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# GAMEPRO

#1 VIDEO GAME MAGAZINE

## The Stars of '93!

GamePro Editors' Choice Awards

**FREE!** SNES ProStrategy Guide - 16 pages BIG!

**SUPER EMPIRE STRIKES BACK!**



## 42 ProReviews!

Super Street Fighter II  
Terminator 2: The Arcade Game  
Claymates • Jammit Basketball  
Joe Montana's NFL Football  
Fatal Fury Special and **MORE!**

## PreViews!

Mortal Kombat II  
Sonic the Hedgehog 3  
Ground Zero, Texas  
Star Trek: The Next Generation  
Dragon's Lair and **MORE!**

## The Fighter's Edge!

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Fighting Games  
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ProStrategy Guide!  
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An IDC Communications Publication

February 1994  
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**Hot Arcade Games for 1994!**

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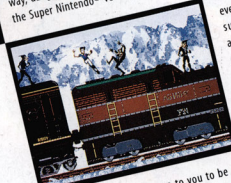
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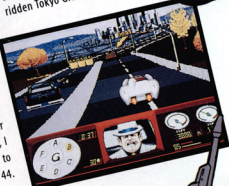
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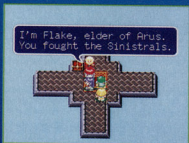
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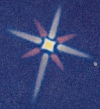
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It all began



when I pushed the start button on my new asciiPad SG-6. There was this gigantic flash, and suddenly, I was floating in space. Just then, hundreds of vicious alligators solar-surfed past me, heading towards Earth. If you've never seen an alligator with an attitude, trust me, they're scary. Lots of teeth, and they're not vegetarians. "We're sick of our swamp planet," they snarled. "We're taking Nebraska!" I live in California, so I'm thinking, "So what?"—but then I remembered my buddy Travis, from Omaha\*.

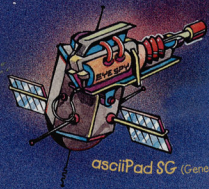
Power Clutch (Genesis) The joystick that revolutionized the Sega.



Besides, sooner or later, I knew they'd add Los Angeles to the menu. So, the fate of the World was in my hands. Actually, a Fighter Stick was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with —get this—a laser cannon. I plugged the cord in, switched on turbo fire and blasted those lizards at over 30 shots per second.



Super Advantage (SNES) As close as you can get to an arcade joystick — but they don't have cool features like Turbo-Fire, Auto-Turbo and Slow Mo.

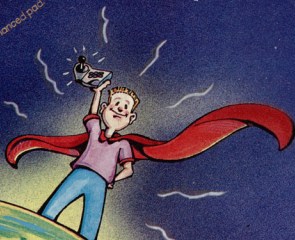


asciiPad SG (Genesis) Turbo-Fire, Auto-Turbo, and Slow Mo. All this and cool looks, too.



\*TELL US HOW YOU SAVED THE DAY WITH YOUR ASCIIWARE ENHANCED CONTROLLER, AND WE'LL USE THE STORY IN AN AD. MAYBE.  
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asciiPad (SNES) Turbo, Auto-Turbo and Slow-Mo have made this the world's most popular enhanced pad.



# HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE FROM

Fighter Stick SG-6 (Genesis)  
Great, not really. But these kind of features are barely street legal.



Soon, I had 'em all rounded up, and boy, were they faced.

I showed them the secret weapon.

"This is a Fighter Stick!" I shouted. "Everyone on Earth has one," I said, fibbing a little, "so give up your attack, or else!" Before you could say, "later, gator" they were half-way home. This time, we were lucky. But until everyone on Earth has an Asciiware enhanced controller, we'll never truly be safe.

Fighter Stick SW (SNES)  
The heavyweight of fight controllers. Imagine *Street Fighter* on wheels.

asciiPad SG-6 (Genesis)  
Six buttons, and killer styling. Back half, one foot Bayley. The ultimate Street Fighter controller.



ASCIIWARE

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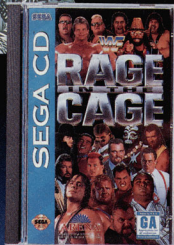
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How will you defeat the evil forces of the Empire and save your friends in Super Empire Strikes Back? Use this 16-page ProStrategy Guide, Luke.



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# X-MEN

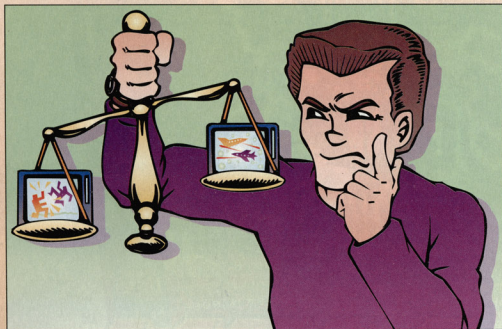
## PREMIERE EDITION TRADING CARDS

# BRING IN THE NEW!

The world has taken notice of video games. Just watch the news, read a newspaper, listen to your concerned parents, or hear the politicians. New technology breeds creative new ideas and new cautions, but ultimately the decisions are made by you, the players. You decide what games fly and what games die.

To keep up with all the rapid changes in the industry, video game magazines like *GamePro* have to keep on their

We also realize certain types of gamers have certain types of needs. Check out our first column about fighting games - *Fighter's Edge!* We tracked down some of the best arcade street fighters and mortal kombatants in the country and got them to share their tips, tactics, and combos for all the new fighting games. With the Sports Pages and Role-Players' Realm, we're trying to cover all the bases you've asked us to.



**...ultimately the decisions are made by you, the players.  
You decide what games fly and what games die.**

toes, too. Here's what's new besides games in this issue.

The *GamePro* staff honors the best of the best for 1993 in the first Editor's Choice Awards. So you don't think we included all the top games? Well here's something else that's new: You'll get your chance to drop an official vote for your favorite video games in a couple of months!

We tweaked our magazine design... and will continue to do so. Now we're a little more visual because, as you've pointed out, one picture is worth...yadda, yadda. We plan to provide more screens, more art, and more maps than ever. Check out our snappy new corner elements, and the color pix of all the reviewers. And keep that cool envelope art coming in!

Look for more arcade coverage, as well. Sure tokens cost money, but we've all gotta get to those coin-ops while they're hot.

Whenever we can, *GamePro* will cover games for new systems as they appear, such as the 3DO Multiplayer, the Atari Jaguar, the Amiga CD 32, and the Philips CD-I. Which will be the first new system to break into the bar at the top of *GamePro's* front cover?

Some things change, many things remain the same. Of course, we'll continue to bring you the best reviews, previews, strategies, and news you can use. What else do you want? Tell us. Keep those cards and letters comin' in, because some of the best ideas come directly from you!

By the *GamePros*

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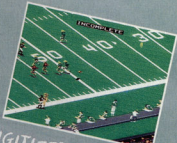
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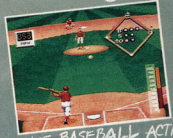
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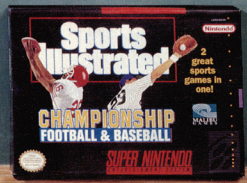
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(cont.) amazing feats ever attempted. This is a circus act like no other, with thrilling stunts and a flying acrobatics that send the audience. Some have even called it "Aero the Acro•Bat." A high-flying death who combines super artistry with excitement and danger. This reporter has never seen anything quite like it.

The circus starts out innocently enough, with Aero soaring through the air in a series of aerial somersaults. This is gold medal stuff, fans. He flips, zips, hurls and whirls through the air, as the audience gapes and gasps in amazement. "Aero the Acro•Bat is a totally awesome dude," said Rita Zimmerer, one of the lucky girls who sat in the front row of the circus. "For a little bat, his act is based on simplicity and plain attempts. He constantly buzzes the audience with leaps from trapeze to trapeze, bathed in brilliant spotlights. As the audience holds their collective breath in silent amazement, at times the only sound is Aero's high-pitched squeal of delight as he preps for one of his now-famous power dives. Even the other circus performers stop to watch Aero. This reporter noted clowns, magicians and even the ride operators from the far side gathered under the tent to watch what might be the final performance. It's not really

fun, but then it got weird," recalled circus janitor Al Artus. "I thought that little bugger was gonna bite it, all right," added Annette Hyssong, circus vendor.

Leaping from a towering, teetering platform, Aero the Acro•Bat realized that this was more death-defying than he thought. One of the platforms was rigged with explosives ... which threatened not only the super bat, but the entire audience as well! "I thought I'd wet my pants," complained Karen Shadley, a shy young girl who had traveled all the way from Illinois to see Aero the Acro•Bat perform. "When that platform disintegrated, my life was in Aero's hands." Capable hands indeed, as it turned out.

Suddenly, in darkness as the night mysteriously malfunctions, Aero leaped to safety and landed with a flourish! Not only did Aero have to protect the audience from the danger of falling debris, he had to protect himself from the "bad boy of the big top," the evil, diabolical and just plain mean Edgar Ektor. This guy must really hate bats.

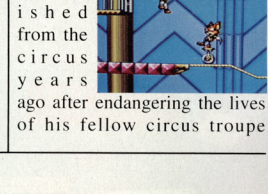
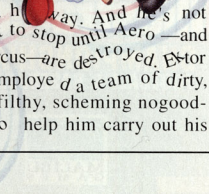
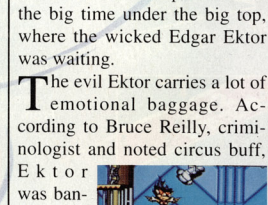
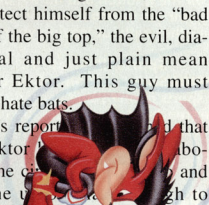
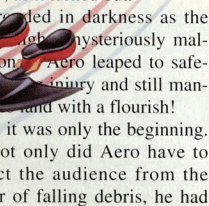
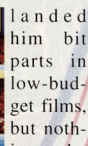
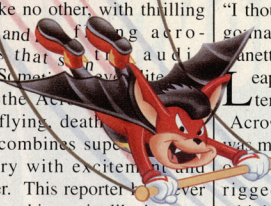
This reporter said that Ektor had planned to sabotage the circus and anyone who got in his way. And he's not about to stop until Aero—and the circus—are destroyed. Ektor has employed a team of dirty, nasty, filthy, scheming nogoodniks to help him carry out his

plan. Clowns that can literally make you laugh to death. Not to mention whipping spiked balls that can do serious damage. Or a psychomadman named Marko, who constantly shoots himself out of cannons like a crazed kamikaze. He doesn't even mention tightropeballerina who loves to squish bats. About a handful!

But these battles can't compare to Aero's early struggle toward fame. Auditions

landed him bit parts in low-budget films, but nothing he could sink his teeth into. He answered a casting call for a made-for-TV baseball movie. Yet his hopes were quickly dashed. "They said they needed bats," says an embarrassed Aero. "How was I to know they meant wooden ones?" But that setback didn't keep him from the big time under the big top, where the wicked Edgar Ektor was waiting.

The evil Ektor carries a lot of emotional baggage. According to Bruce Reilly, criminologist and noted circus buff, Ektor was banished from the circus years ago after endangering the lives of his fellow circus troupe



members. Allegedly, his innocent pranks and practical jokes took a decidedly twisted turn, and he enjoyed inflicting pain and suffering on circus performers and audience members alike.

"Ektor was a really, really sick little boy," said Alison Quirion, the renowned performing poodle trainer who worked

Ektor during the early circus days. "He started out with all sorts of squirting stunts, exploding cigars, glue on your underwear, and sort of things. Next thing you know, there's grease on the floor and dynamite in the air."

Ektor hadn't been around for years. Until he suddenly appeared in the ring with a grimace on his face. "I'm Tad 'Smiley' Shimano," he said, "and I thought we were just going to have a little fun, for sure," said Ektor, "but we didn't even get started on candy," he added.

But Aero the Acro-Bat was a licking and kept on going. Using strength and wit, he found himself negotiating a perilous series of trampolines, leaping far into the air, and using his wings as a propelling force... all the while avoiding becoming a shishkebab on hidden spikes.

lived an attack by Waldo, the wicked, whipping lion tamer when Aero swooped from the air and deftly punched the muscular Waldo into a pulp. "It started out as the coolest circus ever," he said, "but then the bodies flying everywhere and the fleas from the flea circus were into demolition."

Aero continued to perform for the now-terrified audience even while the sicko saboteurs tried to slice into the fun. The Saboteurs had themselves locked in cages, their fate yet to be determined by Ektor. "We had just gone down to get some cotton candy when this horrible, ugly slimeball grabbed me from behind!"

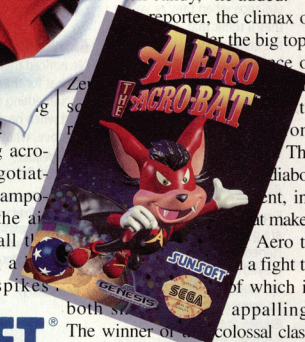
replied Tad "Smiley" Shimano. "He threw me in," he said. "I thought we were just going to have a little fun, for sure," said Ektor, "but we didn't even get started on candy," he added.

reporter, the climax of the big top... the amazing acrobats found himself negotiating a perilous series of trampolines, leaping far into the air, and using his wings as a propelling force... all the while avoiding becoming a shishkebab on hidden spikes.

Ektor had placed on the floor and roof. He spun, drilled and flipped his way past an onrushing convoy of Ektor's hench-

men. He finished them off with a flourish! The audience gasped at their money's worth of circus. Because the show continued right on to the next day, Aero kept right on going, disarming hundreds of booby traps on the fairground rides and saving thousands of dollars in the process. In the meantime, many circus goers found themselves locked in cages, their fate yet to be determined by Ektor. "We had just gone down to get some cotton candy when this horrible, ugly slimeball grabbed me from behind!"

replied Tad "Smiley" Shimano. "He threw me in," he said. "I thought we were just going to have a little fun, for sure," said Ektor, "but we didn't even get started on candy," he added.



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# THE MAIL

## GamePro Readers Speak Out!

### Video Violence – The Debate Continues

I wish that pro-censorship groups would realize that video games are only a reflection of society. If those groups want to cut the violence in the games, they should first cut the violence in society, not the other way around.

Eric Corse, Crystal, MN



**Cut the violence from games? Or from society? Here's a scene from the ultra-violent Time Killers.**

I encourage Nintendo to continue making games with no gory, blood-splashing scenes. We must recognize that human life is sacred. If everyone is taught extreme violence when they're young, they'll think that violence is the standard way of living. I know Nintendo has received a lot of criticism for taking the gore out of Mortal Kombat, but I think it's alright, and we should be focusing on the graphics, game play, and quality of the game.

Benedict Swift, Houston, TX

Everybody thinks that kids are going to grow up with ruined lives because they played violent video games, but nobody knows because no gamer has grown up yet! Games are evolving – did anybody think gamers were going to want to play Mario forever? There is far more to

worry about than Mortal Kombat. Parents, please leave us alone.

Matt Keatley, Boulder, CO

I heard that Lethal Enforcers for the Sega CD will be rated MA-17. What makes it deserve that rating?

Stephen Swan, Oceanside, NY

**(You can shoot very real-looking digitized enemies in very real-looking settings with a very real-looking gun. When you get shot there's blood splattered on the screen. You can also shoot innocent bystanders and police officers by accident. The non-stop violence and realism earned the game the MA-17 rating.**

– Willy Y. Pout



**Lethal violence.**

### More Mortal

I've noticed that in Mortal Kombat for the SNES, Kano has something gray in his hand when he does his Finishing Move. What is he holding?

Chris Mendez, Santurce, Puerto Rico

**(You might be reading more into the image than what's there. At the end of Kano's arm is his closed fist. Nothing else – no body part of his victim has been identified.**

– Scary Larry



**What's Kano holding in his clenched fist? Nothing.**

After playing a lot of MK, I've found that the violence and gore don't really matter. The blood isn't what makes the game, and the Fatalities have become boring, believe it or not. Once you see them over and over, they lose their effect, and the only reason to do them is to get extra points and impress That Little Kid Who Won't Shut Up. ("Wow! Is that his spine?") I'm sure 99 percent of the MK fans will hate me for saying this, but the graphic and sound advantages of the SNES version are enough, and you don't need all the gore.

Robert Fielder, Abilene, TX

Will there ever be a Mortal Kombat game for the NES?  
Tom Mills, Shelton, CT

**(We've had lots of similar questions lately from readers wondering if MK will come to the NES, the Sega CD, the Lynx, the Duo, and so on. The only additional versions we've heard of are the Sega CD and the Tiger Electronics hand-held version, both due later this year. Acclaim seems to be devoting its resources to other projects. – The King Fisher)**



### Fightin' Words

In your November issue you gave a code to fight character vs. same character for SF II Special Champion Edition. Your code was Down, Z, Up, X, A, Y, B, and C on Controller 2, but there aren't any X, Y, or Z buttons for the Genesis. How do you put in the code?  
Matt Schmidt, Beaver, PA

**(Check out one of the new six-button controllers to find those buttons. – Slasher Quan)**



**Six-button control, \$20-25.**

### Let's Get Technical

What are Mode 7 graphics?  
Scott Powell, Belleville, IL

**(Mode 7 is a special mode that allows programmers to scale and rotate graphics in SNES video games. Using Mode 7, programmers can achieve the kind of dynamic effects seen in Pilotwings and Super Empire Strikes Back, both for the SNES. – Bro' Buzz)**



**Mode 7 Snowspeeders on Hoth.**

Can I use a Game Genie with the Super Famicom?

Troy Edison Yaw, Manila, Philippines

**(Galoo says that you're taking a chance if you do. The Genie is only designed to work with the American game systems. – Lance Boyle)**



Is there a joystick available where the buttons are on the left and the stick is on the right? I have better control of the joystick with my right hand.  
James Hale, Palm Bay, FL

(There's no such joystick, unfortunately. Some gamers in your situation turn their joysticks upside down if their games allow them to reconfigure the buttons. — The Lab Rat)



Will there ever be a Game Genie for the TG-16?

Nick Bild, Grand Rapids, MI

(No way. The TG-16 is on the verge of extinction, so other companies aren't about to make new products for it. — The Tummynator)



I lost my SNES RF cord, so I plugged in my Sega RF cord, and it worked. Am I damaging my SNES?

Keith Modelski, Midland Park, NJ

(Nope. Those cords are interchangeable. — Andromeda)



## Game Requests

Are there any games for Hudson's Super Multitap other than Super Bomberman for the SNES?

Jon Whitaker, Winter Park, FL

(Some of the most popular games that use the Multitap are made by EA Sports, including Madden NFL '94 and NHL '94, both for the SNES. Supposedly all of EA Sports' future SNES carts will be five-player games. — Toxic Tommy)



Five-player hockey with NHL '94.

In June's Super Star Wars Special Strategy Guide you mentioned the Krayt Dragon. What does it look like?

Where does it appear in the movie and the game?

Paul Krawczonek, Westmount, Canada

(According to the lore of the galaxy, the Krayt Dragons live on the desert planet of Tatooine. These monsters prey on Jawas when they roam from their Sandcrawlers. The Dragons aren't shown in the movies or the games. In the first film, Obi Wan imitates a Krayt Dragon to make the Jawas scatter when they're surrounding Luke. — Captain Sqüideo)



Don't look for the legendary Krayt Dragons.

Is there any chance that Capcom could be a third-party licensee for the Jaguar? Super SF II would be awesome on the Jag!

Phil Jackson, Jr., Apopka, FL

(Atari is seeking Capcom, among other companies, as a third-party licensee, but right now it looks doubtful. — Lance Boyle)



Why are newer SNES cartridges different from older models? The new ones can be pulled out during play, while the older ones couldn't.

Matt Kelley, Jacksonville, AR

(Consumers complained that the older carts were too hard to insert into the SNES, so Nintendo streamlined the carts to make them easier to handle. — Earth Angel)



I've heard of record clubs, but do you know of any video game clubs?

Aaron Edgell, Belpre, OH

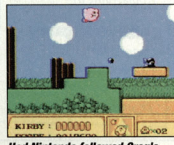
(The closest you can get are the mail-order clubs that advertise in our back pages. — Manny LaMancha)



## Adios, NES?

What's all this talk about saving the NES? Who cares? It's only causing Nintendo to waste money on an old system, when it could be spending that money on new 16-bit games or a whole new system! You said in your June issue that the NES may become extinct like the dinosaur. Though some dinosaurs became extinct, others evolved into birds. Nintendo has evolved to the SNES, so they shouldn't cling to something more primitive. It's common sense.

Greg Rice, Cincinnati, OH



Had Nintendo followed Greg's advice, there'd have been no Kirby in '93.

## Address Central

I just bought the new 3DO system. How do I write to the company to ask for more information?

Kent Edmonds, Shelbyville, IN

(Write to 3DO at 1820 Gateway Drive, San Mateo, CA 94404. — The Unknown Gamer)



I want to give feedback to Atari about the games I'm hoping they'll have for the Jaguar. What's their address?

Dan Johanson, Des Moines, IA

(Here ya go: Atari Customer Service, 1196 Borregas Avenue, Sunnyvale, CA 94089. — Uggs the Bug)



I have many questions about the Victor Maxx Virtual Reality Stuntmaster for the Genesis that has been advertised in your magazine. How can I reach Victor Maxx to get these questions answered?

David Heffel, Cowansville, PA

(We had lots of calls about those ads, David. Here's the Victor Maxx phone number: 708/291-7666. — Lab Rat)



I bought a Game Genie but I lost their address, so I can't get their codes. How do I reach Galoob?

Joe Aguilar, Dallas, TX

(Call Galoob's Customer Service Department at 415/873-0680. — The Desk Jockey)



## Ssssh! Don't Tell!

While fooling around with my Game Genie and Super Mario Land, a message popped up on the screen while I was entering a random code: "Congratulations! You have discovered the secret! I had no idea what I had done to discover 'the secret,' and I still don't know what it gave me the power to do. Any ideas?"

Chris St. Clair, Round Rock, TX

(The fate of the world is in your hands, Chris. Now that you have The Secret, we're all counting on you. Don't let us down. — Lawrence of Arcadia)



## Reader Report

Of the thousands of letters we got last month, nearly two-thirds asked how to find something special in Mortal Kombat. Here's what readers wanted to find:

- Fatalities on the SNES - 30%
- Reptile or Ermac - 23%
- Invincibility codes - 12%
- Codes to play as Goro and Shang Tsung - 10%
- GamePro Strategy Guides - 9%
- MK for the NES - 8%
- MK for the Sega CD, Jaguar, or 3DO - 5%
- MK for the Duo or Lynx - 2%
- A way to play MK and SF II simultaneously - .09%
- Sonya's phone number - .01%



Sonya probably screens her calls anyway.

## Envelope Art Award!

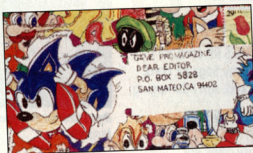


Attention, artists! Each month the creator of our Envelope of the Month will receive Acclaim's Dual Turbo Wireless Remote System for either the SNES or the Genesis. Two controllers per system enable you to play from across the room with two-speed Turbo and Slow Motion. Now when you're done drawing that great envelope art, you'll be able to use these remote controllers to go head-to-head with a friend from 25 feet away!

## Envelope of the Month



Jen Seng, Westborough, MA



Erik Maruwvich, Mountain View, CA

## Whaddaya Think?

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

### GAMEPRO Magazine

Dear Editor  
P.O. Box 5828  
San Mateo, CA 94402  
Thanks for your help!



Jesse McDaniel, Pleasant Hill, MO

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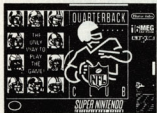
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**NAME: JOHN E. WARREN**

**RANK: SERGEANT**

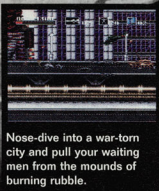
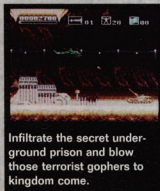
**SERIAL NUMBER: 550628741**

Sergeant Warren was shot down by guerrilla forces last night while patrolling over enemy lines. He's wounded, sleepless and desperate for help.

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through the IceCap Zone--  
and check for chilled-out  
passageways and arctic  
power-ups!



## Warp Your Way

through the Special Stage  
to collect the  
Chaos Emeralds!



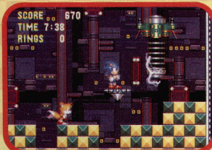
## Take-off with Tails

in the Marble Garden Zone--  
and vanquish spike-wielding  
enemies with a point to prove!



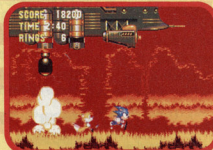
## Battle Badniks

at every turn--and prepare  
for some electrifying  
close encounters!



## Outsmart

the demented Dr. Robotnik --  
and his non-stop stream of  
nasty new inventions!



## Be Sonic! Be Tails!

**Be Knuckles!** Be blown  
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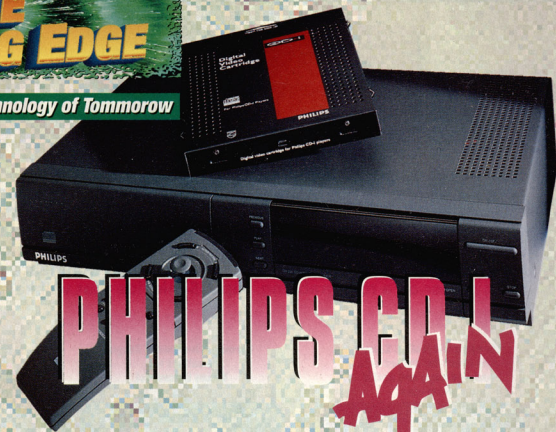
## By the Whizz

Full-motion video. Outrageous game graphics. Movies on compact discs. If this is what you've been waiting for from multimedia players, maybe you've been waiting too long.

Philips CD-I has been around since 1991, when it and Commodore's CDTV (recently replaced by the Amiga CD 32, see The Cutting Edge, January '94) fired the first shots in the multimedia wars. To refresh your memory, CD-I is a CD-ROM multimedia system based on a Motorola M68070 chip, with one megabyte of main memory and a gang of graphics processors.

## Play or Pay

In its first go-round with CD-I, Philips decided not to emphasize games. However, according to Dave McElhatton, President of the Philips Games Division, "Eight out of the top ten CD-I titles sold were games. A lot of hard-core gamers liked the CD-I platform, but frankly it lacked key elements to produce good game play and good games." With the big splash being made by 3DO, Philips has seen the light. Now there are four new divisions within Philips, all oriented toward electronic entertainment, and one division charged solely with creating killer video games.



# PHILIPS CD-I AGAIN

To help the CD-I unit bring the games to life, Philips has created a couple of hot-sounding new peripherals. The standard CD-I controller is a cool-looking one-handed remote device that looks like a *Star Trek* hand phaser, and it's just as lethal to precision game play. Fortunately, Philips now has a control pad with a typical video game button design. The new pad was created by Advanced Gravis, makers of personal computer joysticks.

The killer peripheral is the Digital Video Cartridge, which slips into the back of the player. The cartridge contains a multi-MISC processor with 1.5 megabytes of additional memory

for games or other applications.

The cart enables the CD-I to paint graphics at 30 frames per second in better-than-VHS-quality video DV Cartridge supports

MPEG 1 video compression, meaning you can get 75 minutes of video on one disc. Now, you can even get CD-I

movies on discs. Try *Top Gun*, *Star Trek VI*, and *Patriot Games* for a start.

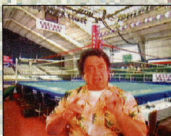
## CD-I Comin'

Philips CD-I seems set to get into some serious fun. Here's a sampling of CD-I games. Keep your eyes open for ProReviews in future issues of *GamePro*.

**(Philips CD-I, Available now. Philips: 310/444-6600)**

## Caesar's World of Boxing

This fighting disc showcases the "sweet" science at Caesar's Palace. Thirty live actors portray fighters, managers, trainers, and even hangers-on. The entire show was shot on location at Caesar's in Las Vegas. You train your own fighters and take on 65 opponents. This side-view punch-out is punishing. (DV Cartridge game)



## Mad Dog McGee

Sure this cowboy gunslinger game has ridden into just about every one-horse game system there is (see the 3DO review in this issue), but this may be the best-looking version yet. You still need a hand-held gun device to do this game justice, and Philips has one in the works. (DV Cartridge game)





### Kether

Here's an out-of-this-world space combat shoot-em-up. You fly your spacefighter via a behind-the-ship view past murderous obstacles in order to save the Princess from the Master of Darkness. You tackle five planets where the challenge is equal parts fighting and flying.



### Inca

Ancient history meets science fiction in this far-out action/adventure game. You are the present-day Chosen One, and you're out to retrieve the great powers of the Incas. The powers were sent into time and space before the Spanish Conquistadors conquered the ancient Incan nation. It's got behind-the-spaceship shooting action, hand-to-hand fighting, and wow, what a story line!



### Zelda: The Wand of Gamelon

Nintendo's two prime adventurers, Link and Zelda, make it to CD! In this action/adventure game, Zelda's on a mission to save Link, King Harkinian, and the nation of Gamelon. Awesome animated story sequences talk to you during mini-cartoon movies that carry the story line. Zelda still swings in side-view swordplay, but you also converse with 90 characters on your journey.



### Link: The Faces of Evil



Koridai has fallen to Ganon! If you're an action/adventure game fan, you know that means it's Link to the rescue. This is a side-view hack-n-slash game that leads you on a lengthy journey. You meet 90 weird characters who talk to you in animated video sequences. **A**



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Power down the straight-away and muscle your way around the turns.

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## LUGE

Yeah, you heard it right, steer with your feet and break with your hands, all at 60 miles per hour.

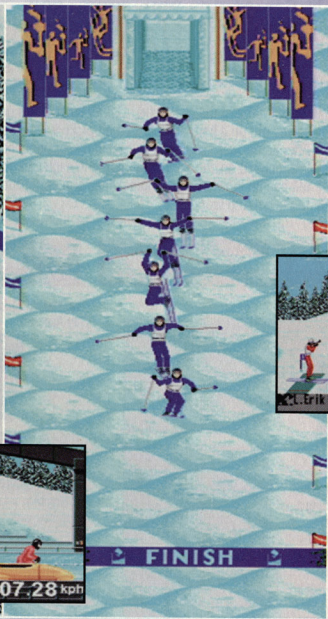


## DOWNHILL

Speed is king on this course, one mistake and it's all over.

## BOBSLEIGH

Take them first but hit them right - this race is won or lost in the turns.



## FREESTYLE-MOGULS

Let it all hang out, bang the moguls, do some aerials and don't break your neck.



## BIATHLON

It takes the stamina of a crosscountry athlete and the eye of a marksman to win this event.



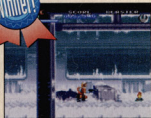
# EDITORS CHOICE AWARDS

It's that time of the year, when *GamePro's* editors get to stick themselves out on a limb and name their picks for the best games of '93. After some, well...shall we say heated discussions, here are the winners. We focused on choosing a top game in each category – one that we felt had an innovative or original style and contributed something new to the gaming world.

## Super Nintendo Game of the Year

### Super Empire Strikes Back by JVC/LucasArts

Winner!



JVC/LucasArts pushed the SNES farther than ever by producing a video game experience that spectacularly recreates one of the greatest epic sci-fi films ever. Gorgeous detailed graphics, including exciting Mode 7 flying sequences and innovative rotation and scaling, lend a cinematic mood to the game. The many game play modes include a snow speeder segment, the asteroid field, and the awesome Darth Vader battle. John Williams' original scores are recreated beautifully, and cool effects were added, including digitized voice-overs by Yoda and Vader. The Force will be with you in this game...literally!



*"Super Empire Strikes Back delivers all the intense action and state-of-the-art graphics you'd expect from LucasArts, the people who brought the highly acclaimed Super Star Wars to a SNES galaxy near you." (GamePro, Nov., '93)*

## Super Nintendo Runners-Up

### Mortal Kombat by Acclaim



Despite some big changes from the arcade version, MK shined through with great colors, superb sounds, clean digitized characters, a fair number of combos, and solid fighting.

*"The SNES version of Mortal Kombat whips up more challenge than any of the other versions." (GamePro, Sept., '93)*

### Street Fighter II Turbo by Capcom



This Hyper Fighter is an awesome, value-packed upgrade of last year's blockbuster hit. It has boss action, insane speed settings, devastating new combos, better graphics and sound, and lasting game play.

*"SF II Turbo brings home a near-perfect version of the coin-gobbler, Turbo Street Fighter II: Champion Edition Hyper Fighting." (GamePro, Aug., '93)*



## Genesis Game of the Year

### Disney's Aladdin by Sega



Some of the biggest names in entertainment – Disney, Sega, and Virgin – joined forces to use a revolutionary new process, the Digicel technique, to bring actual Disney animation to the video game scene. Aladdin looks and plays more like an animated cartoon than any game before it. Accompanying the beautifully smooth animations are great bits

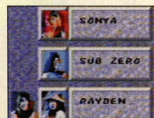
of humor, scenes from the movie, and nice renditions of the theme songs.



*"Street rats and riff raff gather round. One of your own is about to make video game history thanks to the magic of Disney, Virgin Games, and Sega. Disney's Aladdin is one of the most beautiful video games to date."* (GamePro, Nov., '93)

## Hand-Held Game of the Year

### Mortal Kombat by Arena (Game Gear)



No one really believed that Arena could stuff arcade-quality head-to-head fighting action into a Game Gear cart – but they did. Crisp, clear graphics faithfully capture the look of the arcade game. Two-button controls aren't made to handle complex fighting moves, but Arena did an admirable job of overcoming the

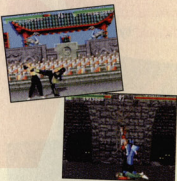
limitations of the hand-held system. There's even a blood code, so for the first time here's a truly complete portable fighting game.



*"Here's a solid reason to run out and buy a Game Gear: Arena's Mortal Kombat for the Game Gear is everything its 16-bit big brother is, plus it's portable."* (GamePro, Sept., '93)

## Genesis Runners-Up

### Mortal Kombat by Arena



Gore galore! MK Genesis has it all, plus smooth-feeling game play (with the six-button controller). ABACABB and DULLARD make it even hotter!

*"Great graphics, sound, and control, in combination with the special Mode A setting, make the Genesis Mortal Kombat a beat-em-up force."* (GamePro, Sept., '93)

### Street Fighter II Special Champion Edition by Capcom

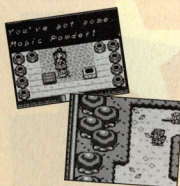


The voices and sound were a loss, but otherwise SCE was a superb version of the Champion with all the Hyper Features, including star speeds, all 12 characters, and superbly smooth play and combos.

*"Street Fighter II Special Champion Edition is a razor-sharp translation of the arcade Turbo Hyper fighting."* (GamePro, Nov., '93)

## Hand-Held Runners-Up

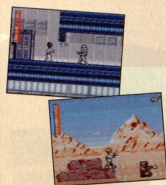
### The Legend of Zelda: A Link to the Past by Nintendo of America (Game Boy)



Unreal! Zelda crammed a game that's as in-depth as its SNES cousin into a four-meg masterpiece. More moves, more levels, and more items make this game all right!

*"You only need to glance at the box to know that finally, after four years, a true work of brilliance in the action/RPG genre has arrived for the Game Boy."* (GamePro, Nov., '93)

### Star Wars by U.S. Gold (Game Gear)



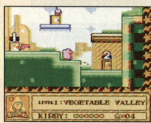
This Forceful action/adventure cart truly does the Star Wars license justice, boasting excellent game play, superior graphics, and marvelous sound. It's a superb new adventure.

*"You won't have to Force yourself to enjoy this hand-held version of Star Wars."* (GamePro, Oct., '93)

# EDITORS' CHOICE AWARDS

## NES Game of the Year

**Kirby's Adventure**  
by Nintendo

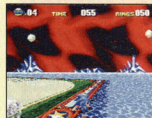


Overgrown puffball Kirby has rocketed into the limelight in one of the best, and biggest, NES carts ever. Six whopping megs and battery-backup, plus colorful, entertaining game play with delightfully funny twists add up to something special. This should be at the top of your NES wish list.

*"If you aren't yet a fan of Nintendo's Kirby, you will be once you start playing this addicting game." (GamePro, Sept., '93)*

## CD Game of the Year

**Sonic the Hedgehog CD**  
by Sega of America (Sega CD)



Sonic made his CD debut in an adventure very worthy of His Hedgehogness. The game has Sonic's trademark style of play, enhanced with new moves, new gadgets, and all-new levels to explore. Each of the massive

acts is filled with hidden surprises and has multiple-play pathways.



*"This one's everything you've come to expect from Sonic — super speed, super game play, super original, super fun, and now a super CD!" (GamePro, Jan., '94)*

## NES Runners-Up

**Mega Man 6** by Capcom



New secret passages and items combine with the stellar game play that has made Mega Man a legend in his own time.

*"Fans of the Man in Blue have a ton of reasons to cheer." (GamePro, Nov., '93)*

**Rescue Rangers 2** by Capcom



Capcom's still cranking out the 8-bit greats, and RR 2 features a neat plot based on the cartoon. Its solid platform action and bright graphics make this game a winner.

*"The chipmunk crew is back! Disney Afternoon 'toonheads will go gaga for this terrific sequel to one of Capcom's 8-bit masterpieces." (GamePro, Jan., '93)*

## CD Runners-Up

**Lords of Thunder** by TTI (Duo)



The Lords fulfill the need for CD shooting speed with rockin' sound tracks and the baddest bosses you've ever seen on a silver disc.

*"Lords of Thunder from Turbo Technologies has enough shoot-em-up action to satisfy even the pickiest space jockeys." (GamePro, March '93)*

**Silpheed** by Sega (Sega CD)



This massive shooter featured some new tricks for the Sega CD, including polygon graphics and other unusual visual effects, such as rotation and scaling.

*"Climb aboard the Silpheed and launch into shoot-em-up action that'll make even veteran space jockeys break into a sweat." (GamePro, Dec., '93)*

## Fighting Game of the Year

### Samurai Shodown by SNK (Neo-Geo Coin-Op)



SNK outdid itself by releasing the undisputed all-time best Geo fighter, introducing and redefining weapons fighting style. The game has tons of depth, incorporating breakable weapons, counters, and fine technique. It has some of the smoothest, richest Japanese Anime-style animation ever. The mega-detailed backgrounds

didn't hurt, either. This game didn't have the combos of Hyper Fighting or the gushing gore of MK, but the fun and strategy made it an underdog winner!

(Note: This award recognizes the coin-op version — the home version has been censored and is not as good.)



"Samurai Shodown is one of the two best fighting games of all-time, period!" (GamePro, Oct., '93)

## Fighting Game Runners-Up

### Mortal Kombat by Acclaim (SNES/Genesis)



Okay, Kombaters, you got what you wanted...almost. The SNES had the graphics and sound, the Genesis had the original moves. Put the two together and you'd have a perfect version.

"Mortal Kombat — a game that could put other Fighters out on the street." (GamePro, Sept., '93)

### Street Fighter II Turbo/Special CE by Capcom (SNES/Genesis)



While neither edition is flawless, both are 99% perfect game play-wise, and they're the deepest, most playable home fighters ever.

"July marks the first anniversary of the award-winning Street Fighter II release. For its publisher, Capcom, there's only one way to celebrate: SHOW 'EM WHO'S BOSS!" (GamePro, Aug., '93)

## Action/Adventure Game of the Year

### Flashback by U.S. Gold (Genesis)



Flashback went where no game had gone before to create a new style of action/adventure gaming. Its animation, which was created with the rotoscoping technique, produced a surprisingly lifelike hero who had very realistic movements. The unique game play

combined shoot-em-up with adventure elements and even puzzle/strategy ideas.



"This awesome action/adventure cart mixes solid, complex game play with outstanding action and wraps it all in magnificent, never-before-seen graphics." (GamePro, Feb., '93)

## Action/Adventure Runners-Up

### Mega Man X by Capcom (SNES)



The star of ten NES and GB adventures made his 16-bit debut in style. X has new moves — like the Dash Attack and the Triangle Jump — to help him conquer more detailed worlds, defeat better-looking enemies, and uncover a host of hidden surprises.

"Capcom has finally brought its man of titanium from the 8-bit wastelands into the bright, bold, brilliant 16-bit glory! Mega Man X is one of the best SNES side-scrollers ever." (GamePro, Jan., '94)

### Super Empire Strikes Back by JVC/LucasArts (SNES)



This all-around excellent action/adventure game would please even Jabba the Hutt. New features, such as the Force icons, make it play better than its Super Star Wars predecessor, and give you more satisfaction when you win.

"The Force will be with everyone in this exciting, gorgeous, and imaginative game." (GamePro, Nov., '93)

# EDITORS' CHOICE AWARDS

## Sports Game of the Year

**NHL Hockey '94** by EA Sports (Genesis and SNES)



This year's version of NHL was far better than previous editions, due primarily to its four- and five-way play on the Genesis and SNES, respectively. The real-life players and teams make the game great, but it's the new

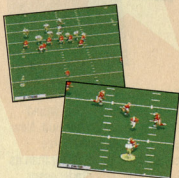
crowd animations and the other little touches that make it a favorite here.



