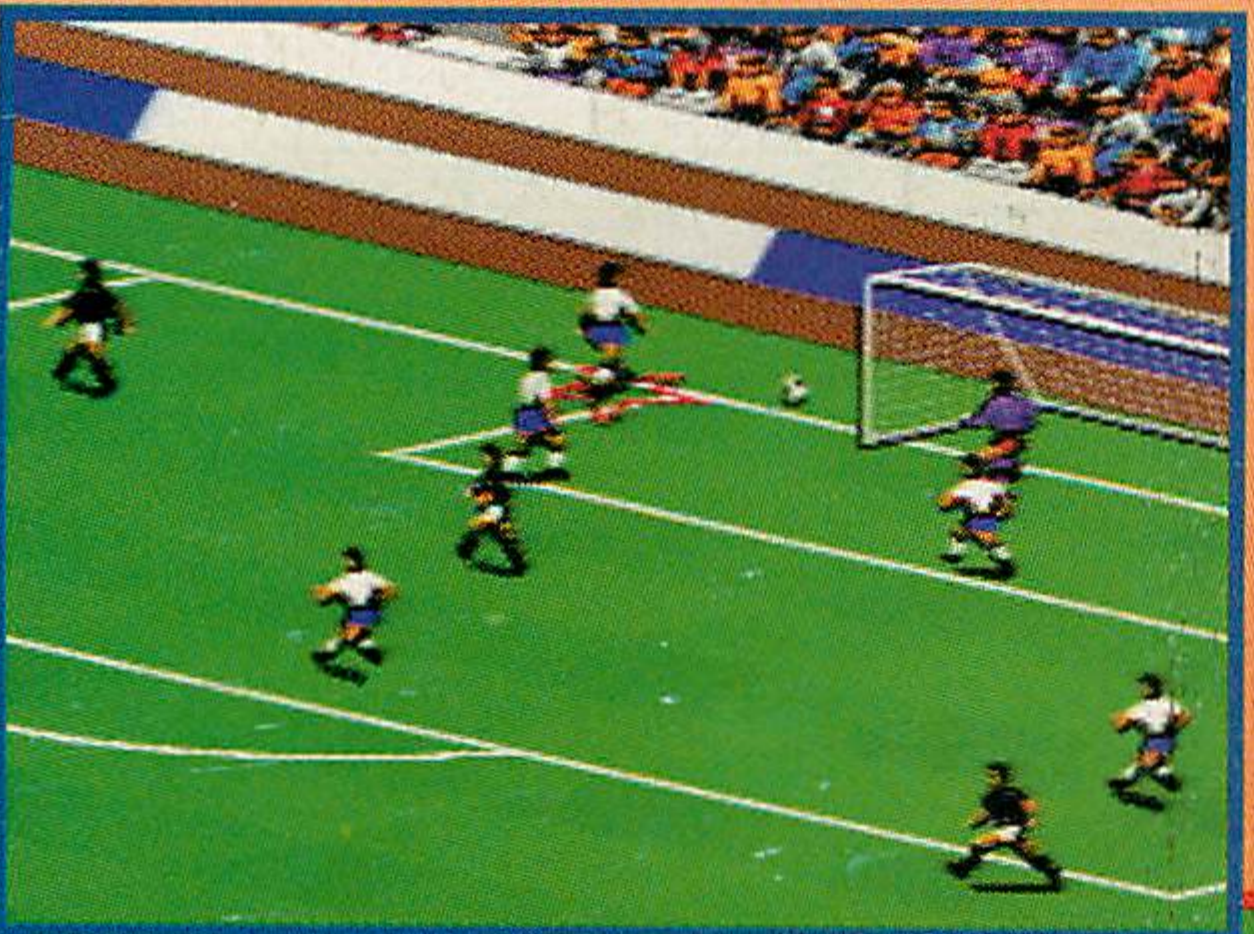
SUPER NES



9
GREAT

Electronic Arts
Phone: (415) 571-7171

FIFA sets new standards for soccer games on the Super NES. While the animation doesn't seem quite as detailed as on the Genesis, this version puts the SNES controller's extra buttons to good use and has a few new features like the kick power bar.



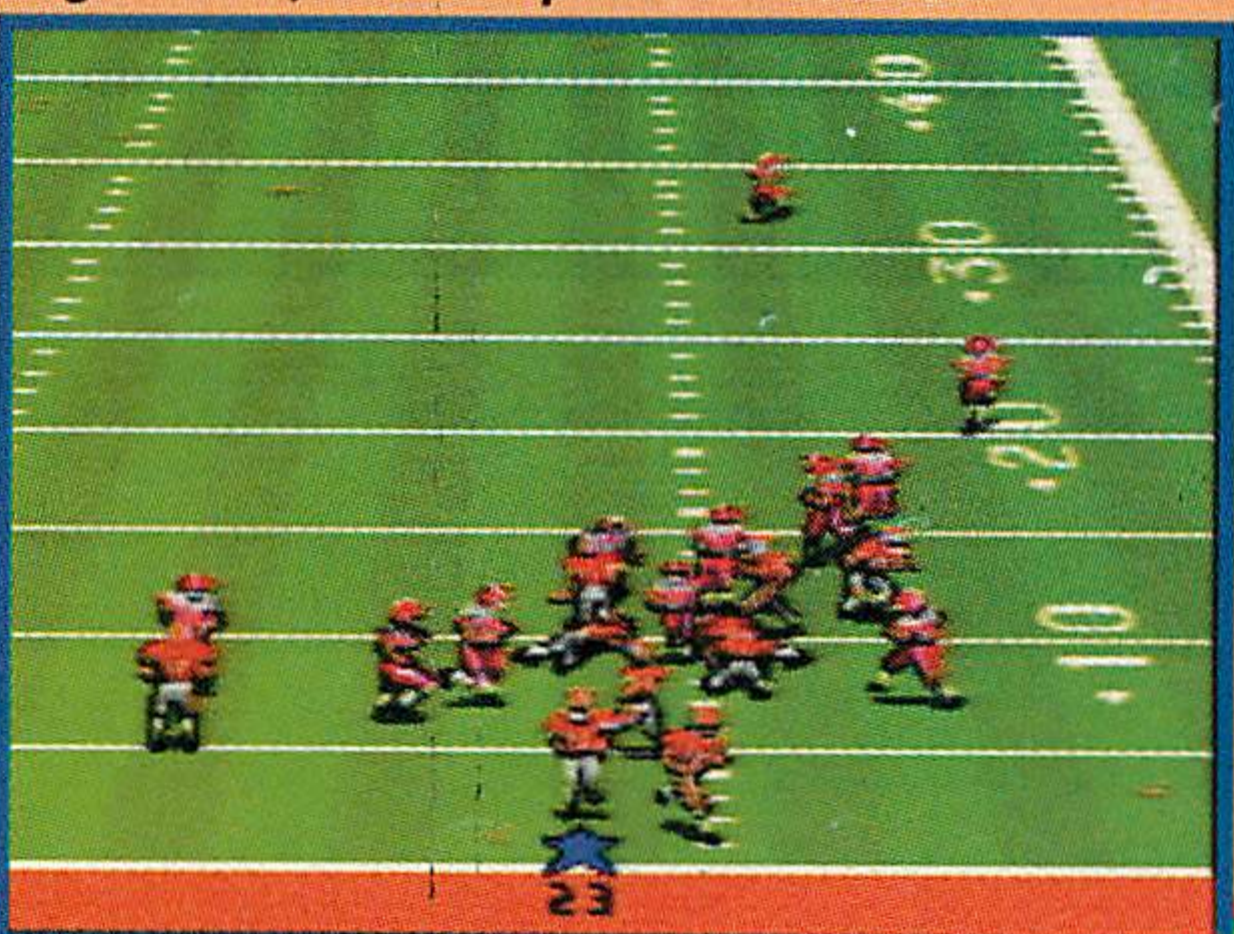
SUPER NES



9
GREAT

Electronic Arts
Phone: (415) 571-7171

Bill Walsh arrives for the SNES using the new *Madden '94* engine for superior graphics and control. Features include great teams of the past and current favorites, traditional plays like "Student Body Right" and the coaches' nightmare, the two-point conversion!