*"Hard-core fans will definitely want to grab NHL '94. It's the hottest thing on ice." (GamePro, Oct., '93)*

## Sports Runners-Up

**NFL Football '94 starring Joe Montana** by Sega (Genesis)



Joe Montana delivers the NFL teams, players, and numbers, as well as the trademark Sega Sports-Talk play announcing, incredible graphics, and more than 100 possible play combinations.

*"NFL Football '94 Starring Joe Montana has it all." (GamePro, Jan., '94)*

**Madden NFL '94** by EA Sports (Genesis)



More Madden means more good football action. The 4 Way Play support alone is worth the price of the cart, but you also get 80 teams, a tough CPU opponent, and quick, realistic game play.

*"John Madden is still the video league MVP." (GamePro, Nov., '93)*

## Shoot-Em-Up Game of the Year

**Star Fox** by Nintendo (SNES)



In this first (and so far only) Super FX chip game, innovative graphics and crisp, thumb-blistering game play brought a much-needed change of pace to cartridge shoot-em-ups. Multiple play levels and secrets were the touches that made this cart a shoot-em-up stand out.

*"Star Fox is the first SNES cart to be equipped with Nintendo's Super FX (SFX) graphics chip. If this is any indication of things to come...wow!" (GamePro, April, '93)*

## Shoot-Em-Up Runners-Up

**Viewpoint** by SNK (Neo•Geo)



Eye-popping Zaxxon-style graphics, huge bosses, and mind-blowing power-ups made this cart hot, while the rap soundtrack made it cool.

*"Viewpoint is hitting the Neo•Geo like an asteroid storm, and you're the cockpit commando." (GamePro, Feb., '93)*

**Lords of Thunder** by TTI (Duo)



This shooter was a feast for the eyes and a much-needed boost for the Duo. It rained an amazing number of objects onto the screen with no slowdown.

*"Lords of Thunder has some of the most awesome graphics ever assembled in one game." (GamePro, Feb., '93)*

## Role-Playing Game of the Year

**Secret of Mana**  
by Square Soft (SNES)



Two years after producing the greatest RPG of all time, Final Fantasy II, Square Soft returns to the market with a truly innovative action/RPG adventure. Mana offers a massive action environment to explore, very nice Japanese-style graphics and music, a three-player party that flies over the world in Mode 7, and much more.

"Without question, Secret of Mana is one of finest action RPGs you'll ever play on the SNES." (GamePro, Dec., '93)

## Role-Playing Runners-Up

**Lufia by Taito (SNES)**



This is the story of boy meets girl, girl meets four elemental warlords, boy gets upset. That time-tested plot is borne out exceptionally well in an RPG that brings back fond memories of Final Fantasy II.

"Out of the many RPGs that will crowd the stores this holiday season, Lufia stands apart from the pack." (GamePro, Dec., '93)

**Shadowrun by Data East (SNES)**



Shadowrun takes RPGs into the 21st century with a cyberpunk background and a gritty, no-hope-for-the-future story line. Shadowrun deserves mention also because it incorporates lots of object interaction in an isometric perspective. The environment aptly recreates the pen-and-paper RPG.

"If you're tired of kill-the-dragon RPGs, this game should be right up your darkened alley." (GamePro, April, '93)

## Educational Game of the Year

**SimAnt by Maxis**



SimAnt is a delightful combination of simulation, strategy, and adventure. You become an ant and learn all about...well...ants. This cart is fun, and if educational carts aren't fun, no one's gonna play them.

"Ants may be the ultimate in insect pests, but SimAnt, an absorbing sim-style game, won't bug you at all." (GamePro, Oct., '93)

## Strategy/Puzzle Game of the Year

**Super Bomberman**  
by Hudson Soft (SNES)

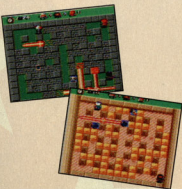


Party time, uh huh! Super B blasts multi-player fun wide open. Despite the unfortunate loss of the fifth player, this cart is polished, playable, and packed, featuring all-new power-ups and weapons, more stages, more interaction with the backgrounds, and far more strategies than in any previous version.

"This high-action blow-em-up is the best thing that's ever happened to group SNES game playing." (GamePro, Sept., '93)

## Strategy/Puzzle Runners-Up

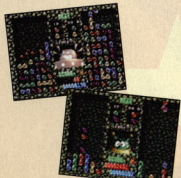
**Bomberman '93 by TTI (Duo)**



Although the SNES version has more bells and whistles, the TTI Duo version is a five-player bomb fest. Its exciting list of enhancements makes the game positively addicting.

"The box of Bomberman '93 should be labelled with a warning for folks prone to game dependency." (GamePro, March, '93)

**Dr. Robotnik's Mean Bean Machine**  
by Sega (Genesis)



The Genesis was sorely in need of a solid new puzzle game in the tradition of Columns and Tetris. Dr. R makes his solo debut in a mind-numbing, addicting puzzle challenge that's bean quite a hit at GamePro.

"Fans of this genre should find Mean Bean Machine a match made in heaven." (GamePro, Jan. '94)

## Educational Game Runners-Up

**Where in Time is Carmen Sandiego?**  
by Hi Tech Expressions (SNES)



Carmen and her gang are still stealing priceless objects from throughout time, and everyone's still having fun rounding her up.

"Carmen Sandiego is a timeless game that big and little kids alike are gonna enjoy."

**Where in the World is Carmen Sandiego?**  
by Hi Tech Expressions (SNES)



This Carmen runs a close third behind Where in Time, but it's still packed with entertaining sleuthing and enough geography to keep your parents happy.

"Roam the world with Carmen Sandiego...psst, you'll learn a lot in the process."

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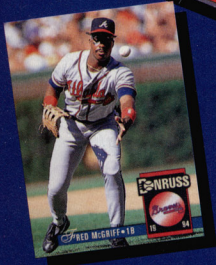
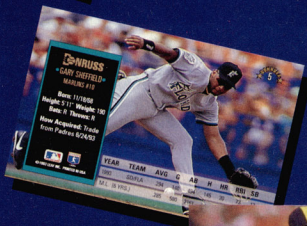
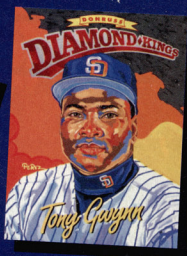
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# SELL HIGH



By Slasher Quan

With the deafening sound of "Finish him" in your ears, Baraka decapitates yet another victim, and Midway's *Mortal Kombat II* is up and fighting. Even more violent than the original *Mortal Kombat* (which sparked a public outcry), this game features great enhancements in graphics, sound, and game play. However, *Mortal* still lacks the depth to keep it in the number-one spot indefinitely.

## The New Kombat

Essentially, MK II was recreated from scratch – this isn't merely an MK: Champion Edition. Although the basic game play is virtually the same, all of the art and music from MK I were thrown out. The great results are obvious – just compare the old and new machines!

While Sonya, Goro, and Kano have disappeared, favorites Sub-Zero, Scorpion, Raiden, Liu Kang, and Johnny Cage are the returning veterans. Two familiar faces are now playable – Reptile, a former secret character, and Shang Tsung, the final boss of MK I. The new characters are Jax, a buff martial artist; Baraka, a blades-for-hands demon; Kitana and Mileena, two bruise-bustin' brunette twins; and Kung Lao, the Shaolin monk who controlled the tournament before Shang Tsung entered the picture.

Overall, Midway should be complemented on the new characters. Instead of merely making Reptile a Sub-Zero/Scorp clone, he has his own unique set of moves. Shang Tsung's character-transformation abilities are well-balanced, since he must beware

# MORTAL KOMBAT


of being hit out of the transformation and returning to his own meager body at an inopportune moment.

The new tournament is also well presented. There's a cool story line, new and old bosses, and a very imposing "king of the mountain" battle plan for you to tackle.

Once you've logged some hours with MK II, however, you'll notice some weaknesses. You often feel like there are only so many patterns, and you're seeing the same stuff over and over again. However, the game keeps your interest for some time, as it's quite a task to find all the Fatalities and combos that

Midway added, not to mention discovering the secret characters or beating the bosses.

## The Finishing Move

If you loved *Mortal Kombat*, get out there and pump some quarters into *Mortal Kombat II*. We'll have a further blow-by-blow in an upcoming issue. 

**Note:** This preview was based on a test machine that was close to complete. However, Midway was working on the final version and reported that several problems were being fixed and upgrades were being made (including revising the program so that the computer no longer plays cheaply). We will report back with a final review in our next issue.

## MK II – A Major Revision

While the comparisons between MK II and *Super Street Fighter II* will rage on endlessly in the arcades, this game surpasses *Super Street Fighter II* as a revision, since it features more improvements over its predecessor than *Super* does. Check out what's new and improved.



- Twice the Fatalities. The old ones are redone and improved, and the new ones are more gross than ever.
- Faster game play. MK II is about twice as fast as MK I!
- Tons of secrets. In addition to the Fatalities, there are rumors of up to five hidden characters!



- Air moves. Certain techniques can now be done in the air!
- More bosses, including a relative of Goro.
- Much cleaner character graphics. Now you can actually see facial details instead of pixelated blurs.



- New multi-scrolling backgrounds.
- Spooky music and clearer voices will send chills up your spine – if you don't lose it first!
- Extended combo protection, which stops the juggling in the corner and other ridiculous combos, but still allows for some cheese! There are also cross-ups.



- Awesome intro sequence.
- A kick-butt cabinet that features cool art and logos.



- Seven new characters.





## Flawless? Not!

This preliminary version of Mortal Kombat II certainly, had its bright spots, but lets hope they fix these flaws in later revs.



- Nearly identical character moves. Aside from their specials, the characters all have virtually the same moves.



- Three palette-swap characters (that is, characters who

are graphically identical except for the colors of their clothing).

- Few reversals, counters, and hit-trades. The whole game often boils down to who stuck out their kick first.
- Sluggish controls and movement, especially in close. (MK I had the same problem.)



- Overly cheap CPU opponents who can throw you with literally no way to reverse.

- Weird counter moves, like being able to block someone as they jump in, and uppercut before they land.
- A one-dimensional combo system. It isn't cheap anymore, but it primarily involves doing moves suddenly into other moves (a.k.a. "glitch-in-ones").



- Limited background activity. While the graphics are crisp, more movement à la Samurai Shodown would help.

## All-New Fatalities!

Check out a preview of some new Fatalities in MK II. We won't ruin all the fun – there are plenty more to find. Look for a Fatality and combo guide in an upcoming issue! Note: All Fatalities are done when close to the enemy unless otherwise indicated.

### Baraka's Decapitation



**PROTIP:** Baraka's foes have a hard time keeping their heads attached to their bodies. Get in close and jump Up, then tap Away three times while in the air. When you land, push High Punch.

### Reptile's Skull Snack



Reptile wraps his long tongue around the enemy's head and swallows it whole from more than half a screen away.

### Kitana's Kiss of Death



If you thought a kiss from Kitana would be heaven, well, that's where you're going, buddy. Pop goes the Kombatant!

### Gage's Torso Split



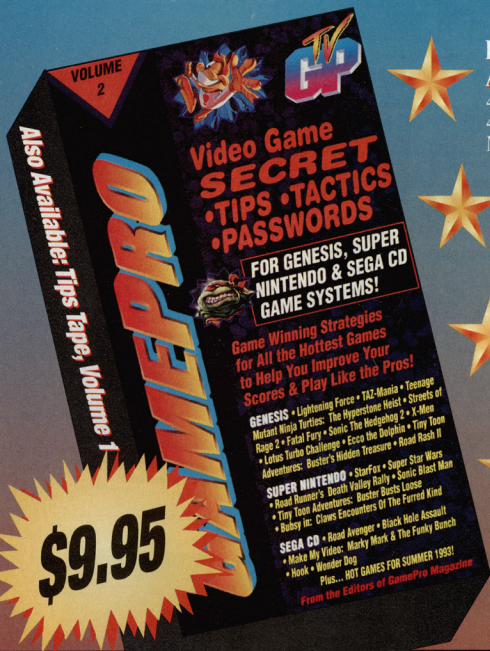
**PROTIP:** To make Johnny Gage's opponent half the person they used to be, tap Down, Down, Toward, Toward, and then Low Punch.

### Jax's Fist of Doom



Jax likes to play a game of bloody knuckles and imploding skulls.

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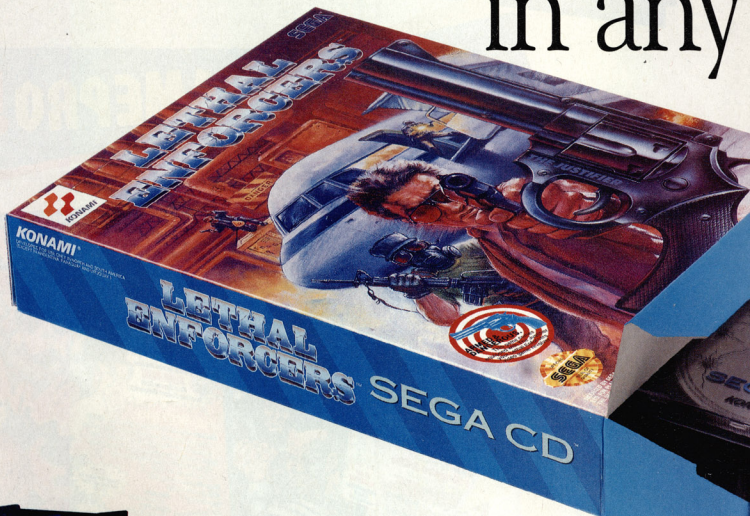
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# HOT AT THE ARCADES



By Slasher Quan

More than two years after starting a revolution, Capcom has fired the final shot in one of the most popular, highest-earning video game series of all time. Super Street Fighter II isn't entirely super, but it's well worth the tokens you'll drop — and it should whet your appetite for the SNES home version, which is due in July.

## Somewhat Super

Super SF II is packed with many new features and exciting additions. New characters, moves, art, music, and combos add greatly to the depth of the game and to the player's enjoyment. Overall, this is without a doubt one of the best fighting games of all time.

Despite this, Super SF II could have been a lot better. The game is simply a revision of its predecessors, and you wonder if it should really be called "Special" instead of "Super." The graphics were retouched — but not completely redone. The game in some ways is a step backward, as it's slower and it's missing moves.

## Still Super

Super's still number one, but if Capcom doesn't make significant improvements in the series, another fighter will come along and dethrone it with more techniques and more depth — and it might happen sooner than you might think. Already

Samurai Shodown and Fatal Fury Special are challenging for number one.

For now, though SSF II reigns supreme despite its many flaws. **G**

# STREET FIGHTER II

## The New Challengers

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### What's Right with Super SF II?



- **Four new characters.** The new characters are totally cool and can hang with the original 12 for the most part. Some, though (especially Cammy), could have benefited from more tweaking.



- **New dizzies** that go into effect instantly, so you have more time to plan combos.



- **New two-in one hits.** Although you'll want even more, new two-in-ones, such as Sagat's Roundhouse/Upper-cut and Blanka's Head Butt/Rolling Attack, give combos that extra spark.



- **New moves** for the original characters, such as Zangief's Siberian Bear Crush and Bison's Flying Psycho Fist.



- **Combo counting** so you know if it was for real or not.



- **New art** for the cinematic win and lose screens and new animation frames.

- **New music** and sounds. Although the Q-Sound effects could have been better, the remade stage tunes jam!

### What's Wrong with Super SF II?

- **Slow action,** nearly back to Champion Edition. Don't you just love waiting for combos to come out? Argh!

- **A floaty control** feel due to the slower speed.

- **Missing moves.** Some of the awesome Turbo moves, such as Ryu and Ken's combo-ready Air Hurricane, are gone.



- **Unbalanced play.** Some characters are too powerful. Because some moves have been removed, the game has become unbalanced. Now that Guile's Flash Kick doesn't double-hit, he's not vulnerable to the Uppercut Brothers, Ryu and Ken, if he does it from too

far away. Also, some of the hits and counters needed more tweaking.

- **No damage protection.** Turbo should have taught us that killing in two combos is unfair — in Super this factor is actually worse!



- **Goofy voices.** What's up with the announcer? And why does Guile have such a strange voice — is he trying to sing soprano?

- **Cheesy cabinet art.** We prefer the great, accurate anime art from Japan, which was used in Turbo. The airbrushed American art used for Super looks like anything but the characters on the screen.



The characters on the cabinet don't look like the anime characters in the game.



Capcom could have used the real anime art from Japan.

## Super Street Fighter II

(By Capcom)

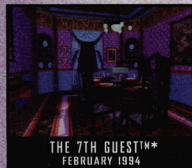
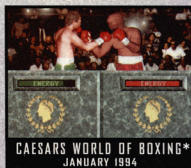
Graphics	Sound	Control	Feel/pace	Challenge
4.5	4.0	4.5	4.5	4.5
<b>ADJ.</b>				
Adjustable				

THIS SHOULD

OPEN A FEW EYES.



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**CD-i**

# HOT AT THE ARCADES



By Manny LaMancha

Twice a year, the coin-op industry showcases new games at the AMOA (Amusement and Music Operators Association) show. This year the show floor was packed with karaoke machines, jukeboxes, ticket-dispensing games, basket-shooting and football-throwing challenges – and a whole slew of video games, such as *Mortal Kombat II* (pre-viewed in the last issue of *GamePro*), and pinball tables.

Here are the hot coin-ops due to arrive at your local arcades this year. Check out future installments of *Hot at the Arcades* for extensive reviews of these games.

## **Biff Boarding** (Surf Systems)

One of the strangest exhibits at AMOA was a game from Surf Systems called *Biff Boarding*. The company explains that with a little work, an arcade operator can take a standard upright game cabinet and modify it to include a small platform in the front. With new software and the addition of a surfboard, this altered machine becomes a surfing or snowboarding simulator. In the spirit of Nintendo's Power Pad for the NES and Sega's Activator for the Genesis, *Biff Boarding* is a very physical game to play.



*Biff Boarding*

## **Bonk's Adventure** (Kaneko)

Bonk has returned, this time in a Kaneko coin-op called *Bonk's Adventure, The Arcade Game*. It has the standard complement of head-bashing and meat-eating that made Bonk so popular on the TurboGrafx-16 game console.



*Bonk's Adventure*

## **Cybersled** (Namco)

Namco showed *Cybersled*, a two-player sit-down that's like *Battlezone* with jet sleds. You have to maneuver through a deadly, obstacle-filled course, while zapping enemy threats and snatching bonus items.



## **Crime Patrol 2: Drug Wars** **Shoot Out at Old Tucson** (American Laser Games)

American Laser Games, creators of the very popular *Mad Dog McCree*, showed a couple of new laser-disc titles. *Drug Wars* is similar to *Mad Dog* in that you have to fire your gun at vicious criminals—don't hit the innocents!—before you take any damage yourself.

Another game, *Shoot Out at Old Tucson*, has a Western theme, but the highlight is that it uses a 3DO as the "engine." The software wasn't complete at the show, so we'll have to wait to see how it turns out.



*Crime Patrol 2: Drug Wars*



*Shoot Out at Old Tucson*





### **Punky Doodle** (Sunsoft)

Sunsoft has reentered the arcade market with Punky Doodle, a game aimed at younger arcade players. Designed in-house by David Siller, who also created the Aero the Acro-Bat games for 16-bit home systems, Punky Doodle requires you to maneuver 3D-rendered pumpkins around the screen.



### **Power Instinct**

### **Power Instinct** (Atlus)

Atlus is entering the fighting-game market with Power Instinct, a jawbreaker that also aims for your funny bone. The moves include your ability to transform your beautiful female fighter into a granny who damages her adversaries by throwing her dentures at them from across the screen.

### **Judge Dredd**

### **Star Trek: The Next Generation** (Bally/Midway/Williams)

Bally/Midway/Williams had a typical full plate of products, with Mortal Kombat II being the obvious magnet (for more on MKII, see our PreView in the January issue). Also new from this innovative company are a couple of challenging pin-ball tables, Judge Dredd and Star Trek: The Next Generation. Both offer ramps, multi-ball action, skill shots, and compounding jackpots, as well as digitized sound and an animated LCD score display.



### **Judge Dredd**



### **Ridge Racer**



### **Ridge Racer** (Namco)

Namco, the maker of Air Combat, has followed up with a driving game called Ridge Racer, which consists of realistic texture-mapped backgrounds and ray-traced 3D vehicles. This was one of the top new games at AMOA.

### **Star Trek: The Next Generation**



## **Raiden II** (Fabtek)

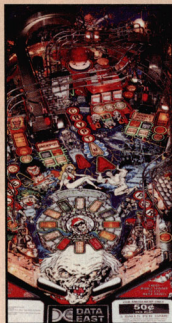
Raiden has made a return in a shoot-em-up sequel called, not surprisingly, Raiden II. There have been few changes in the concept of the game, in which one or two players fly fighter planes over various battlefields. New weapons have been added, however, and the graphic appearance has been spruced up.

## **Last Action Hero** **Tales from the Crypt** (Data East)

Data East had two hot licenses on the pinball side, Last Action Hero and Tales from the Crypt. Last Action Hero features a big portrait of Arnold Schwarzenegger on the back-glass, and moviegoers will recognize the crane from the funeral scene as a way to take the ball from one place to another for bonus points.

Both Last Action Hero and Tales from the Crypt (from the HBO thriller series starring the Cryptkeeper) are packed with numerous mechanicals and skill shots for adventurous pin players.

# RAIDEN II



*Tales from the Crypt*

## **Run and Gun** (Konami)

Konami may be ready to tear up the arcade courts with Run and Gun. This action-packed basketball game uses a "camera" located behind the backboard rather than at courtside, and it uses drawn characters instead of going the digitized route like NBA Jam. The game play appears to be topnotch.

## **Spinmaster** (Data East)

One of the stories of the show was Data East's appearance as a Neo-Geo licensee. Spinmaster is a scrolling game that looks like a kiddie funfest—you use yo-yos as your primary weapons against a ton of cartoony enemies—but it certainly doesn't play like one. The riotous action offers a high level of challenge. Unfortunately, Spinmaster isn't targeted for release to home-based Neo-Geo owners.



*Spinmaster*



*Last Action Hero*



## Survival Arts

(American Sammy)

American Sammy is preparing Survival Arts, a fighting game that offers digitized characters, à la Mortal Kombat. But in this game the character sprites are much bigger. It also places a higher ceiling on the play field, so you can leap high and come down hard on your opponent.



Survival Arts

## 2-Minute Drill

### 2-Minute Drill

(Taito)

Taito, the creator of such arcade classics as Arkanoid and Bubble Bobble, is heavy into redemption games—that is, games that reward players with tickets toward prizes. One innovative redemption unit is a football tosser called 2-Minute Drill. It mixes real video of football action along with the physical task of trying to throw a football as hard and as accurately as possible. The key is to take your team down the grid-iron in four downs to score a touchdown.



Virtua Fighters

## Virtua Fighters

(Sega)

Hot on the heels of the successful Virtua Racing comes a strange combination of fighting games and rendered 3D graphics. Sega's Virtua Fighters offers loopy, marionette-like movement for a selectable stable of martial arts combatants. One player can face off against the computer, or two players can battle head-to-head using various kicks, punches, and throws.

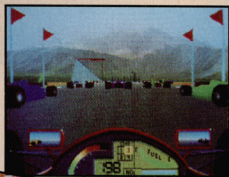
## Driver's Edge

### Hard Yardage

(Strata)

Time Killers helped put Strata on the map, but the company's two latest games head off in totally different directions. Driver's Edge attempts to pull some of the market from Sega's Virtua Racing with 3D graphics and fast-paced automotive thrills.

A trio of L.A. Raiderette cheerleaders drew a big crowd to see Hard Yardage an NFL-licensed football game. Not only are all the NFL teams represented in this game, but footage from NFL Films appears at key moments. Look at this as an attempt to make a football version of NBA Jam.



Driver's Edge



Hard Yardage



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# JAGUAR™

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INTERACTIVE MULTIMEDIA SYSTEM

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# COMPETITION BIT BY BIT.



*TINY TOONS™  
coming soon*

Here's something to gnaw on. The new Jaguar interactive

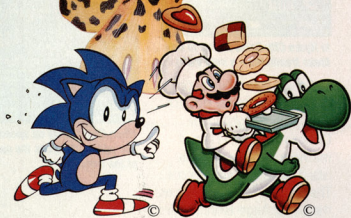
multimedia system has a mind blowing 64 bits of power, compared to a wimpy 16 bits

for the competition. 64 bits means 16 million colors in a 3D world. Breakneck speeds. Cat-like control. And special effects like you see in the movies.

How does it sound? Well, if this ad had a volume button your mother would be yelling at you to turn it down. Car crashes, alien screeches, jet engines and other bone rattling stereo CD quality sounds will make you jump out of your seat.

When you do, make sure to run to the nearest store. Everyone else will be there chomping at the bit to buy one.

What we're really saying is Jaguar's 64 bits eats the competition alive. Sink your teeth into it and you'll see what we mean. **Get Bit by Jaguar.™**



## Genesis

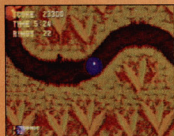


**By The Unknown  
Gamer**

Sonic's been makin' the Sega scene in a big way in the last couple of months. Welcome to the next generation: Sonic 3 for the Genesis is the eagerly awaited next installment in Sega's saga of the feisty hedgehog and his arch-nemesis, Dr. Robotnik.

### He's A Bad Egg

Robotnik never gives up. In Sonic 2 you thought you destroyed the Doctor's evil Death Egg Machine. You were wrong! In this 16-meg, two-player game, the sinister Doctor's latest scrambled plan is to rebuild the Death Egg Machine and crack up Sonic once and for all.



There are speed tunnels everywhere. This one's on Angel Island.



In Hydro City Sonic learns to ride these treadmills - a new trick!

Sonic's teamed up once again with his trusty sidekick, Tails. They're fighting the Doctor's latest collection of mechanical menaces on an island paradise gone Robotnik. There are six all-new Zones on the island: Angel Island, Hydro City, Marble Garden, Carnival

Night, the Ice Cap Zone, and the Launch Base. Each has two huge Acts, with the multiple pathways and the secret areas you've come to expect in a Sonic game. There's also a brand new incarnation of Robotnik to battle at the end of each Act. The all-new graphics are the icing on the cake. They give Sonic a much more three-dimensional look and include many animations for each character.

### A Well-Rounded Game

The game play in this cart is true-blue Sonic. He runs, jumps, ricochets off enemies, and activates his mighty Spin Dash to leap tall ledges and cliffs in a single bound. When you play alone, you can even use Controller Two to get some help from Tails, who can fly above Sonic and lift him up to hard-to-reach areas.



Tails looks mighty cute dog-paddlin' his way through the water.



When Sonic picks up speed, he can windsurf across the surface of the water.

**Sonic's back  
with a new look.**



If you were getting tired of Sonic's profile, you're in luck. Now you get to see him from all angles.



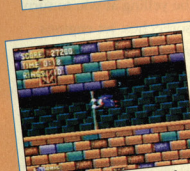
Slip 'n' slide down this strange twisting ramp in Hydro City.



Use these balloons in the Carnival Night Zone to leap to new heights.



New and improved memory capabilities enable you to store six games in progress!



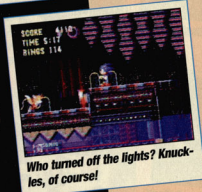
Sonic gets caught in this underwater current, hangs on for dear life, and then gets washed away with some spectacular graphics.



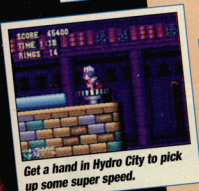
## The New Shields



Tails gives Sonic a lift in Hydro City.



Who turned off the lights? Knuckles, of course!



Get a hand in Hydro City to pick up some super speed.



In Marble Garden, Sonic can make this top fly by running on top of it and making it spin.



The Bubble Shield gives Sonic a new straight-down jumping attack and keeps him from losing air when he's underwater. Sonic can also kick out of his spinning attack, with or without a Shield. This gives the attack more range than it's had in the past.



When he's got the Flame Shield, Sonic can attack with a burst of flame.



The Electric Shield makes Sonic shoot out electricity when he jumps to zap his foes. It also attracts Rings to it – some that Sonic couldn't reach any other way.



# SONIC 3

In addition to the standard power-up Monitors, there are three new power-ups. The original Shield is gone, but now Sonic can grab either a Water Shield, an Electric Shield, or a Fire Shield. Each Shield empowers Sonic with a new special move and protects him against that type of elemental danger. For example, with the Water Shield, Sonic doesn't need to remain underwater.



If Sonic and Tails bat the end-of-the-act sign around, they can influence which way it lands and earn extra power-ups.

As usual, there's an awesome new Special Stage, but there's also a cool new Bonus

Round. During the Special Stage, you race across the surface of a huge globe, trying to grab blue orbs and dodge red ones. If you grab all the blues, you've got a shot at the Chaos Emerald (and, yes, of course you have to grab all the Chaos Emeralds to see the real ending). You enter the Bonus Rounds by finding secret rooms with giant Rings in them. Here Sonic ricochets off a huge gumball machine and grabs all kinds of power-ups.

Other new surprises include a new character named Knuckles, an Echidna (look it up, Jack), who's a real practical joker. There are also some fun variations in two-player mode, including larger split-screen graphics. In two-player contests you can race as Sonic, Tails, or Knuckles, and you can compete in Grand Prix, Match Race, or Time Attack. In Grand Prix, you race through five Zones (Azure Lake, Balloon Park, Chrome Gadget, Desert Palace, and Endless Mine). In Match play, you go head-to-head against a bud in the Zone of your choice. Time Attack pits you against the CPU.

## The Word

When it comes to Sonic, Sega always delivers something new and different. "Nuff said! Enjoy the pix and welcome to the next level – Sonic-style. **E**

**Sonic 3**  
By Sega  
Available February

## The Special Stages and the Bonus Rounds



You've got to find these big Rings to reach the Bonus Rounds.



During the Special Stages, Sonic races across the surface of this globe and tries not to see red!

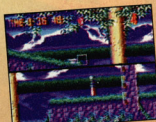


These giant machines dispense all kinds of power-ups for Sonic.



If Sonic snags all the blue orbs in the Special Stages, he gets a Chaos Emerald.

## Two-Player Mode



Do in' the Time Attack with Knuckles.



Choose between five two-player Zones - all unique to the two-player mode.



Head to Azure Lake or Balloon Park to go nose-to-nose in Match play.



There are three two-player modes: Grand Prix, Match Race, and Time Attack.



Sonic rotates 360 degrees around this wild tower in the Carnival Night Zone.



In the Carnival Night Zone, Sonic becomes a hedgehog cannonball.



Get some anti-gravity going with these special tiles in Carnival Night.

## Robotnik Lives!



It's hard to tell if Knuckles is on Sonic's side or Robotnik's. One thing's for sure, though, he plays plenty of practical jokes on Sonic and Tails.



Robotnik makes the scene in Hydro City.



Robotnik sends in mechanical contraptions to make Sonic's life miserable. This giant rains down bombs on Sonic's head.



Here's how Robotnik looks on Angel Island.



# This couldn't wait 'til the 21<sup>st</sup> century.

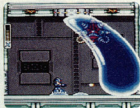


The "X" generation of Mega Man adventures is here.  
For the first time on the Super NES.

As his last great creation, Dr. Light developed "X"—the first thinking, decision-making robot. Years later, Dr. Cain modifies his design to make thousands of supposedly "harmless" Reploids. That is until Sigma, the most intelligent Reploid of all, decides to lead the others in eliminating all humans from the planet. Now "X" must hunt down Sigma using his all-new arsenal, including the X-Buster and the awesome Emergency Acceleration System. It's the Mega battle of the next century, found only on the Super NES.



"X" uses his X-Buster to save Zero, the leader of the Maverick Hunters from the evil Vile.



When the robotic amoeba glues "X" to the ground, either he shoots or he's stuck.



"X" destroys an enemy submarine fuel tank and things get extremely explosive.

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**CAPCOM**



**By The Unknown Gamer**

Goofy's finally got a game he can sink his teeth into. This cart takes Disney's lovable bumbler and gives him an appropriately offbeat adventure that's tough, but loads of fun.

## Hey, Goofball

Goofy's got big problems. He's a janitor in a museum, and he's got to make sure everything's shipshape in four new exhibits for the grand opening. The museum's curator, Professor Ludwig Von Drake, has promised to make Goofy the head janitor if he does a good job. However, Goofy's long-time arch-rival Pete is intent on snagging the head janitor job for himself, and to get it he's sabotaging Goofy (who's pretty good at sabotaging himself, anyway). Pete hides important items from each exhibit, so Goofy's got to find them or risk Von Drake's legendary wrath.

As Goofy enters each of the four huge exhibits, he starts daydreaming and imagines he's really back in four historical eras: Prehistoric, Medieval,

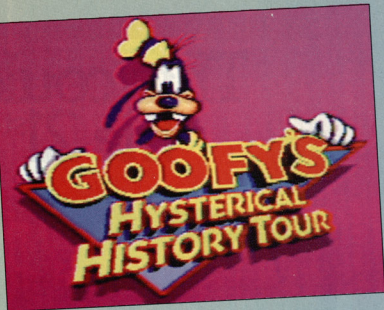
Colonial America, and the Wild West. This means you get to guide Goofy as he battles Pete's nasty ancestors and a slew of other odd and imaginative creatures. Each exhibit contains several levels with clever obstacles and enemies that match the theme. For example, in Colonial America, Goofy scales the rooftops of a colonial city and battles Weasles with muskets. In the Prehistoric exhibit, Goofy rides a unicycle across the backs of giant dinosaurs and fights an egg-tossing, neanderthal progenitor of Pete.



**PRO TIP:** To reach difficult objects, you can jump and use the Extend-O-Hand at the same time.

## Gawrsh!

Goofy navigates through each exhibit in hop-n-bop-style game play. Innovative twists make the game more complicated and far more challeng-



ing than average action-adventure fare. Namely, he has some new inventions – the Extend-O-Hand and his Gooftraps. Goofy uses his Extend-O-Hand to climb, to swing, and to reach things that are too high for him to grab normally. As he shuffles through each exhibit, he'll find attachments for his Extend-O-Hand that give him other useful abilities, as well. For example, the Boxing Glove gives him a one-two punch that'll take out Pete's ancestors in seconds. Other attachments include a special Boot, a Propeller, and the Goofball Glove.

Also scattered through each exhibit are Gooftraps. These include the Goofball Funnel, a special Birdhouse, a Factory Whistle, a wacky Cuckoo Clock, Fire-

works, and the Goofball Popper. Each of these can help Goofy in some way. For example, when Goofy slaps the Factory Whistle with his Extend-O-Hand, it blows and all the enemies take a coffee break.



**PRO TIP:** To defeat Prehistoric Pete, wheel from side to side on your unicycle, dodge the eggs he tosses, and then jump on his head. This is safer than trying to move in and punch him.

Goofy also stumbles across a gaggle of other gatherables. He picks up Balloons to earn extra lives, Goobers and Goof-

### Genesis Game Profile Goofy's Hysterical History Tour (By Absolute)

*Goofy's got big problems – but his cart doesn't. You can give him a hand and have a lot of fun doing it with this wacky game.*

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	4.0	4.0	4.5	Adjustable

\$49.95  
8 megs  
Available January  
Action/adventure  
1 player  
4 worlds  
Side view  
Multi-scrolling

## The Handy Extend-O-Hand



Ups to restore his life, and Goofballs to enable him to fire at his enemies.

## Goofy Graphics and Sounds

Disney always carefully controls how their characters are depicted in games, and Goofy's looking good here. The Goofster, as well as Pete and the rest of the gang, were drawn nicely as large sprites. Goofy's got a number of humorous animations, and he lumbers along the same way he does in his cartoons. Each exhibit is rendered beautifully, with interesting background detail and unusual scenery. The music's somewhat repetitive, but the digitized voice of Goofy saying the old standards like "Gawrsh" and "Un, Unh" are great.



**PROTIP:** Goofy can grab things diagonally. This comes in handy when you have to grab tricky blocks, like this one in the Prehistoric Exhibit.



**PROTIP:** If you destroy your enemies by punching them, they'll turn into Balloons, which give you extra lives. If you jump on them, they won't.

## Hysterical Controls

Goofy's three-button controls are somewhat tricky. Walking and jumping are no problem, but trying to get the Extend-O-Hand to operate reliably makes you feel as klutzy as

Goofy – and very frustrated. It frequently doesn't grab and hold on when you need it to, usually sending Goofy plummeting to his doom. The third button makes for easy swapping between Extend-O-Hand attachments.



**PROTIP:** You can't destroy the frogs in the Prehistoric Exhibit. All you can do is stun them, and then move on quickly.



**PROTIP:** Beware of this lovesick bird in the Colonial America Exhibit. Try to take her out before she comes after Goofy, or she'll cause major damage.



**PROTIP:** Watch out for puffs of smoke coming out of chimneys in the Colonial America Exhibit.

Hysterical History Tour is geared for intermediate to advanced players, so it will make beginners feel pretty goofy. The game's precise hop-n-bop requirements, combined with tricky Extend-O-Hand swinging and jumping maneuvers and the unreliable Extend-O-Hand controls, make this cart tough – even on the Simple setting.



**PROTIP:** When you reach the second cliff in the Wild West Exhibit, take the upper route via

the blocks in the air. The route along the face of the cliff is nearly impossible to navigate.



**PROTIP:** If you run from the Bees in the Wild West, they'll continue to follow you. Instead, turn and face away from them so that they'll fly in close, then quickly turn back and clobber them with the Extend-O-Hand.

## Not a Museum Piece

Despite the high frustration factor, this game's a fitting saga for the Goofster. An appropriately quirky story line, tons of wacky contraptions, and of course, the "dawg" himself, make this more than just average action/adventure fare. It's...well...Goofy! **G**

## Goofy Gatherables



Grab Goobers to give Goofy extra life.



When Goofy slips on the Banana peel, he's invincible.



Grab 50 Balloons to earn a 1-up. The Blue Balloons are worth five Balloons.



The "Goof" refills Goofy's life.

## The Gooftraptions



Goofy's got a ticket to



Blow the Whistle to stop Goofy's enemies in



Stash Goofballs inside the Funnel for extra points.



Goofy's bird friends will carry his enemies



The Fireworks will destroy Goofy's enemies.

## Genesis



By Manny LaMancha

The Lost Vikings are in trouble again, this time on the Sega Genesis. They've got to escape "intergalactic zookeeper" Tomator's ship, and it's up to you to get the hapless threesome back home in this very entertaining puzzle/adventure game.

### Vikings Stick Together

Teamwork is the key to the challenge and fun in this game. The Vikings each have particular attributes, but individually they can't accomplish much. You must team them up to solve various puzzles and work their way through the 43 levels.



**PROTIP:** Unless otherwise necessary, it's a good idea to keep your three party members close to each other. They work better as a team.



**PROTIP:** If you want Baleog to quickly shoot an arrow, hold down the button to prepare him to fire. When you let go of the button, he'll sling his arrow immediately.

On top of the often-intricate puzzles, the fun is doubled by the personalities of the cart's stars – the three Norsemen are constantly wisecracking during the game. For instance, they razz you if you mess up too many times during a particular level.



**PROTIP:** Before you rush in, look ahead for which obstacles need to be cleared. Then, carefully think through how you can best solve the problem.



**PROTIP:** It's a good idea to send Olaf the Stout into action first. His shield will block most any threat, giving you time to bring one of the other characters in to do their specialty.

Control of the characters is simple, and you'll be switching from character to character and using the items you pick up in no time. Many of the latter levels will make you scratch your head, so it's nice that the controls don't get in your way. Be advised, though: some moves require complicated button-press combinations, so owners of a six-button controller will have an easier time.



**PROTIP:** When you take a Down elevator, be sure to bring the entire party along. A steep drop means certain doom for straggling Vikings.

### Good Enough for the Genesis

It's natural to compare this version with the original SNES game. What you'll find are slightly poorer graphics and sound, and not as much programming pizzazz. Even so, the graphics are nothing to sneeze at (bless you). All of the characters are well animated, and they tickle your funny bone with their expressions and comic appearance. The sound effects really spice up the game play. Overall, Interplay has compensated for the cart's shortfalls by adding six new levels and humorous mid-game intermissions.