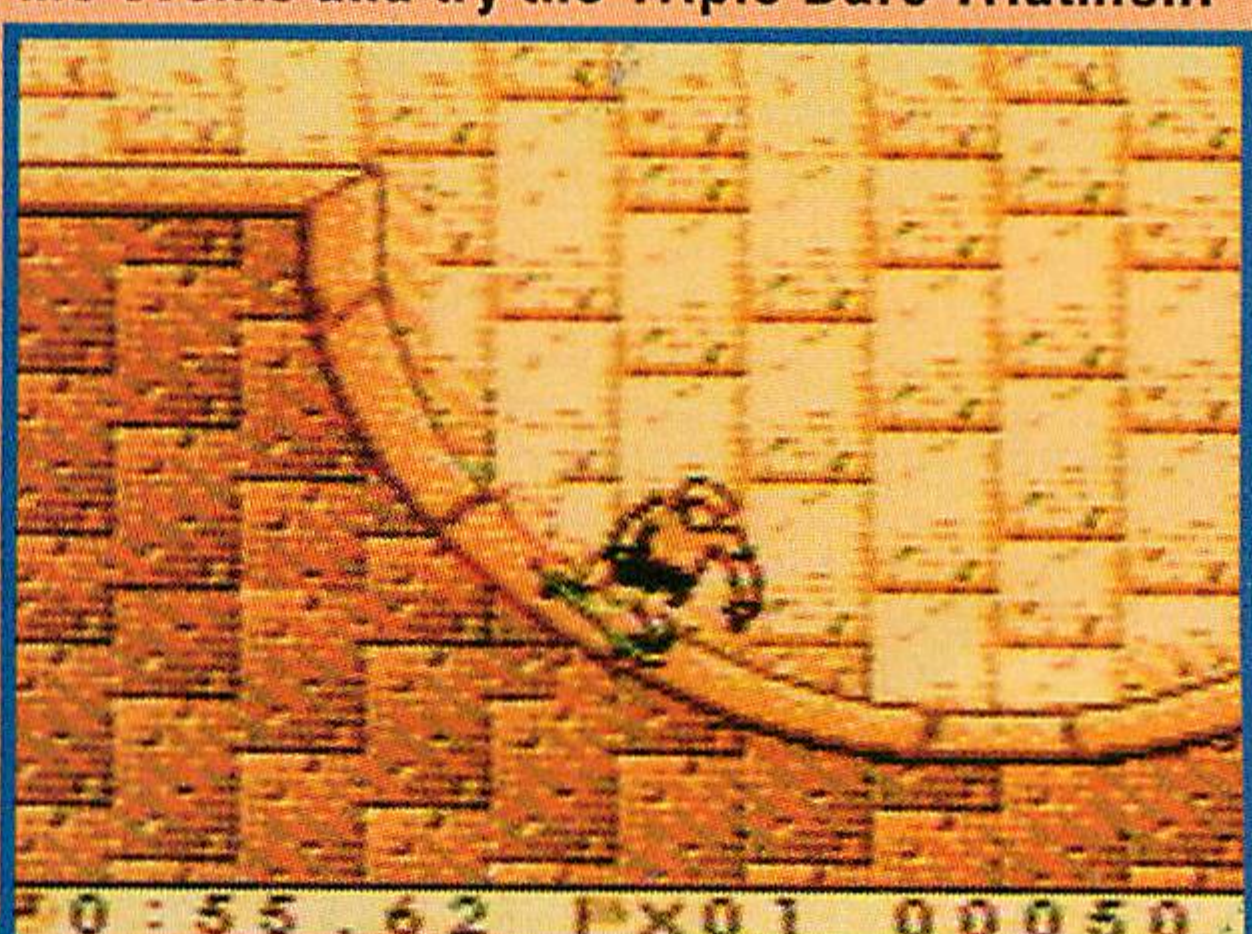
GAME BOY



6
OKAY

Malibu Games/T•HQ
Phone: (818) 591-1310

Really three games in one, *SI for Kids* lets you test your skills at snowboarding, skateboarding and biking. Similar to *California Games* in execution, it features short top-down and side-scrolling events. Master all the events and try the Triple Dare Triathlon!



SCOREBOARD

GENESIS BASEBALL

	TITLE	MANUFACTURER	OVERALL	GRAPHICS	ANIMATION	MUSIC	SOUND F/X	CONTROL	SPEED	CHALLENGE	COACHING	REALISM	OPTIONS	INNOVATION	TEAM SELECTION	LICENSE
1	World Series Baseball	Sega	10	10	9	8	8	9	9	9	9	9	9	8	8	10
2	Hardball III	Accolade	8	9	7	6	7	9	7	9	8	8	9	7	7	5
3	SportsTalk Baseball	Sega	7	7	8	7	8	8	8	7	7	7	7	7	7	7
4	Tony La Russa Baseball	Sega	7	7	7	8	7	7	7	8	8	8	7	6	8	5
5	Hardball	Ballistic/Accolade	7	7	7	7	8	8	8	8	7	7	8	7	6	n/a
6	Super Baseball 2020	Electronic Arts	7	8	8	6	6	7	7	7	7	n/a	6	8	6	n/a
7	Tommy Lasorda Baseball	Sega	6	6	7	6	7	8	7	6	7	6	7	6	6	3
8	Roger Clemens' MVP Baseball	Flying Edge	6	7	7	6	6	6	6	7	5	6	3	8	7	4

GENESIS BASKETBALL

1	NBA Showdown '94	Electronic Arts	9	9	9	8	7	9	8	9	9	8	8	7	8	8
2	NBA Action	Sega	7	7	7	7	6	8	7	8	8	7	7	6	9	9
3	Bulls vs. Lakers and the NBA Playoffs	Electronic Arts	7	8	7	6	6	8	6	7	8	8	7	6	7	7
4	Lakers vs. Celtics and the NBA Playoffs	Electronic Arts	7	8	7	7	6	7	6	7	7	7	6	6	7	7
5	David Robinson's Supreme Court	Sega	7	7	8	6	7	7	8	7	6	6	6	7	5	3
6	NBA All-Star Challenge	Flying Edge	6	7	7	7	6	7	7	5	4	6	6	6	7	6
7	Jordan vs. Bird One-on-One	Electronic Arts	6	7	7	7	7	7	6	6	5	6	6	6	n/a	7
8	Pat Riley Basketball	Sega	6	7	8	6	6	6	7	6	4	5	5	6	6	3
9	Arch Rivals	Flying Edge	5	5	5	6	6	7	8	3	4	n/a	5	4	5	n/a

GENESIS GOLF

1	Pebble Beach Golf Links	Sega	8	8	8	8	8	8	8	7	7	7	8	6	5	7
2	World Class Leaderboard	U.S. Gold	7	8	7	7	7	7	8	8	7	7	8	8	7	n/a
3	PGA European Tour Golf	Electronic Arts	7	7	7	7	7	9	7	8	7	7	8	5	8	8
4	PGA Tour Golf II	Electronic Arts	7	7	7	7	7	9	6	7	7	7	8	6	8	8
5	PGA Tour Golf	Electronic Arts	7	6	7	7	7	8	6	7	7	7	8	7	8	8
6	Arnold Palmer Tournament Golf	Sega	6	6	7	7	6	7	7	7	6	6	6	7	5	2

SNES BASEBALL

1	Hardball III	Accolade	8	9	8	7	7	9	8	9	8	8	7	6	8	8
2	MLBPA Baseball	Electronic Arts	7	7	8	8	8	7	8	7	8	7	7	6	7	7
3	Super Bases Loaded II	Jaleco	7	8	7	7	6	7	7	7	7	8	8	8	6	n/a
4	Cal Ripken Jr. Baseball	Mindscape	7	7	8	8	7	7	6	7	7	6	6	6	6	4
5	Sports Illustrated Baseball	Malibu Games	6	7	8	7	7	7	8	6	5	6	6	6	6	4
6	Roger Clemens' MVP Baseball	LJN, Ltd.	6	8	7	6	7	6	6	7	5	6	3	8	7	4
7	Extra Innings	Sony Imagesoft	5	6	6	6	6	7	7	7	5	5	6	3	6	n/a

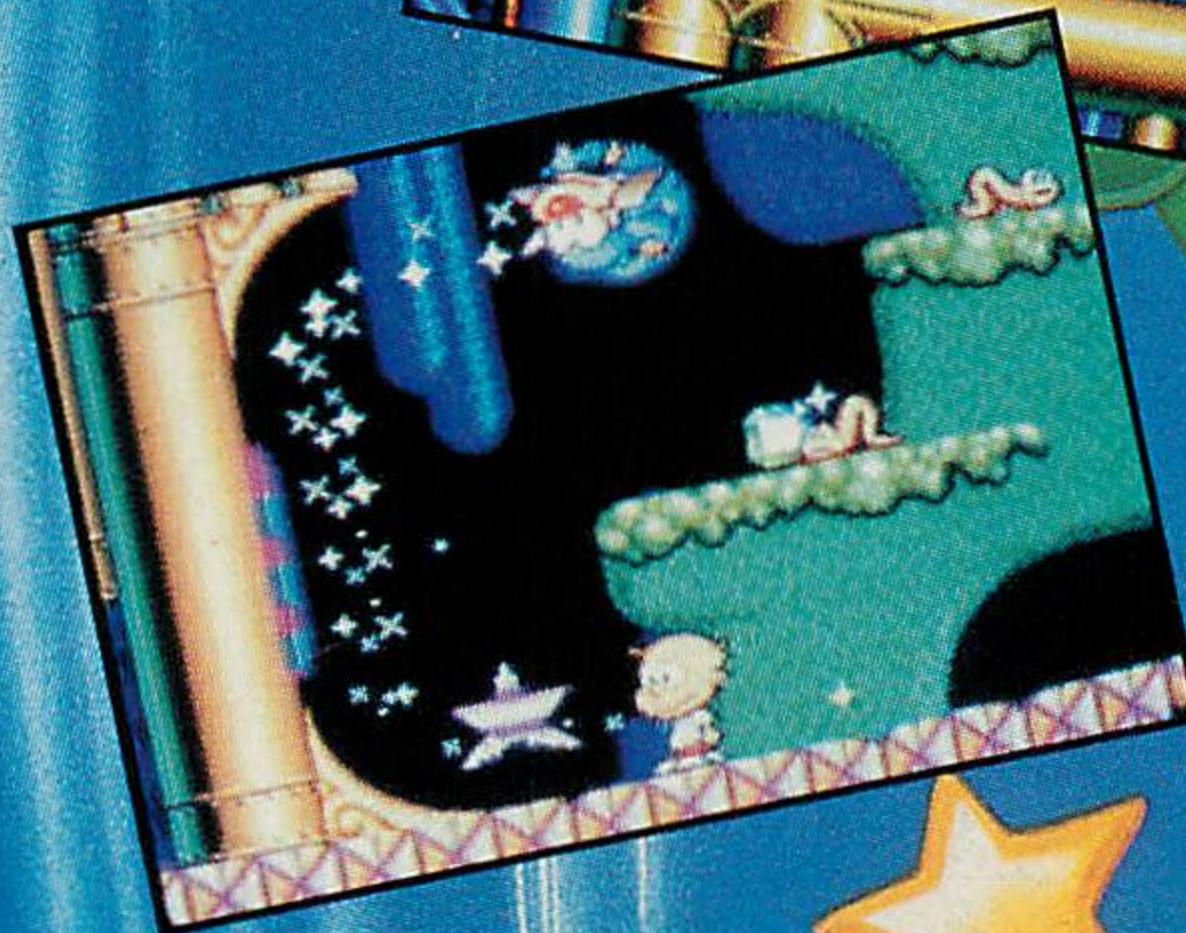
1	John Madden Football (3DO)	Electronic Arts	8	9	8	8	8	7	8	7	8	7	7	7	8	7
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- Pick up and place objects to gain access to new levels.
- Earn valuable coins and gems in the Bonus Games.
- Launch Squeak into action to remove enemies from the path.
- Special power-ups allow you to jump or fly with Squeak.



SUNSOFT

GLOBAL GAMING

BY ERIC NAKAMURA



TETSUWAN ATOM (ASTRO BOY)

ZAMUSE/BANPRESTO

Super Famicom

By the ocean, by the skies and by the cosmos, it's Tetsuwan Atom! He's a Japanese cartoon character from the '60s who you may remember as Astro Boy in the States. He's making a comeback in a big way, and now he's the star of a new Super Famicom game, just released in Japan.

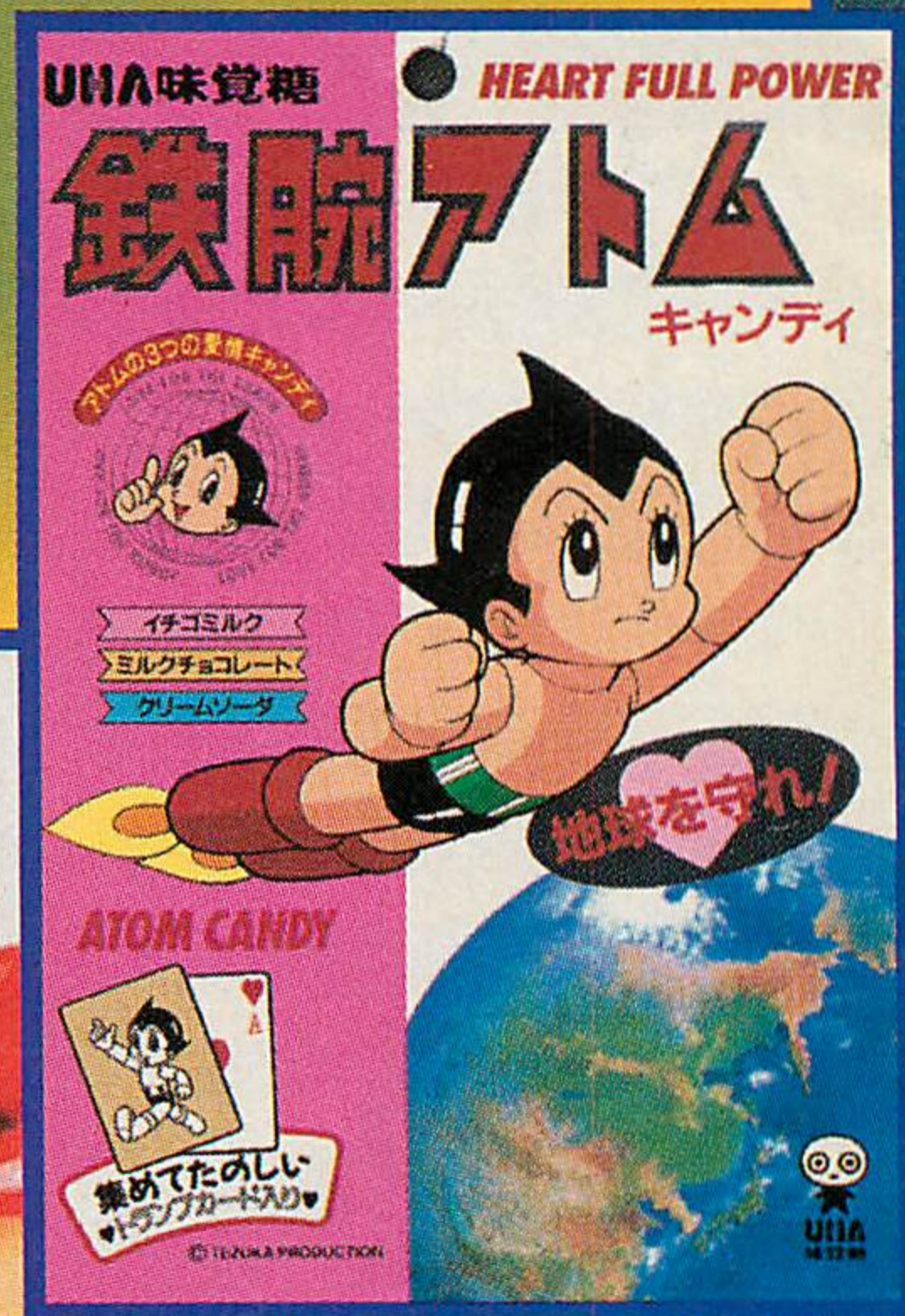
In case you're wondering, the name Tetsuwan refers to steel body components—and the name of his little sister, Uran, refers to iron body parts. They look like cute plush characters, but they're actually depictions of robots.