### You'll Laugh 'Til You're Norse

This cart offers fresh puzzle-solving fun that strains your brain and takes a long time to complete, but makes you laugh out loud along the way. There's no crowd when you get lost with the Vikings. **G**

### Genesis Game Profile The Lost Vikings (By Interplay)

*Lost Vikings lost a little of its sights and sounds during its jump to the Genesis, but it gained more levels and intermissions. The fun is the key, though, and that's not lost in the translation.*

Graphics	Sound	Control	ReFactor	Challenge
6.0	4.0	4.5	4.5	INT. Intermittent

\$59.95  
8 megs  
Available January  
Puzzle strategy  
3 players

43 levels  
Side view  
Multi-scrolling  
Passwords

# THE LOST VIKINGS

### Baleog the Fierce



Age: 25  
Height: 6'0"  
Weight: 220 lbs.  
Hobbies: Body-building, knife throwing, bowling

### Eric the Swift

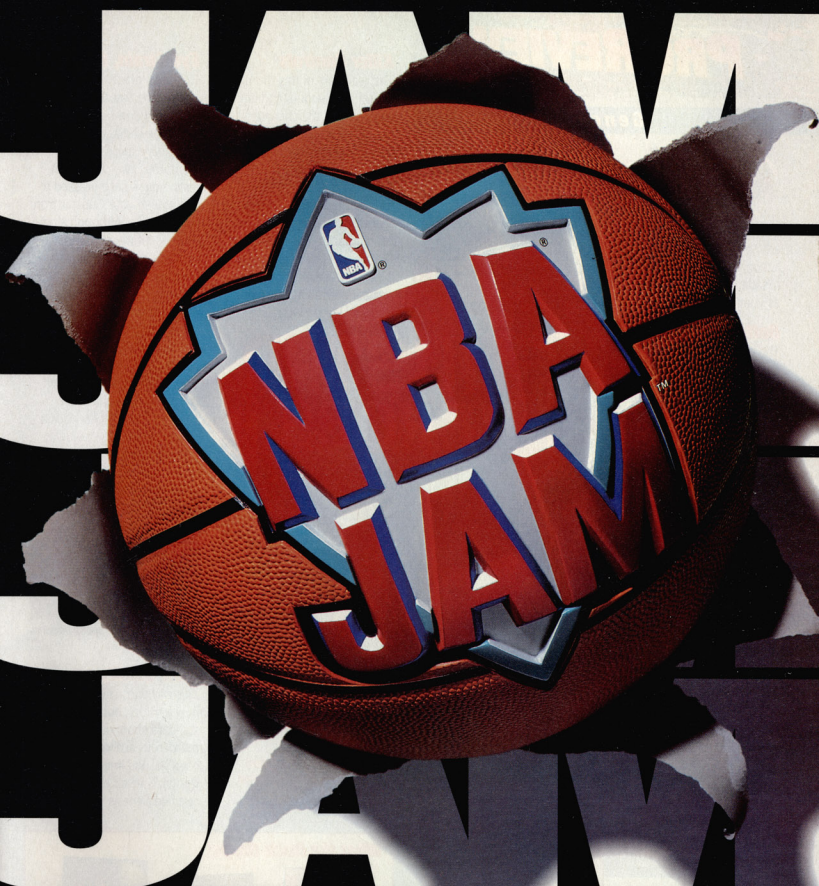


Age: 19  
Height: 5'8"  
Weight: 160 lbs.  
Hobbies: Sprinting, rock climbing

### Olaf the Stout



Age: 23  
Height: 6'2"  
Weight: 320 lbs.  
Hobbies: Para-sailing, bungee jumping



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## Genesis

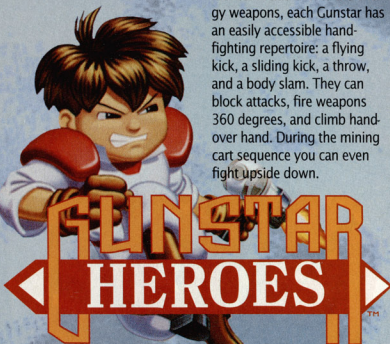


### By Bro' Buzz

If you're itching for classic side-view shooting action, Gunstar Heroes wants you. But be advised: This Genesis action/adventure cart is an assault on your senses as well as your trigger finger.

### Better Dead than Red

The planet Gunstar has the Red blues. Colonel Red, a vicious dictator, has stolen four Mystical Gems, which can revive a long-dead, planet-killing robot. The Gunstar twins are out to retrieve the Gems and cream the Colonel.



from weird, Erector-set rejects to teeny, tiny, mechanical terrors. You select four difficulty levels, where even Easy is nasty hard.

You need superior firepower to survive, and the cart obliges nicely. Periodically an Electronic Duck flies in to drop four energy weapon power-ups. You can use two separately or combine them into one awesome blaster. There are ten combo weapons possible.



**PROTIP:** In Stage Four, you can make a stronger throw with the dice if you catch and throw it before it stops bouncing.

**PROTIP:** You can snatch bad guys, robots, and bombs out of the air and toss 'em. Time a jump and hit B.

**PROTIP:** Force with Lightning and Double Force are strong weapon combos, especially at the end of the game.

### Killer Controls

The real stars of this thumb-buster are the outstanding controls and the character moves. In addition to the energy weapons, each Gunstar has an easily accessible hand-fighting repertoire: a flying kick, a sliding kick, a throw, and a body slam. They can block attacks, fire weapons 360 degrees, and climb hand-over hand. During the mining cart sequence you can even fight upside down.

### Eye Strain, Ear Gain

The cart's graphics wage their own battle against good and evil...but good ultimately prevails. The character sprites aren't very sharp, and during the riotous two-player contests, you're hard-pressed to distinguish your Gunstar from your friend's. Although slowdown is infinitesimal, blocks of pixels sometimes disappear from your sprite during heavy fighting. On the other hand, there are some truly creative stage designs. For example, one imaginative stage is a board game, where you roll dice, move to a square, and warp to a boss challenge.

The sound effects pack a power punch. Crystal clear gun blasts and explosions will rock your house.



Colonel Red is a vicious dictator (and a very bad dresser).

Gunstar Heroes is chaos in a cart. Colonel Red's droid horde comes charging at you on land and in the air from both sides of the screen. The Gunstars fight through a spaceship/shooter stage. The bad boss 'bots run the gamut



The Colonel and his evil crew await you on the murderous final stage.

**PROTIP:** You can rebound off the sides of the screen to jump a little bit higher.

**PROTIP:** Run with the Duck! Sometimes you can score an extra Vitality.



Gunstar is a fierce space shooter, too!






### 'Star Quality

This cart doesn't blast open new territory, but it soups up a standard shoot-out game with murderous action, excellent controls, and imaginative game design. Gunstar Heroes is a certified Genesis gun star. **6**

### SNES Game Profile Gunstar Heroes

(By Sega)

If you want to be a lock-and-load star, Gunstar Heroes is a serious side-view, run-n-gun game guaranteed to put you to the test.

Graphics	Sound	Control	FunFactor	Challenge
				
4.0	4.0	5.0	5.0	ADJ.
\$49.99	8 megs	Available now	Action/adventure	Multi-scrolling
2 players		7 stages		
Side view		Multi-scrolling		

### What the Duck Drops!



Duck!



Force!



Lightning!



Chaser!



Fire!

Combine these power-ups into ten super weapons!

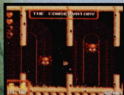
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YOU IN THE GAMES ROOM.



AVOID THE DEADLY WEB  
OF TROUBLE



EXPLORE THE WEIRD  
WORLD OUTSIDE THE  
ADDAMS MANSION



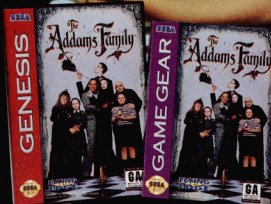
IT'S THE FEZI-COPTER  
FLYING GOMEZ TO  
THE RESCUE!

# The Addams Family



Great Scott, man! Morticia's been kidnapped! It's up to the golf-ball-hurling, Fezi-copter-flying Gomez to rescue her or she'll face a fate worse than life! Spooky dangers haunt every spine-chilling bend, but with Wednesday, Pugsley and Thing around, help is always at hand!

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**FLYING  
EDGE**

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The official seal is your assurance that this product meets the highest quality standards of Sega™. This game and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ and Game Gear™ systems.

# PROVIEW

## Genesis



By Lawrence of Arcadia

Cosmic Spacehead tries to combine role-play, text adventure, and a comic story line. With such galactic goals there's some cosmic fallout, but also a lot of outer space fun.

### Cosmic Calamity

Cosmic Spacehead is a point-and-click text-based adventure, similar to Monkey's Island for the Sega CD and King's Quest for the NES. As Cosmic Spacehead, you travel around and collect items to progress to the different stages in the game. You can combine the items or use them on other characters to gather more items.



**PROTIP:** Flying back and forth in the Teleporters empowers you with some strange side effects. When you transport to Old Lino Town, you'll glow like a flashlight. This might be useful in a dark underground place.

### Genesis Game Profile Cosmic Spacehead

(By Codemasters)

**It's easy to let some games slip through the cracks, but don't make that mistake with Cosmic Spacehead. It's an entertaining graphic adventure (sort of a scaled-down Monkey's Island), and it's great for younger players.**

Graphics	Sound	Control	FunFactor	Challenge
2.5	3.5	2.5	4.0	Intermediate
\$54.99	1 player			
4 megs	12 levels			
Available now	Side view			
Graphic/adventure	Multi-scrolling			



**PROTIP:** Ask to play in the Space Bumper Car. You'll be rejected, but you'll receive a balloon that will help you against a very stubborn alien monster.

In this cartoon adventure, the land you explore is the Planet Linoeum, with such cities as Formica, Linograd, and Cape Carnival. You're trying to get to the car show in Detroitica, although you start the game with nothing but the space suit on your back.

### Cartoon Cosmonaut

The graphics in this game are colorful and very cartoony. As a matter of fact, Cosmic Spacehead would probably fit right in on most Saturday morning lineups. The backgrounds are bright and vivid, and the towns have a very Hanna-Barbera look to them.



**PROTIP:** Sugar Icing does a great job of freezing some watery areas.

The sounds and music in C.S. lack originality, but then again, what Saturday morning cartoon boasts great music? The sound effects are common plinks and ploinks, and the music is static and mildly annoying.



**PROTIP:** The first two items to pick up are the Old Lino Town Teleport Key and the Coin. Take the Coin to the left and find the Luk-E-Day slot machine.

### It's Like...Cosmic, Man...

The real fun in Cosmic Spacehead is the addictive hunt-and-search clue-finding that pervades the game. The story is linear, so you won't be able to get past an area without finding or doing something to complete your mission.



**PROTIP:** You'll need to enter Dodgey City from the front and the back to receive the Driver's License and the Rubber Plug for the Bathub.

Most intermediate gamers will spend a lot of time with this one, although the graphics are geared toward young players. Younger players will need a little help to figure out the text and some of the clues. Don't let a little reading deter you, though. Cosmic Spacehead will grow on you like an alien space fungus. **G**



**PROTIP:** Leave some password icons lying around and return to them after you've completed difficult side-scrolling sections.

# COSMIC SPACEHEAD

Along the way, you pick up objects like Teleport Keys and Coins, and use them to obtain Passports, Bus Tickets, and other items to get to Detroitica. A menu of interactive commands like Look, Pick Up, Talk To, Give, and Use is at your disposal. Before each city you must get through a cutesy side-scrolling game where you pick up icons to get an extra life. On one level there's even an overhead-view car-racing game.



**PROTIP:** The Clerk won't give you the Targeting Device until you get all the parts for the Missile. You need the Gunpowder, a Match, and the Fusewire.



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## Genesis



By Bro' Buzz

Automobile-impact testing tools, safe-driving TV commercial stars, toy figurines, and cultural icons...not a bad track record for a bunch of Dummies. In fact, *The Incredible Crash Dummies* is not bad for a Genesis video game.

This zany, side-view action/adventure game makes you the Crash Dummy, Slick. You're on a mission to save the synthetic hide of Dr. Zub, who's been Dummy-napped by the villainous Junkman and his Junkbot gang. You must find Zub before Junkman can squeeze the plans for the *TORSO-9000 Super Dummy* body out of him!



**PROTIP:** The forward roll gets you past tight squeezes. Press Left or Right to run, then hit Down.

**PROTIP:** The sounds are a dead giveaway to nearby foes.

Genesis Game Profile

### The Incredible Crash Dummies

(By Flying Edge)

The Incredible Crash Dummies crash into the Genesis with fun but familiar results.

Graphics	Sound	Control	FunFactor	Challenge
				INT.
4.0	3.5	4.0	4.0	Intermedia

Price not available	4 zones
8 mags	Side view
Available now	Multi-scrolling
Action/Adventure	5 continues
2 players	

# THE INCREDIBLE CRASH DUMMIES

## You Ain't Got No Body

The frenetic fighting action here is straight hop-n-bop, and the hoppin' plays off the key characteristic of the *Crash Dummy* toys – detachable limbs. You got it! It literally costs you an arm and a leg every time you get hit by a bad guy! If you aren't careful, you'll wind up as a tumbling torso. Don't worry, you can still hurl a mean Wrench at the Junkbots, and Screwdriver power-ups restore your appendages.

*Crash Dummies*' challenge won't make your ego crash and burn, but intermediate action buffs will get a good workout. The cart's four Zones consist of four to five Dummy-dangerous stages, each of which has a hard-to-find exit and a time limit.



**PROTIP:** You can destroy bad guys and most traps by hopping on them.



**PROTIP:** If you have the time, you can outrun most moving Dummy destroyers, such as tires. Reverse direction and run away until they disappear off-screen.

In general, the controls do a good job of enabling you to handle the action. However, precision play is necessary, since the Dummies slip and slide whenever they leap.

## Looks Like a Dummy

The smart-looking graphics do the Dummies justice, but the sprites definitely lack personality. Turning down the game's volume is no loss. Its sound effects are cute, but not cutting edge.

## Do It for the Dummies!

The Incredible *Crash Dummies* is a creditable cart. Dummy fans will want this game for their collections, but kids will face a fairly tough fight. If these merry manikins turn you on, don't be a dummy, be a Dummy. **G**



# PROREVIEW

## Genesis



By Erik Suzuki

The excitement of a coin-operated pinball game is in the flashing lights, the harsh sounds, and the massive scores you can accumulate. But pinball video games always seem to lose something in the translation. With Dragon's Revenge, Tengen lost and found something new.



**PROTIP:** If you can make it here, you'll rack up thousands of extra points.

### Fury's Revenge

Almost two years ago, Tengen released Dragon's Fury for the Genesis. This cart opened up an entirely new dimension in pinball video games by incorporating sub-levels, monsters, great graphics, and awesome sound effects. Dragon's Revenge definitely borrows a lot from Dragon's Fury, but it improves just slightly upon the original game.

**PROTIP:** Don't mess around with the Gold Ball. It lasts for only 60 seconds.

#### Genesis Game Profile

### Dragon's Revenge

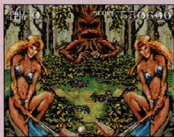
(By Tengen)

Dragon's Revenge is a nice followup to Dragon's Fury. It's a good, though not great pinball game.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	3.5	INT.

\$54.95  
8 megs  
Available now

Pinball  
2 players  
9 levels



Here's just one of the eight different sub-levels.



You get eight sub-levels this time. Naturally, you run into an entirely new set of nasty-looking boss characters and monsters, such as the Mindslayer and Baalzhog the Spiked Nightmare. You also get much more detail in the background graphics.



**PROTIP:** If you nail the Dragon's head enough times, he'll let you inside his mouth.



Beat this Bonus screen to earn the Gold Ball.

**PROTIP:** Hit A and C to shake balls into hard-to-reach corners and to hit targets.

schemes wash out the wild fantasy-land art. In particular, the cart's limp color palette causes some otherwise nicely drawn pix, such as Darzel's face and the Dragon's head, to look pale. Still, the graphics are definitely unique, and they keep you entertained.

### Simple Sounds

Dragon's Revenge makes good use of the Genesis's audio port by presenting a ton of digitized explosions and voices. When you lose at a sub level, a girl sarcastically taunts "Try again," and amazingly enough you can understand it. Although the music fits the game, it's merely average and has an annoying twang.



**PROTIP:** You must destroy Darzel's face after you complete the 8 sub-levels.

### Is Vengeance Yours?

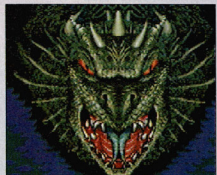
Dragon's Revenge is a solid game for pinball fans and gamers who like fast action. It offers new variations and hides plenty of secrets. If you liked Dragon's Fury, then definitely go for Revenge. **B**

**PROTIP:** Try to balance the ball on a flipper, a bumper, or some other object. If you keep it there long enough it explodes, but you get 500,000 points.

The flipper-pumping game play makes you sweat, and it keeps you guessing, too. Dragon's Fury required sharp flipper skills and good timing to successfully complete the game. With Dragon's Revenge, skill is still essential, but luck plays an almost equal role in your success. The multiplier balls, especially the Gold Ball and the Red Balls, really come in handy.

### Color Blind

Graphically, Dragon's Revenge looks good for a pinball video game, but the muted color



You must destroy this fiery foe.

## Genesis



By Manny LaMancha

Ah, poor Cap'n Havoc's gotten himself into a fix. Bernard, the seafaring pirate canine, is holding a map that could lead him to wealth—and the Emerald gem filled with magic. It's up to you to guide Havoc's search for the treasure in this fun adventure.

### Who Said the Pen Is Mightier Than the Sword?

High Seas Havoc is a fast-paced hop-n-bop action/adventure jaunt that will test your reflexes. As you hunt for hidden riches, you must survive all kinds of peril, from ice caves and fire pits, to danger on the open water and struggles at the top of the world. Each level has more than one path to the exit. You can take detours that will bring you more treasures or more enemy conflicts. This enables you to make your seafaring a different each time.

Putting Havoc, a cartoony character, through his paces is very easy, thanks to a simple control system. The directional pad moves him from spot to spot, and makes him squat or

look up. Each of the buttons does the same thing: A single button push makes Havoc jump if he's standing, or he can roll out of danger if he's in a squat position. Havoc can bop enemies by jumping on their heads, or double-push on a button to swing his sword at evil passersby.

Not all is dangerous in Havoc's trek. Treasure chests are strewn about, and can provide swifter footware, food that offers healing to Havoc's damage bar, as well as extra lives and bonus points.



**PROTIP:** It's possible to jump and swing your sword. Though a double-push on the button will make you swing your sword, timing is of the essence. Your second press of the button has to take place before you hit the ground. Practice the timing of this early in the game.



**PROTIP!** It's usually better to avoid confrontation. If you can leap over your enemies, your points will suffer, but you'll live to fight another battle.

### Wreaking Havoc

High Seas Havoc sports a hoppin' soundtrack. The sound effects, however, can be pretty disappointing. While most are decent, many of them are raspy.



**PROTIP:** You've got to beat the clock, but if going for additional points or bonus power-ups doesn't put you in danger, make a quick run for them.

The graphics are very crisp and clean. The animation is smooth for all characters, and levels such as the Burning Hamlet feature swirling backgrounds (and you thought that was only possible with Mode 7).

The tide is rougher in the fun category. While High Seas Havoc owes a lot to such platform-fav icons as Sonic and Mario, there are a few sections that will simply irritate rather than titillate. For the most part, though, the game is an enjoyable and well-designed romp.



**PROTIP:** When you reach the first boss at the end of the Pirate Ship level, you can safely bounce on his head, then jump off and strike as he turns. If you hit him and bounce away, you'll be out of reach when he starts swinging wildly with his sword.



**PROTIP:** Some bonus items are out of normal jumping range, but you can springboard off an enemy's back to reach them.

### Bon Voyage!

High Seas Havoc's faults are minor, but can combine to really distract you from your mission. If your preference leans more to gradually discovering how to reach the goal rather than being battered until you complete a level, High Seas Havoc might not be your gaming lifeboat. Otherwise, prepare to set sail. **G**

# HIGH SEAS HAVOC



**PROTIP:** Be sure to hit the orb checkpoints. Even if you back-track for bonus items and get killed, you'll be able to restart from the point farthest forward.

#### Genesis Game Profile

### High Seas Havoc

(By Data East)

Ahoy, mates! Better batten down the hatches and swab the decks—then take to the ocean blue for some wild adventure courtesy of Data East.

Graphics	Sound	Control	Feel/Action	Challenge

\$54.99  
8 megs  
Available January  
Action/adventure

1 player  
13 levels  
Side view  
Side-scrolling

ADJ.

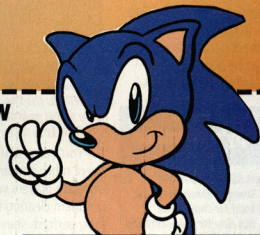


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## Genesis



### By Scary Larry

Happy Happy, Joy Joy! Ren and Stimpy are on the Genesis in a very funny (and very playable) game that gives you all the best elements of the TV show. Although the party ends just as it starts to warm up, Stimpy's Invention is the formula for fun!



**PROTIP:** In the icebox, you'll need to use Ren as the shovel or Stimpy as the jackhammer to break through the blocks of ice guarded by the Walruses.

### Stimpy's a Joy!

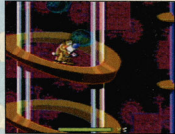
In Stimpy's Invention, you play either Ren or Stimpy as you wind your way through five twisted levels in search of pieces of Stimpy's new invention, the Mutate-O-Matic. You'll go through such levels as the Zoo, the City Streets, the Dog Pound, and Stimpy's Lab. You'll meet banana-tossing Chimps, ice-box bound Walruses, and bullish Bulldogs

along the way. The levels are so imaginative and fun, you'll wish they were longer.



**PROTIP:** Long Jump (Button A) from a Hippo's butt when there's no landing place in sight. Also, don't rest too long on one hippo. They submerge after awhile.

ball or two from Stimpy. They also roll each other like bowling balls, toss each other like boomerangs, and hang onto each other for short aerial maneuvers. Unfortunately, despite such apparent variety, the game is still too simple.



**PROTIP:** Hop a rising bubble in the Lab, and stay on it until another bubble surfaces nearby. Continually use Ren or Stimpy's flying move to get to the lip of the Test Tube.

### Small, Dark, and Handsome

The graphics in Stimpy's Invention will keep you glued to the set. All the outrageous characters appear, including the Horse and the Tooth Beavers. The backgrounds look like they came straight from the R & S episodes, and they're as colorful, cartoony, and comedic as the two stars.



**PROTIP:** Knock off the Fireman in the City Streets, then jump on the hydrants for a lift to new areas.

# Stimpy's Invention



**PROTIP:** In the Zoo, the easiest way to get past the killer Giraffes is to fly by them.



**PROTIP:** In the Aviary, watch out for thorny traps. To make it out safely, aim Ren or Stimpy's head in one direction, then press on the pad in that direction.

You'll also wish the game were more challenging. Intermediate players will have no problem clearing the levels. You perform standard run-and-jump maneuvers against enemies who attack from above, from the side, or from anywhere. Ren and Stimpy also have some special moves. Stimpy can squeeze Ren to belch enemies away, and Ren can squeeze a hair-

The music, although sparse, comes across well, as do the sound effects. You'll clearly hear every belch, every utterance of "Joy!" from Stimpy's mouth, and even Ren's patented, "You stupid iiiiiiidiot!!!" A brief rendition of "The Log Song" opens the game, and "Happy, Happy, Joy, Joy" closes the game.

### Ren Again

Stimpy's Invention plays better than the SNES game (called Veediots, reviewed in December '93), and it captures the humor better than the Game Gear version (Quest for the Shaven Yak, reviewed in November '93). If you're looking for something fast and funny, then Stimpy's Invention is right on the money. **C**



**PROTIP:** In the City Streets, pedal the bike and jump over the cars in front of you.

Genesis Game Profile

## Stimpy's Invention

(By Sega)

**Ren and Stimpy are havin' a blast. Stimpy's Invention is not only a treat for fans of the show, but also for side-scrolling video game enthusiasts.**

Graphics	Sound	Control	Factor	Challenge
4.5	4.2	4.0	4.2	Intermediate

54-90  
Available now  
Action/adventure  
2 players

5 levels  
Side view  
Multi-scrolling  
Passwords

**INT.**

# SPEED THRILLS

## BATTLE CARS

for the Super Nintendo

Entertainment System only has two speeds: fast and way fast.

Check it out, if you're up to it!



High speed side swipes!



Run 'em off the road!



Blow away traffic jams!



Two player split screen Mode 7 head-to-head action!

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- ★ Brutal high-tech weapons!



High speed thrills!



**SUPER NINTENDO**  
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**namco**



By Scary Larry

The Belmonts are back with a blood lust for the baddest biter around. That's right, look what the cat Drac'd in, folks. It's an interview with a vampire, and with so much at stake, the Count had better take it to heart (ouch).

### Fangs for the Memories

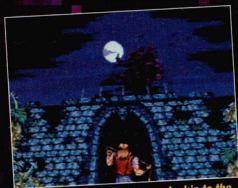
Genesis owners have been waiting breathlessly for Konami to bring its classic Castlevania series to the Sega systems. Castlevania Bloodlines, an action/adventure side-scroller with graphics and game play similar to the rest of the carts in the Castlevania series, brings new blood to the popular series, as well as a lot of new bite.

The story's hero is John Morris, the great grandson of Dracula-slayer Quincy Morris, and a dedicated vampire hunter himself. You can also play as Eric Lecarde, a young man who wants revenge against the witch who turned his girlfriend into a vampire. During the adventure, you travel through castles, haunted ships, and more as you search for the father of all vampires, the Fang Sinatra of bloodsuckers...Dracula.

John is armed with the patented Belmont whip, while Eric uses a spear. The spear-tossing Eric can also super-jump, and both characters collect weapons, life bar power-ups, and more to fortify themselves during their hunt for Dracula.

### Tooth or Dare

Konami's first Castlevania foray for the Genesis looks to



Johnny tries to add a little cool whip to the Count's birthday cake.



Well, if it isn't the old ball and chain!

# CASTLEVANIA BLOODLINES

be filled with ghoulish fun, lots of thrills, and plenty of excitement in the true Castlevania tradition. Tune in next month for a complete ProReview - and don't forget your garlic!



Heavy metal rules!



These guys obviously have a bone to pick with you.

Castlevania Bloodlines  
By Konami  
Available Now





# ATLANTIS NES



For goodness snakes, somebody is going to get rattled!



Niiiiice doggie!!



This pendulum is really the pits.



He's definitely got an axe to grind.



She's just trying to stay a-head of the game!



The heating bill must be enormous for a dump like this.



Try not to be part of the castle's menu, like this poor soul.



Eric isn't bothered by what his friends think of him, because he loves spear pressure.



Don't like your little furry flying friends? Bats too bad, they seem to like you.



Place your bets, it's Atlantis City!

## Genesis

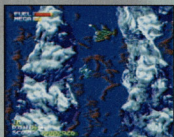


**By The Unknown  
Gamer**

Man your battle stations, space jockeys! Sega's letting fly with a space shooter that has some very interesting twists.

### Don't Let It Get You Down

Fire up Sub-Terrania and climb aboard for nine missions of interstellar combat. In each mission you must complete various tasks, including rescuing stranded space miners, destroying nuclear reactors, and defeating awesome space bosses. You'll notice that the game play is similar in style to Ecco the Dolphin or Jungle Strike - with a cool spaceship thrown in.



*When you voyage under water, gravity disappears, but you'll have to deal with your ship's buoyancy, which pushes you to the surface.*



*The Training mode helps you get a handle on maneuvering your ship.*



*The aliens try to spin a web of deceit, but you're up to the task.*



*It takes some fancy flying and serious shooting to put these extraterrestrial bosses in their place.*



*Pick up special items like this Spiked Ball, and use them to bug these strange aliens.*



*Melt down this nuclear plant, but watch out for fallout.*

# SUB-TERRANIA



*One of your mission objectives is to destroy this space colony.*



*There's plenty of variety among the mission objectives.*



*It's gonna take more than a fly swatter to destroy this pest.*

You've got an overhead view of the shooting as you pilot your ship through eerie alien landscapes. Your ship rotates 360 degrees, and you maneuver with Forward and Reverse Thrusters. This may sound easy, but gravity's waiting to drag you down. Gravitational forces constantly pull your ship to the bottom of the screen, draining energy and damaging you badly. Fortunately, power-ups include Shields, Missiles, and three different Lasers.

### Fly Me

Designed by Scavenger, a new developer for Sega, this game looks like an original and extremely challenging shoot-em-up adventure. Stand by for a closer look in an upcoming issue. **G**

**Sub-Terrania**  
By Sega of America,  
Available First Quarter '94

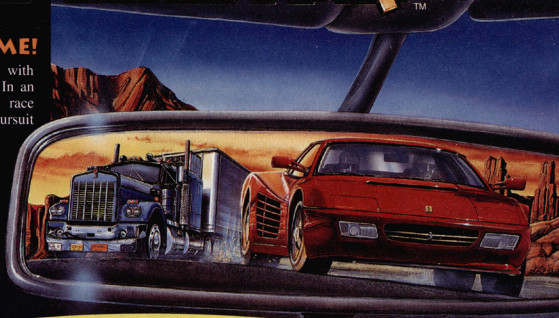
# SUPER CHASE H.Q.

TAITO AND SUPER CHASE H.Q. ARE TRADEMARKS OF TAITO CORPORATION. ©1993 TAITO CORPORATION.

## CHASE H.Q. RUNS DOWN CRIME!

Put your Super NES on wheels with Taito's turbo-driven CHASE H.Q.! In an undercover sports car, you'll race through cities and mountains in pursuit of suspects. Shift your reflexes into overdrive to dodge through traffic and around obstacles as you catch up with the fleeing vehicle. Force the criminals over or smash their car to a standstill - in this game, you choose the method of justice!

- Turbo Acceleration!
- Five Different Rounds!
- Windshield Screen View!



Also available for Game Boy.

## TWO NEW HEART-POUNGING GAMES FROM TAITO!

TAITO AND SUPERNOVA ARE TRADEMARKS OF TAITO CORPORATION. ©1993 TAITO CORPORATION.

# SUPER NOVA

## SUPERNOVA UNLEASHES THE SILVER HAWK!

Taito's SUPERNOVA for the SNES offers you the sleekest fighting ship ever launched! You will command the Silver Hawk in battle against hyperbacteria, dinosaurs, and a leviathan battle cruiser as the Pelsar Empire attempts to conquer the federated planets. Victory depends on your skill with Silver Hawk's three fighting modes and power balance system!

- Fifteen combat zones!
- Three different endings!
- A war of wits and speed!



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

**TAITO**  
THE ONLY GAME IN TOWN

TAITO HINT LINE ☎ 1-900-28-TAITO  
\$ 95 FIRST MIN. \$ 75 EA ADDL. MUST BE 18YRS+ TOUCH TONE ONLY.

TAITO AMERICA CORPORATION 390 Holbrook Drive - Wheeling, IL 60090

## Genesis



By Bro' Buzz

The *Enterprise* is finally about to enter Genesis space. *Star Trek: The Next Generation* is due to be released by Sega in March. This long-awaited 24-meg action/adventure game will enable you to command the U.S.S. *Enterprise 1701-D*.

### A Strange New Story

The cart warps you into several types of game play challenge which are woven into an intriguing story line. During a routine mission, the *Enterprise* encounters a derelict spaceship. Captain Picard brings the crew out of suspended animation and finds that they seek a legendary omnipotent device. The device was created thousands of years ago, but it was so powerful that its creators, fearful that it would fall into evil hands, sent it into the future, where it reappears every 10,000 years.



All your favorite *Star Trek* heroes are on board.



Starfleet communique will guide you on your mission.

### A Trek for Trekkers

Trek will combine several interesting game play interfaces. You'll start out on the *Enterprise* bridge with a first-person perspective. Full-screen displays enable you to use such ship's stations as the Sensors, the Computer, and Engineering, as if you're the crewman on duty. Although fighting is always the last resort (as in the television show), you'll engage the starships of Romulan, Ferengi, and other races in face-to-face confrontations, some of which will end up in Phaser shoot-outs.

When it comes time to carry on outside the ship, you pick an Away Team based on the talents of your crew. Commander Riker, Data, Dr. Crusher, Worf, Geordi, and Counselor Troi are among the crew members eligible. Of course, you have a full complement of "expendable" crewmen.

Away Team missions appear in a 1/4-overhead perspective and take place on various planets and ships.

### You Command the Bridge!



The Conn

Science

Sensors

Engineering



Tactical



# STAR TREK THE NEXT GENERATION



You'll be able to switch control among the Away Team members, so that the Team can accomplish several tasks at once, in real time.



You'll pick the Away Team.



The Transporter sends you on your way.



Away Team members can go their separate ways.

### A Genesis Generation

*Star Trek: The Next Generation* sounds like it's going to satisfy even hard-core Trek aficionados...and it had better! Since there are no fans like *Star Trek* fans, let's hope Sega can make it so. ☐

*Star Trek: The Next Generation*  
by Sega  
Available March

# If you think cafeteria food's gross, try eating this.



But you better get help first. Because, as an ant, that spider is about ten times bigger than you. And you better hurry up or

you won't be eating—you'll be eaten. Introducing SimAnt for Super NES—the first, best and only game that lets you experience real life through the compound eyes of an ant.



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



For the location of a dealer near you, or for more information, call 1-800-333-MAXIS.

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**M A X I S**



# ETERNAL CHAMPIONS™ PRO STRATEGY GUIDE



**By Scary Larry**

We've cornered one of the hottest fighting carts this season, and if you read last month's review you know that Eternal Cham-

pions is setting new standards for fighting games. In this special three-part series, we'll show you some of the best combos for this mega-monstrous masher!

## The Killer Kick Clique



Leap in with Button B.



Next, go low and tap Button Z.



Move in close and hit Button B again.



Finish off the combo with a Shuriken (Charge Back, go Forward and press Button Y).



## Shadow

Shadow's martial arts style is a combination of Taijutsu and Ninjitsu. Her deadly good looks are offset by her fatal fighting prowess. Better keep the lights on when she's around.

## The Shadow Blaster



Leap in and hit Button B.



Then, crouch low and tap Button Y.



Conclude with the Twirling Fan (Charge Back, then go Forward and hit Button A, B, or C).

## The Cut and Run



Leap in with Button B.



Stand and hit B again.



Leap into a High Angle Jump Kick (Charge Down, then go Up and press Button B).



End with the Super Slide (Button A and Button C simultaneously).

### The Cloak Smoker



To begin, jump and hit Button A.



Then, go low and hit Button X.



Slay low and hit Button Y.



Stand and hit Button Z.



End with the Attract-and-Smack (Buttons A, B, and C simultaneously).

### The Cane Cracker



Leap in and hit Button C.



Then, move in close and press Button X.



End this mess with the Dragon Trap (Charge Back, then go Forward and hit Button Z).



## Xavier

Xavier is a real cloak-and-dagger (in-the-back) fighter. His Hapkido Cane Fighting style is great for long-range attacks, and his background in Alchemy lets him do some weird stuff to his opponents. Watch out for this boy in the hood.

### The Gold Digger



Leap in and press Button C.



Go low and press Button X.



Stand and deliver with Button Y.



Finish with the Midas Touch (Charge Back, then go Forward and press Button Y).

### The Slash Kicker



To begin the Slash attack, leap Forward and press Button C.



Then, get in close and hit B.



Stand and press Button Z.



Finally, send Slash in with a Running Head Butt (Charge Back, then press Forward and hit Button C).

### Welcome to My Club



Leap Forward and press Button Z.



Go into the Double-Footed Swing Kick (simultaneously press Buttons A and C).



To end, stand and hit Button Z.



# ETERNAL CHAMPIONS

## PRO STRATEGY GUIDE



## Slash

Cavemen (excuse me...cavepersons) are not an easy bunch to please. Unless you're somewhat adept at cave painting, it's hard to get a grunt out of them. They like to hang out, and they enjoy the (spiked) club scene immensely. Although somewhat slower than his advanced opponents, Slash's Pain style of fighting can be very effective. Who needs opposable thumbs when you walk heavily and carry the biggest stick?

### Slashes to Slashes



Leap Forward with Button Z.



Then, go low and hit Button B.



Stay low and hit Button C.



Conclude with the De-Claw (Charge Back, then press Forward and hit Button Z).

**Next Month: Trident, Lareen, and Jetta!**



THIS GAME CONTAINS GRAPHIC SCENES AND MAY NOT BE SUITABLE FOR YOUNG CHILDREN.

# BEYOND SHADOWGATE™

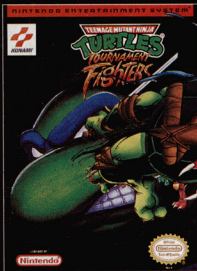


IN THIS ACTION-PACKED ROLE PLAYING GAME, YOU'LL EITHER USE YOUR BRAIN TO SOLVE A COMPLEX SERIES OF PUZZLES, FIGHT YOUR WAY OUT OF DANGER OR YOU'LL DIE. ACTUALLY, YOU'LL DIE IN VERY GRUESOME, RATHER NASTY WAYS, MADE ALL THE MORE VIVID BY CD GRAPHICS, ADVANCED ANIMATION AND DIGITAL SOUND. OH, THIS GAME COMES WITH A FREE POSTER OF THE MYSTERIOUS KINGDOM OF SHADOWGATE, CREATED BY THE LEGENDARY JIM HOLLOWAY. IF YOU CAN'T FIND THIS GAME OR TTI PRODUCTS AT YOUR FAVORITE RETAILER CALL 1-800-995-9203 TO ORDER.





GO AHEAD,  
PICK A FIGHT!



But be prepared, because Tournament Fighters for Super NES,™ Sega Genesis and NES™ puts a whole new face on fighting games. It's intense, one-on-one fighting that has every game

street hardened warrior drooling with anticipation.

**One game, three unique versions!**

No matter which format you choose, you're in for a new breed of Turtles fixated on fighting in four different modes. For Super NES fans there's 12 unique mutant maulers, 12 arenas, adjustable fighting speed for fast fighting action, and spectacular combo assault techniques plus the dreaded Ultimate Attack

Moves. The Sega Genesis version hits you with 11 brutal opponents including evil clones from Dimension X, 11 awesome battle-grounds, adjustable fighting speed and power, instant replay, and amazing arsenals of physical punishment featuring one-of-a-kind Ultra Desperation Attack Moves. And the NES game includes 2-Player and Tournament modes, 7 furious fighters and specialized attack techniques.

**Hit the streets and pound more than pavement!**

Roto Cutters, Dynamite Bombers, Chopper Chukers, Vacuum Waves, Electric Pile Drivers, you'll feel and inflict them all. If you think you've already experienced real street fighting, wait 'til Tournament Fighters lets you kick the (CENSORED) out of your enemies. So trash the surfboards, heave the 'za and pick a fight!



TEENAGE MUTANT NINJA  
**TURTLES**<sup>®</sup>  
TOURNAMENT  
FIGHTERS™



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# ToeJam & Earl™ *in* **PANIC ON FUNKOTRON™**



**The boyz are back...  
and ready to party!**

Streak across the stars for an all-new hip-hop-'til-U-drop adventure on the far-flung planet of Funkotron! ToeJam & Earl are caught in a manic panic when a flock of Earthling tourists hitch a ride on their Rapmaster Rocket. Now it's your turn to help the dynamic duo round 'em up with their FunkScan and send this pesky posse packing through 17 levels of funkified fungi jumping, bubble bouncing and rhythm rapping fun!



**Feel the funk...with ToeJam & Earl!**



**SPLASH DOWN!**

Dive for presents in underwater caverns and sneak a smooch from a friendly blowfish!



**BUBBLE UP!**

Bubble-bounce your way to the Funktivate Spots and help restore the fabric of the Funk Dimension!



**LOCALS ONLY!**

Jar the touristy twits - and those pesky poodles too, while you're at it!

**THE ACTION HEATS UP!**

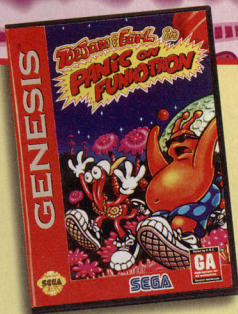
Hotfoot through the fires of the underground caverns!



**JAM OUT!** Kick it with the jivesters on Homey Street...and collect valuable clues in the process!



**BUST A MOVE!** Drop-lob a jar on shin-kicking Earthlings! Everyone on the bus...pronto!



**ToeJam & Earl  
take off on a  
Funktastic  
New Voyage!**



**YO! SEGA JAMS!**  
SEGA™

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## Sega CD



By Lance Boyle

Francis Ford Coppola's 1992 movie of Bram Stoker's classic novel didn't become the new standard for Dracula films, and the recent 16-bit games weren't huge hits, either. Now that the CD version has finally arrived with little impact, perhaps we can finally lay this bloodsucker to rest.



**PROTIP:** Pay attention to Van Helsing's commentary between levels. He'll point out some of the dangers ahead.

## BRAM STOKER'S



*Wanna meet a ruthless villain? This guy goes for the throat!*



flick), the Sega CD for some reason has the weakest Harker of the bunch (including the fine Game Boy version). Harker no longer picks up daggers, swords, and muskets along the way. He's your standard punchin', kickin' fool in a supernatural world that demands extraordinary powers. With only three continues, this slow, feeble hero drains all the life from the game's veins.



**PROTIP:** Walk halfway into the traps buried in the Level One snow, then jump safely across them.



**PROTIP:** Kick field goals with these nasty beasties as you move through the Castle.



**PROTIP:** Rely on your Jump Kick against this baty version of Drac near the end of Level Two.

The Count showed up in several huge forms on the 16-bit systems, but here he seems much less intimidating and much more beatable. You'll want more from the game's graphics than you'll get.



**PROTIP:** Don't walk to the edge of this last plank to get across the Level One bridge. Step back to the center of the plank, then make your jump.



**PROTIP:** Get your kicks (and punches) in the Castle's library. Stand in front of the pillars and you won't be struck by the books that fly from the background.

### Music of the Night

The chilling sounds help keep you on your quest, however, and are the best part of the game. The suitably creepy music underscores the action in the horrific settings, and atmospheric sound effects create a malevolent mood. Screaming ravens, tolling bells, and whistling winds add life...er, death...well, you get the idea.