The game is for the Super Famicom, the Japanese version of the Super NES. No American release date has been announced, but I know there are a lot of Astro Boy fans out there who wish they could get their hands on this. The game takes place in the Maya ruins where there's a disturbance and it takes Astro Boy to fix it. It features side-view action scenes as well as overhead-view "Mode 7" sequences with Tetsuwan Atom flying over buildings and such.

The Tezuka company is marketing Astro Boy products in Japan for young and old. Products range from toothbrushes to wallets and T-shirts. There's also Atom candy; tasty morsels in the shapes of hearts and flavored apple, strawberry and chocolate with Atom quizzes in the back wrappers. Here are a few examples:

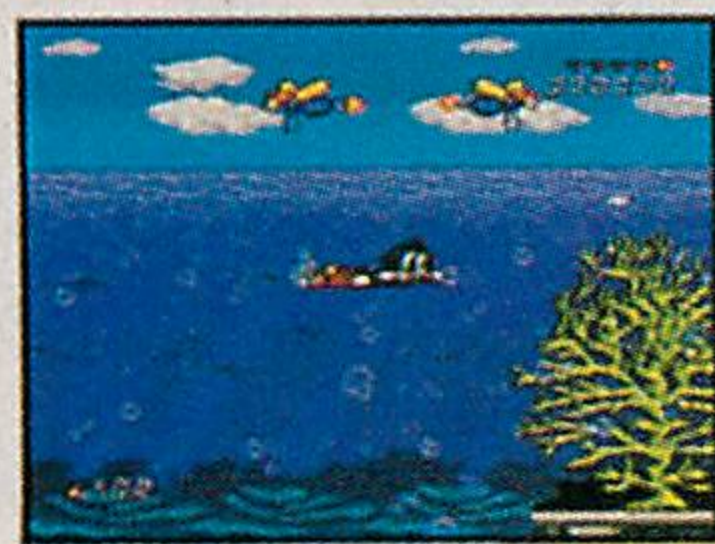
- 1) Tetsuwan Atom's power rating is 100,000 HP. What is his sister Uran's horsepower?
 - a) 10,000
 - b) 50,000
 - c) 100,000
- 2) Atom has some jet engines in his legs. Where are the others?
 - a) Arm
 - b) Buttocks
 - c) Head
- 3) How old is the Atom?
 - a) 12 years
 - b) 9 years
 - c) 5 years

(Answers: b, a, b)



■ 予価 9,000円 (税抜) ■

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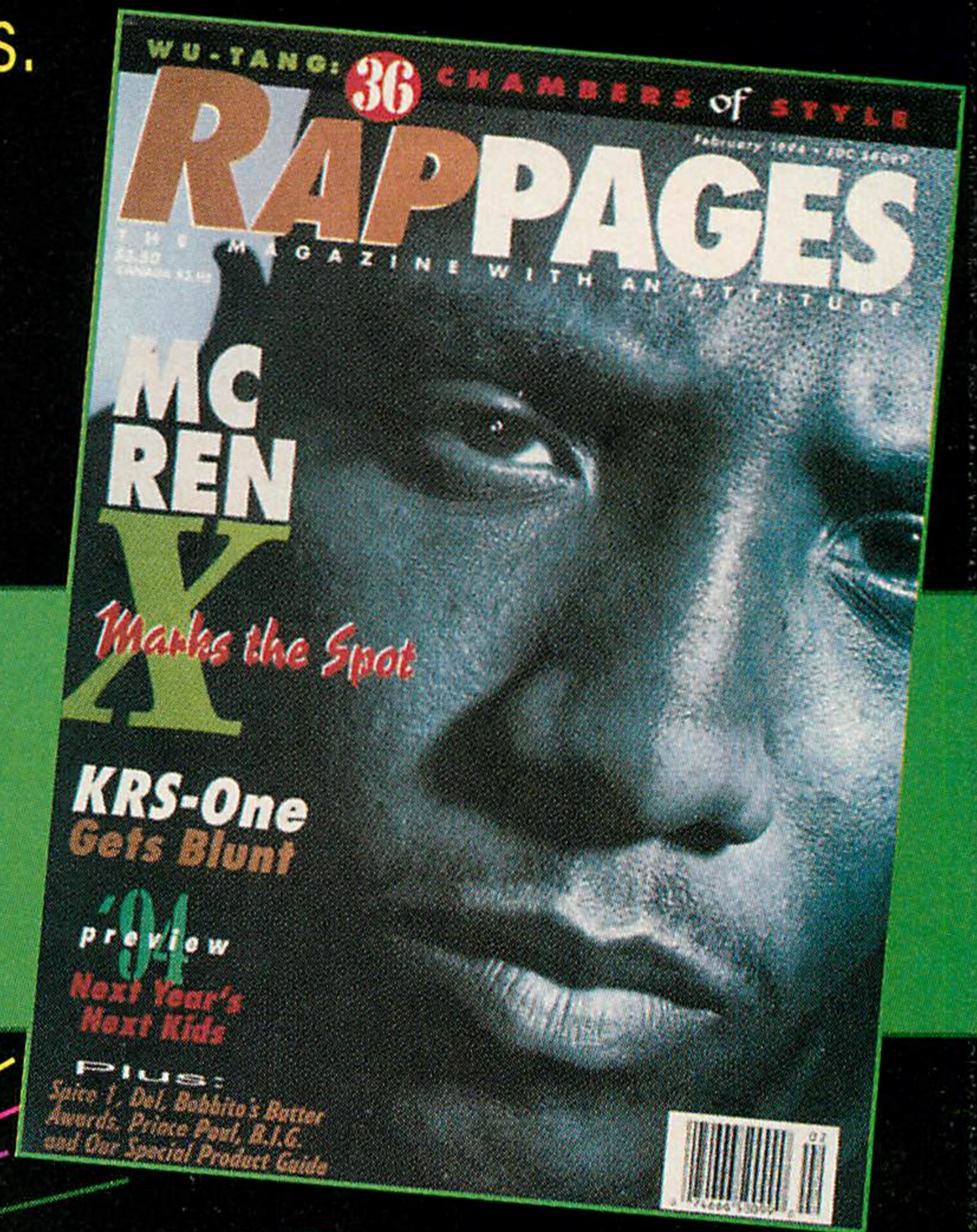
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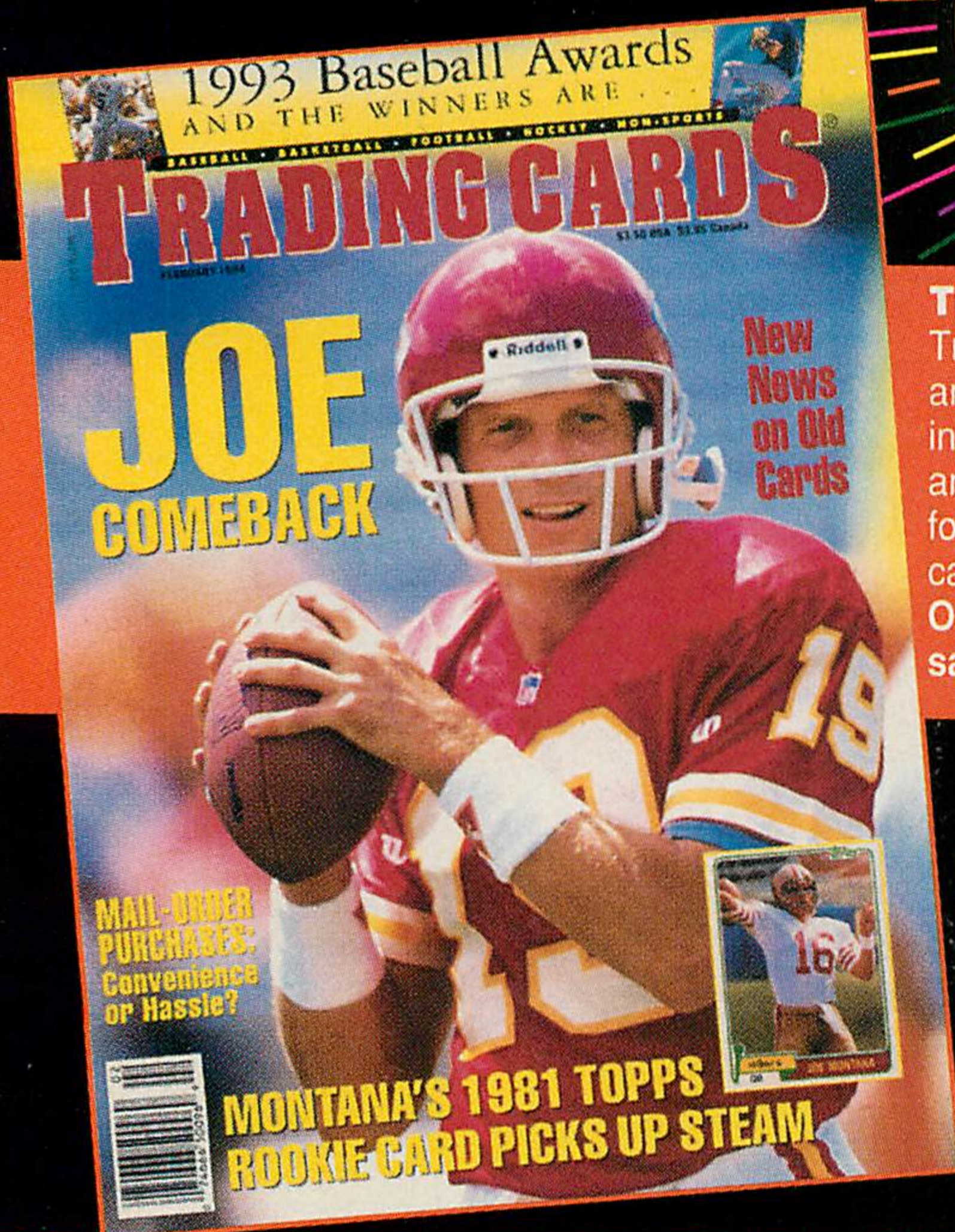