### Fangs, But No Fangs

Despite the potential for a gruesomely good time, you're really sticking your neck out with this monotonous game. Bram Stoker's timeless novel deserves a great treatment, but, unfortunately, this isn't it. The CD game only makes you hungry for a nice stake.

### Less Bite for Your Buck

The film and Sony Imagesoft's SNES and Genesis versions all shared two things: the plot and the lush visuals. On the Sega CD, you again play Jonathan Harker, a young English solicitor who fights his way to a deadly rendezvous with that pain in the neck, Count Dracula. While the story line is familiar (and illustrated here with scenes from the

### Sega CD Game ProFile Bram Stoker's Dracula (By Sony Imagesoft)

*There's not much life left in the Count. Slow, repetitive game play and disappointing graphics make the CD version the worst of '93's Dracula games.*

Graphics	Sound	Control	Fun/Factor	Challenge
3.0	4.0	2.5	2.5	2.5
\$59.95	CD	1 player	7 levels	Side view
Available now				Multi-scrolling
Action/adventure				

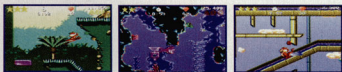


# FROM THE MINDS THAT BROUGHT YOU CLAY FIGHTER.™

**CLAYMATES™**

First they brought you Clay Fighters—the clay animation heroes that hilariously ruled the Super Nintendo action scene. Now, the Interplay team introduces *Claymates™*—five amazing clay animation characters to bring you hours of action-packed fun.

Transform yourself into any Claymate character, like Muckster the cat to race up a tree, Doh-Doh the bird to flap through the air, or Oozy the mouse to turbo-scurry out of danger. *Claymates*—the outrageous new game from the people who made clay a force to be reckoned with. Coming March 1994.



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Sega CD



By Captain Squideo

There's a new shooter in the galaxy, but it's not as blazing hot as everyone was hoping for. *Stellar-Fire* arrives with fiery sounds, some sparkling graphics, and a stellar heritage (it's based on an acclaimed PC game), but there's not enough action to keep this Fire burning brightly.



**PROTIP:** Pick up stray *Damage Repair* power-ups just before you approach the *Guardians*.

## Stellar Shooter

You're the last remaining pilot in the battle to wipe out the evil *Draxons*, whose home planet, *Arctura*, is protected by five moons. Skimming above the colorful lunar surfaces, you shoot, chase, dodge, and gather *Crystals* until you finally arrive on *Arctura* for a final confrontation.



**PROTIP:** On *Xarz Voor*, few enemies actually fire upon you. Most ram you. Dodge this ship and shoot it from behind.



**PROTIP:** The *Xarz Voor* boss will throw giant rocks at you. Don't let him get above you. Keep your distance, dodge his projectiles, and blast at him from all sides.

Your ship, the *Raven*, is barely up to the task, which is one of the game's flaws. The *Raven* doesn't move quickly enough, nor does it go in reverse or spin sharply. The stiff controls cause you to plow into oncoming traffic. What's more, a great shooting game usually has great weapons in great variety, but the *Raven* has only the ineffectual *Laser* and *Cannon*, with an occasional all-powerful *Fat Boy* bomb thrown in. Slow, weak weapons mean you have to shoot some targets repeatedly from point blank range.

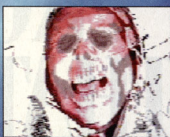


**You'll see plenty of these as you blast your way through the *Arcturan System*!**

# STELLAR-FIRE™



**PROTIP:** To find *Crystals*, keep the white bar on your center *Crystal Compass* pointed dead ahead.



**Explosive action sequences start the game.**

The sounds are consistently strong. You'll hear an array of rockin' tunes that'll get your adrenalin pumpin'. A snippet of speech propels the action, as do the sounds of shots, collisions, and explosions.



**Fly me to the moon...the moons of *Arctura*, that is.**

## Stellar Fox

If *Stellar-Fire* seems disappointing, it's only because we had such high hopes. It's still a good shooter, just not a space ace. **G**

Sega CD Game ProFile

## Stellar-Fire

(By Dynamix)

**This eagerly awaited CD doesn't quite deliver the intense, varied shooting action everyone had hoped for. Strong sounds and graphics help keep *Stellar-Fire* burning, just not as brightly as you'd expect.**

Graphics	Sound	Control	Fun/Factor	Challenge
3.5	4.0	3.0	3.5	3.5

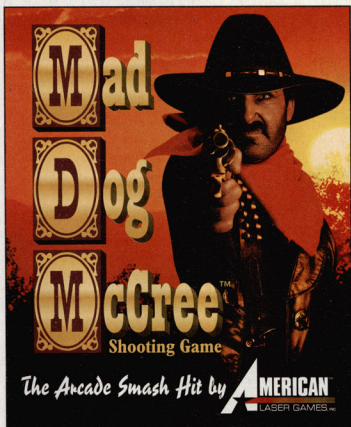
\$49.95  
CD  
Available December  
Shooter  
1 player

5 levels  
First-person perspective  
Multi-scrolling

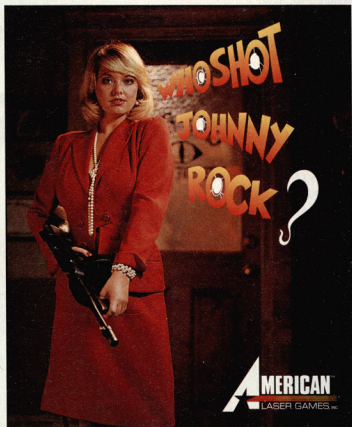
ADJ.



# LIVE MOTION PICTURE ACTION



Outlaw Mad Dog McCree and his henchmen have taken over a wild west frontier town, locked the sheriff in his own jail, and kidnapped the mayor and his daughter. Sharp shooting is a must in this arcade classic where the player must save the town, rescue the mayor and his daughter, and triumph in a final showdown against Mad Dog himself.



It's the Rolling '30s and someone has killed popular singer Johnny Rock in this action-packed gangster whodunit. The player will need to navigate the back streets, gaming halls, funeral parlors and the dirty sections of this city to get at the clues held by a number of shady characters and solve this murder mystery. Bad guys with machine guns provide a high level of challenge.



SEGA CD

PC CD-ROM  
IBM/Compatible

3DO™

Introducing the world's first interactive live motion picture games, for CD home entertainment systems. Now available at your favorite retailer.

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**AMERICAN**  
LASER GAMES, INC.  
LIVE MOTION PICTURE ACTION

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Coming  
MARCH 30, 1994  
for your Sega CD  
or 3DO System  
Playable  
with the  
**GAMEGUN™**

Sega CD



By Manny LaMancha

Acclaim's the first company to climb into the Sega CD ring with a wrestling disc. WWF Rage in the Cage is a lot of fun – if you don't mind waiting for your match to begin.

## Beaten to the Punch

The name of the game in Rage in the Cage is as simple as pro wrestling itself: beat the stuffing out of your opponent with kicks, punches, elbows, and eye gouges. For variety, you pull special moves (each of the 20 wrestlers has one).

In the simple one-fall match, all you have to do is slam and pin your opponent. In the no-ropes, no-holds-barred Brawl contests, the match goes on until one wrestler can't fight any longer. In the Steel Cage



**PROTIP:** The cheap, against-the-rules moves are great in the Brawl match. Be sure you know them going in.

Sega CD Game Profile

## WWF Rage in the Cage

(By Arena)

Get ready to r-u-m-b-l-e! You can wrestle against some of the hottest pros in the WWF in this above-average big-time wrestling disc for the Sega CD.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	4.0	ADJ.

Price not available  
CD  
Available now  
Wrestling

2 player  
¾-overhead view  
Multi-scrolling



## RAGE IN THE CAGE

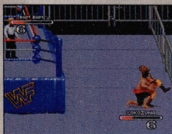
matches, whoever escapes first by climbing the fence that surrounds the ring, wins. Finally, during the Tournament you pick one wrestler and compete against the 19 other computer-controlled stars for the WWF Championship.

## A Smashing Success

Rage in the Cage is a lot of fun – once you get the hang of the controls. Veterans of prior WWF carts will find the game play very familiar, but beginning wrestlers and any using a three-button controller will have to learn myriad techniques. Six-button controllers make things a little easier, but still it takes practice.



**And the winner is...Lex Luger! Next challenger, please!**



**PROTIP:** Study the special move for the wrestler you're using. It's usually the best way to drain your adversary's energy.

The visuals have style, at least. At the character selection screen, each WWF star (such as Macho Man Randy Savage, the Undertaker, and Yokozuna) gets a half-screen "photo" and (the best part) a quick film clip of his special move taken from actual wrestling footage.



**PROTIP:** In a Steel Cage Match, get your opponent down on the mat away from your corner. If you stun him well enough, he won't be able to catch you before you get out.



**PROTIP:** If you're running between the ropes, a flying kick will tag your opponent before he has a chance to pull a move on you up close.

## More Trounce to the Ounce

Rage in the Cage isn't dramatically different from Acclaim's prior WWF carts, but it has some additions worth pounding the mat for. If you don't mind the frequent breaks – in time, that is, not bones – you'll get a kick out of Rage in the Cage. **G**

# GAME GENIE™

## BUZZ CODES™

THE LATEST CODES FOR THE HOTTEST GAMES

### SUPER NES™

#### SUPER EMPIRE STRIKES BACK™ Game

6DE9-47AF	Infinite thermal detonators
6D23-47F9	Start with all force abilities
C238-C70F	Infinite lives
F169-1707	Start at fight with Darth Vader™
D369-17D7+	Start on Cloud City™ 3D
FC69-1707	

#### DISNEY'S ALADDIN™ Game

C221-4FA5	Infinite lives
C267-4DOA	Almost invincible
3CA9-C4A5	Infinite apples
DD85-3467+	Level select on main menu - hold down R, use Up/Down to change level, Left/Right for sub-level
DDBA-3FA7	
DDA7-4DD5	Bonus round played after every level

#### ACTRAISER 2™ Game

C2B0-CF07	Protection from most enemies
3C65-CFA8	Infinite magic (must have 1 to cast)
DD83-C764	Kill most enemies with 1 hit
DD33-476F	Infinite time
DD67-4468	Infinite lives

### GAME GEAR™

#### SONIC CHAOS™ Game

008 3BD E6E	Infinite time
0A2 1EC E6E	Each ring worth 10
3A9 DCB 2A2	Never lose rings
22A 91D 2A2	Start with some rings most of the time
056 93C E66+	Sonic™ starts on Electric Egg Zone™
006 9EC 0BF+	with 5 lives
996 A0C F7D	

#### STREETS OF RAGE 2™ Game

218 15C 91D	Infinite lives
21A FBC 91D	Infinite energy
00A 05B E6E	Infinite time
052 C3F E6E+	Start on stage 6
832 C5F F74	

### GENESIS™

#### SONIC SPINBALL™ Game

AXBA-4A4T	Infinite lives
APBT-SN7G	Start on Level 4: Showdown
AXST-8A5L	Infinite balls in all bonus rounds

#### TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS™ Game

(Codes may cause some strange sounds and graphics)

AJXT-AA96	Set any # of continues in Options screen
AJYA-AA3Y	Set any # of rounds in Options screen
AJYA-AA5G	Set any difficulty level in Options screen
AECT-EA4H	Player 2 or computer starts with almost no health

#### SPIDER-MAN X-MEN - ARCADE'S REVENGE™ Game

BAXA-AA52	Always get option of playing Spider-Man™ Security Level
ACBT-GAAG	Spider-Man is invincible
AKST-AA6T	Cyclops™ and Wolverine™ are invincible
ATYA-CA26	Gambit™ is invincible

### GAME BOY®

#### STAR TREK: THE NEXT GENERATION™ Game

FA4-27D-4C1	Infinite shields
001-15D-6E7	Damage repaired immediately
001-13D-3BA	Damage isn't repaired

#### DARKLING DUCK™ Game

01A-0BF-C4D	Infinite lives
FAD-398-4C1	Infinite ammo on pick-up
091-84F-F7A+	Start with 9 pts. of energy and 9 lives
099-F0F-F7A	

### NES®

#### TETRIS 2™ Game

AAUEUSSO	Speed doesn't increase - 1-player game
VNUEUSSO	Speed increases much faster - 1-player game
ZEKESPPP+ PESAOSAP	Max speed is 2 - 1-player game
AVEXOYXZ	Don't hide remaining pieces during pause - all games

#### STAR TREK: THE NEXT GENERATION™ Game

AAVTZVIL	Damage repaired immediately
AAUZPAGY	Photon Torpedoes™ always work
AAEPTPNY	Phasers™ always work



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By Scary Larry

Dirk the Daring is back! If you loved Dragon's Lair in the arcades, you're going to love this faithful Sega CD translation.

### Scary Lair-y

Dragon's Lair is being produced by ReadySoft. It looks like the folks there have done a great job of translating the Bluth Animation Laser CD arcade game to the Sega CD.

Any player who fought for Daphne's hand in the arcade a couple of years back knows that the game's move-and-click interface is somewhat archaic when compared to the advanced button movements of newer games. However, this animated graphic adventure still has a great charm that won't be lost on the new breed of gamers.

# DRAGON'S LAIR



Dragon's Lair is the tale of hapless Dirk. He's in love with Daphne, who's been kidnapped by the Lizard King. It's the timeless story of knight-meets-girl, girl-meets-dragon, with outrageous humor and lively graphics. You travel through the forest, into the castle, and eventually right into the Dragon's Lair in your search for Daphne, glory, and a little respect.



*Hmmm...must be flu season, 'cuz I heard someone coffin.*



*That's the way the catacombs crumble!*

### Dirk Works It

Since its term at the top of the arcade scene, Dragon's Lair has been imitated but never surpassed. The pictures in this article tell the real tale. For more on this classic adventure, see our ProReview in an upcoming issue. You may find you'll want to spend a lot of time in Dirk's world. **G**

Dragon's Lair by ReadySoft



*Dirk*



*Daphne*



*The Dragon*



*Dirk's gonna have a ball!*



*How does Dirk get into such thorny situations?*



*The Lizard King and Dirk square off.*



*"Bats in the belfry" describes both Dirk and the game!*



*Dirk rides a horse with no mane.*



*Things have a tendency to come alive unexpectedly in the castle.*



*Not all knights have Daphne's best intentions in mind.*



*Better check that restaurant guide again!*



*Dirk puts the moves on an enemy.*

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*Program and  
play back your best  
action sequences.*





By Earth Angel

Sega's ready to unveil its next generation of discs for the CD system. Here's a first look at the games - we'll give them ProReviews in upcoming issues of GamePro.

# GROUND ZERO, TEXAS

There's a little problem deep in the heart of Texas. It seems that about 20 years back, the inhabitants of a small town were faced with an influx of immigrants - from light years away! Now the aliens are planning the extermination of the human race. As a government agent, you're assigned to move in and clean out the aliens in this two-disc game, which boasts a movie-quality soundtrack and more than 100 minutes of full-motion video.



Ground Zero's graphics will blow you away.

The game's characters are real actors and actresses, and you see the action from a first-

person point of view. The interactive story line unfolds as you choose what you want to do and where you want to go in the town. Battle Cams enable you to see different areas of the town as you search for the aliens you're out to destroy.

You're armed with standard-issue military weapons, and your main task is to gun down

aliens wherever you find them. During the game, you'll eventually have to snag some of the aliens' own weapons, and then you're in business.



Disguised aliens lurk everywhere, even in the Cantina.

Similar to Night Trap, Ground Zero, Texas' TruVideo game play puts you in control of the plot and the action. Its innovative style and extensive full-motion video are an out-of-this-world change of pace for CD gamers. **G**

Ground Zero, Texas  
By Sega

Available First Quarter '94, \$59.99

# JURASSIC PARK

The long-awaited Jurassic Park CD is finally about to hatch, and it looks well worth the wait. The story begins after the book and movie end. You're the first visitor to return to Jurassic Park, and you've got to find the dinosaur eggs and return them to the Visitors Center to be preserved. Of course, the island is still populated with dangerous dinosaurs, so you've also got to stay alive long enough to escape after you've completed your mission.



T. rex is looking for lunch, and you're a likely entree.

The game play is similar to other graphic adventure games, except that the graphics are highly involved and detailed - so real you'll feel like you're actually walking through the steamy jungles. You have a

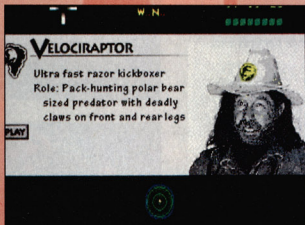
360-degree panoramic view of the action as you journey to more than 50 locations on the island. Lurking everywhere are beautifully detailed and animated dinosaurs, which were created with the help of the same powerful Silicon Graphics computers used to create the movie.

Q-Sound adds to the atmosphere, with actual reptile and jungle noises. In fact, you've got to listen if you want to survive, because dinosaurs and other dangers will come at you from behind, and your only warning is the sound of their footsteps.

In addition to having fun with the Jurassic CD, you'll be able to learn a lot about dinosaurs. Sega recruited Dr. Robert Bakker, a renowned paleontologist and dinosaur expert, to appear in the game. Jurassic Park looks like an exciting addition to the Sega CD library. **G**

Jurassic Park  
By Sega

Available First Quarter '94, \$59.99



Dr. Bakker's always got a few handy tips that'll help you solve your dinosaur problems - or scare you to death!

Sega's climbing into the ring with this interesting disc, which makes use of innovative technology to involve the player in realistic first-person game control. With the help of Ron Stein, who choreographed the boxing sequences in the movies *Raging Bull* and *Rocky III*, Sega filmed boxing footage in a real ring using actual boxers. It took five weeks of choreographing and training to get the moves right for filming, and the resulting footage (done in black-and-white to set the mood) is very cool.

## PRIZE FIGHTER



*When you tag your opponent on the chin, the entire screen rocks.*

Even before the bell rings, you've got a first-person view of the game as your trainers prep you for the fight and your opponent taunts you with his prowess. When the bout begins, you throw lefts,

rights, uppercuts, and other standard punches. You'll see your fists tag your opponent right on the chin, and the controls are so fast that there's virtually no delay between your button presses and your fighter's reactions.



*The fighters' faces at the bottom of the screen illustrate how much damage each boxer's taken.*

Other details in this two-disc boxing extravaganza include detailed stats after each fight, different fight action each time, a training mode, and, for boxing aficionados, the one, the only Jean LaBelle as the referee. **G**

**Prize Fighter**  
By Sega

Available Now, \$59.99



*Don't let him intimidate you.*



*He's down for the count.*

Once they had the footage on tape, Sega went into their own studio to put together a very unusual fighting interface. As "The Kid," you're trying to battle your way to the championship. You fight four other increasingly challenging boxers, including Mega Joe, Honey Boy, and T. Rex.

## DOUBLE SWITCH

Sega hired Mary Lambert, who directed *Pet Semetary*, *Pet Semetary 2*, and several Madonna videos, to help create this off-beat murder-mystery adventure. Lambert directed the filming of all of the game's footage, and helped craft the Egyptian interiors in the old apartment building where the story takes place.



*This apartment building has...well...shall we say, some unusual tenants.*

During the game's cinematic intro, you meet Eddie, a kooky guy who's set up a series of traps to provide security for a crazy old mansion and its tenants. The tenants range from techno-punk band members "Jeff and the Scream," to archaeology and architecture graduate students. Unfortunately, Eddie's gotten himself locked in the basement, and

now he wants your help to get out...or so he says. With that, the mystery begins.

As in *Night Trap*, you move from room to room in the mansion in real time, trying to solve puzzles and problems and figure out what the heck is going on. There's always something happening in any room at any given time - it's up to you to be in the right place at the right time.



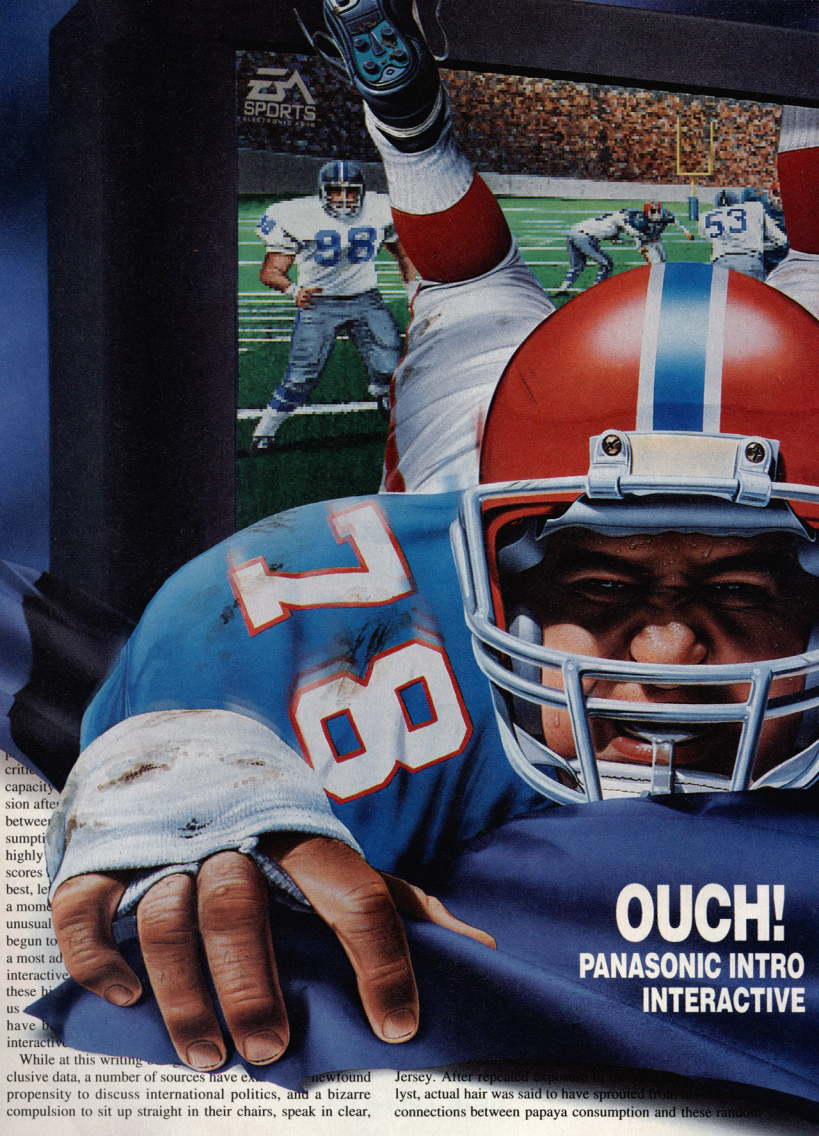
*He's screaming because...no we can't tell you - that would ruin your fun.*

The game also features a very cool musical soundtrack by none other than Thomas Dolby. Various celebs, including Deborah Harry and Corey Haime, also make guest appearances. **G**

**Double Switch**  
By Sega  
Available Now, \$59.99



*Weird things are going down in this creepy old apartment building.*



EA  
SPORTS  
ELECTRONIC ARTS

# OUCH!

PANASONIC INTRO  
INTERACTIVE

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While at this writing  
clusive data, a number of sources have ex  
newfound  
propensity to discuss international politics, and a bizarre  
compulsion to sit up straight in their chairs, speak in clear,

Jersey. After repeated ex  
lyst, actual hair was said to have sprouted from  
connections between papaya consumption and these random



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# GAMEPRO

## PROSTRATEGY GUIDE

GamePro's best battle it out with the Evil Empire!

# SUPER STAR THE EMPIRE STRIKES BACK WARS™



**16** pages of the hottest tips, tricks, and tactics for making it through GamePro's winner for Best SNES game of 1993!

Awesome Empire art and cool cinema scenes from the game!

Go through the galaxy level by level as we showcase the whole game from the rebel base on Hoth to the final confrontation with Vader!

# Super STAR THE EMPIRE STRIKES BACK WARS

You fought through Star Wars on the Game Boy, you zapped the AT-ATs in Empire Strikes Back for the NES, and you blasted Darth Vader out of the Death Star Trench in Super Star Wars for the SNES. But you're not a full-fledged Jedi Knight until you can whip every level in one of the best, and toughest, games in the galaxy - Super Empire Strikes Back for the SNES! As you make your way from Hoth to Dagobah to Bespin, this ProStrategy Guide will help you be in the right place at the right time with the right weapon. Jedis, start your Snowspeeders!



If you're gonna try to fight while riding your Tauntaun, use your Blaster, not your Lightsaber. The Hoth beasts won't be able to get as close to you.



Use your Tauntaun to jump safely over the Ice Crystals on Hoth.



Just inside the first Ice Cave is an air flow where you'll find some big Hearts and a weapon power-up.



Avoid the Ice Crystals that form underneath you. They inflict the most damage.



To get the best footing on the ice, dismount from your Tauntaun and jump from column to column on foot.



Constantly jump in the Ice Cave to find hidden air drafts that will take you to weapon power-ups and Health Swords!

# HOTH



Don't use your Lightsaber against these Wampas. Shoot them from a distance with your Blaster.



Use the L and R buttons to look up and down in the Ice Cave. You'll avoid many crippling stalagmites this way.



If you die half way through the Ice Cave, you'll end up on this ledge, with a Hoth monster breathing down your neck. Just above you is an air flow that will take you to some power-ups.



To knock off the Hoth Wampa Boss, just stay to the right or left of his mouth and shoot right and toward his head. After he breathes his icy death breath, immediately jump to the other side of the screen and shoot from there. Repeat this procedure until he goes down.



Jump up when you get to this dead end. You'll be rewarded with two lives. The platforms that you land on are invisible.



The big Probe Droid just before the Rebel Base can be a problem. If your Blaster isn't powered up, use your Lightsaber to whack at the Droid. Try to hit it from underneath. Don't worry about the sinking ice floes. When you jump off of them, they rebound to the surface.



After you beat the Wampa Boss, you'll fight through a stage that ends with this Probe Droid. Take him down with a few hits of your Lightsaber. Proceed right and you'll encounter the mother of all Probe Droids. Leap from floe to floe, stay airborne, and keep twirling your Lightsaber.

## Luke Skywalker on Hoth



# HOT

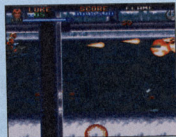
## Luke in the Rebel Base



Shoot boxes in the Rebel Base stages to uncover power-ups, Hearts, and Health Swords.



Use your Slide to get past these fiery floor sensors without taking any damage.



When you're on the Speeder Bike, stay in the upper left-hand corner and blast any Stormtroopers that get in your way.

# Super E ST

## Mode 7, AT-ATs 5



Keep your Snowspeeder's nose up or you'll bump into small slopes as you skim across Hoth's surface.



If you're running low on Health in the Snowspeeder Stage, circle the snowy field and you'll come across Snowtroopers on bikes. Shoot 'em for Hearts.



Here's how to beat the AT-ST (two-legged vehicles). Shoot them from far away, then fly past them and circle around. The first AT-ST you see will be the last one you were shooting. They can't get a lock on you if you shoot and run.



If you've got the patience, skill, and dexterity, you can shoot

the AT-ATs from your Snowspeeder, rather than using the faster harpoon strategy.



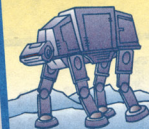
To take down an AT-AT with your harpoon, get in close, fire your harpoon with L or R, then swing to your right. Circle the AT-AT three complete times (you'll hear a noise after each pass). When the harpoon automatically releases, the Walker will tumble.

# H

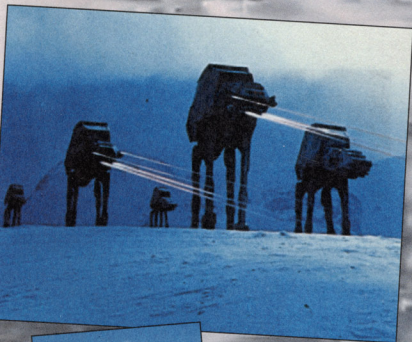
*The Rebels dig in against the approaching AT-ATs on Hoth.*



# STAR THE EMPIRE STRIKES BACK WARS



**No Business  
Like Snow  
Business**



After you destroy the last AT-AT, you, enter this side-view Snowspeeder Stage. If you hold down the Fire Button, you'll achieve rapid fire. Don't let Stormtroopers get behind you.



When inside the AT-AT, it's always best to use your Lightsaber instead of your Blaster. Jump over enemies and attack 'em from behind.



Before you get to the AT-AT Boss, knock off the flying Stormtroopers until one of them gives up a Thermal Detonator.



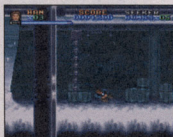
To destroy this AT-AT Boss at the end of the Ice Field, knock off the flying Stormtroopers. Then, when you reach the AT-AT's head, explode a Thermal Detonator. If you don't have a Detonator, go after the guns one by one, beginning with the gun on the left.

# Super **STAR** THE **EMPIRE** STRIKES BACK **WARS**

# HOT



Don't let Han stand too close to boxes when he shoots them, or he'll be hit by flying shrapnel.



The best way to get Han under these swinging spikes on the Rebel Base is to use his Roll move.



Using your powered-up Blaster, stay low and shoot at this hovering Stormtrooper. You'll get a big Heart.



While inside the Rebel Base, don't waste Han's Grenades by throwing them at Snowtroopers with Shields. Get up close to them and their bombs will arc over you.



When you reach dead ends, shoot into the air to find power-ups, Hearts, and Health Swords.





## Base Bosses



To get rid of this pesky boss outside the Rebel Base, shoot the gun turrets in the front and back, then go for its swinging spiked legs. Roll whenever the legs come near you.



To take care of this AT-ST at the end of the Rebel Base, roll under him and blast him from behind. There's a Shield at the far right of the screen to help you in this battle.

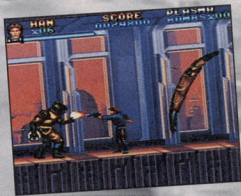


Grenades are more effective than your Blaster against this AT-ST Boss at the end of the Rebel Base.

## Asteroid Field



When you see a red dot on the *Millennium Falcon's* Radar Screen, there's a Tie Fighter behind you. Pull hard left or right on the directional pad, then swerve back to your original spot. The red dot will turn green, and the Tie will be in front of you.



## The rascally Rebel, Han Solo



Super

STAR

# THE EMPIRE STRIKES BACK

WARS™

# DAGO



## Luke Does Dagobah



When exploring Dagobah's swamps, look out for these blue Gundarcs. Don't waste your time fighting 'em, because they take too many hits and don't yield enough Hearts for your trouble.



Use the Lightsaber against all small land animals, such as these creatures on Dagobah. Your Saber is more effective and has greater range than some of the other weapons in your arsenal.



Find a Blaster power-up and a large Heart in the lower left-hand corner of the second Dagobah Stage.



If you get to the Swamp Creature's body on Dagobah without picking up the Force Powers, bounce up on any ledges you see. Keep bouncing and battling all the way to the top, and you'll find more Force Powers. You may lose a life in the process, but you'll need the Force Powers to finish the game.

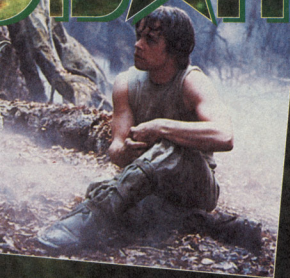


Once you have Elevation, let yourself die. You'll keep your Force Powers, even if you have to Continue. Go back to the beginning of the stage and use Elevation to float up to the rest of the Force Powers. Slash with your Lightsaber or shoot with your Blaster to uncover the other Force Powers.



There's a 2-Up loop in Dagobah that you can use to maximize your lives. Just after the first set of rocks (where many Force Powers are waiting to be found), you'll see a second set of rocks. Climb to the top rock and use your Lightsaber to thrash the air. You'll find a weapon power-up and two 1-ups. Now die and repeat the trick to get another life.

# DOBABH

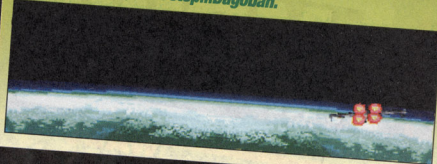


## Habogad on Dagobah



To get rid of Habogad at the end of the stage, you must first shoot out his eyes and nose. After that, every shot you make will decrease his life bar. To regain some Health when you're low, use the Heal Force Power.

*For Luke and R2, next stop...Dagobah.*



*R2 goes for an impromptu swim on Dagobah.*



*Luke finds his wet friend.*



*Yoda, the lean green teaching machine.*



# Super

# STAR

# THE EMPIRE STRIKES BACK

# WARS

# BESPIN



Don't roll Han along the outdoor ramps of Bespin. He'll tumble into lowered platforms that have high voltage.



If Han lingers while bouncing past the ramps, he'll be attacked by these Cloud Cars.



Use Superjump to bounce past the platforms.



Crouch down in front of the Laser Cannons and shoot forward. Then, press diagonally up on the directional pad to nail the Cannon. Immediately step away as it explodes, or Han will be hit by flying shrapnel.



Duck in front of Bossk, the disk-throwing Bounty Hunter, and shoot him from a crouched position.



This bug-eyed Bounty Hunter on Bespin is invincible when he goes airborne. Use Han's Roll move to get out of the way and over to...



...this gap to the right. Ride the platform to the bottom and go right to find 1-ups, a Blaster power-up, and Health Swords.



It's a waste of time to shoot at these invincible ceiling cannons

## Beatin' the Bespin Boss



You'll have to blast this Hover Transport in seven places before it disintegrates. Lando Calrissian will enter as the boss exits.

**Bounty Hunters** — They're eager to collect the price on your head.



# Pin

*The Millennium Falcon pulls into Bespin.*



*Lando Calrissian double-crosses his pals.*



**Chewie Goes To Work**



Keep Chewie moving at the start of the Ugnaught Factory, or he'll be overwhelmed by these small workers.



In the Ugnaught Factory, have Chewie shoot whenever he comes to a pillar. Workers love to hide behind pillars.



Don't waste energy shooting at these purple droids while you're still in the lava. Keep moving until you're on solid ground, then shoot the droids.



Chewie can briefly stand in this hot Ugnaught Factory goo, which he couldn't do with the lava in Super Star Wars.

**A Trashy Boss**



The Ugnaught Factory Boss will spew garbage at you from openings in his ship's hull. Shoot at those openings, then fire on his craft.

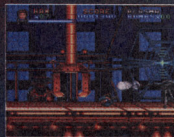


## Chillin' With Han in the Carbon Freezing Chamber

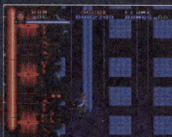


At the beginning of the Carbon Freezing Chamber, go left and let the "pincers" deplete your Health to three-quarters, then continue left. You'll find Hearts, 1-ups, and Blaster power-ups in the gap on the left.

*It's the big chill for Han in the Carbon Freezing Chamber.*



You can use Han's Roll maneuver to get past the Carbon Freezing Chamber's pincer-like cranes.

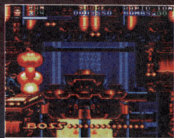


If you fall into this bottomless pit in the Carbon Freezing Chamber, glide to the left or right and you'll land safely on the walls.



Check dead ends for Hearts in the Carbon Freezing Chamber.

## Han Meets His Boss



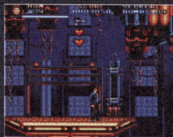
To defeat the boss at the end of the Carbon Freezing Chamber, jump to the highest platform and shoot at it from above. If your Health Sword is full, you'll beat the boss.



If Han's Health Sword gets low in the Carbon Freezing Chamber, shoot out the pincers to find a load of Hearts.



Don't stand on Carbon Freezing Chamber vents. Even though the carbon blasts can't touch Han, he'll still get frozen.



Hearts, 1-ups, and Blaster power-ups are above this platform in the middle of the Carbon Freezing Chamber.

# Pin

# Super

# STAR

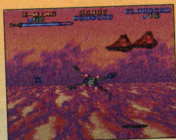
# THE EMPIRE STRIKES BACK

# WARS

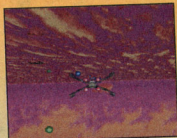
## X-Wing X-celence



When Luke's flying his X-Wing to Bespin, avoid collisions at all costs. They cause far more damage than the enemy shots do.



In addition to rapid-fire wing guns, your X-Wing has slow, but powerful, cannon shots that are effective at close range. Blast away with your L and R buttons.



Do your X-Winging above the clouds. When you're below the cloud layer, you can't see the on-screen status indicators or the approaching Cloud City.

## Luke abandons his Jedi training to save his friends on Bespin.



## Luke parks his X-Wing in the Cloud City and immediately inserts The Club into the steering column.



# Super STAR THE EMPIRE STRIKES BACK WARS

# BES



## Chewie to the Rescue!



## Luke in the Reactor Core



## Beat Boba Fett

In Bespin, Chewie can safely shoot up at Laser Cannons mounted on the ledges.



To defeat Boba Fett, shoot him, trap him in a corner, and use Chewie's Flame Spin.



For a quick kill with no damage to Chewie's Health, use his Flame Spin on the Cannons.



To gun down Boba Fett's ship, shoot out the turrets first, then use the Flame Spin on the ship.



If things get too hairy on the lower walkway in the Reactor Core, use your Elevation Force Power to float to a higher one.



Use Luke's Slide move to get past these Reactor Core wall cannons.

## Darth Appears



Don't use your Blaster on Darth. He'll block your shots and send 'em right back at you.



If you come to this bridge in the middle of the Reactor Core and you've used up all your Force power-ups, wait and blast approaching enemies. Many of them, especially the flying Stormtroopers, will yield Force power-ups.



# Pin



When you finally meet Darth Vader at the very end of the game, jump...



Use your Slide to evade Vader...



Beware as you get close to eliminating Darth; he rains debris on you, even when he's off the screen.



...and slash at the debris he throws at you. Hit his projectiles to get power-ups.



...and use the Saber Control Force Power, which is your most effective weapon.



*Luke, Leia, and the droids rejoin the Rebel Fleet.*



*Where are Han, Chewie, and Vader? Only the galaxy, and Super Return of the Jedi, have the answers.*



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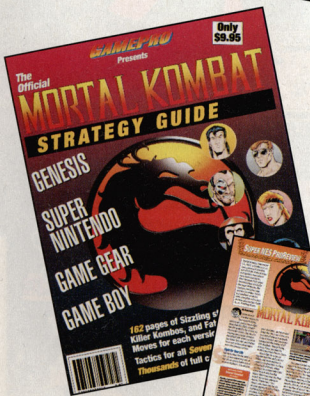


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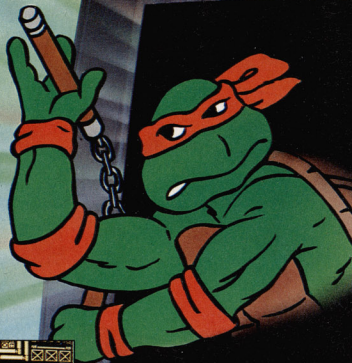
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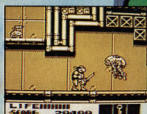
# Konami just took your



It's time for a change of scenery as Konami takes the TV style adventures of The Turtles, the Tiny Toon Adventures characters and *Batman: The Animated Series* to Game Boy. With no commercials!

## *Teenage Mutant Ninja Turtles III — Radical*

*Rescue* pits the sewer crew against Cyber Shredder, a heinous, hulking cyborg. But first Mike must use a Fortress Map of Shredder's hideout to find the rest of the captured fab four. Luckily, each Turtle has a new special skill for surviving the action. Locate ID cards, keys and power ups in 5 rescue adventures crammed with creeps like Dirtbag, Scratch and Scale Tail.

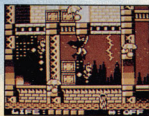
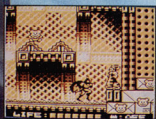
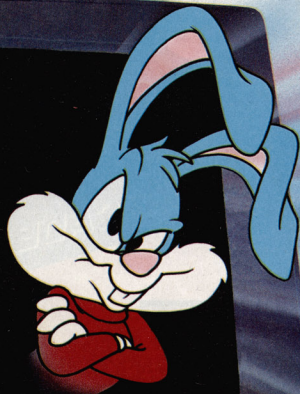


*Batman* — *The Animated Series* is 5 original game episodes of sizzling crime fighting action, each capturing the gritty, urban heroics of the hit TV series. Strategically use *Batman's* grappling hook and *Robin's* ceiling grip to survive the onslaught and escape certain doom. In episodes like "The Green Menace" and "The Chill of a Lifetime" you'll suffer the sting of *Catwoman's* claw, the icy burn of *Mr. Freeze's* frost gun, and *The Joker's* sick sense of humor. Sinister fiends like *The Penguin*, *The Riddler* and other *Gotham City* goons are also out to make this the *Dark Knight's* darkest day.

*Tiny Toon Adventures 2 — Montana's Movie Madness* premieres 4 freaky films directed by that Bad Boy of the Box Office, Montana Max. And he's cast Buster Bunny as the villain! Buster must use new attack moves like the Fast Dash and Freeze Kick to defend his character. Buster's screen test includes action packed scenes in a classic western, a samurai saga, a sci-fi thriller, a creature feature and cool subgames. Ultimately, Buster takes on Max himself and tries to **KONAMI**®



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By Scary Larry

There have been many incarnations of the various Terminator films - except for 3DO, there isn't a game system around that hasn't seen at least one Terminator game. One of the most popular spinoffs was the action-packed arcade shooter called T2: The Arcade Game. Now it's here for the SNES, and the graphics and sound keep pace with the blockbuster arcade title.



**PROTIP:** Keep the Police chopper away from the SWAT van by aiming your gun sight just above the back door. The Police chopper will try to come in from above as well as from behind.

**PROTIP:** Shoot at the engine and the cab of the big rig that's trying to squash the SWAT van, and you should make it to the Steel Mill.



**PROTIP:** If you pop off an Endoskeleton's head, it quietly self-destructs. Try keeping the gun at the Endoskeleton's neck level and sweep from left to right.

### Gunning on Empty

In 1997, three billion people perished in the nuclear devastation known as Judgment Day. Now, three decades later, those who survived the fire are subjected to Skynet's ultimate irony. Machines have taken over the planet, and a small human resistance is fighting to keep them at bay.

In T2: The Arcade Game, your mission objective is to shoot first, and forget about the questions later. Using either the Super Scope, the SNES Mouse, or a joystick, you blast through seven cyborg-slaming levels as you try to protect the leader of the resistance, John Connor.



**PROTIP:** When you're in the Cyberdyne labs, destroy everything. Shoot desks, telephones, file cabinets, and anything else that can be destroyed. If you don't destroy everything, research will continue at Cyberdyne, and you'll get a different ending.



**PROTIP:** To get past the Level Three Truck Stage in one piece, shoot at flying HKs before they appear (this takes some guesswork and a lot of patience). Shoot the HKs in the middle with a Rocket, and they'll explode immediately.

In this one- or two-player game, you start off in the ashes of Judgment Day, fighting leagues of Endoskeletons and flying HKs while trying not to shoot human resistance fighters in the back. You move on to Skynet, where you find the time-travel equipment, then you zoom back to the past, where you must destroy Cyberdyne Labs and retrieve the CPU from the first Terminator. From there it's off to the Steel Mill for the final confrontation with your arch-nemesis, the poly-alloy T1000.

Helping you out in the fight to save Connor is your trusty machine gun, which you can power up with enhancements like Rapid Fire Coolant, Plasma Pulse Energizers, and Shields. You also have a missile-launching attachment that fires Rockets, Grenades, Shotgun Shells, and MIRV warheads. Shoot boxes along the way and you'll find screen-clearing Smart Bombs, Extra Lives, and other helpful surprises.



**PROTIP:** To knock off the Ground HK at the end of the first level, go for the gun turrets first, then the head, torso, and base, in that order. Use your Rockets generously.

### Super NES Game Profile

#### T2: The Arcade Game

(By Acclaim)

The most popular cyborg in video games returns in the much-anticipated T2: The Arcade Game. Was it worth the wait? It was if you like hard-hitting shooting action and non-stop fun.

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	3.5	4.0	4.5	Intermediate

\$59.95

Available January

2 players

7 levels

Side-scrolling

First-person

perspective



**PRO TIP:** Use Rockets as soon as you see the Missile Launchers. You'll hear a lock-on tone when you pass the sights over the machines.

### Shoot to Thrill

The graphics in this game closely match the arcade version. All the details of the enemies stand out, as do the backgrounds. The crisp, almost digitized action lends a sense of realism to the game that greatly enhances game play. You'll see small touches, like light reflecting off the Endoskeletons' metal frame, and the detailed markings of the Police chopper.

You don't hear digitized voices often enough in this game, but when you do you'll recognize them immediately. Arnold's "You're terminated," and the T1000's "Are you John Connor?" lines seem to jump straight out of the screen. Too bad there aren't more. Other sound effects include screaming resistance fighters and explosions, explosions, EXPLOSIONS! There are more booms here than there are in an L.A. lowrider.



**PRO TIP:** When you reach the end of the Level Two Hideout, shoot the wall to the right and you'll get a Continue credit.

You'll need this firepower overkill as you battle Endoskeletons, the T800 (Cyberdyne's first foray into the Terminator series), Cyberdyne security personnel, lethal Orbs, and more. Plus, at the end of each level you'll face a boss who would like to separate you from your synthetic hide. The bosses can range from futuristic metallic monsters to scores of LAPD's finest.



**PRO TIP:** To keep the T1000 chilled, blast him with the shotgun as soon as he lands, then spray the Nitrogen truck with machine gun fire as he lays on the ground. Shoot him again when he tries to get up.

As for control, you may find that the Mouse is more responsive than the Scope, which is, in turn, more responsive than the joystick. No matter which device you choose, you'll need lightning-quick reflexes and precise targeting skills to keep the resistance up and the cyborgs down.

### When the Shoot Hits the Fans

If turning machines into cyborg sausage is your bucket of bolts, then you can't go wrong with T2: The Arcade Game. There's plenty of action, more than enough thrills, and a considerable challenge in this game. Be forewarned: The scene where you must protect the pickup truck carrying John Connor is just as abysmally hard in this version as it was on the Genesis (and in the arcade). But if you make it past that scene, it's smooth shooting all the way.



**PRO TIP:** What's behind door number one in Level Four? Trouble. Shoot continually at the doors to blast them apart and prevent more enemies from coming through.



**PRO TIP:** To knock out Skynet, you must blast every inch of its mainframe computer. Shoot at every corner and every bank of lights and buttons, then go for the missile-shooting panels near the middle.



**PRO TIP:** Leave Smart Bombs on the ground until you've gathered a number of enemies. Points are given for the number of enemies destroyed.

How fun is T2? It's probably the only good excuse you have for getting a Super Scope. If you love shoot-em-ups, put T2: The Arcade Game on the list of games that you gotta have. Lethal Enforcers, move over. The SNES has a date with a cyborg. **6**

## Weapon Systems On-Line

### Rapid Fire Coolant



### MIRV Warhead



### Shield



### Plasma Pulse Energizer



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## Super NES



### By Boss Music

If you had a small, slimy, grey ball of clay in your hands, what would you do? Squash it? That's just what the evil witch doctor Jobo plans to do. The only trouble is that the impressionable lad Clayton is the squashee! After being zapped into a ball of clay, Clayton must save his dad from Jobo and find a jar of serum to get his boyish figure back.



**PROTIP:** If you already have an extra clay ball for shooting, don't touch like-colored clay balls—they'll do you no good. Save them for later.

### Claymation Temptation

Claymates is a visually grabbing side-scroller from Interplay that you can't help but like. Like its fightin' friend Clay Fighter, Claymates features actual claymation. The characters were modeled in clay,

photographed, and digitized into the game to create a unique look and a new twist on an otherwise overused game concept.



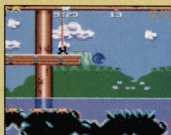
**PROTIP:** In World One, Level Four, you have to hit the levers to turn off the steam jets and clear the way for safe passage.

The appeal of this 'mate is definitely in the unique cast of hero characters. You start out as a ball of clay with only limited jumping ability and a powerful fist. As you find color-coded balls of clay, you turn into one of five clay animals: a cat, a mouse, a fish, a gopher, and a bird. Despite their dopey names, each of these animals has unique talents, weapons, and weaknesses. This power-up system is similar to Super Mario's—take a hit and you return to the small, weakened state of the clay ball. Take another hit and you're road pizza.

### The Proof Is in the Claying

Other than the transformation ability and the innovative animation routines, Claymates is a typical, but enjoyable platform hop-n-bopper. You traverse five big worlds en route to rescuing your dad, with four levels per world. Enemies come in all sizes and shapes, from little clay globs to evil Claymation clones to giant flying dogs. The claymation really stands out when you fight the big bosses!

# CLAYMATE



**PROTIP:** Use rapid jumps to clear spikes in the water. If you're not fast enough, you'll sink and be poked.



**PROTIP:** Muckster can make high and long jumps if you build up enough speed.

**PROTIP:** Muckster can grab walls in midair if you hold Up.

The game imitates Mario more than any other cart. You explore each world to find the exit, searching for midway continue markers, power-up clay balls, extra points, and secret areas. You'll find some nice diversions in the game, such as a Mode 7 "superball"

bonus stage and overworld map puzzles, where you guide robots as they smash barricades to clear the way to the next level.



**PROTIP:** To beat the big Dog Boss of World One, stay a few steps away and watch for him to try to land on you. Run under him and hit him with acorns.



**PROTIP:** Punch to increase the speed of the robots on the Overworld Map.

Fortunately, the controls aren't made out of clay. You move with reasonable agility, but there are also times when it's hard to turn around or jump precisely.

### Super NES Game Profile

#### Claymates

(By Interplay)

Have you already powered past Super Mario? Did you beat Bubsy? If you're looking for your next platform cart, Claymates is a good playmate.

Graphics	Sound	Control	Fair Factor	Challenge
4.5	4.0	4.0	4.0	4.0

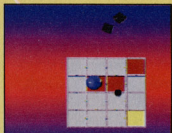
Price not available	5 worlds
8 megs	Side view
Available January	Multi-scrolling
Action	Unlimited continues
1 player	





Jump on the first flower you find four times. This will warp you to World Two.

Graphics are Clay's strongest suit. The weak point is the background art, which is reused from level to level. The pop-off-the-screen animation earns the cart a high mark, anyway.



Bouncing a clay ball gets a whole new attitude in Mode 7!



**PRO TIP:** You need to be a fish out of water to finish World Two, Level One.

**PRO TIP:** Run back and forth to build up speed for Doh-Doh's flight.

Claymates was designed with a young audience in mind, but the game doesn't skimp on the challenge. This one can reach the "controller-throwing" frustration level, especially during the harder mazes. However, you never get totally discouraged as continuues are unlimited. The warp zones, which enable you to skip worlds, are also nice.



When you clear a World, you're shot out of a cannon to reach the next Continent.



**PRO TIP:** One warp zone is hidden in each of the first four worlds. In World One, Level One,

Claymates has fun finger-snapping songs and sharp sound effects. (Listen for Muckster's squeal when he takes a hit.) Be warned, though: If you hate bouncy kiddie music and repetitive theme songs, Claymates may drive you bonkers.

### Good Things Come to Those Who Clay

Claymates certainly won't open any eyes with its game play. However, the cool look of the game's characters and the length of the cart give you enough reason to fire up Claymates. This one was cut from the right mold. **C**

## THE CLAYMATES

### MUCKSTER

Climb Trees



Claw Swipe



### Oozy

Super Speed



Bark



### GOOPY

Bubble Breath



Swim Underwater



### GLOBMEISTER

Acorn Toss



Burrow



### DOH-DOH

Beak Peck



Lame Duck Flying



## Super NES



by Gideon

Following up on the tracks of last year's hit SNES cart, this sequel has even more missions and challenges, along with heavy doses of arcade shoot-em-up action that give it a wider range of appeal. Ten-hut!

### Desert Demolition

You command an M1A2 Battle-tank, the most technologically advanced ground-based fighting vehicle ever created. Civilians needn't shy away from this cart, though, because it's not a stiff, heavy-handed war game. As in the original Super Battletank, the programmers are extremely faithful to every detail of the real tank, but the game interface is very user-friendly.



**PROTIP:** Use the flash of your opponent's fire and the radar map to target enemies through a smoke screen.



**PROTIP:** Immediately hit a full reverse if you come to a minefield. Don't try navigating through it, because you don't stand a chance. The only safe route out is directly back the way you came.



**PROTIP:** Attack enemy bases last, after you've removed all other possible mobile enemies.

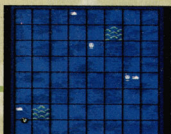
# SUPER BATTLETANK 2

TM

All the action is viewed from a first-person perspective in the tank cockpit. The clearly illustrated control panel shows all the important features of the tank, including weaponry, radar, speedometer, and fuel. You move within a 3D environment, which you view through the main and side windows. Your secondary view is via the Radar Map.



**PROTIP:** Plot the most fuel-efficient route through the battlefield in order to engage all the enemies and objectives with as little unnecessary movement as possible.



**PROTIP:** You can still be attacked by enemies while you view the computer radar display. Always return to the cockpit view when you come close to engaging an enemy.

### On-Target

Although the graphic range is limited in the tank cockpit, it realistically recreates the atmosphere of tension and claustrophobia of actual tank battle. The sound effects are limited, but they're well executed. This cart does get a chance to strut its Super NES-powered audio-visual muscle, though, with an impressive full-motion startup sequence.

### Tanks for the Fun

Super Battletank 2 is a welcome change of pace from the fight games hogging the market. Although it's fashioned with an easy shoot-em-up interface, this cart is really a very engaging and challenging puzzle. You've got to accomplish a task and stay alive against immense odds. This cart takes no prisoners in its campaign for 16-bit fun! **G**



**PROTIP:** The M1A2 is not intended for close combat. You need some range between yourself and your enemy in order to hit your target. The optimal range is situating your enemy right below the horizon line.

### Super NES Game Profile Super Battletank 2 (By Absolute)

This tank-battle simulation is even more realistic and challenging than the original. Fast-paced, arcade-style shoot-em-up action ensures this cart won't appeal just to war buffs.

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	3.5	4.5	4.5	Adv.

\$59.95	16 missions
16 megs	First-person perspective
Available now	Forward-scrolling
Tank simulation	Passwords
1 player	

# KICK SOME LIQUID METAL BUTT!

**T2: THE ARCADE GAME  
COMING TO SUPER NES<sup>®</sup>  
IN FEBRUARY**



**PREVENT  
JUDGMENT DAY**



**I NEED YOUR  
MOTORCYCLE**



**PROTECT  
JOHN CONNOR**



**OBJECTIVE: RESCUE  
SARAH CONNOR**



**DESTROY CYBERDYNE  
RESEARCH**



**HASTA LA VISTA,  
BABY!**



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## Super NES



### By Game Over Man

Zool is an extraterrestrial ninja with a big responsibility: He's Protector of Creative Thought and Defender of Positive Action... for the entire universe! If you have a positive attitude toward SNES fighting/platform games, Zool's very cool.

### Good-bye, Krool Worlds

Zool, is battling the negative forces of the cosmos, which are led by the evil Krool. Zool must pull every martial arts trick in his arsenal to blow Krool's cool and plow through seven wild Worlds.



### Colorful Combat

Zool's great-looking graphics make the game seem like an outrageous Disney hallucination. Krool's hordes feature handsome character sprites that launch a fun-loving visual assault on your eyes with sharp animation and slick details.

The sounds swing hot and lukewarm. There's a ton of crystal clear effects, but most aren't too imaginative. The music tries hard with sometimes-catchy syncopated rhythms.

### Zool's Tools

Zool possesses a nifty repertoire of moves. He fights by tossing energy blasts and stomping on his enemies. His speed enables him to take big-time flying leaps. Moreover, Zool climbs hand-over-hand, scales walls, and slide-kicks, too. One slick power-up creates a Zool shadow double. The top-notch controls make executing any move a breeze... and you need all the help you can get!



**PRO TIP:** The safest way to leap through the air is to whirl with your blade. Press Left or Right, hit Y, and hold down L.

**PRO TIP:** Blast the walls every now and then. You might excavate a short cut.

**PRO TIP:** Bombs explode as soon as you touch them, so wait for a crowd.

### Study Zool-ology

Zool is a tough game with great-looking graphics. If you think you're a pugnacious platform player, Zool will take you to school. **C**



**PRO TIP:** You can put some lift on your jumps by leaping onto flying beasts, such as the Bees.

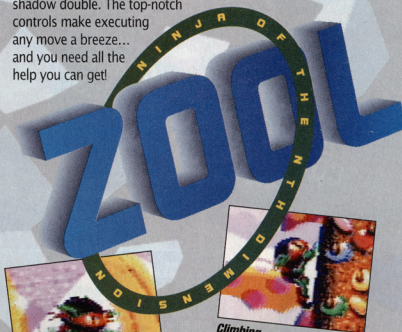
**PRO TIP:** If you fail to nab a fallen foe's flying Heart at ground level, it might come floating by you when you reach the upper regions of a level.

You run through major pulse-pounding platform action. Zool is one of the fastest-moving SNES ninjas around, but he must sprint and jump through 28 stages to beat the clock, fight Krool's weird minions, and find stage exits.

Each World looks like a theme park gone mad. For example, among the beings that overrun the Sweet World are pesky Humble Bees, gruesome Dodgy Jellies, and sharpshootin' Life-Saver clones called Sweet Beesties. The Music World is populated by cunning Cymbals, devious Drums, and violent Violins.



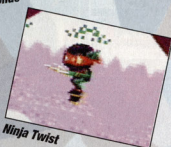
Zool's a Ninja on the move!



Slide



Climbing



Ninja Twist



Star Toss

### Zool's Moves

### Super NES game ProFile Zool: Ninja of the Nth Dimension

(By GameTek)

This good-looking action platform game will keep you lost in space...but you'll enjoy every minute of it.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	3.8	4.5	4.0

\$39.95  
8 megs  
Available January  
Action/adventure

1 player  
28 levels  
Side view  
Multi-scrolling

ADJ.



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FOR SAFETY



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THAT JUNKMAN REALLY PACKS A WALLOP!!



BOMBS AWAY!!



YOU DON'T HAVE A LEG TO STAND ON!!

# HEADS UP! THE CRASH DUMMIES ARE NOW ON GENESIS!!!

ALSO ON SUPER NES, GAME BOY, GAME GEAR AND NES



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By Marvin Kubecech

It's time to face the facts: First-generation video gamers now have children old enough to play games. Now parental gamers are eager to find not only games they can play with their children, but also carts that will help their kids grow and learn. Mario's Time Machine is a great place to start.



**PROTIP:** Spiked mines make you lose all your Mushrooms when you Time Surf.

### Bowser Stays after School!

Bowser's back, but he's not kidnapping the Princess or holding the kingdom for ransom. This time he's stolen artifacts from famous historical figures in order to alter the course of history...in his favor! Mario has to use the Time Machine to restore the artifacts to their rightful owners.



**Bowser and his turtle cohorts mess with history.**

### Make History No Mystery

The game design is simple, but little kids will need someone with good reading skills and reading comprehension to make this time trip. You sneak into Bowser's museum, snatch the artifacts, and then display a History Sheet, which is a fill-in-the-blanks reading lesson about the owner of the item. The Sheet reveals a year and a location, which you program into the Simulator, Mario's time machine. Next, you take Mario Time Surfing.



**Mario finds the missing artifacts in Bowser's museum.**

The Time Surfing sequence is simple Mode 7 thumb candy. You glide across an ocean, snatch ten mushrooms, drop into a whirlpool, and land at the correct location. Fall in the pool without the 'shrooms, and you're really into ancient history as you hop through a Donkey Kong remake – a pre-historic obstacle course of rolling boulders.



**PROTIP:** If the Whirlpool hurls you back to the Donkey Kong prehistoric world, use those classic DK strategies! Climb ropes to avoid boulders. Don't jump up into boulders on the ramps above you. Hold down Y to move more quickly.

When he reaches his destination, Mario talks with characters to find the answers for the History Sheet. You can help out 15 historical figures, including Abraham Lincoln, Marco Polo, Cleopatra, and many others.

The dialogues with historical figures are original and witty, and the scenarios make flesh-and-blood human beings out of people who are usually just static pictures in textbooks.



**Imaginative backgrounds help you feel like you're making history... again!**

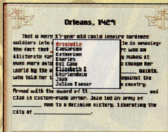
Mario's Time Machine has its flaws. The historical backgrounds feature some imagination, but only Mario adds personality to the graphics. The confusing button sequences needed to set the Simulator are too clunky for little kids, and Time Surfing gets repetitious fast.



**PROTIP:** Conversations hold all the answers you need.

### It's about Time

Make no mistake about it – this game is meant for kids under 12. If you're the average *GamePro* reader, you won't find it very challenging. Still, Mario's Time Machine is an engaging way for little kids to learn history while having fun. **G**



**PROTIP:** Scan over the answer list when you first display the History Sheet. Maybe you know more than you think!

**PROTIP:** Time Surfing takes time, so to help you remember key facts, jot down notes when you arrive at a destination and begin your research.

### Super NES Game Profile Mario's Time Machine (By Software Toolworks)

Players from seven to 12 years old can learn a thing or two or three from Mario. Just focus on the info, not on the graphics, sounds, or controls.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.5	4.0	Beginner

\$69.95  
1 meg  
Available now  
Edutainment  
1 player

3 levels, 5 adventures  
8MB  
Side view  
Passwords

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GENESIS

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SOON!**



GENESIS

GAME GEAR

PC

AMIGA

NES



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"Brilliantly original, challenging and great fun - don't miss it!"  
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 EGM magazine  
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GENESIS  
 GAME GEAR  
 PC  
 AMIGA  
 NES\*

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## Super NES



By Johnny Combat

After a massive Anti-Matter chain-reaction accident, the shattered Earth is in chaos. The only order is a cruel empire ruled by a former Federation general. This dictator's only opponents are you and your Metal Marine warrior robots.

You must take the Earth back. Your orders are to defeat the Federal forces and destroy enemy HQs around the world. Prepare to move out!



**PROTIP:** Listen to any advice given to you, especially in the early campaigns. It will prove to be invaluable.

### Military Mindset

Metal Marines is a tough strategy game that calls for hardcore tactical thinking. You assemble a force of awesome offensive and defensive high-tech, sci-fi weapons, then you go head-to-head with your nemesis. Once you move individual weapons systems into position, you begin turn-based combat on  $\frac{3}{4}$ -overhead-view battlefields. The computer fights the fights with a nearby enemy and displays the carnage with action-packed animation. Hopefully, you chose the superior firepower.



**PROTIP:** Once you locate an enemy base, soften up its defenses with a heavy missile attack, then clean up the mess with your Metal Marines.

You scroll around the terrain to select enemy targets for your missiles as well as landing zones for your Marines to do the voodoo that they do so well. Your opponent has the same weapons of destruction, so developing a defensive stance is equally important. You must also build and support your forces, so you construct weapon facilities and energy plants, too.



**Your enemy – seek and destroy.**

### Marines in Control

The controls in Metal Marines look tough, but after the first couple of campaigns, they're easy. You choose your weapons from an easy-to-read menu, then you scroll around the battlefield and place them. Setting up battles is a simple point-and-click affair.



**PROTIP:** During the early stages of your campaigns, check the enemy's defenses by bombarding their coastline with missiles. You may even get lucky and blast a site or two.

The one notable control drawback is a lack of control over your Metal Marines once they've landed. This is especially frustrating when you realize you've landed next to a gun pod rather than an AA missile battery, and you watch your 'bot turn into Swiss cheese.



**PROTIP:** Since gun turret pods in the ground can blast your Marine, try to take 'em out with missiles before you land. If you must land in an area that has several pods, choose a location that's out of range and take out the guns one at a time.

Usually, strategy games lack hot graphics or sound, but not Metal Marines. From the launching rockets to the growing military installations, the graphics are sharp and the animation sizzles.

The sound and music, too, are above reproach. Explosions and high-tech gunfire rock your world. Likewise, the jazzy, symphonic music jams.



**PROTIP:** Make sure your bases are deployed in areas that are heavily defended against both air and ground attacks. Remember, your overall defense is only as strong as its weakest link.

### Gold Medal Metal

Metal Marines scores a victory. It's a must for all strategy buffs, and anyone else who wants to get their mind into hard-hitting warfare. Do you have the "metal" to be one of these marines? **G**

#### Super NES Game Profile

### Metal Marines

(By Namco)

**Metal Marines has the firepower, the mettle, and the metal to be a great robo-warrior strategy game.**

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	4.5	4.0	4.5	Advanced

\$74.95  
8 megs  
Available February  
Strategy

1 player  
 $\frac{3}{4}$ -overhead view  
Multi-scrolling  
Passwords

## Super NES



By Lawrence of Arcadia

Pool games rarely make it past the 8-bit market these days, but Data East is taking a chance on a 16-bit version of this NES classic. The gamble will pay off in the end, because Side Pocket is challenging, entertaining, and fun!

### Right on Cue

This overhead-view pool game transforms a felt table into a nine-ball chess board. In the Straight game, you accumulate points by sinking a certain number of balls in a row or by dropping the balls in numerical sequence. In the traditional Nine Ball game, you sink balls by banking them off the number nine ball.



**PRO TIP:** Pay close attention to the angle markers. Sometimes your heart says you can make a shot, but the angle marker says no. Trust the angle marker.



**PRO TIP:** When you see a flashing "SUPER" ball, hit it and your cue ball becomes a high-powered projectile, careening all over the board and sinking balls left and right. In that situation, it's best to drop the balls consecutively and forget about hitting them in numerical order.



**PRO TIP:** If you slam a ball at maximum strength, the cue ball remains near the point of initial contact. Use the Draw to place the cue ball in a location that's beneficial to you.

You compete against either a friend or the computer. There's even a Trick Game, where you try to sink anywhere from one to six balls in one stroke.

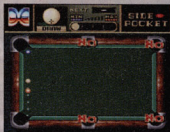
You play for the championship by competing in five cities. There are a set number of points that you must make to pass through each locale. You have to use every millimeter of the ball to hit shots. The computer allows you to hit the ball from any angle, and it even lets you add Draw (which drags the ball backwards after it's hit) or Follow (which makes the cue ball trail the ball it hits). You can also make Masse shots, which make the cue ball jump over another ball.

### Cool Pool

The lush, realistic graphics in Side Pocket have nice details, with highlights on the balls and gorgeous cut scenes. All that's missing is a cloud of cigar smoke.



**PRO TIP:** When playing against a friend, remember not only to knock in your balls, but also to leave your opponent with the worst possible shot.



**PRO TIP:** If you've got balls lined up at the top and bottom pockets, put a Draw on the cue ball.



**PRO TIP:** If you use the Masse, only the Masse 3 jumps balls. The other two levels of Masse just put extraordinary spins on the ball.

The sound effects are awesome, and the music is cool, clear, and crisp. You can hear the satisfying smack when balls collide and even the excited murmur of the crowd as you make a spectacular shot.

### Rack 'Em Up

Side Pocket is a great game for pool enthusiasts and casual video game pool players alike. There are plenty of great options and genuine pool strategies to keep serious players interested, and yet it's simple enough to play without the manual. Whether you're slick with a stick or a fool at pool, you'll enjoy Side Pocket. **G**

Super NES Game Profile

### Side Pocket

(By Data East)

Side Pocket is video pool-players' heaven. If you like to bank the ball, sink the nine, call the shots, or play the trick, then you gotta get it.

Graphics	Sound	Control	Fun factor	Challenge
4.0	4.0	4.0	4.0	4.0

\$55  
8 megs  
Available now  
Pool

2 players  
5 stages  
Overhead view



## 3DO



### By Game Over Man

Now this is more like it! Nevermind that Stellar 7 is more or less a straight translation of a PC game. This first-person-perspective tank-combat game brings good fighting action to 3DO and gives the system's much-publicized graphic promise some teeth.

### Tanks a Lot

Gir Draxon, Supreme Overlord of the Arcturan Empire, is hot to add the Earth to his dominion. But you're ready to turn up the heat on his invasion fleet with your ultra-deadly super-tank, the Raven.



**PROTIP:** Outrun Seeker homing bombs.

**PROTIP:** You can see cloaked enemies on the radar screen.

**PROTIP:** Yes, that's the voice of Michael Dorn, TV's *Worf* of *Star Trek: The Next Generation*.

### 3DO Game Profile

## Stellar 7: Draxon's Revenge

(By Dynamix)

This fierce sci-fi tank game will make you go "Wow" as you make your guns go "Pow." The distinctive graphics go a long way toward establishing a 3DO "look."

Graphics	Sound	Control	Factor	Challenge
4.5	4.5	5.0	5.0	Adaptative

\$59.95  
CD  
Available now  
Shoot-em-up

1 player  
7 worlds  
First-person perspective  
Forward-scrolling



**The Raven warps into war.**

**PROTIP:** You must learn to lead moving targets. The farther away they are, the more you must lead them.

**PROTIP:** Don't stop and spin. If you do, you're a stationary target.

**PROTIP:** Remember, your enemies can hit you from long range.

This is heavy metal fighting all the way. You're inside the Raven; Draxon's armored army is outside. You face 12 known Arcturan attack vehicles. They're rough, but the unknown vehicles are murder, especially the ones you can't even see. To make matters even more challenging, weird robotic bosses occasionally drop into the fray.

Enemy forces attack you on the ground and from the air, but the Raven is up to the challenge...if you are. You must fire for effect, of course, but dodge that Arcturan firepower, or your shields will fail.



**Gir Draxon has Raven on the menu.**

Your basic gun is mean, but you can power it up into a rapid-fire super cannon. With luck you can also find an invisibility generator, a shield that destroys tanks and mines.

The Raven's controls are excellent. The game keeps up an all-out pace. You rely on a sharp view-screen and a radar panel to track your foes. You can whip your tank at break-neck speed around the surface of the seven Arcturan worlds.



**The Raven, Nevermore**

### Graphics Rave On

Stellar 7's graphics are a knockout. The Arcturan armor consists of vividly painted polygon-based vehicles, and the animation

sizzles. Each world's back-grounds present gorgeous planetary scenery.

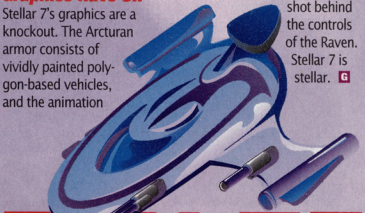
The game sounds are a little lean, but they come off well. In particular, the blast effects and the excellent voice narration stand out.



**PROTIP:** If you're moving in reverse to escape an enemy, watch the radar screen. Run up against an obstacle, and the Arcturans will be on you in no time.

### Lucky 7

If you want to space out with your 3DO Multiplayer, take a shot behind the controls of the Raven. Stellar 7 is stellar. **G**



# STELLAR-7

## DRAXON'S REVENGE



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**Dragon Strike**<sup>™</sup>  
GAME

3DO

# Mad Dog McCree



By Game Over Man

Mad Dog McCree is a rootin' tootin' shootin' game in the arcades. The 3DO version mimics the original's graphics and basic game play, but the arcades are still the best places to play this game.

*"If you're going to a gunfight, you'd best bring along a gun."*

— Wild Bill Hickok

## The Mild, Wild West

In this funky first-person gun game, you're a gunslinger called the Stranger, and you're out to clean up a one-horse town that's being held hostage by Mad Dog McCree and his notorious gang. You aim by pressing the directional controls to move a little hand holding a gun.



**You must make long-range shots, too!**

**PROTIP:** Remember, since you have to pull the trigger to select the stage you plan to play, you lose one shot!



**The Wild West comes alive.**

The Practice mode is the first indication that you're in for a long ride. You shoot bottles off a fence. The firing sequence goes like this: press the trigger button, hear a bang, count "one Mississippi," see the gun recoil, blink your eyes, then watch the bottle break. That would be nice if you were shooting from 200 yards away, but these targets are in your face!



**PROTIP:** During a one-on-one showdown, slide your holstered gun along the bottom of the screen until it's directly underneath the bad guy. That way you can load quickly and press up to draw a bead on him.

## It's Called Acting!

At least the graphics are impressive, if a bit grainy. The story is a classic horse opera, played out by real actors in costume, who pull off just about every cowboy stereotype there is. The old prospector, the undertaker, and the dastardly villains are familiar and fun. You get gunfights galore in a saloon, in a stable, at a bank, and in just about every other typical cowboy scenario.



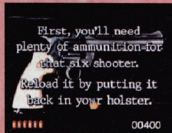
**PROTIP:** Don't fight fair! Never let the bad guys draw first.

**PROTIP:** Always aim for the torso.

**PROTIP:** It's critical to reload as quickly as you can. Do it at any opportunity!

**PROTIP:** If a bad guy pops up when the screen freezes as the game reads the CD, move your gunsight on him. Immediately begin pressing the trigger before the action resumes, or he's likely to nail you.

The characters speak directly to you, and the predictable dialogue is a kick for cowboy wannabees. Likewise, the CD sound effects are crystal clear.



**Your revolver looks more at home in 1990 than 1890.**

## Mad Dogs Foam at the Mouth

As the Undertaker says, "In this game you better get lucky or you're gonna be dead." Unfor-

tunately, he's right, since the unwieldy controls frequently send you to Boot Hill. The directional controls are shaky and imprecise. After several attempts, you can anticipate exactly when and where each gunman will appear. Even then, moving your gunsight to the right spot in time is a chancy chore.

Another prominent flaw is the frequent and noticeable disc-accessing, which freezes the on-screen action. Moreover, almost every such pause is a dead giveaway that a bad guy's about to appear.



**This guy isn't flashing you a peace sign.**

**PROTIP:** Keep your gunsight at the ready, positioned just below the center of the screen.

## No Thank You, Masked Man

Mad Dog McCree 3DO will make Mad Dog arcade fans mad. American Laser Games reports it has a 3DO gun in the works for '94. You might not want to face Mad Dog until you get your shots. **C**

### 3DO Game Profile

## Mad Dog McCree

(By American Laser Games)

**This shooter looks good, but it's a slowpoke, cowpoke. Chalk it up to 3DO growing pains and ride off into the sunset.**

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	4.0	2.0	2.5	Advanced

\$59.95	2 players
CD	5 stages
Available now	First-person perspective
Shoot-em-up	Forward-scrolling



TM

# YOUNG MERLIN FOR THE SUPER NES



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Entertainment

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## 3DO



**By Bro' Buzz**

Escape from Monster Manor, the first 3DO game from Electronic Arts, will be a first-person-perspective gun game with a supernatural twist. Armed with only a hand-held ghost zapper, your mission will be to recover the scattered fragments of a shattered talisman from a creepy haunted house.

### All Manner of Monsters

Monster Manor will summon forth memories of the classic PC game, Castle Wolfenstein. You will move in first-person perspective through a murderous maze, zapping any ghosts, grim reapers, or other spectres who come after you. As the search unfolds, players must explore shadowy corridors, clammy catacombs, eerie attics, a mysterious hedge labyrinth, a twisting series of treacherous mud caves, and a graveyard.



*These creepy things are all over the place.*

The 3DO-generated graphics will try to blitz you. On-screen you'll see your hand holding the ghost zapper as you move left or right to advance through the mazes. You'll face truly creepy-looking beings, primarily sinister spectres. The early version showcased five different ethereal fiends. Each time a phantom puts a hurt on you, the skin on

your hand becomes a little more transparent until you're just a bag of bones!



*There's a grisly surprise in the garden.*

The CD sound, if it remains true to the prelim version, will send shivers up your spine with horrific screams and moans. You'll likely find it hard to believe that audio can do so much to chill the atmosphere of a video game.

### There's No Escape

Escape from Monster Manor is a 3DO ghostbuster waiting to happen. If your tastes tend toward the macabre, stand by for a ProReview next issue. **G**

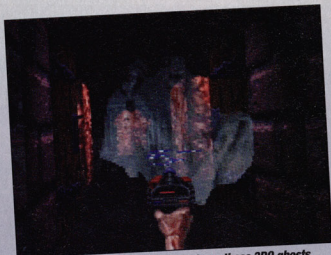
*Escape from Monster Manor*  
By Electronic Arts  
Available Now



*The Reaper reaps for you.*



*If you see him, you're dead!*



*Notice the great transparency effects on these 3DO ghosts.*

# ESCAPE FROM MONSTER MANOR



*Gather these jewels, if you can.*



*Spiders, always spiders.*



*Automapping keeps you on track.*



*Notice the bones beginning to show through your hands.*

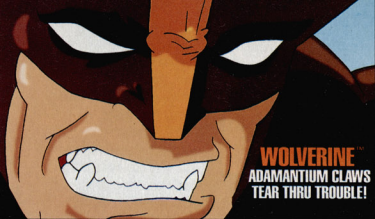


*Some demons ooze out of the walls.*



*Don't shake hands with this guy.*

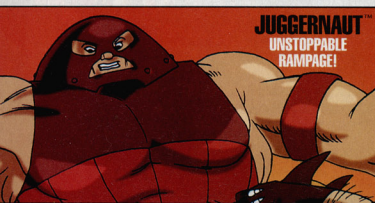




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## Neo-Geo



By Erik Suzuki

I don't understand. Usually "super" is supposed to be better than "special," but Fatal Fury Special is definitely a *super* game.

Fatal Fury Special is the latest in SNK's long line of one-on-one fighting games, which includes the games Art of Fighting and World Heroes. Fatal Fury II was SNK's first actual hit; it had great characters and smooth game play. It allowed you to control one of eight different characters in your goal to be the best fighter in the world.

### Super Special

Just how super is Special? Well, for starters there are four new characters, of which three are playable. That brings the total number of playable characters in the game to 15!

Instead of taking away special moves from old characters and slowing down the game like Capcom did with Super Street Fighter II, SNK got smart and added some new moves for the original eight characters and even gave some of them new colors for their costumes. Then SNK used their little noodles again and speeded up FF Special about 15 per-

cent! SNK actually realized a slow game is just...well...slow. Finally, the four boss characters from Fatal Fury II are now playable, and they even have new frames of animation.



The all-new title screen is awesome.



The new Player Select screen enables you to choose from 15 characters.



New text for a new character.

The biggest new feature in Fatal Fury Special is the combos. Every character has at least two different combos and some have more than five. With combos, master players can use their skill to waste their opponents. But the Special difference is that two combos won't destroy you, as they do in Super Street Fighter II. In fact, it can take up to four combos to beat an opponent. That's almost perfect damage control. Amazingly, all 15 playable characters are evenly balanced, including the bosses and the new characters.



Hot Death Moves.



Ma's new attack is way cool.

### Looks and Sounds Good

Graphically, Fatal Fury Special remains awesome with fine detail for each character and background. Each new character has an entirely new background and musical score. The new backgrounds seem to have been created by a new artist, as they're noticeably better-looking than those in Fatal Fury II. SNK maintained continuity, however, by drawing the new characters in the same style of animation as the cast of the original Fatal Fury II.



Check out some of the hot new characters.

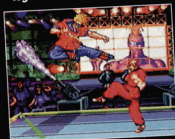


You can even play as the bosses.

The new objects in the background are a serious crack-up to watch, and you'll want to play through the game just to see what's been added. For example, when you beat an opponent in Big Bear's stage, sometimes Kim Kaphwan flies across the screen like Superman. Also, when you're in Andy's stage, see if you can spot other Fatal Fury characters cheering in the background.



The old and the new come together here.



New backgrounds add many extras to this game.



Geese is back.

The new musical scores sound great, and there are even voices for the new characters. There's still true stereo on almost all of the stages, and digitized music on some of them. If you're good enough to beat the game without losing a round, your character utters a few sentences during the ending graphics sequences. It sounds

### Neo-Geo Game Profile

## Fatal Fury Special

(By SNK)

Fatal Fury Special is better than Super, but a bit less than perfect.

Graphics	Sound	Control	Replay Factor	Challenge
4.5	4.5	5.0	4.5	4.5

Price not available	2 players, simultaneous
15+ megs	16 levels
Available now	Side view
Fighting game	Multi-scrolling



**PROTIP:** Jubei can slide under some projectile attacks like Mai Shiranui's Butterfly Fan.



**PROTIP:** Try and knock your opponent into the background in Billy Kane's stage. Since you cannot play in the background, your opponent will be knocked into the machinery and will take extra damage.



**PROTIP:** Look for the extras in the backgrounds.



**PROTIP:** Use Terry's invincible Rising Tackle to counter projectile attacks and escape from corner traps.



**PROTIP:** Try this killer combo. Jump in with the Hard Kick, then do a Standing Light Punch. Now follow with a light Dragon Flame for up to four hits.

wonderful, but it would be more enjoyable if they spoke English, rather than Japanese.

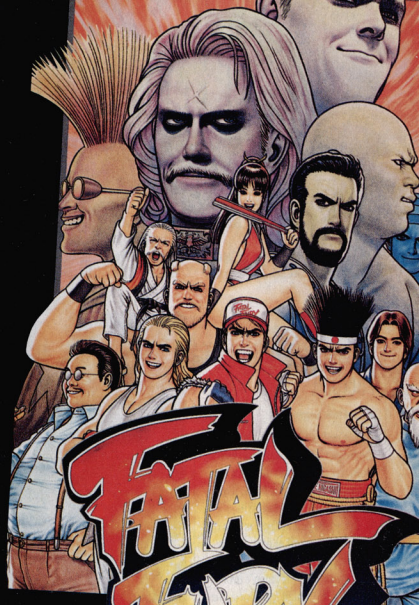
### Secret Stuff

Obviously, combos helped FF Special's game play by about 1000 percent, but to rev it even more, there's a cool hidden character. As mentioned earlier, there are four new characters. The fourth character appears only after you've beat the other fifteen opponents without losing a single round. Ryo from Art of Fighting then appears in the dream match to challenge your number-one ranking. (Art of Fighting was popular because of the many special moves each character had.) If you can get to Ryo's stage, take a few minutes to notice all the neat little extras in the background. Trust me, you'll be surprised.

Fatal Fury Special also contains death moves, but SNK has made them extremely hard to do. Plan on spending a few rolls of quarters if you want to master these devastating moves.

### Special Sauce

With all the improvements in Fatal Fury Special, it's really hard not to love this game. However, in 13 of the stages, you have the option of jumping in and out of the foreground and background, as in its predecessor. This can cause a fight to become very frustrating, especially if your opponent is trying to avoid you or annoy you.