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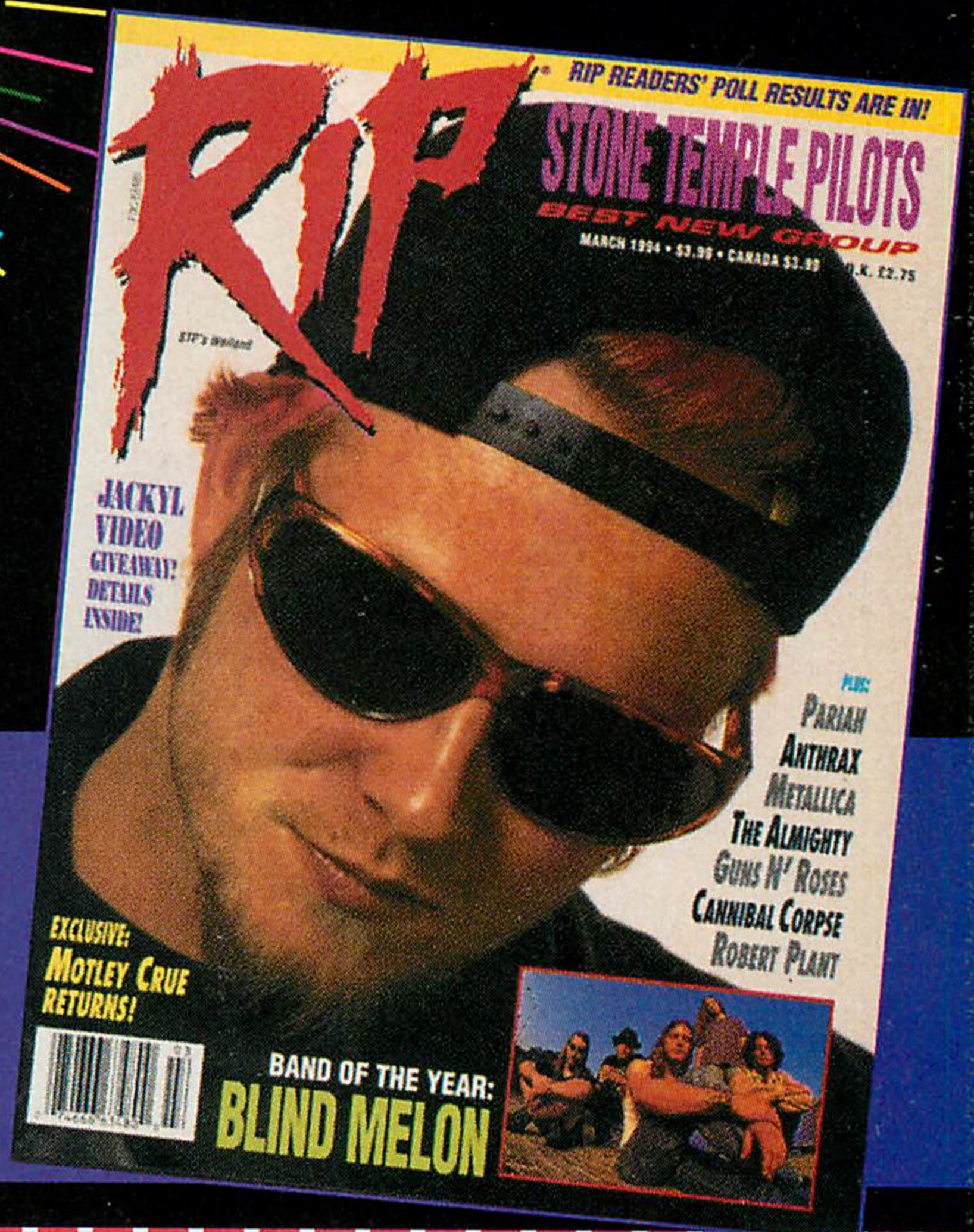


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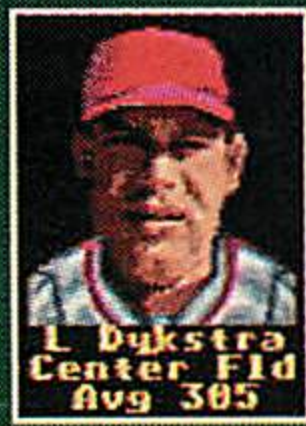
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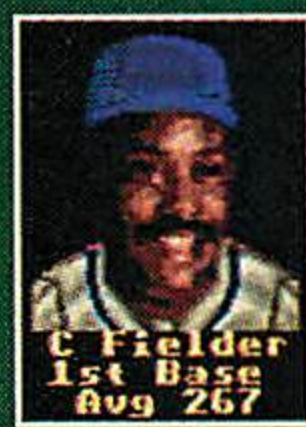
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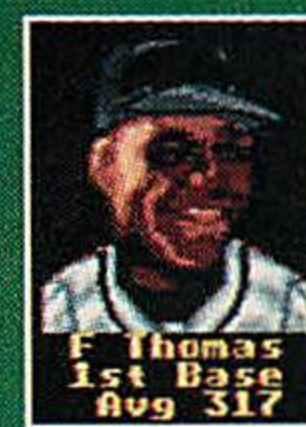
- On-screen baseball card-style player pictures with their '93 stats.