### Super Recipe

Special's great game play and likeable characters make it one of the best fighting games around. Anyone and everyone

who enjoys one-on-one fighting games should check this one out for its humor first, but then stick around for the great fighting action. **C**



*Awesome special moves!*

## Walsh's College Football CD Comes Up Big

Bill Walsh  
College  
Football



By Athletic Supporter

Bill Walsh's College Football for the Sega CD isn't much different from the Bill Walsh carts for the Genesis or the Super NES. That's not a criticism, because Bill Walsh College Football is one of the finest football games on the market. The CD version follows that old saying, "If it ain't broke, don't fix it." Thank goodness the people at EA Sports didn't tamper with an already top-notch product.

### Wild About Walsh

With only a few exceptions, playing EA Sports' Bill Walsh College Football is just like playing any of the John Madden Football installments. And if you liked John Madden '93, the best-selling 16-bit sports cart ever, you're almost sure to love its CD counterpart, which has more horsepower than Walsh's cartridge games.

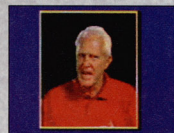
TEAM MATCHUPS		
STANDARD		ADVANCED
65	Quarterback	60
74	Running Backs	70
75	Wide Receivers	77
90	Offensive Line	90
61	Defensive Line	77
60	Linebackers	79
50	Secondary	63
67	Kicker	71
63	Punter	63

The Team Matchups screen gives position-by-position comparisons.

The game play is the same on the Sega CD as it is on Walsh's Genesis game. Bill Walsh College



Football features 24 all-time great college teams and 24 of the top programs from the 1992 season, including Alabama, last year's undefeated national champs. However, since Bill Walsh is not licensed by the NCAA, the teams are all fictitious. You'll notice names like Los Angeles for UCLA and College Station for Penn State. Don't get too upset, because you'll still be able to pick out your favorite players by their jersey numbers, and the teams' strategies closely represent their real-life counterparts.



Learn from the master with video footage.

As on the Genesis, there are lots of pre-game options. Walsh himself offers expert advice before each contest, and you can compare performances via the Team Matchups. Better still is the multi-player option. EA's new four-player adapter, the 4 Way Play, enables up to four gamers to butt heads simultaneously in any combination, including four against the computer.

### Psyched for the Big Game

The game play has generally been improved over the Madden games. The hash marks are wider in Bill Walsh College, and some of the offensive formations are a little different, to reflect subtle variations from the pro game. The computer opponents are still creampuffs, but the computer now calls its offensive plays quicker, which can leave you scrambling on defense.



All the top conferences are represented in this game.



**PROTIP:** As a defensive back, try to bump the intended receiver at the line of scrimmage. Continue to bump him and knock him off his pass route so he can't catch the ball. Watch out for the zebras — they're pretty quick to throw the flag.



**PROTIP:** When running the Triple Option, pitch the ball just as your quarterback is about to be tackled. This should give your running back more room.

Still, the designers of Bill Walsh do draw an Unsportsmanlike Conduct penalty for the lack of realism in some areas. In real life, college players are penalized for spiking the ball or throwing it into the stands after a TD. What's more, since the 1992 season play-

ers may advance a fumble in college football. These changes aren't in Bill Walsh. Also, though Bill Walsh supplies you with plenty of team and game statistics, you might miss the individual player breakdowns that John Madden supplied.

### Heisman-Winning Sounds and Graphics

The major difference between the Genesis and CD versions is the improved sound on the CD. Thankfully, EA has kept the sound effects and the crowd noise to a

minimum. You still get all the grunts and hard hits, but there's no repetitive, mind-numbing soundtrack, as you get on many of today's carts.



**PROTIP:** Don't always run your offensive plays to the wide side of the field. The computer tends to compensate for this strategy.



**PROTIP:** If want to avoid being tackled, press "C" to high-step out of a defender's grasp.

The graphics for Bill Walsh are sharp and smooth. Although the Bill Walsh players are not as fast as they are in John Madden, they are a little larger. They're also more responsive and easier to control.

Bill Walsh College Football does have its minor problems, but don't let that stop you from playing it. EA Sports has done it again with Bill Walsh College, a Heisman Trophy front-runner. **G**

**Bill Walsh College Football**  
By EA Sports

Graphics	Sound	Game	Playfactor	Challenge
4.5	4.5	5.0	5.0	Intermediate
\$59.95		4 players (using 4 Way Play adapter)		
CD		Behind-the-quarterback view		
Available now		Battery save		
Football				

## Montana Limpes onto the Sega CD

### Joe Montana's NFL Football



By Athletic Supporter

For Sega CD owners who have been eagerly anticipating the sequel to Joe Montana-II Sports-Talk Football, your wait is over. Was the wait worth it? Not by a long shot. Joe Montana's NFL Football for the Sega CD is a real bench warmer. This disc doesn't even stack up to its original namesake (which came out more than five years ago).

### Movin' to Montana

The best part about Joe Montana Football is that this cart is licensed by the NFL. This means you get each of the league's 28 teams with their real logos. Unfortunately, you don't get real players, just generic positions.

You have several playing options. You can play an exhibition game between any two teams in the league or start a 16-game season. NFL Football keeps up with league standings while you're playing, so if you make it

through the regular season with a good enough record, you can qualify for the playoffs. If you win the Super Bowl, you'll get a shot at ten of the greatest teams in NFL history, which include the 1985 Chicago Bears and the 1972 Miami Dolphins.



**PROTIP:** Study the Team Select screen to learn your opponent's strengths and weaknesses. It'll enable you to call the right plays at the right time.



Use the Helmet Cam to get instant replays of exciting moments.



### An Average Joe

Now for the bad news: To begin with, the graphics are dull and lifeless, giving you blurry, pixelated figures and awkward movements. What's more, the poor graphics hinder game play — often the players and the ball get lost on the field. This is especially true during a turnover. In fact, the ball is so difficult to see that you don't always know there's been an interception or a fumble until the play is over and you're ready to pick your next formation!



**PROTIP:** The computer blitzes on almost every third-down play. You can beat the blitz with a swing pass to a running back or a quick stant over the middle.



When in doubt, consult with the expert. You can use the Ask Joe feature three times during each half.



**PROTIP:** If you're a defensive back, press Button "C" just as the play is beginning to knock the receiver down and out of the play.

The sound isn't much better. The crowd sounds like mono-toned white noise. The quarterback doesn't have a cadence before the snap of the ball. He's totally silent. Even worse, the so-called announcer is late and often wrong with his calls. In Joe Montana-II you got to hear the announcer's play-by-play call during the action. That's not true of Joe Montana's NFL Football. The announcer's calls come after the play is over, while you're selecting your next play. Any run of more than ten

yards is called "a big gain," and you never find out exactly how many yards you gained. Any pass of more than ten yards is referred to as a "bomb!"



**PROTIP:** Move your QB out of the pocket on pass plays for more time. This will help your receiver get open.

### Out of Control

The controls are only slightly better than the graphics and the sound. Each player has approximately the same speed, which takes away from any realism. The players are slow to respond at times, and once they get going it's almost impossible to get them to change directions quickly. There are no cutbacks in this cart.



**PROTIP:** Move your defensive line-man into gaps between your opponent's offensive linemen. It's much easier to get to the QB or running back this way.

Joe Montana NFL Football is a big disappointment. Inferior graphics, sound, and controls make this disc a basement dweller—not at all worthy of the superlative Genesis game that premiered in '93. **B**

**Joe Montana's NFL Football**  
By Sega

Graphics	Sound	Control	FunFactor	Challenge
2.0	2.0	2.5	2.5	Adjustable

**\$59.99** Behind-the-quarter-back view  
Available now Football 2 players  
Passwords and battery save

# Just Shoot the Ball, Jammit!

## Jammit Basketball Genesis

By Weekend Warrior

Although one-on-one basketball has been featured before in games like Hoops and Jordan vs. Bird, it's never had the zest and appeal of Jammit Basketball, Virgin's first b-ball hoop-ful. This cart shoots up extremely sharp, realistic graphics, a wide assortment of half-court one-on-one contests, and a very contemporary, urban interface. Unlike the proliferation of structured, NBA-based carts, Jammit is b-ball in its truest form—in your face and with no holds barred!

### In Yo' Face!

Jammit takes to the streets in an all-out battle for court supremacy. You'll play against some mean-looking characters named Chill, Roxy, and Slade. When you play solo against the computer, you start with \$400 in your pocket and lay bets against your opponents. The more you wager, the harder your opponents play. Win enough money and The Judge will grant you an appearance on his court, The Palace, for a final showdown.



**PROTIP:** Always keep yourself between the basket and your opponent. If your opponent gets past you, don't go for the steal, just catch up to him as quickly as possible.

Jammit has a good mix of options. Select the two-player mode for head-to-head action in eight different versions of one-on-one basketball, including No Fouls, Slams Only, and 2-Ball Free for All. You can also customize the games.



**PROTIP:** When you're on defense inside the paint, stick close to the basket and time your block with your opponent's shot.

**PROTIP:** Avoid knocking down an opponent from behind, or they'll instantly receive two free foul shots. You can slam opponents as much as you want from the front.



**PROTIP:** It's easy to Clear the Ball off the sides of the basket, but sometimes your best move is to go all the way outside the paint and come back in. This separates you from the defender and opens up more lanes so you can charge the basket.

No matter which game you select, the controls are easy to pick up and execute. On-screen action responds very well to your button-pressing, which is crucial in this fast-paced game. Jammit also supports the new six-button controller for even faster action. Be forewarned, however—the computer opponents move just as efficiently as you do, especially in the higher levels.

### Walkin' the Walk, Talkin' the Talk

Jammit is def with its contemporary, presentation of the games. Well-rendered, realistic graphics capture the urban atmosphere perfectly. The large, digitized players dress in the casual clothes you see the outdoor courts, and they move with silky-smooth grace. The

backgrounds are lush, with graffiti on the walls, trash on the court, and even dirt smudges on the backboard.



**PROTIP:** When you carry the ball, crouch low to protect it. Use your Elbow Jab to keep the defender away.



**PROTIP:** Go ahead, be rude. Dis the foul shooter by pressing B to yell out distracting comments.

A boom box located near the baseline can be reset to play three thumping hip-hop tunes. Crisp, digitized voices of the players yell out some of the meanest "trash talk" you'll hear. Although it's not profane, some talk is offensive enough to earn it an MA-13 rating.

### Gimme the Ball!

Fast action, easy game play, and big graphics and sound bites make Jammit perfect for action-minded gamers who want the speed and accessibility of an arcade game. Traditional basketball purists may grow bored with the simple game play and repetition, but this game is meant to be rowdy, not strategic. See you on the court! **G**

**Jammit Basketball By Virgin**

Graphics	Sound	Control	FunFactor	Challenge
3.0	4.0	4.0	4.0	Adjustable

Price not available 2 players  
16 megs 8 games  
Available February Side view  
Basketball

# Domark Sprints to Formula One Championship

Formula One **Game Gear**

By Doctor Devon

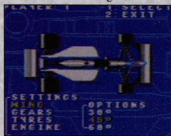
A hot new racer is rolling onto the Game Gear track. Domark's Formula One sports enough cool graphics, sound effects, and action to be in the running for the Grand Prix Championship!

## Gentlemen, Start Your Game Gears!

Formula One presents two rip-roaring ways to play - Arcade mode, which is a sprint around real international F-1 tracks like San Marino's Imola and Britain's Silverstone, and Grand Prix, which is a full season of racing action on eight circuits. Other

options include the ability to customize your car's Wings, Tires, Gears, and Engine.

The graphics are not only colorful and attractive in Formula One, they also help you win if you can pick up the details. For instance, the car's tires will start smoking if you rip too fast around a corner. An on-screen map shows you what's ahead, but unfortunately the digital prompters are too hard to read at a glance.



Use the Set Up screen to change the features on your Formula One racer.



**PROTIP:** Italy's Monza is probably the easiest and fastest track, while Japan's figure-eight Suzuka is probably the toughest.



**PROTIP:** The brakes are touchy, so slow your car by running onto the shoulder.

The sounds make the game roar to the pole position. While the music is inconsequential, the racing sound effects will make your heart pound. Your car

whines into high gear, your tires screech around tight curves, and other cars zip past with a whoosh.

Control is another plus. Your car responds quickly and smoothly to your button presses, so you can weave efficiently through traffic at more than 200 miles per hour.

## Chequered Flag

Domark's Formula One was just slightly above average on the Genesis, but it races into first place on the Game Gear. This is a cart worth taking for a spin. **G**

Formula One By Domark				
Graphics	Sound	Control	Fun/Factor	Challenge
4.0	4.5	4.5	4.5	Adjustable
\$39.95	2 megs		8 tracks	
Available now	Auto racing		Behind-the-car view	
2 players (using Gear-to-Gear Cable)	Auto racing		Forward-scrolling	
			Passwords	

# Puttin' Around with the PGA

PGA Tour Golf **Game Gear**

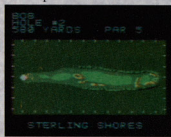
By Doctor Devon

Good golfing on the Game Gear - that's the goal of PGA Tour Golf, and for the most part, the game delivers. It's not thrilling or enthralling, but it does keep you interested enough so that you'll want to play all the courses.

## Walk Softly, Carry a Mean Club

PGA Tour Golf presents three real courses, plus a challenging fictional course, Sterling Shores. In addition to tournament action against the leading pros, you can try out any course in the Practice mode, slug a bucket of balls in the Driving mode, and drop a few in Putting mode.

If you're a novice, the game helps you by suggesting clubs, offering maps, and providing advice. If you're a pro, you might be frustrated by the simple controls, which don't require much skill. You often get the benefit of nice rolls, and it's fairly easy to score a par.



**PROTIP:** Play the other three courses before you try out Sterling Shores. Use the map to help you on this long, tough course.

## Golf Graphics

Though the game boasts four courses, they all seem to look the same. Your behind-the-golfer

view shows you a long stretch of green ahead. Once you swing, the ball sails flatly into the distance, then another screen shows where it lands. Though colorful, the graphics don't always help, since you can't see the whole course in front of you, and you'll sometimes be surprised by the sudden appearance of trees around your ball when it stops. You'll also see your ball overshoot the hole, even though the stats will tell you you're still short.



**PROTIP:** Use the yardage info to calculate how hard you need to hit a shot. You won't always hit with 100 percent power.

The graphics need to be much stronger in this game, because the sounds are almost

nonexistent. A bit of music plays as the maps roll out at the beginning, but you play this game in virtual silence. More and better sound effects would've helped involve you in the action.



**PROTIP:** Yardage estimates include rolls, so be sure to hit your shots hard enough to clear hazards on the fly.

While it's hardly a double bogey, PGA Tour Golf isn't quite the eagle it wants to be. It's about par for the course. **G**

PGA Tour Golf By Teneng				
Graphics	Sound	Control	Fun/Factor	Challenge
3.5	2.5	3.0	3.5	Intermediate
\$39.95	2 megs		4 courses	
Available now	Golf		Behind-the-golfer view	
4 players			Forward-scrolling	
			Save feature	

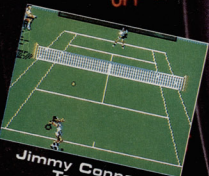
# LYNX



**Checkered Flag™**  
1-6 players



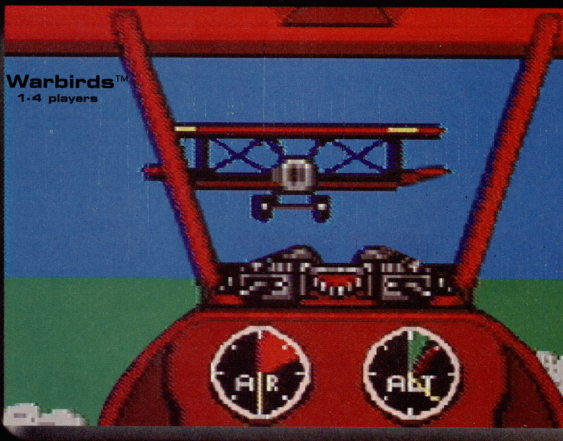
**Lemmings™**  
1-2 players



**Jimmy Connors' Tennis™**  
1-2 players



**Dracula™**



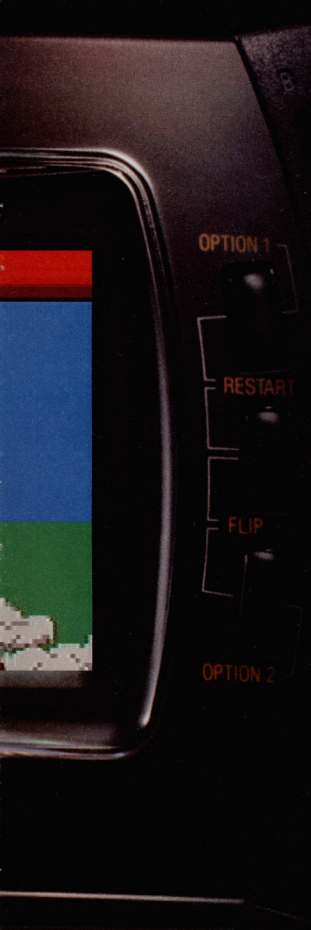
**Warbirds™**  
1-4 players

ATARI

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Lynx has a 3.5" screen.

**BUT**

Game Gear has a 3.2" screen.

Lynx has over 4000 colors.

**BUT**

Game Boy has two.

Lynx has a 16 bit graphics engine.

**BUT**

Game Gear has an 8.

Lynx has molded rubber hand grips.

**BUT**

Game Boy has plastic.

Lynx allows up to eight players.

**BUT**

Game Boy allows up to four.

Lynx has right or left hand play.

**BUT**

Game Boy and Game Gear do not.



**THEIR BUTS.**

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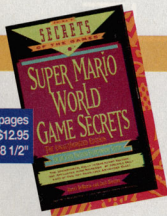
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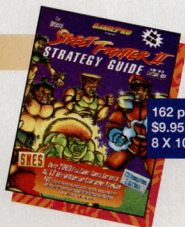
Editors of GamePro Magazine

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### EA Hockey—It Only Takes a Second to Score!

The best shot to master is the midfield shot because it usually beats the keeper for sheer speed. Alternatively, run directly up (or down) at the keeper and when you're just outside the red semi-circular line, press B. Timing is everything so keep practicing.

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### Rusel DeMaria

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### Editors of GamePro Magazine

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- Includes Ecco the Dolphin, Sonic the Hedgehog 2, Teenage Mutant Ninja Turtles: The Hyperstone Heist, Flashback, and many more!

224 pages  
\$11.95  
5 1/2" X 8 1/2"

# Role-Blayer's Realm

The Monthly Guide to the World of Role-Playing Games · Feb. '94

More role-playing games are coming to the game screen than ever! D&D is finally gaining some respect in the arcades with this long-awaited debut from Capcom, and now an all-new Shadowrun is coming for the Genesis. Now if only we'd get Vampire...



## By Indill the Incredible

The great-grandfather of all RPGs – and the progenitor of an entire industry – has finally been translated into an awesome action-packed arcade game from Capcom. The RPG and coin-op industries have collided, and hopefully they won't ever look back.

## By the Book

Skeptics may ask, "But how could an RPG become a coin-operated action/adventure game and still be faithful to the source material?" No worries. This game combines the finest elements of a side-scrolling Golden Axe or Final Fight with all the rules of D&D.



You choose from four D&D character classes.

You select from four characters: a dwarf, an elf, a cleric, and a fighter. All their talents, skills, and attacks are based on real D&D rules, including weapon selection and a

detailed spell system. The game is, of course, four-player simul and features four buttons for a variety of attacks, special weapons, blocking, crouching, dashing, and much more.

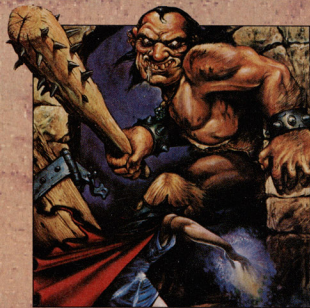
## Down in Darokin

D&D merges an actual story with hacking, slashing, and exploring action. Obviously the game is extremely combat intensive, but there's more here than meets the sword. You must save the town of Darokin from a collection of enemies, but you have multiple paths to choose from as you explore the game. There are traps, secret rooms, and mazes. Non-playable characters are reasonably interactive.

The game is amazingly faithful to its origins. For example, the monsters incorporate all the special attacks and vulnerabilities of the D&D pen-and-paper games. Beware, Trolls can regenerate!

D&D is nearly complete and will be out by the end of March. We'll be back soon with a full review and a few strategies, to boot. **G**

**Dungeons & Dragons:  
Tower of Doom**  
By Capcom  
Available March



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Pushing aside such objects as boulders can lead to secret passageways.



The cleric can turn the undead!



Yup, D&D has dizzies...and if you're good enough, combos!



Just like in the original D&D, clerics can't use edged weapons!



The Lightning Bolt Spell rocks the Displacer Beast.



D&D is four-player all the way, and you'll need the extra firepower to chop off all of the Beholder's eye stalks.

# Paladin's Quest



**By The Wizard of Awe**

Paladin's Quest falls in the middle of the RPG food chain. While the game's overall story is acceptable for this genre, its curious Magic/Hit Points method is frustrating and too easy to exhaust, causing you to frequently start over from your last saved game.

## Lennus Under Siege

Like the fine RPG Secret of Mana, Paladin's Quest starts with a young and curious character (Chenzi) causing some big troubles by sticking his nose where it doesn't belong. After class one day in the local magic school, Chenzi's peers dare him to climb to the top of the town's mysterious tower, where Chenzi accidentally awakens the evil monster/machine Dal Gren. Now the bad guy's on the loose, and it's up to Chenzi to stop him and restore order.

## Trouble In Paradise

Unlike Secret of Mana, however, Paladin feels rather stale. Its dialogue, story, transitions, settings, and even its game play seem to have been done before. From the very start, foes are enormously powerful. Battles occur at random and switch you from a good 3/4-overhead view to a monotonous first-person view. Even worse, each spell you cast eats away at your Hit Points. Most RPGs assign you Hit

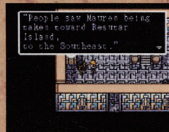
Points and Magic Points that gauge your life and magic power separately.



**PROTIP:** Keep fighting on the outskirts of the second town until you have enough money to buy big weapons.



**PROTIP:** After the bridge breaks, walk over to a second town and stand next to it. Press A and it will be repaired so you can cross it.



**PROTIP:** Talk to everyone in the second town to find out that the woman is gone. If you go straight south to where the small house is located, the old man won't appear.



**PROTIP:** Before leaving any town, stock up on medicine.



Relying on your weapons is virtually useless, and using spells drains you fast. You can take medicine to recuperate, but you'll run out quickly when you face certain bosses that must be slain in order to move the game forward. So, back and forth you romp to the local inn to recoup and replenish - provided you've gained enough gold from your battles.

## Friendly Advice

Fortunately, the little Chenzi is not alone in his quest. Other characters lend a sword-wielding hand or wand now and then, which makes for fairer combat.



**PROTIP:** Look at shelves in buildings to find weapons and items.



**PROTIP:** To beat the Dragon Boss at the top of the mountain, you must use your Fire Spell - it's

futile to waste physical attacks trying to wipe him out. As you attack with Fire, let the other two members of your party heal you and themselves.



**PROTIP:** Save often, especially when your hero picks up an important person or item, or when he advances a level.

Paladin's graphics are colorful but uninspired. Its sound, as in many RPGs, is mostly dire and repetitive. Fortunately, a straightforward menu system makes controlling Chenzi, brandishing spells and weapons, and checking his status and inventory easy.

## Not the Paladin's Best

Despite many hits against Paladin, fans who enjoy lots of slow-going combat and character-building in their RPGs will appreciate the game for its enormous challenge and lengthy crusade. The rest of us, though, will do better keeping with the Zeldas, Manas, and Final Fantasies already out there, and those on the horizon. **C**

**Paladin's Quest (By Entix)**

Graphics	Sound	Control	Fun/Factor	Challenge
3.0	3.0	2.5	3.0	3.0

**ADV.**

\$59.99 1 player  
 12 megs 3/4-overhead view  
 Available now Battery backup  
 Fantasy role-playing

# Romance of the Three Kingdoms III: Dragon of Destiny



By Bro' Buzz

Romance of the Three Kingdoms III is a fine conqueror-take-all game. You'll plan long-range strategy to unite all of Ancient China by waging war on your unneighborly neighbors. Although it's even more sparse in the graphics and sound departments than most Koei carts, the simulation is excellent. As usual, you should march into any Koei cart with a head for numbers and Asian names, an eye for icons, and hands that have plenty of time on 'em.

## Romantic China

You play six scenarios with starting dates ranging from 189 A.D. to 235 A.D. The game's massive menu system is simple to use, but deciphering the abbreviated command labels and the plethora of icons requires a close read of the manual. Eight major commands access a mess of menus that delegate tasks to a staff of Generals. If you like, you can build your own characters, determining their character data, gender, and even their faces.

**PROTIP:** Invest Gold in Development - of your Economy and your Cultivation - during every turn, if possible.

**PROTIP:** Search for Hua Tuo the Healer to treat your wounded officers.



**PROTIP:** Spying is essential to your stratagems. Be sure to give your spy plenty of spying time to do his job.

Among the multitudinous tasks required to lead your state, you must develop your economy, feed your people, and buy and sell goods. To prepare for war, you draft soldiers, train troops, recruit officers, and spy on your neighbors.

## Wars between the States

Romance warfare consists of serious number-crunching. Preparation is 90 percent of winning any battle, since victory via the easily executed turn-based combat system is primarily dependent upon your army facing an inferior numerical force.

**PROTIP:** Ambushes are very effective against superior forces.

**PROTIP:** Spreading False Rumors can affect an enemy unit that's ready to fold.



**Pick your Ruler.**



**Ancient China has looked better.**



**Incurable Romance-tics should love this Main Display.**

There are 22 battlefields found on four types of terrain, including the famous Great Wall. You can also engage in naval warfare, and take on an enemy commander in a CPU-refereed one-on-one fight.

## Eye Sore, Ear Poor

The graphics, never a stand-out for Koei, are even more plain than usual. Static portraits of the characters are great, but the Main Map of China seriously strains your eyes with tiny icons. The battle graphics between fighting units are minuscule, and you don't even get Koei's cartoony horses and soldiers. The sparse sounds are dominated by a rich, Asian-sounding, orchestral soundtrack, which unfortunately drives you crazy with its repetition.

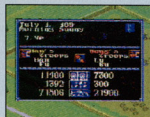
## Time for Romance?

The joy in RTK III is about watching numbers grow (for example, at harvest time) and shrink (when you knock off enemy soldiers). If you have a mind for it, it's great fun. However, first-time Koei gamers should probably go for easier-to-digest SNES fare such as Gempire or even Genghis Khan II. If you're already Koei crazy, you can't help yourself - you'll love Romance. **G**

Romance of the Three Kingdoms III: Dragon of Destiny (By Koei)

Graphics	Sound	Control	FairFactor	Challenge
3.8	3.0	4.0	4.5	Adjustable
\$74.95	8 players	12 megs	6 scenarios	Battery backup
Historical simulation				

## The frightening reality of war in RTK III.



# Shadowrun



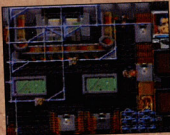
By Scary Larry

It's 2053. Do you know where your Shadowrunners are? In this fantastic translation of the all-time number-one cyber-punk pen-and-paper RPG, you'd better hope that your 'Runners are close...and in a good mood!

## A Gritty Adventure

This tale of corporate evil and computer-jacking has fascinated RPG fanatics for some time now, although it has just recently been brought to the home video game market. Data East hit the SNES first, and now Sega has brought it to Genesis owners, but with a whole new look and story line. This is no small graphic adventure. Sega has turned FASA's Shadowrun into the monstrous, gritty, and realistic RPG that it was meant to be.

virtual reality world where deckers and data-jackers rule the electronic highways.



Check the bars for the best Shadowrunners.



Weapons aren't a threat in 2053 — they're a necessity.



Choose your profession wisely, for it may be your last.



There are some interesting Shadowrunners, like this female Ork...



You'll come across Council Island, and you'll need to make a stop in the Passport office.



Great intro animation starts you off.



It seems someone has ventilated a 'Runner.

You can now choose to be either a samurai, a decker, or a shaman as you prowls the streets and alleys of a devastated, futuristic Seattle. You'll see action in the urban jungles, in the sinister corporate offices, and in Cyberspace — a

To help you make it out alive, you'll need the help of Shadowrunners, the unique and lethal assassins who will "run" with you...for a price. Talk is cheap, but bullets cost.

## Run for the Shadows

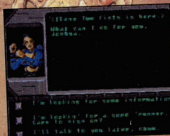
This new game keeps the classic RPG elements alive by incorporating a personal electronic secretary who keeps notes of all conversations you've had in the game. When you come across someone or something mentioned in a conversation, the notes are automatically deleted from memory. No more writing down vital pieces of information.

Watch Role-Players' Realm for an extensive review of Shadowrun for the Genesis. **G**

Shadowrun

By Sega

Available Second Quarter '94



...and the tough and toothy Ilene Two Fists.



Your Shaman has a wide range of spells to cast. Choose one and stand back!



In Cyberspace, you'll battle for information — and your life.



You'll travel to the Indian Lands and meet the ancestors of the shamans.



Take a Cyber Taxi around the ruins and find your destiny.

# Arcus Odyssey

GENESIS

By Scary Larry

Arcus Odyssey has crept over to the SNES from the Genesis, with very little upgrading. You have to be a fan of the Genesis version to appreciate the shoot-and-scoot play of the latest Arcus Odyssey.

## I'll Be Fleeing You

In Arcus Odyssey, you play as one of four warriors with a unique special ability or weapon. Your standard Archer, Sword-slinger, Magic-user, and Whip-slinger are all in the house, this time to bring peace back to the land of Arcus.



**PROTIP:** The Whip-Slinger is the best fighter. She has a longer life bar and great range with her whips.



**PROTIP:** Check the statue just before the entrance to the first area, and you'll receive a helpful hint and some power-ups.

It seems that there once was an evil sorceress who planned to wipe out the world, starting with the town

of Arcus. Then a good sorceress harnessed all the powers of light to fight and defeat her.



**PROTIP:** Wait for this frog to jump before you run past him, then attack him from the back.

You travel through a vast 1/4-overhead world of caverns and mazes. Along the way you'll pick up items to help your quest, like health power-ups and magic spells.

## Seen It, Done It

The graphics in Arcus Odyssey are small and crowded. There's not a great amount of detail or special effects in the game, and the enemies are uninspired. Each area looks suspiciously alike, and the only real action comes from the beginning animation. You expect more in the SNES. The sounds are pretty decent, although there's not a lot of 'em. The music serves its purpose, and stays faithful to the overall theme of the game.

## Odd(yse) Man Out

If you played Arcus Odyssey on the Genesis, then you've seen it before. If you're looking for an interesting game with little to offer but average graphics and better-than-average music, then this is for you. True RPG fans, though, may want to skirt around the town of Arcus and hold out for meatier titles.

# Ultima: Runes of Virtue II

GAME BOY

By The Wizard of Awe

Ultima: Runes of Virtue II is a great combo of role-playing and strategy. Like any RPG, you've gotta up your strength in this puzzle-solving quest if you want to find the eight mayors who have been kidnapped by the evil Black Knight. The strategy elements somewhat diminish the story line, but the cart's great fun if you like multi-level puzzles rather than traditional role-playing.



## Run for the Runes

At the start, the esteemed Lord British informs you that one of the neighboring town's mayors has been kidnapped. Rescue him and you're bestowed with the first Rune. Then you seek out the next abductee. The puzzles require lots of experimenting: hitting switches, moving barrels, and wiping out certain monsters. Often you'll find yourself totally stumped, but there's light at the end of the tunnel as the cart has battery backup.



**PROTIP:** Find an area where you can collect Gold, then enter the subscreen. Place the cursor on the Ankh, then press B to reset the level. Repeat until you're loaded!



**PROTIP:** Begin the game with Shamino. He has a handy projectile weapon and a good mix of strengths.



**PROTIP:** To exit Lord British's Castle at the beginning of the game, take the stairs in the southeast or southwest corner.

RoV II doesn't play particularly fast, and the controls are only a bit above average. However, the puzzles are solid, and

this cart plays better than its predecessor. You still get two-player link capability.

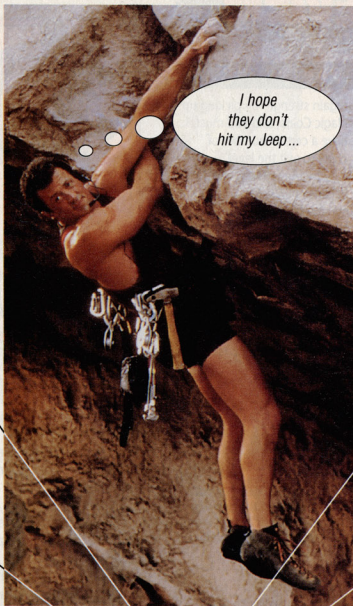
## Ultima Fun

The graphics are shrimpy and the music and sound effects are repetitive. However, with ever-increasing puzzles, you'll be running all over Britannia's huge maps for hours. RPG strategists should read these Runes.

Arcus Odyssey (By Renovation)				
Graphics	Sound	Control	Fun/Factor	Challenge
3.5	3.5	3.5	3.5	3.5
INT. Intermediate				
\$54.99	Action/Adventure			
12 megs	2 players			
Available First Quarter '94	Overhead view			
	Multi-scrolling			

Ultima: Runes of Virtue II (By FCI)				
Graphics	Sound	Control	Fun/Factor	Challenge
3.0	3.0	3.5	4.5	4.5
INT. Intermediate				
\$39.99	2 players			
2 megs	Overhead view			
Available Spring '94	Battery backup			
RPG/Strategy				





I hope they don't hit my Jeep...

AAAHHHHHHH

AAAHHHHHHH

AAAHHHHHHH

AAAHHHHHHH

# CLIFFHANGER™



(sure, it's just a game.)

"Cliffhanger could send gamers over the edge." - Gamepro, October 1993

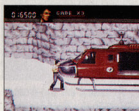
"Non-stop, pulse-pounding adventure that won't give you a break." - Electronic Gaming Monthly, October 1993



Climb, fight, and shoot your way through?  
ice-kicking antics, with unbelievable digitized film clips.  
The 3-D action sequences and incredible CD sound  
on the Sega CD version will blow you out of your chair.



Talk about rugged terrain—the mountain is a boss  
you'll have to defeat as you master wicked rockslides,  
decaying bridges, and a deadly avalanche. Learn the  
lay of the land, or you'll be laying under it.



Battle the heavily armed attack helicopter,  
rescue the hostages and finish off the  
sadistic terrorist knoggen... before he turns  
you into a blood-flavored slushie.



Hang on! For the first time ever on any video  
game, test your survival skills on a high-speed  
snowboarding level that Electronic Gaming Monthly  
says "has to be seen to be believed."

Available for all Nintendo® and Sega™ systems.

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## Game Boy



By Lawrence of Arcadia

America's favorite dysfunctional family takes a leap back in time for a satiric retelling of a classic fairy tale. Fans of the show, though, will be disappointed.

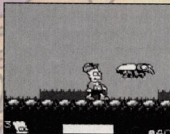
### Fee Fi Homer Hum

Bart and the Beanstalk is a six-level, side-scrolling action/adventure with a Simpsons touch. The very poor Simpson family sends their son Bart into town to exchange the family cow for some food. Along comes Monty the Miser who wants to give Bart some magic beans for the cow. When Bart refuses, Monty throws in a slingshot, and before you can say "Don't have a cow, man," Bart returns home with the beans. The rest is a tale about a boy, a beanstalk, and a big brute of a giant.

As Bart, armed with only your trusty Slingshot, you travel up the Beanstalk, across the Clouds, and into the Castle of Homer the Huge. Along the way, you pick up trusty giant-slaying items like Paper Airplanes, Firecrackers, and Golden Eggs. You can also

regain strength by picking up Magic Coins, and you must have a certain number of coins to exit the level.

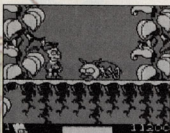
Why the artillery, man? Because the Beanstalk and the surrounding areas will throw, bees, stalk weevils, flying bugs, and more at you. Plus, you have to reckon with a boss at the end of each level, and that could be anyone from the Cloud Boss to Homer the Huge.



**PROTIP:** The regular slingshot doesn't reach all the way across the screen. You'll have to sneak up on enemies and hit them from behind.



**PROTIP:** If you catch three Magic Coins in a row, some of your health will be restored. Plan your jumps carefully when you see three coins in a row.



**PROTIP:** To knock off the Homer Spider Boss in the first stage, just stay in your corner, shoot, and jump over him when he gets near you. Remember that your slingshot doesn't reach all the way across the screen.

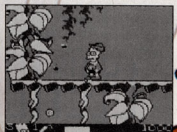
# BART & the beanstalk

The graphics in Bart and the Beanstalk are grainy and not very detailed. Bart is a tiny sprite who takes up less than a quarter of the screen, and the backgrounds lack any real detail. The Beanstalk just kind of hangs there.

The music and sounds in the game don't fare any better. There are no discernible Simpson tunes, and the sound effects are minimal. Since Bart is full of his own brand-name witticisms, you'd expect to hear one of them from time to time.

### All Stalk, No Action

It's hard to figure out where the fun went in this humdrum title, since it's almost impossible to lose out with a naturally funny family like the Simpsons. Nevertheless, this drab game definitely lacks personality. There's a challenge here for those who want to sit through yet another simple side-scroller. Everyone else, though, might be better off trading in their magic beans for a cow. **G**



**PROTIP:** Use the Firecracker against swarms of bees. There's no other way to kill them.



**PROTIP:** Just to the left and below this cloud is an Invincibility Goose Egg. Use it to march past this missile and into the castle.



MATT GROENING

**PROTIP:** Beware of the holes in the castle wall. Steam shoots out of them and knocks you off your perch.

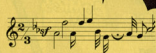
**PROTIP:** Beware of stationary light-colored clouds in this stage. They disappear after you jump on them.

### Game Boy Game ProFile Bart and the Beanstalk (By AoChalm)

The funniest family to hit the TV in years is back in a hand-held version of a classic fairy tale with a Simpsons-esque twist. The only giant you'll see here, though, will be a giant sigh of disappointment.

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.5	3.5	Intermediate
\$27.95	Available January	6 levels	Side view	
	Action/Adventure	Multi-scrolling		
1 player				

$E=MC^2$



"Cogito Ergo Sum"

## INTRODUCING THE ULTIMATE BRAIN GAME

Okay, so you aced the pop quiz on the meaning of existence, showed your shop teacher a thing or two about birdhouse construction and scored big points with your essay "Beavis, Butt-Head and Buddy Themes in Western Thought." Now, isn't it about time you gave yourself a real challenge? With Gear Works, the most addictive puzzle game since Tetris.™ It takes seconds to learn but a lifetime to master.

GEAR WORKS. THE PUZZLE GAME THAT'LL STRAIN YOUR BRAIN.



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By **The Tummyator**

Whether pressed between the colorful pages of a comic book or brought to life in a cartoon, superheroes are fascinating figures. Now Sega is introducing the greatest lineup of heroes and villains since the Iran/Contra hearings, and they're being brought to you in all their glory.

### X, Lies, and Video Games

If someone had told you that Sega could bring all the excitement of the Genesis X-Men to the Game Gear, you'd have thought they were lying. Well, the truth is that X-Men Game Gear squeezes all the action and graphics it can into four megs of Marvel-ous comic book mayhem.



**PROTIP:** When you play as Wolverine, turn off your Mutant Powers when you're not using them or they'll drain away.

#### Game Gear Game Profile

### X-Men

(By Sega)

Your favorite mutants are back and in fine form on the Game Gear. Wolverine, Storm, Cyclops, and friends are all making an appearance in this Marvel-ous miniature game.

Graphics	Sound	Control	Funfactor	Challenge
4.0	4.0	4.0	4.0	4.0
<b>INT.</b>				
Intermediate				
344.99	1 player	4 megs	6 stages	
Available January	Side view			
Action/adventure	Multi-scrolling			



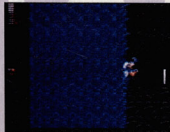
# X-MEN



You start the game by choosing either Wolverine or Cyclops, and you can pick from the other X-Men once you've rescued them. You travel through six villain-pounding levels as you search for your mutant mates, who were kidnapped by Magneto.



**PROTIP:** In the Hellfire Club, jump over these pillars with your Spin Jump.



**PROTIP:** Walk into waterfalls in the Savage Lands and you'll find power-ups.

This arch-villain has locked Storm, Iceman, Nightcrawler, Rogue, and Psylocke in different strongholds, and to find them you must travel through such stages as the Savage Land, Brood Cave, and the Hellfire Club.

Each stage ends with a friend of Magneto's trying to pull the plug on the party. Foes like Callisto, Sebastian Shaw, and Sauron engage you in immortal combat, but the forces of good are on your side. You also have those razor-sharp claws and the patented X-Men abilities, like Storm's power over nature, Cyclops' concussive eye-beams, and Nightcrawler's Teleport.