- MLBPA licensed, which means over 800 real players from 28 real teams.



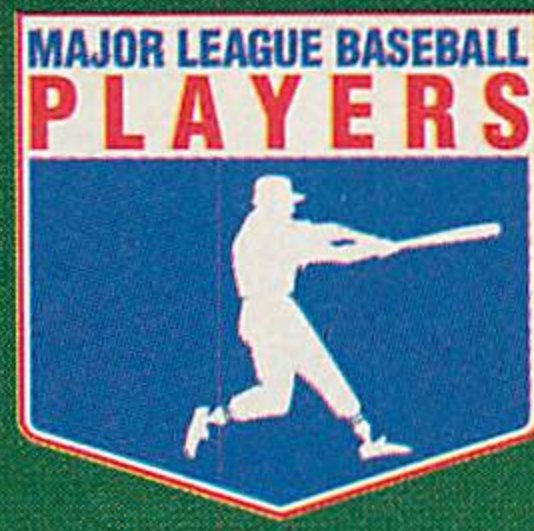
- More and higher quality music, voices and sounds — featuring audio play assist by Jack Buck.



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TENGEN

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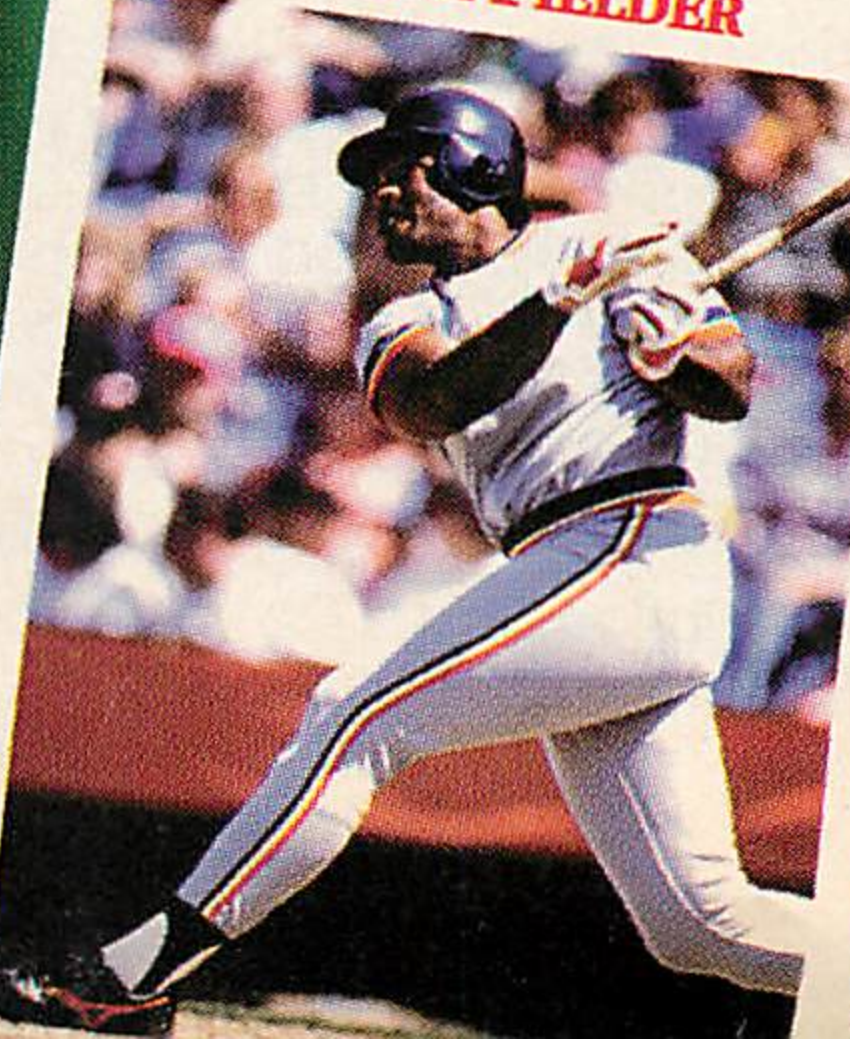
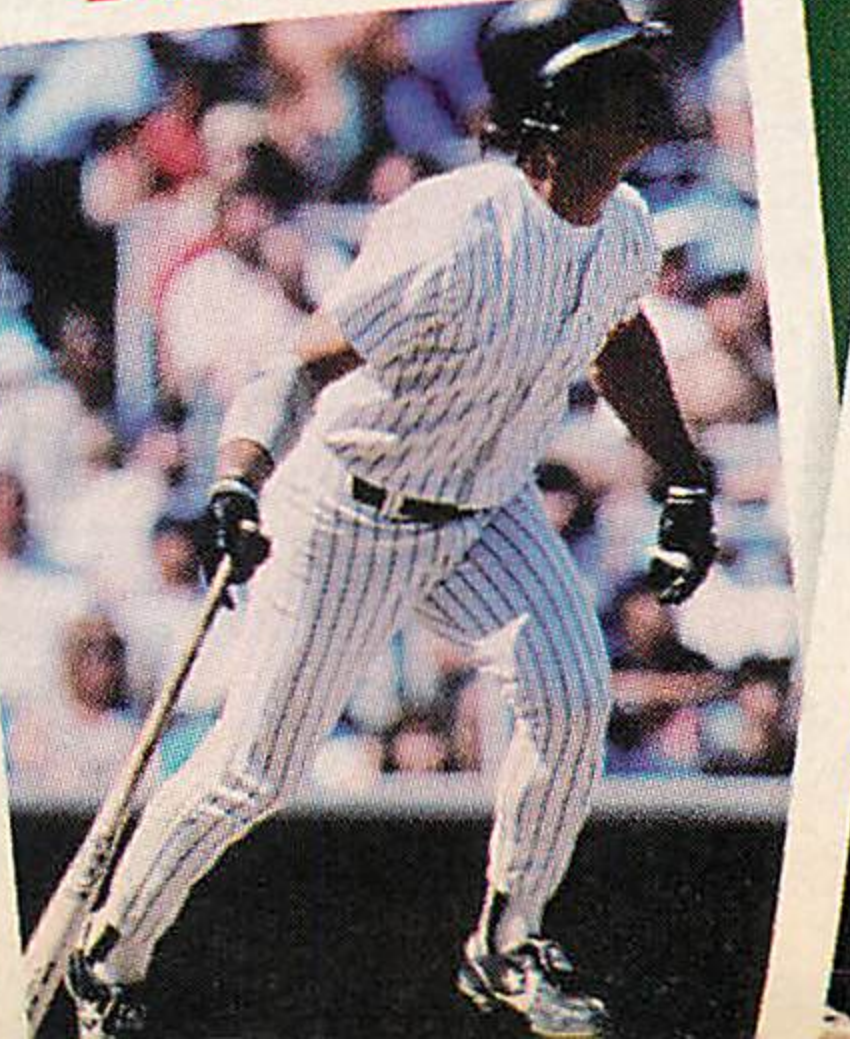
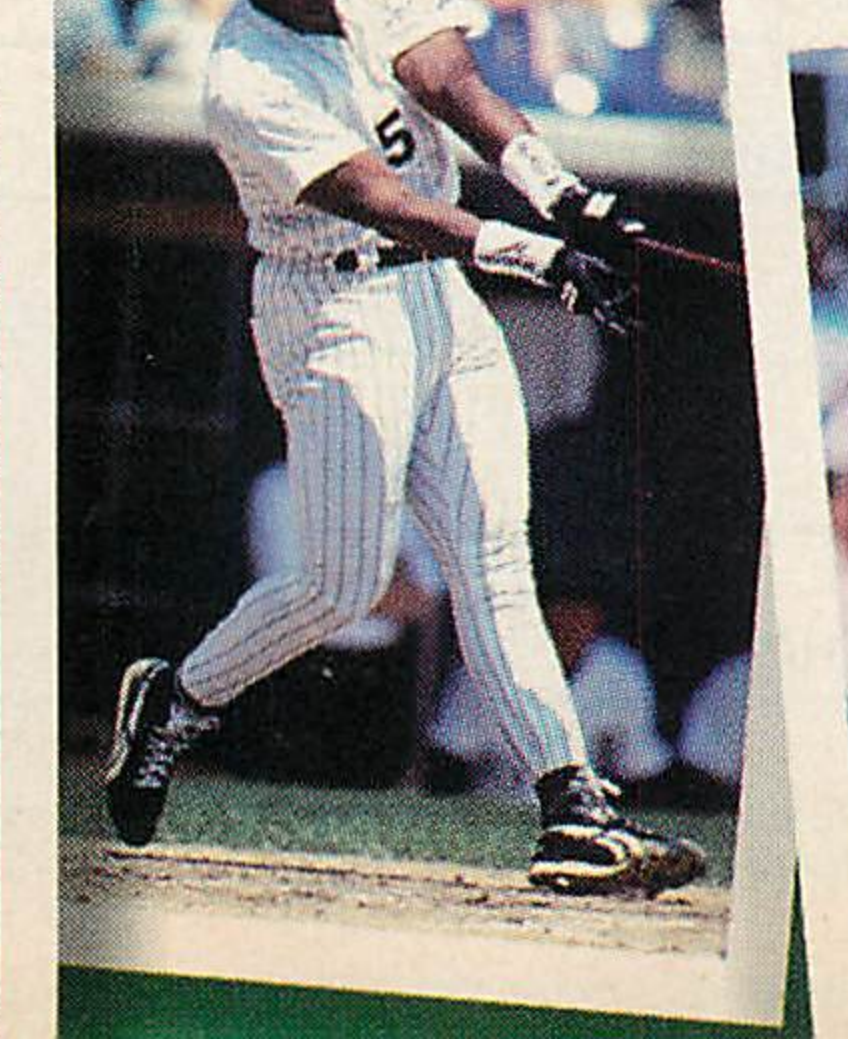
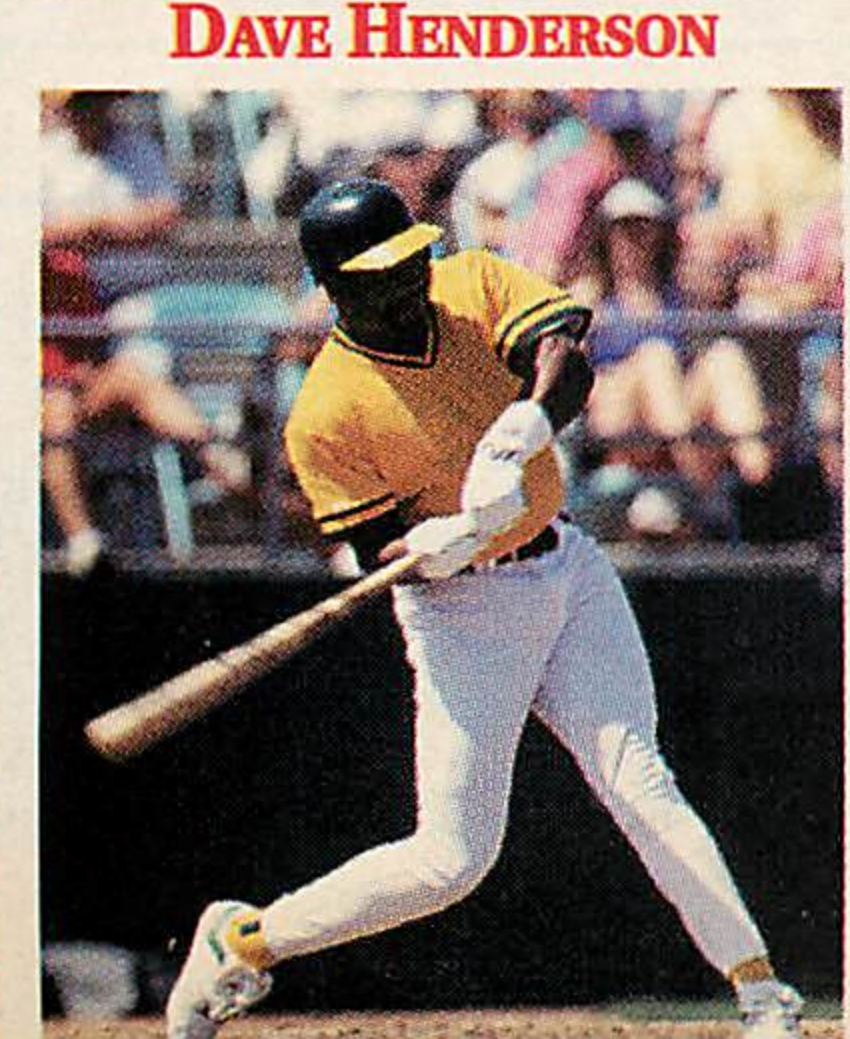
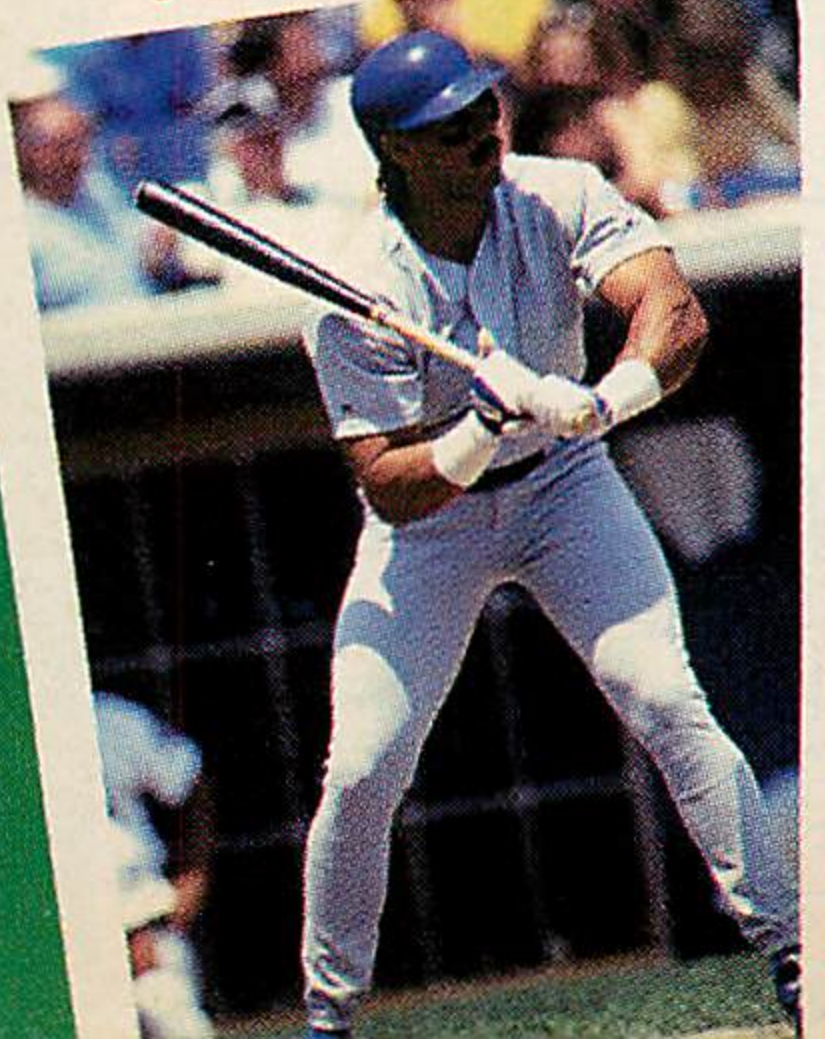
DAVE HENDERSON