### You Look Marvel-ous

The graphics in X-Men are sharp and clean, but you'll need super-powered vision to see the tiny details on the small sprites. The colorful backgrounds have the comic-connoisseur's touch. The sound in X-Men is good, with changes in the unobtrusive music at each level and each boss.



**Gorgeous cut scenes enhance the action.**



**PROTIP:** How do you fight Sebastian Shaw? You don't. He gets stronger with each hit, so knock him off by leading him into his own traps.



**PROTIP:** To progress through the Savage Lands, jump on these light-colored logs repeatedly and they will break.

### The Joy of X

Fans of the X-Men will love this cart, with its formidable array of superheroes and super villains. The long levels are complex enough to keep your battery bill high, and the challenge is strong enough to keep you busy in the back seat for that long drive to Grandma's house.

If you're not a fan of the X-Men, but you like portable side-scrollers with solid graphics and involving game play, then you'll love this game, too. Put all your X in one basket, and check out X-Men. **G**



(sure, it's just a game.)

**N O T I C E**  
**THE MAKERS OF LAST**  
**ACTION HERO DO NOT**  
**CONDONE ROUNDHOUSE**  
**KICKS TO THE HEAD,**  
**WANTON BLOODLETTING**  
**OR PUSHING PERSONS**  
**FROM HEIGHTS IN EXCESS**  
**OF TEN STORIES (UNLESS**  
**OF COURSE, IT'S**  
**IN SELF DEFENSE).**



WE'D APPRECIATE IT IF YOU WOULDN'T PUNCH, KICK, AND SLASH YOUR WAY THROUGH 5 SPLEEN-WEAKENING LEVELS AS ARNOLD SCHWARZENEGGER'S JACK SLATER...



TRY NOT TO GLEEFULLY USE BLOOD-RENDERING MARTIAL-ARTS MOVES TO WASTE KNIFE-WIELDING SCUMBAGS, PUNKS WITH CHAIRS, AND THE OCCASIONAL DENIEMED SNIPER...



BY NO MEANS PLAY CHICKEN WITH TRAFFIC AS YOU DODGE MOLOTOV-COCKTAIL-CHUCKING CONVERTIBLES, ZOOM AROUND DOUBLE-PARKED CARS, AND AVOID TRUCKS AND POTHOLES...



AND PLEASE DON'T CHALLENGE THE HEAVILY ARMED HELICOPTER AS BENEDECT AND THE RIPPER ATTEMPT TO REDUCE YOU TO SO MUCH PETROL-SCENTED MEAT...

IN FACT, WHY DON'T YOU JUST SIT IN YOUR ROOM AND PLAY SOME HARMLESS, NONVIOLENT GAME LIKE MARBLES, OR TAKE A NICE, WHOLESOME NAP...

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**LAST ACTION HERO**

## Game Gear



By N. Somniac

Zitz, Rash, and Pimple are bringing the same amphibious adventure and mayhem to the Game Gear that they brought to other systems. A faithful conversion of the original NES cart, this pint-size, streamlined version of Battletoads is a blast.



**PROTIP:** You get only one shot at the fireflies carrying extra health units. Wait until they cluster closely together, then try to hit as many as possible with one shot.



**PROTIP:** It's most effective to time your jumps to avoid obstacles. Stay near the top half of the screen and jump accordingly. Remember to maintain full speed as you hit the ramp for the super-long jump to the next level.



**PROTIP:** In Stage 2, pull up on the rope each time you automatically descend into the tunnel. This pulls you out of any new dangers lurking below.

### Toad-al Action

The evil Dark Queen has captured a Princess. It's up to the warty trio to rescue her. Eight action-packed, side-scrolling stages of Toad fun lie before you in this one-player game. On each level, you control one of the three toad heroes and then run, jump, and punch through endless waves of the most bizarre-looking enemies ever. Psycho Pigs, Rabid Rodents, and other mutant goons drop out of nowhere, bent on grinding you into slimy frog patties.

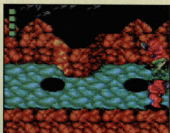
The game play is pretty straightforward – take out all the enemies and progress through each level until you've lost all your lives. However, you start with only three lives, five health units, and three continues, so it's as tough to beat as the original (remember those Speeder Bike levels?!).

### Lean, Mean, and Green

The Toads look great on the Game Gear's tiny screen, warts and all. Each level is well rendered and has very detailed backgrounds. Although the sprites are small, the characters move smoothly across the screen. If you're familiar with the game and its characters, though, you'll notice that many of the whimsical details of the bizarre characters are lost on the small screen.

The two-button controls are easily learned – just punch and jump. The on-screen action responds perfectly to your directional commands. No fancy moves and combos are required – all you need are split-second timing and quick reflexes.

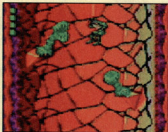
The sound is above-average for the Game Gear. A nice variety of sound effects and musical tracks livens up the action on each stage. It's nothing fancy, but then, hey, they're just frogs, ya know! Ribbet!



**PROTIP:** Slam opponents into the edges of the screen, and continue hammering away at them. This keeps them off-balance and prevents them from retaliating.



**PROTIP:** Hit the Stage 1 Boss three times to destroy it. Use the boss' own targeting display to aim your throws. To guarantee that your rock will hit its mark, position yourself in the center of the target before throwing.



**PROTIP:** Swing into the green, multi-toothed nasty as you drop down Stage 2's tunnel. Kick rapidly to prevent it from taking a bite out of you. You must kick it three times to defeat it.

### Hop To It!

Webbed hands-down, Battletoads is a solid action/adventure cart for the Game Gear. It offers interesting characters, sharp graphics, simple game play, and a tough, but not insurmountable challenge. Gamers who've already played the NES, Genesis, or Game Boy versions won't find anything new and may want to wait for the sequel. On the other hand, Battletoads neophytes can't miss with this fun cart. Last one in the pond is a rotten egg! **G**

#### Game Gear Game Profile

### Battletoads

(By Tradewest)

Your favorite trio of high-action amphibians hits the hand-held pond with the same zest that they brought to the Genesis.

Graphics	Sound	Control	Fastfactor	Challenge

Price not available  
2 megs  
Available December  
Action

1 player  
8 levels  
Side view  
Side-scrolling



# ALIENS HAVE COME TO TEXAS TO ENJOY BARBECUED RIBS. YOURS.



THE BLOOD-THIRSTIEST ALIENS IN THE UNIVERSE

MAKING THE ULTIMATE INTERACTIVE GAME. THEN WE DIGITIZED

HAVE LANDED AND YOUR JOB IS TO STOP THEM  
IN THEIR SIX-TOED TRACKS. (IN TEXAS PARLANCE, THAT'S  
KICK SOME ALIEN BUTT.) IT WON'T BE EASY. YOU'LL  
HAVE TO BLAST THEM WITH THEIR OWN ARTILLERY.

BUT BEFORE ANY SHOOTING BEGINS IN TEXAS, WE HAD  
TO DO A LITTLE SHOOTING OF OUR OWN



— IN HOLLYWOOD. FOR THE FIRST TIME EVER,  
AN ENTIRE MOVIE WAS SHOT FOR THE SOLE PURPOSE OF

COMMENCE 5 LEVELS OF  
EXTRATERRESTRIAL-BASHING.  
IT'S ALL LIVE ACTION WITH LIVE  
ACTORS. AT LEAST THEY'RE ALIVE  
WHEN YOU START.



VIEW ACTION THROUGH  
BATTLECAM'S ARMED WITH PLASMA  
DISRUPTER PARTICLE BEAMS.  
MESSY BUT EFFECTIVE.



THE WHOLE THING. THE RESULT IS A GAME  
WHERE EVERY DECISION YOU MAKE CHANGES



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TEXAS IS SO REALISTIC THAT IT WILL PROBABLY

REVOLUTIONIZE THE WAY GAMES ARE MADE  
IN THE FUTURE. IF THERE IS A FUTURE.

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ARSENAL CAREFUL, ACE.  
ONE WRONG MOVE AND YOU'LL  
BLOW IT...AND THE WHOLE TOWN!



AGENT DISALVO CLUES YOU IN TO  
THE WHEREABOUTS OF A LASER  
CANNON. FIND IT, VAPORIZE THE  
MOTHERSHIP AND SAVE THE HUMAN  
RACE FROM BECOMING SUSHI.



(sure, it's just a game.)

Digital Pictures



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By Manny  
LaMancha

Here's a game that forces you to get your act in gear. In Gear Works you start with a truckload of gears. You have to lay them out in a line to get your motor runnin'. But there are mischievous Poffins throwing wrenches in your works, and you have to finish before the motor temperature melts your pistons.

### Be a Spin Doctor

You start with one gear spinning on the left and one gear idle on the right. It's pretty simple to work the Game Gear buttons to drop gears into place, but it's quite another story to make sure they all mesh and spin. As you go further into the game, idle gears appear on the right side. To keep the gears turning, you have to lube the gears with oil, blow up misplaced gears, and blast the annoying Poffins.

# GEAR WORKS



**PRO TIP:** Learn which gears go together to make a working chain.

The audio accompaniment consists of forgettable background music and simple sound effects. It does just what it should in this type of game – it doesn't get in the way.

The graphics, on the other hand, are simply too small. You'll strain as much over the Game Gear screen as you do over the

puzzle you're trying to solve, and the puzzle should be your primary concern. Since you work against a clock, it gets very frustrating if you put down a gear and discover it's not what you thought it was.



**PRO TIP:** Don't waste bombs unless gears are in the way to finishing a level.



**PRO TIP:** Don't worry too much about the Poffins. The clock is your biggest enemy.

As a result, Gear Works isn't nearly as enjoyable as it could be. What should be edge-of-your-seat, brain-stumping game play too often turns tedious. This game would play much better on a larger screen.

### Slaving over a Hot Engine

Gear Works is a good concept and a great design, but it's hampered by the Game Gear format. If you don't mind risking your sight for a few hours as you labor over these brain teasers, by all means start this engine. Otherwise, take a vacation day and skip Works. **G**

Gear Works by Sony Imagesoft				
Graphics	Sound	Control	Fun Factor	Challenge
7.5	6.0	4.0	3.0	INT.
\$34.99	1 megs	1 player	12 worlds	Overhead view
Available now	Puzzle	Passwords		



## Game Gear



By Earth Angel

There's nothing puzzling about this Game Gear version of Mean Bean Machine. It's more fun than a bowl full of chili.



**PRO TIP:** Look to the top of the screen to see where sabotage Beans from your opponent will drop. This gives you a few seconds to strategize.

# Dr. Robotnik's Mean Bean Machine

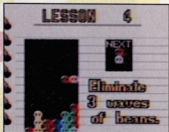
### Sega's Bean Busy

Sega's cooked up a range of puzzle challenges for Dr. Robotnik's Game Gear debut. In game-play that resembles Columns, but actually has a lot more depth to it, you must emancipate the beanfolk of Beantown – and pump up some brain cells in the process.

In each mode of play, colored beans drop into a rectangular screen. You manipulate the beans to match four of the same color together, which makes them disappear from the screen. If the beans stack to the top of the screen, you lose.



**PRO TIP:** Stack series of three at the bottom of the screen. This increases your chances of scoring big points and sabotaging your opponent.



**PRO TIP:** Glance at the "Next" window to get a sneak preview of what's coming.

Variations on this theme include the Scenario mode, where you go head-to-head against 12 increasingly difficult stages; Exercise mode, where you practice your bean stacking techniques; and Gear-to-Gear mode, which puts you head-to-head against a buddy. In the most innovative game, Puzzle mode, you solve specific puzzle challenges, such as eliminating all the red beans.

Mean Bean Machine is an absorbing and complex game. The graphics and sounds are simple and straightforward, but the fun is in the varied game play. The controls are easy to use and learn. Although novice puzzlers will be able to play the game, the tougher scenarios will challenge even veterans of Columns, Tetris, and the like.

**Make No Beans About It** Mean Bean Machine is perfect fare for coffee breaks, long car rides, or any other time you need a puzzle break. It's no has-bean! **G**

Dr. Robotnik's Mean Bean Machine by Sega of America				
Graphics	Sound	Control	Fun Factor	Challenge
3.5	3.5	4.5	5.0	BEG.
\$34.99	2 megs	2 players, simultaneous	12 stages	Side view
Available December	Puzzle	Passwords		



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SEGA  
GENESIS  
GAME GEAR



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By Earth Angel

The Road Runner's still plagued by the same old nemesis — Wile E. Coyote. In the cartoons, the fine-feathered bird makes his escape with the greatest of ease. In this Game Gear adventure, things are a lot tougher for the speedy fowl.

### Beep, Beep

As the Road Runner, you've got to race through multiple stages of hop-n-bop action. The premise is simple: get to the exit before time or your health runs out.



## Game Gear

since they blend in with the terrain. The cool-looking intermission screens are worth watching.



Check out this classy intermission.



By Manny LaMancha

Chuck Rock is back...well, sort of. Time has passed since Chuck Rock last rescued Ophelia. Now he's been kidnapped with his Mastodon Motors dealership as the ransom. Who can save him from Brick Jagger, owner of the competing Keystone Cars? Why, his son Chuck Junior, of course.

### A Prehistoric Baby

Chuck II's game play is as simple as stone, though beating this cart is as hard as granite. Baby Chuckie clubs a path through four levels (eight zones) of Stone Age adversaries and obstacles. Control is as easy as pressing one button to swing the club and pressing the other button to leap from walkway to walkway.



**PROTIP:** When the first dinosaur boss stops moving his head, he's coming after you. Slide next to him when he hits the grass and whack him in the head.

Chuck II is easy on the eyes, featuring colorful graphics and smooth animation. Sometimes, though, you wish for slightly better character detail. The sound effects are done well, and the music isn't irritating — which is about all you can ask from Game Gear audio.

The music's uninspiring, livened up only by the Warner Brothers theme. The Road Runner's beep sounds more like a broken car horn.



**PROTIP:** Some stashes of Birdseed fill up more than one health point. Peck several times to see if you've found one of the super bowls.

The game's controls are very difficult to manage. Button presses make the Road Runner leap with abandon. It's frustratingly difficult to make him hop and jump where you want him to.

### Not a Fun Run

Adjustable challenge makes the cart good for beginners in the early levels, but its toughness at the harder difficulty settings is due to frustrating, imprecise controls, not complicated game play. This cute cart's good for a play or two, but if you're looking for a top-notch Game Gear product, you may have to send away to ACME. **C**



**PROTIP:** Swing Chuck Junior's club all over the place, because there are points hidden behind many items.

# CHUCK II: SON OF CHUCK



**PROTIP:** Jump around wherever you go — invisible platforms pop up where you don't expect them. Out-of-reach bonuses are a dead giveaway.

Pounding bad beasts is a kick, but the key to the FunFactor in Chuck Junior's trek is trying to reach the end of a level with as little damage as possible. Most of the game play involves memorizing the sequence of hurdles, obstacles, and neanderthals, but it's still an exciting trip.

### Dino-soaring Scoring

Chuck II doesn't give up much in the fun department in its step down the evolutionary scale from Genesis to Game Gear. Chuck II is a chip off the old Chuck. **C**

## DESERT SPEED TRAP

### Starring ROAD RUNNER and WILE E. COYOTE



**PROTIP:** Stand underneath these strange metallic contraptions and you'll be zapped to secret bonus rooms filled with stars.

Each stage looks like a scene out of a classic Road Runner cartoon. When he's not evading the hostile desert flora and fauna, the Road Runner has to look out for Wile E., who's looking mighty hungry. The coyote always makes a last-ditch effort to snag the bird, usually while riding atop his latest ACME contraption.

Desert Speedtrap's graphics look like the original cartoon, although the sprites are too small. The various enemies aren't particularly imaginative, and they're often difficult to spot,

### Desert Speedtrap Starring Road Runner and Wile E. Coyote by Sega

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	1.5	2.0	Intermediate
<b>INT.</b>				
\$34.99	1 player	Side view		
2 megs	Multi-scrolling			
Available now				
Action/adventure				

### Chuck II: Son of Chuck by Tengen

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	4.0	4.5	Adjustable
<b>ADJ.</b>				
\$39.95	1 player			
2 megs	8 worlds			
Available now	Side view			
Action	Multi-scrolling			

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**BEWARE...**

# PLAY IT IF YOU DARE

Few have faced Dracula and survived. Now it's your turn! Based on Columbia Pictures' blockbuster thriller, Bram Stoker's Dracula goes straight for the jugular. Photo-realistic graphics, camera rotation, digitized scenes from the film and an awesome digital soundtrack on the CD version plunge you deep into cold, dark dungeons crawling with spiders and packs of bloodthirsty rats. On every platform you'll experience thrilling game play and battle your way through the treacherous mountains and forests of Transylvania to Castle Dracula. And just like in the movie, the evil Prince of Darkness will rise and attack — as a bat, a wolf, even an old man. But whatever form Dracula takes...make no mistake, he must be stopped!

Available for all Nintendo and Sega platforms.

**SONY**  
  
**IMAGESOFT™**





By *Andromeda*

Disney's duck has a fowl temper, but gorgeous graphics and solid game play make his newest action/adventure cart worth checking out.

### Don't Quack Up

Uncle Scrooge is in deep trouble. After messing with an enchanted amulet, he's blown up like a balloon. Donald must solve the mystery and deflate his un-



## Game Gear

fraught with perils. There are two scenes in each round, and Donald has to make his way through using hop-n-bop-style game play. Donald's easy to control, whether he's jumping, running, swimming, or slip-slidin' across the ice.



By *Manny LaMancha*

In Pinball Dreams gamers get a trio of fields that are far simpler than previous pinball simulations, like Devil Crush and Revenge of the Gator. Unfortunately, more sometimes means less.

### Take the Plunge

You can choose from three playing fields: Ignition, Steel Wheel, and Graveyard. Each has different layouts, targets, bonuses, and goals to shoot for, but the basics are all the same: two flippers at the bottom, and progressive point scoring.

Control of the ball is simple, using a standard two-button, directional-pad combo for the flippers and plunger. Sometimes you'll feel that the ball weighs a ton or the flippers are "soft," because you can't zing the ball through chutes and passages.



**PRO TIP:** Watch the score display. It will tell you what targets you should hit or what bonuses are available.



**PRO TIP:** Each table has a spot that can be used to score lots of bonus points, like the chutes on the left of Graveyard.

light, as is the musical accompaniment, but they complement the action just fine.

### Will You Flip Over This?

Unfortunately, Pinball Dreams tilts when it comes to the entertainment factor. There just isn't

# Deep Duck Trouble



**PRO TIP:** When you reach what appears to be a dead end in the Volcano, simply push up to enter the door.



**PRO TIP:** Grab Chiles to send Donald into a Super Attack mode.



**PRO TIP:** Watch out! Donald's an instant frozen duck dinner if he falls into the water during the Mountain round.

Each of the four areas of the game (the Jungle, the Inlet, the Volcano, and the Mountain) is

During each round, Donald can capture gems and other treasure to boost his points. He also snacks on ice cream and turkeys (hey, Donald's no cannibal). Then, at the end of each round, Donald snags a special charm that'll help him solve the mystery.

The game's graphics capture that ol' Disney magic. Donald's personality is quite evident, whether he's impatiently tapping his webbed toe or racing across the screen during a mad attack. Although the enemies could have been more imaginative, the game's backgrounds are creative and well done. The music's not top-ten fare, but it doesn't detract from the fun.

### Fowl Fun

Intermediate and advanced gamers will find the game an easy waddle, but it's still a lot of fun. Donald's a charmer, and his latest adventure is just duck. **G**

# PINBALL DREAMS

Snazzy graphics highlight the ball's travels around the fields. The sound effects are



**PRO TIP:** To score big points, you must have the courage to hit the ball at the very tip of the flipper. It's scary, but that's the only way to repeatedly get the ball up to the top section of the playing field.

enough replay value or challenge to keep you excited and wanting to play again. By trying to give Pinball Dreams more with the three playing fields, the game actually ends up with less. It would have been better if GameTek had created one blockbuster pinball field instead of three marginal ones. The elements are all there, but the chemistry just doesn't hit the jackpot. **G**

**Deep Duck Trouble Starring Donald Duck by Sega**

Graphics	Sound	Control	Funfactor	Challenge
4.5	3.5	4.0	4.5	Beginner

**BEG.**

\$34.99  
4 megs  
Available now  
Action/adventure

1 player  
4 rounds  
Side view  
Multi-scrolling

**Pinball Dreams by GameTek**

Graphics	Sound	Control	Funfactor	Challenge
4.0	4.0	3.5	2.0	Intermediate

**INT.**

\$39.95  
1 megs  
Available January  
Pinball simulation

1 player  
Three tables  
Overhead view  
Vertical-scrolling

**YOU DON'T  
HAVE TO BE A**

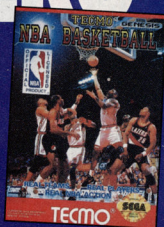
**FIGHTER,**

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**HOT ACTION**



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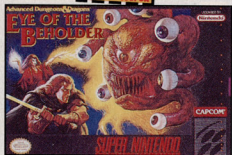
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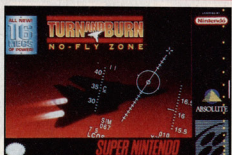
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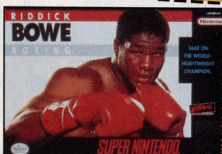
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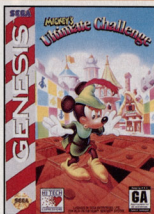


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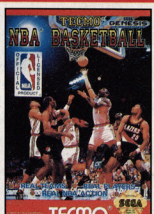
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## A Player's Guide to Power Peripherals



**By The Lab Rat**

Well, I'm back from my vacation in Rattlanta, and just in time, it seems. There are packages on the step of my Rat Hole from Ascii, Naki, and Segal Hmmm...it's getting crowded on my step, so let's grab some cheese and check it out!

### Power Players

**Asciiware** has long been known for its innovative joystick and joypad designs. Well, they've met the demand for a better mousetrap (eek!) head-on.

The **Fighter Stick SG-6** is a six-button joystick that features independent Turbo control for all six buttons. It also offers Auto-Turbo, Slow Motion, a heavy steel base for stability, and an extra-long cord. The ball on the Fighter Stick SG-6 is oversized for greater control, and its ergonomic design is kind to the hand that feeds it.

Not to be outdone by Ascii, **Sega** enters stage-right with their new **Six-Button Arcade Stick**. Like the Ascii Fighter Stick, this joystick features adjustable Turbo settings for all six buttons, but it also has a switch to change the 'stick back to three buttons if necessary. The design on this new stick is also very pleasing. The joystick features a palm rest that's just as comfortable for five-year-old Billy/Susie as it is for Billy's dad or mom. There's something here for everyone, and it's got the Sega stamp of approval.

On the SNES side of the board, **STD's** new **SN Programmable Joystick** features their usual see-through design, a large joystick ball,

pre-programmed moves for the most popular fighting games, and extra memory slots to store more moves. The sturdy unit has a comfortable hand rest molded into the lower-left area.

The button configuration follows the standard SNES configuration, though three Action Buttons were added for the programmed moves. A unique revolving base enables you to turn the buttons to a position that suits your style of game play.

### Action Accessories

Just when you thought all the life had been squeezed out of your Game Boy, **Naki** comes up with a weird-looking accessory for your home or office.

Their new **Mini-Arcade** transforms your Game Boy into a table-top arcade unit. It gives your Game Boy blatin' speakers, a magnifier, a joystick, and storage areas for your earphones and games.

The unit slants down toward you to increase the screen's visibility. It's sturdy, tough, and very unusual, putting it in a league with STD's Handy Boy. Office power players who want arcade fun and arcade control should keep one of these in the top drawer. Just don't let the boss see it. **G**



### The Mini-Arcade

Type: Accessory

System: Game Boy

Features: This sturdy little unit turns your Game Boy into a tiny arcade machine, with speakers, a magnifier, a joystick, and storage areas for your earphones and games.

Price: \$39.99

Available: Now

Contact: Naki 800/824-NAKI



### Fighter Stick SG-6

Type: Joystick

System: Genesis and Sega CD (also available for SNES)

Features: Six-button layout similar to Street Fighter in the arcades. Large ball means greater control and a great design. This looks like a winner.

Price: \$49.95

Available: Now

Contact: Ascii Entertainment Software, 415/570-6200



### Six-Button Arcade Stick

Type: Joystick

System: Genesis and Sega CD

Features: Sleek, black design, and a six-button layout. Turbo for all six buttons, plus the option of switching back to a three-button control configuration.

Price: \$49.99

Available: Now

Contact: Sega 415/508-2800



### SN Programmable Joystick

Type: Programmable joystick

System: SNES

Features: This programmable joystick has moves already programmed in. A revolving base lets you position the buttons yourself. This joystick is long on features and short on price.

Price: \$59.95

Available: Now

Contact: STD 410/785-5661



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3 TIPS**



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**NINTENDO**



**SUPER NINTENDO**



**SEGA GENESIS**

OPTION 3

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16-Bit Tip of the Week

OPTION 4

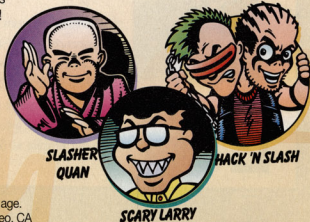
### GAME GOSSIP

All the news that's fit to print!

OPTION 5

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HACK 'N SLASH

SCARY LARRY

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542G0

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Rated by V.P.C.



## SEGA™ GAME GEAR

### RULES AND REGULATIONS

- NO Purchase Necessary 1.** To Play: Complete all six levels. Find all 12 Bonus Power-Ups hidden throughout the game. (The 12 power-ups can only be found in the "I Don't Think So" difficulty level). Take a picture of the last screen, handprint the secret X-Men password and your score on the back of the picture, and mail along with a 3 x 5 postcard with "X-Men on Sega Game Gear" written on it (including name, address, city, state, zip code, and phone number) to: **Game Gear/X-Men Sweepstakes, P.O. Box 656, Amityville, N.Y., 11701-0656.**
- 2.** If you do not have a Sega™ Game Gear™, or a Marvel Comics® X-Men™ cartridge, just write or draw "X-Men on Sega Game Gear" on a 3" x 5" postcard. Handprint your name, address, city, state, zip code, phone number and age on the postcard and mail to the same address above.
- 3.** All entries must be mailed separately and received no later than April 15, 1994. No liability is assumed for lost, late, misdirected or illegible mail.
- 4.** Random drawings will be conducted from all qualified entries received, on or about May 16, 1994 by Little & King Co., Inc, an independent judging organization whose decisions are

- final on all matters relating to this game. Odds of winning Prizes are based on the total number of qualified entries received.
- 5.** Prizes: (1) Grand Prize - (1) SEGA Genesis Core System, SEGA CD System, Choice of any (5) Sega cartridges, 3-volume set of X-Men Home Videos, 4-Volume set of Marvel Masterworks Hardcover collection of X-Men Comic Book series, and 1-year subscription to GamePro Magazine. Approximate Retail Value: \$778.00; (10) First Place Prizes: SEGA Genesis Core System, Choice of (1) Sega cartridge, "Bag-O-Comics"/Assorted Collection of Comic Books, X-Men Baseball Cap, and 1-year subscription to GamePro Magazine. Approximate Retail Value: \$203.00; (25) Second Place Prizes: SEGA Game Gear Water Bottle, X-Men T-shirt, "Bag-O-Comics"/Assorted Collection of Comic Books, and a GamePro T-shirt. Approximate Retail Value: \$63.00.
- 6.** Winners will be notified by mail and may be required to sign an affidavit of eligibility and release within 14 days of the date of the notification letter or sponsor reserves the right to choose an alternate winner at random. Prizes are non-transferable.

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- Send both the picture AND the 3 x 5 postcard received no later than April 15, 1994 to:

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P.O. Box 656  
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## OR

- Just send the 3 x 5 postcard with "X-Men on Sega Game Gear" written on it. Include your name, address, city, state, zip code, phone number and age, received no later than April 15, 1994, to the above address.



## GRAND PRIZE!

- (1) SEGA Genesis Core System
- (1) SEGA CD System
- (5) Any five SEGA Cartridges of your Choice
- (1) 3 Volume Set of X-Men Home Videos
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- (1) SEGA Genesis Core System
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- (1) "Bag-O-Comics"/Assorted collection of Comic Books
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- (1) GamePro Magazine Subscription

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- (1) SEGA Game Gear Water Bottle
- (1) X-Men T-shirt
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- (1) GamePro T-shirt

able and no substitutions or cash equivalents are allowed. Entries are the property of Sega of America, Inc., and will not be returned. All state and federal taxes, if any, are the responsibility of the individual winner(s). By submitting an entry, Winner(s) agrees to allow use of their name and likeness thereof for publicity and advertising purposes without compensation.

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**8.** For a list of major prize winners send a stamped, self-addressed, legal size envelope to **Sega Game Gear Winners, c/o Little & King Company, Inc., 140 Broadway, Amityville, NY 11701.** Request must be received by August 15, 1994. Please do not call Sega for a list of winners.

**GAMEPRO**®

# S.W.A.T. PRO

## Video Game Strategies, Weapons, and Tactics

### Genesis

#### Ranger-X

##### Level Skip



Rocket past any level in Ranger-X with this easy level-skip trick. At any time during play, press Start to pause the game. Then, press **Up, Down, Up, Down, Up, Down, Button C, B, A, Right, and then Left**. If you've done the trick correctly, the music should begin again. Then, press **Button B** to make the screen fade and the next level appear. You can keep repeating this trick until you get to the level you want.

Wade Davis, Spokane, WA

### Genesis

#### Disney's Aladdin

##### Level Skip



You won't need three wishes when you plug in this easy level-skip trick for Disney's Aladdin. When you want to skip levels, press Start to pause the game. Then, press **A, B, B, A, A, B, B, and then A**. You can repeat this trick as many times as you like until you reach the level of your choice.

Joe Hutsko, San Francisco, CA

### Genesis

#### Shinobi III

##### Invincibility



Zeed can't touch a hair on Shinobi's head when you activate this invincibility trick. When the title screen appears, select the Option mode. Choose the "Music" option and use Button B to play the following tunes in this order: **He Runs, Japonesque, Shinobi Walk, Sakura, and Getufu**. Begin your game, and Shinobi's invincibility.

George Josephson, Miami, FL

### Genesis

#### Mazin Saga

##### Fight the Bosses



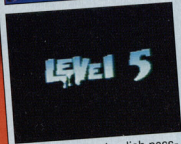
Here's a trick that enables you to fight the bosses without fighting through the stages. Go to the game's Option screen, highlight Sound Test, and select Sound 18. Then, choose the Sound Effects Test option and select Sound 72. Exit the mode and press Start. Begin your game, and you'll zap straight to the first-stage boss.

Donato Jiminez  
Philadelphia, PA

## Genesis

### Zombies Ate My Neighbors

#### Passwords



Here are some ghoulish passwords for *Zombies Ate My Neighbors*:

Level 5:	TYZR
Level 9:	CBRK
Level 13:	LCFJ
Level 17:	BMLK
Level 21:	VQBB
Level 25:	QLNK



Level 29:	QNKR
Level 33:	SDHM
Level 37:	BKVR
Level 41:	BZPM
Level 45:	VNYQ

Kevin Miller, Regina, Canada

## Sega CD

### Spider-Man vs. King Pin

#### Find the Comic Book Icons



Here are the locations for all 21 Spider-Man comic book icons in the game:

1. Starret Leight Building
2. Harlem Meer
3. West 70th
4. Saint Patrick's Cathedral

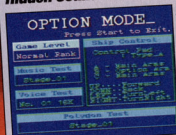
5. Bus Terminal
6. Civic Center
7. Clarkson St.
8. East Harlem
9. Central Park Zoo
10. Court Street
11. Empire State Building
12. West Street
13. Bleeker Street
14. South of Power Station
15. First Avenue
16. Houston Street
17. Jilliard School of Music
18. Washington Street
19. Central Park North
20. Henry Street
21. Riverside Drive

Brad Geiger, Logan, OH

## Sega CD

### Silpheed

#### Hidden Sound Test



To access a hidden sound test in *Silpheed*, wait until the demo runs and the title screen appears. Then, press Start, and choose Option. Next, simultaneously press and hold Buttons A, B, and C on Controller Two, and press Start on Controller One. A new choice called Voice Test will appear in the Option Mode. Choose it and check out some new sounds.

## Sega CD

### Silpheed

#### Ten Extra Continues



Soar into the stratosphere with ten extra continues for *Silpheed*. Play a regular game until you're down to one continue. When the screen reads "Continue 01," wait until the demo begins to play. While the demo runs, on Controller One press Right, Up, Button A, B, C, Left, Left, Down, C, A, and then Start. When the title screen reappears, hit Start again. You're set with ten extra continues.

## Sega CD

### Spider-Man vs. King Pin

#### Passwords



Electro
Half 2 Life
Stables
Permanent
Public 45
Kidney 2
Pencil 6

Brad Geiger, Logan, OH

# S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

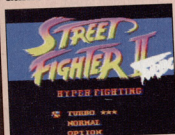
**GAME GENIE**

Super NES

Super NES

## Street Fighter II Turbo

Game Genie Codes



No charging for special moves: D071-E460

Kevin Ng & Roric Perdon, Ontario, Canada

## Street Fighter II Turbo

Game Genie Codes



Ryu's wider Sheng Long: D630-1DAD

Ken's vertical Sheng Long: DD30-17AD

Projectiles go faster: 3E31-37AD

Brian Lesyk, Coatesville, PA

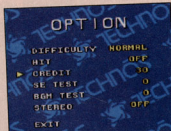
Super NES

## Combatribes

Begin with 30 Lives



GAME OVER



To give your Combatribes 30 lives, wait until the Game Over screen appears, and then on Controller Two simultaneously press and hold Buttons L, R, and Select until the title screen appears. Next, go to the Option screen and set the Credits to 30.

Omar Chaudry, Queens, NY

Super NES

## Super Widget

Passwords



Rick Krueger, British Columbia, Canada

Here are passwords for every stage in Super Widget:

Stage 2 – Blue Beach:

JHKBHW

Stage 3 – Wonderland:

RKJSHR

Stage 4 – Volcano Eruption Zone:

JKJMFV

Stage 5 – Moon:

RBLKHH

Stage 6 – Ratchet's Castle:

JBKFFR

Stage 7 – Aqua Planet:

RJRBBF

Stage 8 – Planet of the Giants:

JJRSHH

Stage 9 – Planet of Seven Colors:

WSRMMH

Stage 10 – Dwarf Planet:

JSRFLK

Stage 11 – Home Planet:

WLKKKL

Stage 12 – Film Flam Station:

JLLJKL

Stage 13 – Difficulty 1 & 2, Space Wonderland and the Water Planet:

RMLLKL

Stage 14 – Difficulty 3, Ghostship:

HWBLBF

Stage 15 – Difficulty 4, Star of the Demons:

LRBBJJ

Stage 16 – Last Stage,

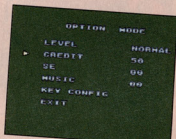
Difficulty 5, Mega Slank Base:

KFBRSJ

Super NES

## Street Combat

Begin with 50 Lives



Life on the streets isn't so tough when you've got 50 lives. When the title screen appears, move the cursor to "Credit" and press Start. Then, move the cursor to "Credit" and press Select ten times. Your credits will change to 50!



## Super NES

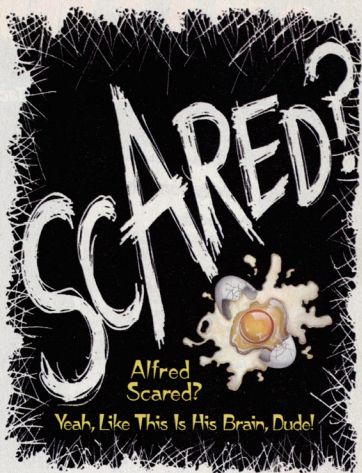
## Tuff E Nuff

## Play as the Bosses



To play as the Tuff E Nuff bosses or any other character, wait until the title screen appears. When the Select Mode screen appears, on Controller One press **Left three times, Right three times, and Left seven times**. Press Start to begin your game. If you've performed the trick correctly, you'll hear an explosion. When you select which character you want to play as, you'll discover you've got additional characters to choose from, including the bosses. If you want to play a two-player game as the bosses, perform the same trick and then Reset the game. When the Player screen Select appears the second time, press **Right three times, Left three times, and Right seven times**. Finally, press Start and you're set.

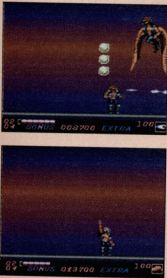
Justin Turner, Huntersville, NC



## Super NES

## Wolfchild

## Invincibility



Don't sit and howl at the moon. Activate this invincibility code instead. Play through the first level of Wolfchild, and then, when the boss dies and you raise your arm in victory, **simultaneously press Buttons A, B, and Start**. You'll remain invincible unless you touch the Energy/Mutation icon.

## Super NES

## Zombies Ate My Neighbors

## Passwords



The Zombies won't eat the Neighbors when you plug in these passwords:

Level 5:	VHRV
Level 9:	PBGK
Level 17:	BKYZ
Level 21:	VXBB
Level 25:	XYLZ
Level 29:	YLZD
Level 33:	WJQK
Level 37:	BZVG
Level 41:	BRPK
Level 45:	VLHX

Jason Day, Center  
Barnstead, NH

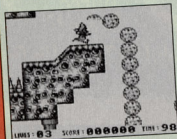
# S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

## Game Boy

### Speedy Gonzales

#### Passwords



Zip through Speedy Gonzales

with these simple passwords:

Level 2: 500999

Level 3: 343003

Level 4: 830637

Level 5: 812171

Level 6: 522472

J.P. Watson, Morgan Hill, CA

## Game Gear

### Streets of Rage

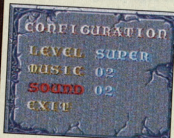
#### Invincibility and Stage Select

Make yourself tougher than tough with this double Streets of Rage trick. Select the Options mode and choose Sound Test. Select Sound 11 and then **simultaneously press Buttons 1 and 2**. Two new options will appear that enable you to choose your stage and make yourself invincible.

## Duo

### Lords of Thunder

Begin with 10,000 Coins



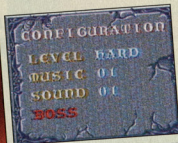
To stock up on coins before you even begin the game, go to the Configurations screen and enter the following options: Set Level to Super, Music to 02, and Sound to 02. Then, highlight "Sound." Finally, **press and hold Select and press Button 1**. If you've done the trick correctly, you'll hear a chime. Now you can buy everything in stock!

Raheem Hinton, Hephzibah, GA

## Duo

### Lords of Thunder

Play Only the Boss Characters



To battle just the boss characters, go to the Configuration screen and choose the following options: Set Level to Hard, Music to 01, and Sound to 01. Next, highlight "Sound," then press and hold Select and press Button 1. The word Boss will appear where the word "Exit" should be. Finally, highlight Boss and press Run to begin the game.

Raheem Hinton, Hephzibah, GA

**GAME  
GENIE**

Genesis

**Mortal Kombat**

Game Genie Codes



Midget-size players:  
BBCA-AAZ6

Wes Powell, Vernal, VT

**GAME  
GENIE**

Genesis

**Mortal Kombat**

Game Genie Code



Cool black background:  
CJ1A-AA22

Chris Sheppard, Lebanon, MO

**GAME  
GENIE**

Genesis

**Mortal Kombat**

Game Genie Code



Invisible characters with black shadows and red blood when in Mode A: ABCA-BBAA

Jon Salka, Elizabeth, NJ

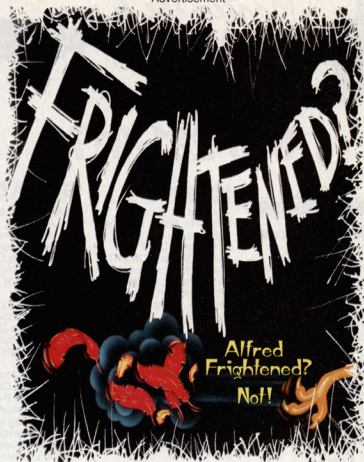
**GAME  
GENIE**

Genesis

**Zombies Ate My Neighbors**

Game Genie Code

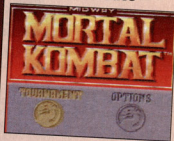
Infinite lives: A47A-AA6W  
Almost infinite health:  
AL8T-AA3G  
Infinite special items once you have at least one (except Keys): DDXT-AA2G



Super NES

**Mortal Kombat**

Game Genie Codes



Invisible characters:

15CC-176F

Scorpion's Hook shoots arrowheads: E22C-176F

Sub-Zero's ice blast kills: A62C-3914

Jim Boyer  
Huntington Beach, CA



# S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

**GAME  
GENIE**

Super NES

## Aliens vs. Predator Game Genie Codes



No damage taken from punches:  
C236-0DDD  
No damage taken from jumping  
attacks, tail attacks, or rushes:  
C238-0FDD  
Infinite Lives:  
C286-A70D

NES

## Bubble Bobble 2

**Game Genie Codes**  
Infinite lives, both players:  
SZNOASVK  
Blow bubbles further:  
OXXANUPX  
Start on level 80:  
ASKEGZPA

**GAME  
GENIE**

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GamePro Magazine  
**Secret Weapons**  
P.O. Box 5828  
San Mateo, CA 94402

Game Boy

## Darkman

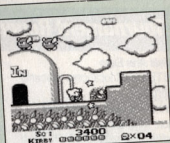
**Game Genie Codes**  
Infinite lives: 014-DDF-E69  
Infinite time: 005-97F-E6E  
Infinite energy: BA5-0FF-081

**GAME  
GENIE**

Game Boy

## Kirby's Dream Land

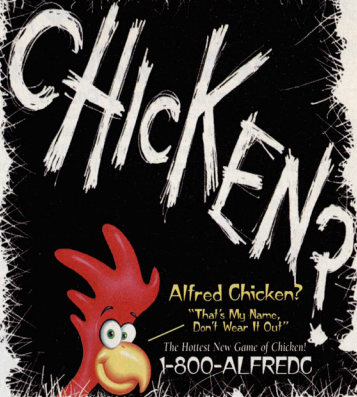
**Game Genie Codes**



Infinite lives: FA6-DBB-4C1  
Infinite vitality: FA4-63B-4C1

Jean-Carl Polynice, Miami, FL

Advertisement



Coming soon on NES™, Super NES™ & GameBoy™

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# THE FIGHTER'S EDGE

Tournament-winning Combos and Strategies for Competitive Fighting Games

Calling all Street Fighters! Mortal Kombatants! And everyone who wants to get an edge on the opposition! Now more than ever, competitive gamers want an inside source for the best strategies, combos, techniques, and tournament information for fighting games – and you're looking at it. This new col-

umn, *The Fighter's Edge*, is backed by such writers as Tomo Ohira and Charles Franco, co-editors of Capcom's recent SF II strategy videotape, Erik Suzuki, a former Capcom Street Fighter expert, and Slasher Quan, a co-editor of *GamePro's* SF II Turbo strategy book. So let's get to it!



By Slasher Quan

If you thought Guile's Magic Throw was pretty ridiculous in the original version of the arcade SF II, you're really gonna flip out when you see this one!

## STREET FIGHTER II

The New Challengers

©CAPCOM 1991, 1993. ALL RIGHTS RESERVED.

## ZANGIEF'S SPINNING GLITCH DRIVER

Take the Fireball Hit and Spin



1) When an opponent throws a Fireball at you, take the hit and watch for Zangief's head to snap back.



2) As soon as you see the animation frame shown above, quickly spin the joystick for the Spinning Pile Driver motion and hit the Forward Kick button.



3) If timed perfectly, you'll suck 'em in and do the Siberian Suplex. This works from all the way across the screen!

### Get Up and Spin



1) Just as you're getting up and this animation appears, do the Glitch Driver. This is extremely difficult.



2) You sucked 'em in!



1) The best way to stop the Driver is to jump just as the Fireball's getting to Zangief. He can't suck you in while you're airborne.

### How to Stop the Glitch



2) If you can fool him, he might take the hit and try by an unsuccessful Spin! Press the advantage!

### Block the Fireball and Spin



1) Try blocking a Fireball, then instantly doing the move as you slide back (look for the dust on the ground).



2) This is tougher, but it's less taxing on your lifeline if you mess up.

## Tournament Report – February '94

### Martial Arts Expo

**Date:** TBA in all locations, probably in February

**Future Locations:** Los Angeles; Boston; Milwaukee; Phoenix; Houston; Greensboro NC; Florida

**Tournament Description:** A Super SF II single-elimination tournament, with a martial arts exhibition for the spectator's enjoyment

**Prizes:** Trophies and cash (up to

\$750); other prizes include *Dragon: The Bruce Lee Story* and *Martial Art II* movie videotapes, *Dragon* posters, Capcom home games, inline skates, and mountain bikes.

**Benefit:** Supports the National Martial Arts Association

**Information Hotline:** 408/236-2149

### Call to Readers

We are searching for re-dizzy combos for Super SF II and other games. Send us your best! If we print yours, you'll receive a free T-shirt (indicate choice: *GamePro* or *Street Fighter II*, and size). Send all comments, suggestions, combos, tournament listings, artwork, *Dragon Punches*, and more.

**The Fighter's Edge**  
c/o *GamePro* Magazine  
P.O. Box 5828  
San Mateo, CA 94402

### FAX Us!

FAX it to: 415/349-8347 Send us your tournament listings, combos, or any hot tips. Be sure to include your phone number so we can call you back for more details.

### Contact Tomo and Charles

Tomo Ohira, tournament champions, play and Charles Franco, at World's Finest Comics, 9054 Whittier Blvd., Pico Rivera, CA 90660. For more information call: 310/948-4030.

# TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS

## TOURNAMENT COMBOS

By Erik Suzuki



### Leonardo – Roto Cutter Combo



1) Cross 'em up with a super deep Fierce Kick.



2) Land and do a Standing Normal Punch.



3) Follow up with an immediate Crouching Normal Kick.



4) Slice 'em with the Fierce Roto Cutter for four hits.



### Michaelangelo – Rising Thunder Special



1) Cross up your foe with a deep Fierce Punch while Charging Down.



2) As you land, continue to Charge Down and press the Normal Punch.



3) Then, immediately go into the Fierce Rising Thunder attack for five devastating hits.

### Chrome Dome – E.P.D. Combo



1) Jump in and nail your opponent with a Fierce Kick.



2) Next, throw two Crouching Normal Punches.



3) Immediately do the Electric Pile Driver for a massive four-hit combo.

### Aska – Super Spin Attack



1) Tag your opponent with a deep Fierce Kick.



2) Immediately after landing, do a Crouching Normal Punch.



3) Go directly into the Fierce Spin Attack for up to five continuous hits.

### Cyber-Shredder – Uppercut Combo



1) Jump in with a deep Fierce Kick.



2) Land and do two Crouching Normal Punches.



3) Finish them with the Fierce Aura Crusher for five continuous hits.

### Raphael – Super Drill Combo



1) Cross Up your opponent with a Deep Fierce Kick.



2) While holding Away to charge for the Power Drill, do a Standing Normal Punch.



3) Follow this with an immediate Fierce Power Drill.



4) Complete the combo with a Fierce Power Drill.

Teenage Mutant Ninja Turtles: Tournament Fighters by Konami

Graphics Sound Control FunFactor Challenge

4.5 4.5 5.0 5.0 Adrenaline  
ADJ.

Price not available  
16 megs  
Available December  
Fighting game

Two players  
Side view  
Side-scrolling

# STREET FIGHTER II ARCADE

## The New Challengers

# SUPER TOURNAMENT RANKINGS!



By To-Ryu-Mo and Char-Li



It's the most hotly debated topic in arcades across the country, and we're here to answer the question: "Who are the best characters in Super Street Fighter II?" Well, here they are - Super Street Fighter II Overall and Tournament Power rankings!

What do these charts mean to you? Well, any time you go down to your favorite Super SF II hot spot to show your stuff, you'll put yourself in a position to win more games in various match-ups with either Guile or Sagat than with any other character, and that's what you want, right?

In developing the Overall Rankings, we noticed a tendency for certain characters to pile up big numbers against overmatched weak characters (see numbers in red). Therefore, we added the Tournament Power rankings to show you just how well the eight stronger characters truly match-up against each other. These are the warriors you're most likely to see the elite players use in tournaments.

In the Power Rankings, Balrog leads the way, followed by Vega, Guile, and then Sagat. This shows that while Balrog's Overall scores suffered due to a few key oddball weaknesses (such as Cammy), he can really fight in the top ranks.



## Overall Rankings

RANK	VS.	Guile	Sagat	Vega	Ryu	Chun Li	Dhalsim	Balrog	M. Bison	Ken	E. Honda	Fei Long	Cammy	T. Hawk	Zangief	Dee Jay	Blanka	Total Wins
1	Guile		5.5	5	5	5	5.5	5.5	5.5	5	5.5	6.5	7	6.5	7	6.5	7	87.5
	Sagat	4.5		5	5.5	6	4	5.5	5.5	6	6	6.5	6.5	7	6.5	7	6.5	7
3	Vega	5	5		6	5	6	5	5	6	4.5	6	5.5	5	6	6	6	82.0
4	Ryu	5	4.5	4		5	6	5	5.5	6	7	5	6	5.5	6	6	7	81.5
5	Chun Li	5	4	5	5		5.5	4	6	5	6	5	5.5	6	6	6	6.5	80.5
6	Dhalsim	5	6	4	6	4.5		3	4.5	6	5.5	6	4	7	6.5	6	6	80.0
7	Balrog	4.5	4.5	5	5	6	7		6	5	5	5.5	3	5	4	5.5	7	79.0
8	M. Bison	4.5	4.5	5	4.5	4	5.5	4		6	5	5.5	5	6	6	5.5	5.5	76.5
9	Ken	5	4	4	4	5	4	5	4		7	4.5	5.5	5.5	5.5	5.5	6.5	75.0
10	E. Honda	4.5	4	5.5	3	4	4.5	4	5	3		5.5	6.5	5	6	5.5	6	72.0
	Fei Long	3.5	4	4	5	4	4	4.5	4.5	3.5	4.5		5.5	6	5	5	7	72.0
12	Cammy	3	3.5	4.5	4	5	6	7	5	4.5	3.5	4.5		5	5	5	6	71.5
13	T. Hawk	3.5	3.5	5	4.5	4.5	3	5	4	4.5	5	4	5		5.5	5	6	68.0
14	Zangief	3	3	4	4	4	3.5	6	4	4.5	4	5	5	4.5		6	6	66.5
15	Dee Jay	3.5	3.5	4	4	4	4	4.5	4.5	4.5	4.5	5	5	5	4		5.5	65.5
16	Blanka	3	3	4	3	3.5	4	3	4.5	3.5	4	3	4	4	4	4	4.5	55.0

### How to Read the Chart

Each entry shows the number of fights that the character listed on the left would win in a ten-match series against the character listed at the top. The rankings are calculated assuming that both players are of equal skill, and that they are playing at an Expert level.

For example, Guile will beat Sagat 5.5 out of ten times, given equal skill on the part of the players.

"Heavy advantage" fights are highlighted in red.

"Heavy disadvantage" fights are highlighted in blue.

### What the Numbers Mean

**5/5:** Even match. Could go either way.

**5.5/4.5:** Nearly even match. One warrior has a slight edge.

**6/4:** Advantage. One warrior in the fight has the upper hand.

**6.5/3.5:** Heavy advantage. Several counters and scenarios favor one warrior.

**7/3:** Major advantage. Many counters, hit-trades, and other factors favor one character.



# Power Rankings

RANK	VS.	Balrog	Vega	Guile	Sagat	Chun Li	Dhalsim	Ryu	M. Bison	Total Wins
1	Balrog		5	4.5	4.5	6	7	5	6	38
2	Vega	5		5	5	5	6	6	5	37
3	Guile	5.5	5		5.5	5	5	5	5.5	36.5
4	Sagat	5.5	5	4.5		6	4	5.5	5.5	36
5	Chun Li	4	5	5	4		5.5	5	6	34.5
6 (tie)	Dhalsim	3	4	5	6	4.5		6	4.5	33
6 (tie)	Ryu	5	4	5	4.5	5	4		5.5	33
7	M. Bison	4	5	4.5	4.5	4	5.5	4.5		32



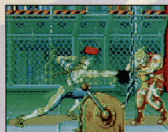
## The Top Fighters

### #1 Balrog



With his strong play against the Power characters, Balrog leaps all the way from fifth in the Overall rankings to the top of the Power chart. Keep in mind that Balrog's style still has weaknesses against some of the lesser-ranked characters.

### #2 Vega



Vega uses his reach advantage and overall quickness to mix up his attacks and keep opponents off-balance. He has definite advantages over Ryu and Dhalsim, while giving Guile all he can handle in a very tough, even fight.

### #3 Guile



With excellent defensive and offensive capabilities, Guile plays consistently strong with no real disadvantages. With his ability to follow Sonic Booms, Air Throw his opponents, and use a backhand or knee after matched Fireballs, Guile offers a wide assortment of techniques. When Guile can effectively control the tempo of the game, he usually wins.

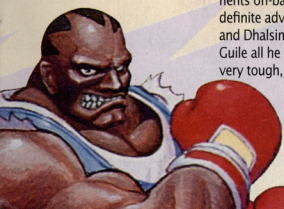
Although not as flashy or stylish as others, Sagat can slowly but methodically wear down such enemies as Guile with fast and low Tiger Shots. Use his reach advantage over characters like Ryu and Balrog.

### Important Note!

Keep in mind that although certain characters are ranked higher than others, winning is more a test of the player's ability than the character's arsenal. **G**

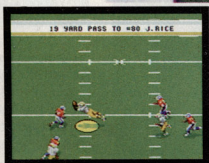
### Next Month in The Fighter's Edge

**Mortal Kombat II:** Secret Moves and Fatalities  
**Fatal Fury Special:** Combos! And much more!



**"THERE'S SOMETHING  
ABOUT KNOWING THE NAME OF THE GUY  
TRYING TO RIP YOUR HEAD OFF  
THAT MAKES IT MORE PERSONAL."**

JOE MONTANA

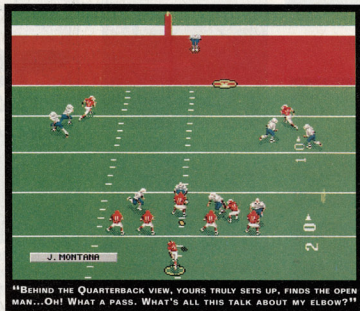


**"MY MAN JERRY RICE, HAULS IN ANOTHER. NICE  
PASS STEVE, I TAUGHT HIM EVERYTHING HE KNOWS."**



**"BARRY SANDERS WITH A 'SPEED BURST' DOWN  
THE SIDE LINE, ONLY ONE DEFENDER LEFT (TOAST)."**

“ GUYS LIKE BRUCE  
SMITH, JUNIOR SEAU,  
REGGIE WHITE AND  
CORTEZ KENNEDY. IN  
MADDEN '94 ALL YOU

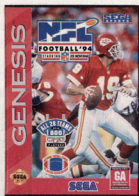


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NFL TEAM. JUST GO EASY ON ME, OKAY? ”



**SEGA**  
SPORTS

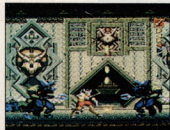
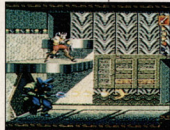
WE SWEAT THE DETAILS.™

Quick Hits on Hot Games!

## Genesis

### FireTeam Rogue

(Accolade)



FireTeam Rogue combines flight simulation with action/adventure combat for the Genesis and the SNES. Leading the fight on the outer edges of the galaxy against the Dark Lord is FireTeam Rogue, a team of four unique warriors. They use their ninja skills, sword-fighting talents, and problem-solving intellects to defeat the Dark Lord's minions.

(Available Summer '94)

### Skitchin'

(Electronic Arts)



You've raced cars and motorcycles – how about rollerblades? In Skitchin', EA's 16-meg action cart for the Genesis, you go to various North American cities for no-holds-barred rollerblade racing with a behind-the-skater view. You grab onto cars for a quick ride, use a chain to knock opponents into traffic, or crack the whip on anybody ahead of you. You'll have to be fast on your feet as you dodge road work, oil slicks, fallen opponents, and dropped weapons. Two players can hit the road simultaneously in this 12-level cart that resembles Road Rash.

(Available March)

## Sega CD

### Brutal

(Gametek)



Kung Fu Bunny, Tai Cheeta, and Kendo Coyote are three of the six cartoon critters that have martial arts skills in this



new beat-em-up, which is coming first to the Sega CD and later to the Genesis. The fighting action gets a humorous flourish in this game – heads flail back at impossible angles and bodies bend like they're made of rubber. As players improve they're awarded higher belts, which are saved with a password feature. You'll be able to relive your victories at the ten locations with the game's instant replay. Up to eight players can compete in a single tournament.

(Available March)

### Family Feud

(Gametek)



Survey says? Family Feud is coming to the Genesis! As in the recent SNES game, two players – or families – compete by spelling out answers to 4000 common-sense ques-

tions. The four-meg video game follows the show – after guessing survey responses for various categories, you race the clock in a fast-action Bull's-Eye round. Authentic TV studio graphics and theme music help capture the atmosphere.

(Available February)

### Barney's Hide & Seek Game

(Sega)



The popular purple dinosaur is making his first video game appearance in this one-player, side-view adventure. Children up to six years old play as Barney in a game of hide and seek. As they play, the kids learn counting, matching, and problem-solving skills, as well as recycling and safety lessons. Barney's colorful world features four levels of forest





friends, musical instruments, farm animals, and sunken treasures. There are no enemies, and no losers – players always win and get immediate rewards, regardless of which buttons they press.

**(Available Now)**

**Rocko's Modern Life:  
Spunky's Dangerous Day**  
(Viacom)



Media giant Viacom has announced its first video game. Rocko is based on Nickelodeon's new animated series about a friendly wallaby and Spunky, his pet pooch. The 12-meg side-view game is targeted for kids 6–14 years old. It emphasizes puzzle-solving skills as players try to keep the lovable, but not-so-smart Spunky safe through 16 levels of single-player action.

**(Available First Quarter '94)**

**Super NES**

**Alfred Chicken**  
(Software Toolworks)



Mino the Whale, Mag-Mine, and Jack-in-a-Bomb are some of the villains trying to ruffle Alfred's feathers as he takes on the evil Meka-Chickens in this side-view, action/adventure game. Alfred's a flyin', walkin', dive-bombin' bird who can pick up items

(including a Can O' Worms) and



on TVs to hear from Mr. Personality during the game. Six levels, invisible walls and platforms, bonus stages, and plenty of hidden rooms add to the cartoon-style fun.

**(Available Now)**

**Super NES**

**Bubsy II**  
(Accolade)



Guess who's going to save the world on both the SNES and Genesis next Christmas? Yep, that precocious Bobcat, Bubsy. Bubsy II unites the Bubster with his sidekick, Arnold Dillo, and the Bubsy Twins. They're battling the evil capitalist, Oinker P. Spamm, and his partner, Virgil Reality. When Oinker and Virgil begin stealing reality



with the awesome Wompum machine, Bubsy hits their trail in this side-view, multi-scrolling action/adventure game. Along the way he finds new items (including a diving suit), clever obstacles, bizarre weather, and...his voice? Many of the designers of the first Bubsy adventure are working on this sequel.

**(Available December '94)**

**3DO**

**John Madden Football**  
(EA Sports)



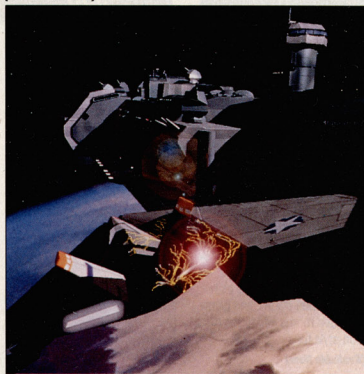
The best-selling 16-bit football game ever is coming to 3DO. Fully digitized player animations, 3D-modeled fields and stadiums, and CD-quality digitized sound are some of the enhancements EA Sports has built into the latest addition to its acclaimed series of Madden Football games.

You can choose from 28 NFL teams, eight championship teams, and two All-Madden teams. The NFL license means you'll play with real teams and real logos. And, as with previous Madden games, the bombastic personality of the former coach comes through in the exuberant commentary.

**(Available Now)**

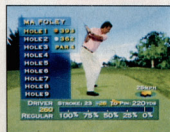


**Shock Wave: Invasion Earth 2019**  
(Electronic Arts)



Aliens have bombarded Earth, and only you and your trusty F177 sub-orbital fighter can stop them. Shock Wave is a technologically advanced flight simulator from Electronic Arts. There are three modes of fighting: dogfights against swarms of fighters, battles against alien ground forces, and one-on-one duels with alien motherships. Cinematic motion-video scenes, 24-bit true-color artwork, texture-mapped landscapes based upon real terrains, and digitized sound enhance the game's realism. **(Available Now)**

**PGA Tour Golf**  
(EA Sports)



Play with ten pro golfers, such as Mark O'Meara, Craig Stadler, and Fred Couples, on real PGA Tour courses, including Sawgrass, Avenal, and River Highlands. Plot your strategy, play

around obstacles, and learn to deal with the pressure of intense tournament play. There's also a Skins Challenge in which you compete for big money on every stroke. For this version of PGA, which has been a big seller for the SNES and the Genesis, EA Sports has added more stats, better ball control, ten different ball lies, extra commentary from radio personality Ron Barr, a new interface, and instant replay.

**(Available Now)**

**Who Shot Johnny Rock?**  
(American Laser Games)



Johnny Rock, a popular singer, has been snuffed, and his girlfriend wants you to catch the killer. The 1930s mystery takes you to back streets, warehouses, funeral parlors, and other places where you'll meet shady characters. This movie-action game is based on the popular arcade game. Like its predecessor, it doesn't use computer-generated characters – instead, it shows footage of actual stunt men and actors on real sets.

**(Available Now)**

**Super Wing Commander**  
(Electronic Arts)



The award-winning 16-bit game goes Super on 3D. An expanded story line and never-before-released missions put you in the middle of Wing Commander's exciting 27th-century starfighter cockpit. Thousands of on-screen colors, full speech, and CD-quality stereo sound should intensify the action of Super Wing Commander's deep-space dogfights.

**(Available Now)**

**Twisted: The Game Show**  
(Electronic Arts)



Twink Fizzdale's the smooth-talking host of this wacky TV game show. Choose from six off-the-wall contestants and eight interactive contests. Trivia quizzes, video puzzles, and matching tests will challenge your coordination and your memory. The challenges are automatically tailored for different skill levels. Gaudy sets and cheesy commercials will help make this the goofiest game show any couch potato ever played.

**(Available Now)**

**Worldbuilders, Inc.**  
(Electronic Arts)



In this strategy/action game, you play the CEO of a firm that transforms desolate planets into worlds that are suitable for human habitation. You command spaceships, miniature black holes, and advanced technology, all rendered in 24-bit color. Worldbuilders features video footage from NASA and full-motion shots of the characters you're interacting with. The list of designers reads like an all-star team, with key personnel from Lucasfilm Games, Silicon Graphics, and Industrial Light and Magic.

**(Available Now)**

## Nintendo

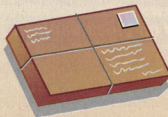
### Thomas the Tank Engine and Friends: Adventure Series (T•HQ)



There's life in the ol' NES yet with this 8-bit game for young players. Based on the TV series *Shining Time Station*, this side-view game combines entertainment and learning. Children between three and seven guide Thomas across various tracks that lead to seven worlds filled with puzzles, races, stories, track-building challenges, trivia quizzes, and even a painting program. A special mode helps beginners master the challenging areas.

**(Available Now)**

## Shipping in February



### Genesis

Bubble and Squeak (Sunsoft)  
Caesar's Palace (Virgin)  
Family Feud (Gameltek)  
Incredible Hulk (U.S. God)



Jammit Basketball (Virgin)  
Lost Vikings (Interplay)  
Romance of the Three Kingdoms III (Koei)

### Sega CD

Mansion of Hidden Souls  
(Vic Tokai)

### SNES

Alfred Chicken (Mindscape)  
Bugs Bunny Rabbit Rampage (Sunsoft)  
Claymates (Interplay)  
Star Trek: The Next Generation (Spectrum HoloByte)  
Time Trax (T•HQ)  
Wolfenstein 3D (Imagineer)

### 3DO

Sewer Shark (Virgin)

### NEO•GEO

Art of Fighting 2 (SNK)  
Top Hunter (SNK)

### NES

Alfred Chicken (Mindscape)

### DUO

Syd Mead's Terraforming (TTI)

### Game Boy

Alfred Chicken (Mindscape)

### Game Gear

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# OVERSEAS PROSPECTS

## An International View on Video Games

### By The Trackman in Japan

Japanese gamers have started playing two games that RPG fans around the world can't wait to hook their controllers into. Here's a look at the two tantalizing titles.

### Phantasy Star IV (Mega Drive)

We had to look it up to be sure, but yes, it's been three years since the last Phantasy Star game came out (not counting hand-held versions). Is the new Phantasy Star IV worth the wait? One look should put any doubts to rest for good.

### The Rudy-ments of the Game

PS IV takes place a thousand years after PS III and begins in the now-familiar Algol system. This time the hero is a spiffy banana blonde by the name of Rudy. True to the series' form, he quickly makes lots of adventuring friends and takes up the challenge of saving planets and populaces.

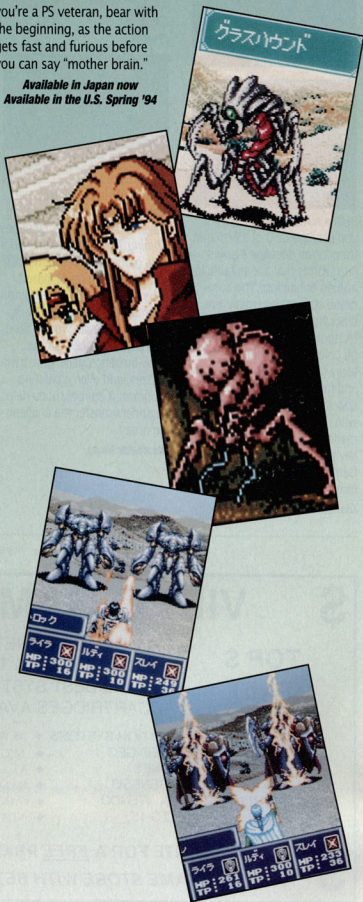
Probably the most pleasing feature of PS IV is the maximum use of all 24 megs of memory. Sega has held nothing back, and the results are cleaner, sharper sprites, vivid scenery, and fight scenes that'll knock you out of your steel boots! Most PS fans were disappointed with PS III because, in an attempt to add something new to the series, Sega took out much of the cool stuff fans loved.

All has been restored for PS IV, though, and it's most notable in the fight scenes. Different magic and weapons generate different attack scenes, and all characters are visible on the screen at all times (as long as they don't get killed). Entirely new to PS IV is the Combination Battle System, where characters link their battle techniques into baddie-blasting ultra-techniques that take out monsters in a hurry. You'll have a hard time finding an enemy that can stand up to the weapon called the Trinity Blaster.

### A Phantasy Spring

If you're new to Phantasy Star, don't worry. There are the usual non-playable characters (NPCs) to explain the techie wonders of the universe. If you're a PS veteran, bear with the beginning, as the action gets fast and furious before you can say "mother brain."

Available in Japan now  
Available in the U.S. Spring '94



# PHANTASY STAR IV



# I・II DRAGON QUEST

## ドラゴンクエストI・II

### Dragon Quest I・II (Super Famicom)

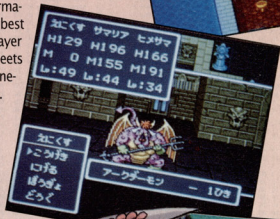
When a series gets up to the V or VI level, like good ol' Dora-kue, it's sometimes easy to forget there was ever a I or II. For the benefit of those who never got to play the original Dragon Quest games for the 8-bit Famicom (NES), Enix has put the original game and its first sequel on one fab SNES cart.

### Quest Times Two

If you think this is just a refresh of old games with out-of-date technology, stop right there. DQ I・II takes advantage of the more powerful 16-bit system to make the graphics livelier and the game play smoother than they were in 8-bit version. The opening scenes are colorful beyond the capabilities of the originals, and Enix has given gamers many new and useful options. For example, even though DQ II takes place after DQ I and is actually a continuation of that game, you can start from II if you'd prefer.

Thankfully, the basic story and action remain untouched. In DQ I, the player takes the role of an ancestor of Loto, the ancient savior of Alfgart. When new troubles arise in Latatom, the king lays the responsibility of saving the kingdom on your sprite's shoulders. As always with DQ games, you need to listen carefully to all the NPCs and use the information they give you to your best advantage. In DQ II, the player continues his quest and meets the challenge of tougher enemies and new warp zones.

*Available in Japan Now*





# SEASONS

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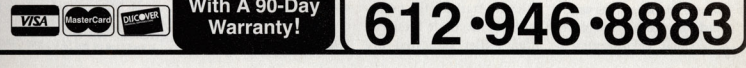
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## California's Attorney General Attacks Video Violence

In the strongest anti-violence statement yet from a top government official, Dan Lungren, Attorney General of California, has written to 12 major video game companies and retailers asking them "to stop the manufacturing, licensing, distribution, or sale of any video game that portrays graphic and gratuitous violence, including, but not limited to...Mortal Combat and Night Trap." These are the only two games Lungren names specifically.



*"The message conveyed to our children by these violent video games is that the only way to win...is to demean and destroy opponents while stripping away their humanity." - Dan Lungren, Attorney General of California.*

In the letter sent November 15, 1993 to Nintendo, Sega, Capcom, Acclaim, Hasbro, and seven retailers, Lungren makes it clear that he's not officially regulating violent video games, nor is he suggesting that legal action will be taken to limit their availability. Rather, he appeals to the companies' "sense of corporate and personal responsibility," to "either remove the needless violence from the games or remove the games from the market."

"Let's call these violent games what they are," he writes, "totally unnecessary, completely irresponsible, and destructive to

our efforts to create a safer and more humane community."

Lungren cites research to back his claim that "violent video images encourage aggressive activity and antisocial behavior." Among his statistics is a reference to juveniles arrested for murder in the U.S., a number that increased by 119 percent from 1986 to 1991.

Lungren concludes by pointing out the realism of the violence and the adult-oriented themes in the games, 50 million of which, he notes, are purchased each year by "children under the age of 15." He also acknowledges the ironic timing of his request, since it came just before the peak holiday shopping season. His final challenge is for "industry leaders" to "explore new ways to challenge, educate, and entertain our youth, rather than going for the cheap, mindless, misleading, and dangerous thrill of video game violence."

## Atari Announces Jaguar Licenses

At a recent press conference in New York, Atari announced a host of new third-party licensees for its 64-bit **Jaguar** system. Of the companies (all of which are based in the U.S. or Europe), **Virgin**, **Interplay**, and **Accolade** are the most well known. Joining that prominent trio are **ID Software** (makers of **Wolfenstein 3D**), **MicroProse**, **UBI Soft**, **Gremlin Graphics**, **Millennium Interactive**, and **21st Century**.

Accolade has stated its intention to license five of its titles to Atari for the 64-bit machine. Accolade President Alan Miller indicated his

company's optimism in a recent press release. According to Miller, the "Atari Jaguar is definitely cool new technology that is being introduced at a price point attractive to consumers. We think Atari has a real shot at establishing Jaguar as a successful system, and we want to be part of that effort."



Jaguar - bound!

Accolade games being adapted to the Jag are **Al Michaels Announces Hardball III**, **Brett Hull Hockey**, **Charles Barkley Basketball**, **Jack Nicklaus' Power Challenge Golf**, and **Bubsy in: Claws Encounters of the Furred Kind**. Accolade and Atari announced that the products would be released this fall, and they would take full advantage of the Jaguar's power. Also coming are **Jimmy Connors Tennis** from UBI Soft, **Nigel Mansell's World Championship** from Gremlin, **Battle Chess** from Interplay, and a free-scrolling 3D followup to **Wolfenstein** from ID.

## Citadel: A Third-Party First for SFX

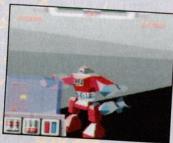
Whatever happened to those fabulous SFX chip games for the SNES? Well, the first third-party SFX game is due out in April. **Citadel** by **ElectroBrain** is a mech-warrior combat game designed by Argonaut Software, the company that designed the SFX chip and developed Star Fox for Nintendo. In it, you control a giant robot that can change into a

walker, a land cruiser, a supersonic jet, or a hard shell (which is exactly what it sounds like - a big, impenetrable shell). The cart will feature polygon-based graphics in the tradition of Star Fox.

## Blockbuster Busts Out CD Titles

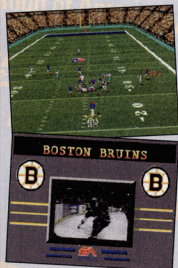
Anticipating a surge of interest in CD games, **Blockbuster Video** stores have begun renting and selling CD-ROM entertainment software and hardware. At a winter press conference held in San Francisco, Blockbuster's top execs showcased the new **Interactive Experience** kiosks that will present five CD systems and approximately 200 games to consumers. So far, the kiosks can be found in only 57 of Blockbuster's nearly 3400 stores; all 57 are in the San Francisco Bay area, with a national rollout expected sometime this spring.

The CD systems represented in the stores are the **Sega CD**, **Panasonic's 3DO**, the **Philips CD-I**, the **Apple Macintosh**, and the **IBM PC**. One major advantage for consumers is that the systems will be set up adjacent to each other, for easy comparisons. Also, trained demonstrators



A first look at the SFX game Citadel.

will be on hand to answer questions and help consumers learn how to use the machines. The systems and games will be available for purchase or for rent. Games will rent for \$4 per disc for three nights; a system and three discs will be available for three nights for \$19.97.



Sports-minded gamers will find John Madden Football 300 and NHL Hockey '94 for the Sega CD at Blockbuster's new Interactive Experience kiosks.

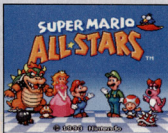
## Nintendo May Owe You \$3

In Redwood City, CA, a San Mateo County judge approved a settlement that entitles buyers of **Nintendo** carts for the **NES** to a future \$3 discount on new Nintendo games. This settlement is in response to a class-action suit that alleged that Nintendo's use of a "lock-out" security system in video game carts created a monopoly and was unfair to consumers. According to the suit, competing video game cartridge manufacturers were required to enter into a licensing agreement with Nintendo to gain access to the security system. Under the terms of the agreement, California consumers who purchased Nintendo carts from January 30, 1986, to June 30, 1993, are entitled to a \$3 discount coupon on an 8-bit Nintendo

cart. The offer will apply to a game to be selected by Nintendo during a one-week period prior to June 30, 1994.

## Video Gifts Top Request Poll

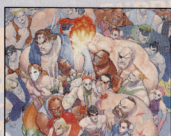
Did you hope Santa would bring you a new system or a new game last Christmas? According to the seventh annual North Pole Poll conducted by BKG Youth, a youth marketing firm, 91 percent of kids between seven and 13 years old hoped to find video game systems more than anything else under the tree, with the **NES** beating out the **Genesis** as the number-one choice. Coming in second as the most-requested gifts were video games, with **Super Mario All-Stars** topping **Mortal Kombat** on the list. Of the 3000 kids polled nationwide, 86 percent said they played video games. Also noted in the poll were the most popular fashion items: Levi's jeans, Timberland boots, and Doc Marten shoes, in that order.



The most-requested game?

## At the Deadline

Coming Attractions: **Super Street Fighter II** is busting up the arcades now, but it won't be long before it smashes your SNES - possibly by July '94. **Capcom of Japan** already has a team working on the 24-meg translation, and yes, they are planning to include Hyper star-speed settings. No word yet on other systems such as Genesis.



Super SF II on the SNES: Coming this summer.

Other games in your future: Samus Aran's adventures are far from over. The Metroid hero of the NES and the Game Boy is coming to the SNES early this year in **Super Metroid** from **Nintendo**. What's more, **Beavis and Butthead** will soon be starring in their own video game. **Viacom** has announced that it's working on a game starring MTV's two cartoon geniuses for several unspecified systems, all due for release in the fall. Uh huh huh huh that would be cool uh huh huh huh.

Is the **Saturn** for real? Probably. According to inside sources, **Acclaim** and **Virgin** have already started software development for **Sega's** 32-bit monster. (The system could be upgraded to 64-bit in time for its scheduled release in Fall '94.)

Namco Signs With Sony: **Sony** and **Namco** made a joint announcement in Tokyo of Namco's intention to produce licensed software for Sony's upcoming game system. As announced in last issue's ProNews, Sony created a new division, Sony Computer Entertainment, which will bring out a new CD-based game console in Japan later this year. Aside from the undetermined software titles Namco will create for the system, the two companies will also work together to do research and development for Namco games using Sony's proprietary technology.

**Mortal Marketing:** The success of **Mortal Kombat** continues to escalate. Having already set a record for most sales in one week back in September of '93, **Acclaim** announced in November that it had already shipped more than three million units of MK for the SNES, Genesis, Game Boy, and Game Gear. Acclaim expects the total number of copies to eventually surpass four million, which would make MK one of the best-selling games of all time. Also in the works are a movie (see last month's ProNews), a possible TV show, a music CD, action figures, and apparel.



Fightin' for that Mortal Kash.

See the Movie, Play the Game: **Evolver**, the story of an interactive robot that turns aggressive, is coming to movie screens and arcades. **Trimark Pictures** and its sister company **Trimark Interactive** are beginning simultaneous production on the film and the game, which are being touted as combinations of *The Terminator* and *Child's Play*. Footage for the game will be shot concurrently with the film. Creating the special effects are the Academy Award winners behind *The Abyss*. Trimark is already developing video games based on the movies *White Men Can't Jump* and *Warlock*.

Unscrambling the Dino Eggs: **Ocean's** **Great Dino Egg Hunt**, a six-month contest built around the SNES version of **Jurassic Park**, has turned up a winner. It took only ten hours

for Bill Vargas, 29, of Philadelphia, PA, to find the eight hidden letters that spelled out the message "Doctor Horner." Horner is the real-life paleontologist who was the model for the movie's Dr. Grant character. Vargas won a cash prize of \$5000 for his eggs-cavating efforts.



**Oops Department:** The Typo Monster snuck in during the night and changed some prices in our December issue. **Bram Stoker's Dracula**, a fine Game Boy game from **Sony**



**One of Jurassic Park's hidden Rs, found at the right end of the east aqueduct, just above the Eastern Mountain Range near supply-port east and East Lagoon.**

**Imagesoft**, costs \$29.95; the excellent **SkyBlazer** for the SNES, also from **Sony Imagesoft**, goes for \$59.95.



The **Bank's Hide & Seek Sweepstakes** contest has produced the following big winners: Grand Prize Winners (Duo, **Bank 3**, **GamePro** T-Shirt) – Timothy McTamany (Philadelphia, PA) and Omar Majeed (Vernon Hills, IL); **GamePro** T-Shirt Winners – Dustin Pruitt (Seat Pleasant, MD), Phethala Thongsavanh (Madison, WI), David Shin (Fountain Valley, CA), Peter Carlson (Maquoket, IA), Claudia Dominguez (San Jose, CA); **GamePro** Watch Winners – Jamie Menard (Broussard,

LA), Joseph Mascolo (Wolcott, CT), Christopher Bostick (Jamaica Estates, NY), Lawrence Ha (Sunnyvale, CA), Robb Posch (Baldwin, NY); **GamePro** Subscription Winners – Beau Guest (Wheatridge, CO), Jason Reynolds (Latham, NY), Lamonte Hawkins (Columbus, OH), Jason Dvorak (Evergreen Park, IL), Kenny Fanganillo (Grass Valley, CA), Evan Fee (Carrollton, TX), Pavel Vargas (NY, NY), Jimmy Berry (Roebing, NJ), Jesse Novak (Newton Centre, MA), and Tim Walters (Smyrna, GA).

**BLOCKBUSTER**  
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## Top 10 Video Game Rentals

### Nintendo NES

1. Tecmo Super Bowl
2. Kirby's Adventure
3. Tetris 2
4. Jurassic Park
5. Tecmo NBA Basketball
6. Cliffhanger
7. Bram Stoker's Dracula
8. Battlesroads/Double Dragon: The Ultimate Team
9. Mario is Missing!
10. Last Action Hero

### Super Nintendo

1. Disney's Aladdin
2. Mortal Kombat
3. NHL Hockey '94
4. Clayfighter
5. Tecmo Super Bowl
6. Super Empire Strikes Back
7. Jurassic Park
8. Robocop vs. Terminator
9. Teenage Mutant Ninja Turtles: Tournament Fighters
10. NBA Showdown

### Sega Genesis

1. Eternal Champions
2. Sonic Spinball
3. Disney's Aladdin
4. Tecmo Super Bowl
5. Mortal Kombat
6. Street Fighter II Special Champion Edition
7. John Madden NFL '94
8. Lethal Enforcer
9. Winter Olympic Games
10. Robocop vs. The Terminator

### Sega CD

1. Sonic CD
2. Ground Zero, Texas
3. Jurassic Park
4. Lethal Enforcer
5. Joe Montana NFL Football '94
6. Microcosm
7. European Racers
8. Bram Stoker's Dracula
9. Dracula Unleashed
10. AH-3 Thunderstrike

This information was provided exclusively to **GamePro** courtesy of **Blockbuster Video**.

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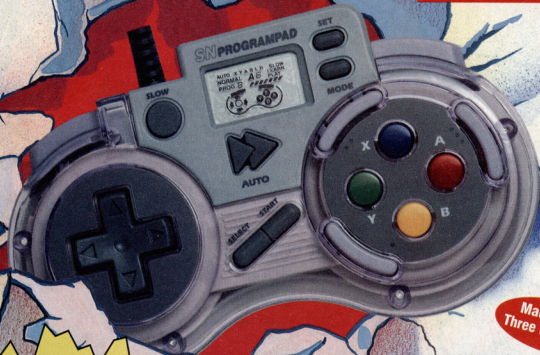
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\* Moves from Street Fighter II CE™ are based on media reports since the game was not released at the time of production.  
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