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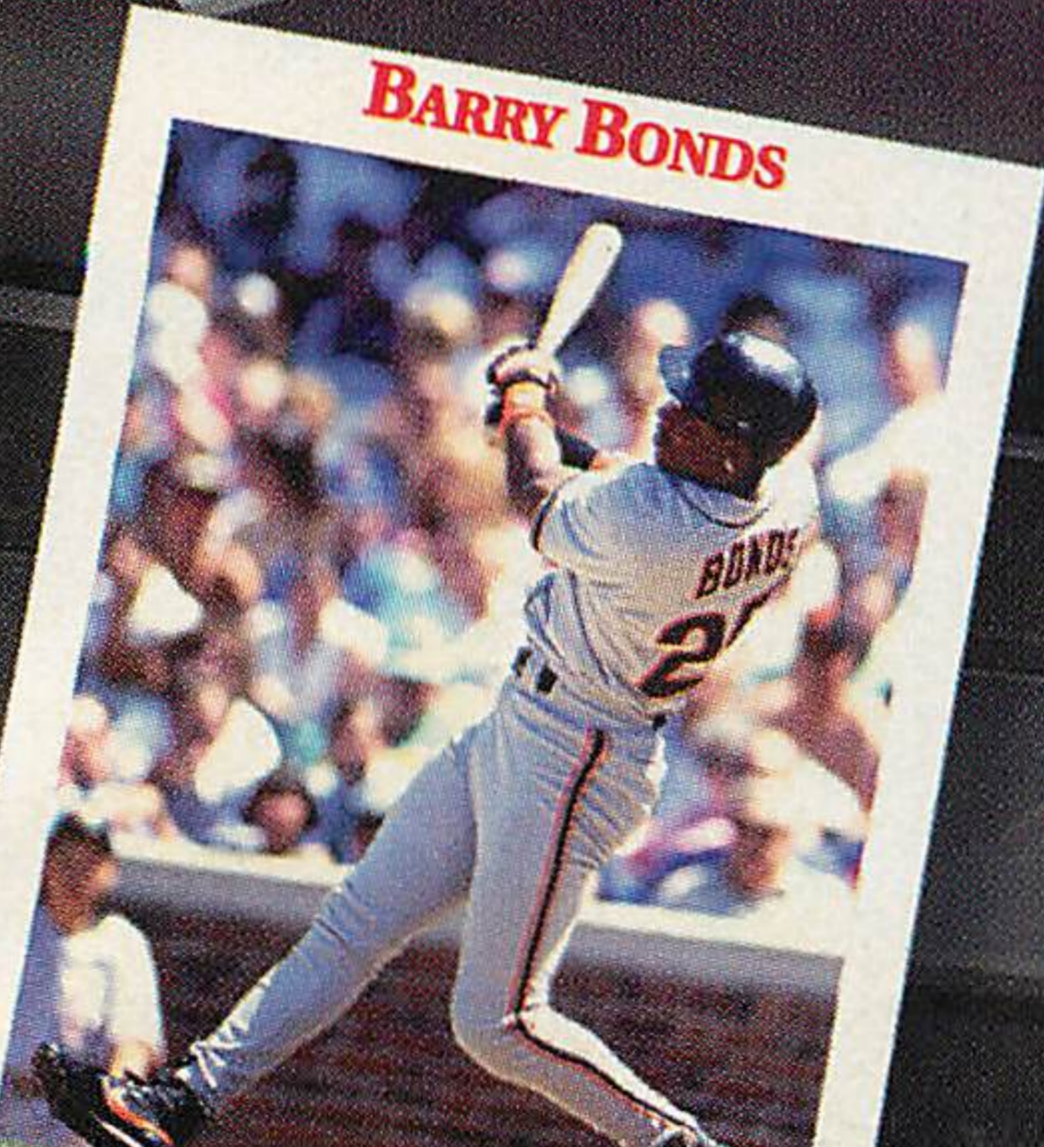
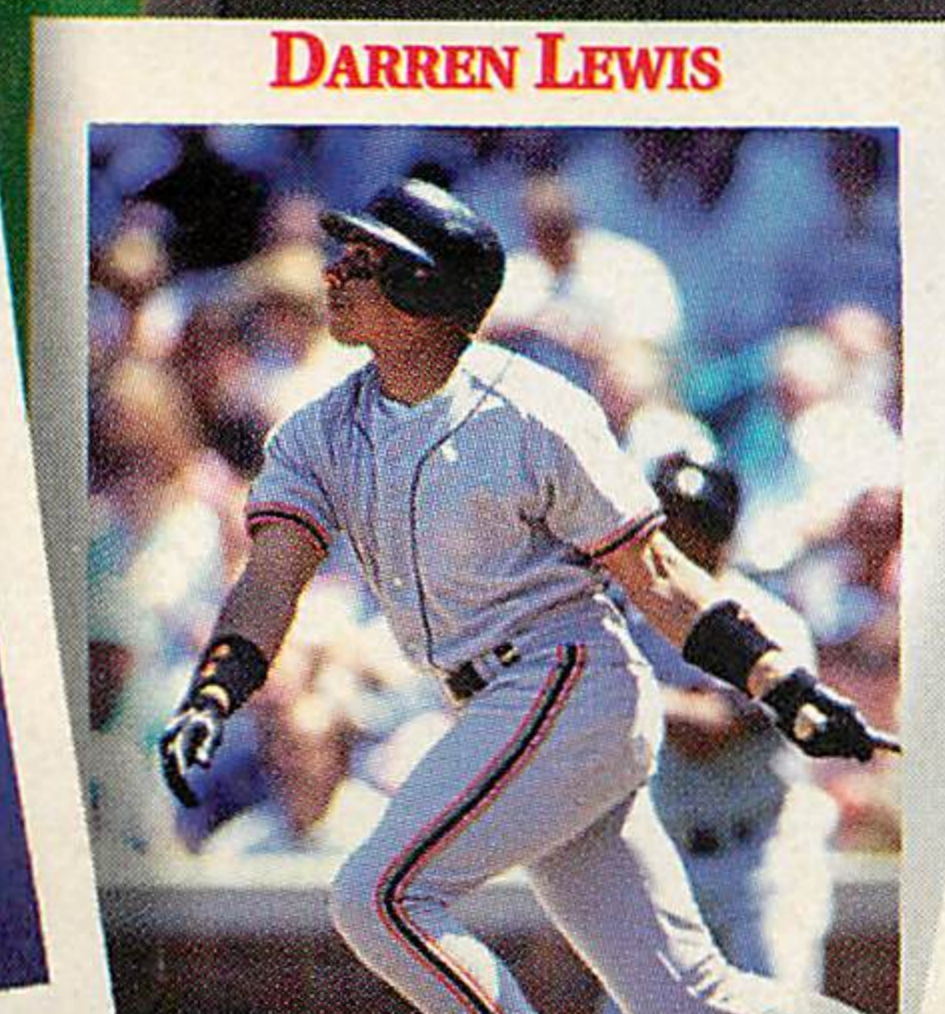
CECIL FIELDER

LENNY DYKSTRA

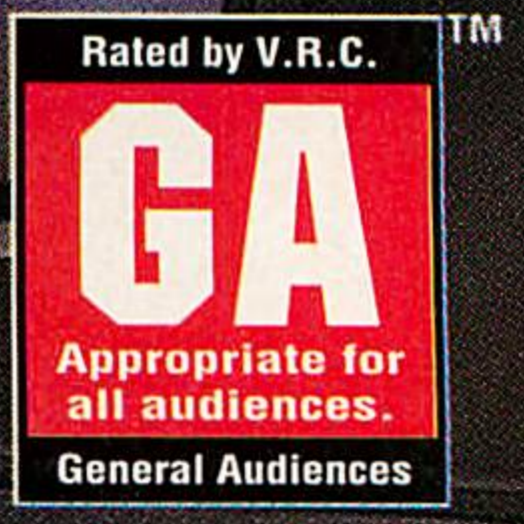


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