

# FREE HOT TIP!



**Virtua Racing**  
(Sega for the Genesis)  
**Backwards tracks!**  
Hold A, B and Up at the Sega logo and press and hold START until the demo screen appears. Release the buttons and choose the backwards logo at the "Mode Select" screen to race all of the tracks in reverse!

**Breath of Fire**  
**Power Rangers**  
**Jungle Book**  
**Rebel Assault**



**SUPER METROID**  
**Strategy**



Introducing  
**EARTHWORM JIM**

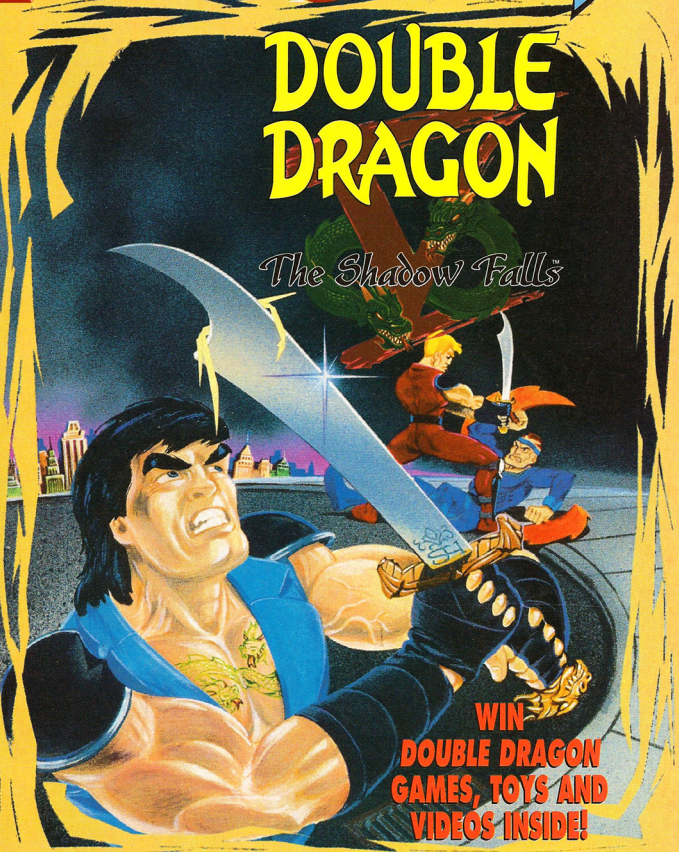
FDC 50080

# VIDEO GAMES

THE ULTIMATE GAMING MAGAZINE

# DOUBLE DRAGON

*The Shadow Falls*



**WIN**  
**DOUBLE DRAGON**  
**GAMES, TOYS AND**  
**VIDEOS INSIDE!**

August 1994 U.S.A. \$4.95  
Canada \$4.95 U.K. £2.95



## NEW FIGHTING GAMES

**Fighter's History, Shaq Fu,**  
**World Heroes 2 Jet, Ballz,**  
**Revenagers of Vengeance**

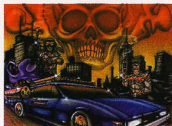




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Activision



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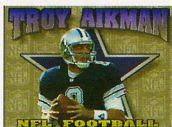
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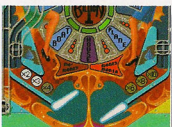
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Id Software



RISE OF THE ROBOTS™  
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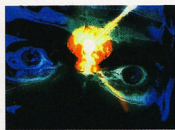
# LET GAMES

This is just the beginning for the Atari Jaguar 64-bit system. There are a ton of new games on the way for '94 designed to harness Jaguar's insane power. A power that's rapidly making other video game systems history.

Experience sports games so intense you'll feel the turf burn, combat games that'll drain pints of your blood, and dizzying virtual reality games like Doom and Alien vs Predator. Can you stomach a few thousand body blows? You'd better because in Ultra

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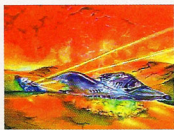




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US Gold



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AIR CAR WARS™  
Midnight Software



ARENA FOOTBALL™  
V-Real



DOOM™  
Id Software



BRET HULL HOCKEY™  
Accolade



BATTLEZONE 2000™  
Atari



DRAGON'S LAIR™  
Readysoft

# THE BEGIN.



BARKLEY BASKETBALL:  
SHUT UP AND JAM!™  
Accolade



ASSAULT™  
Midnight Software



DUNGEON DEPTHS™  
Midnight Software



KASUMI NINJA™  
Atari

Vortex, Kasumi Ninja and Double Dragon V, we've taken brawling to the 64th level.

What makes Jaguar games so awesome? The raw power of 64-bit technology that adds CD-quality stereo sound, 16 million colors, and incredible 3D animation. No wonder it was voted the best hardware system in Europe and America. And it's the only system made in America.

This is just a preview of what's to come. The Atari Jaguar. 64 bits. Do the Math.

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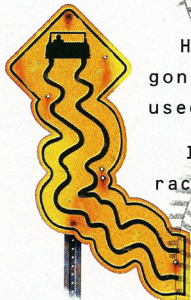
CIRCLE #106 ON READER SERVICE CARD.



The only thing you have to lose  
playing Stunt Race FX.







Hold on to your Salisbury steak. This is gonna be the wildest ride since Aunt Bert used to drive you to swim class.

It's **Stunt Race FX**, the out-of-control racing game where you'll feel every turn in your gut. Unless, of course, your gut's still back on the last hill.

That's because you've got a **Super FX chip** under the hood. Big whoop, you say? Well, try saying that when you're hurtling off a 3-D



cliff at 130 mph or a flying boulder looks like it's about to land in your lap. You might say, "OHNOOOO!!" or "**OHMAHGHAH!!!!**" But we doubt you'll say, "Big whoop."



GO FOR SPEED, BATTLE HEAD-TO-HEAD OR JUST GRAB SOME AIR. AND FORGET EVERYTHING YOU LEARNED IN DRIVERS ED.

And there's other wacky, weird stuff. In **Stunt Race FX**, you can **pull** your race, pick your vehicle, and pick one of **24 tracks**—with hills, banked curves, tunnels, wild jumps—you name it. (The other guy's newest game has only 3 tracks, so about all you get to pick is your nose.)

But you gotta have a Super NES. And maybe an iron gut. So c'mon, what do you have to lose?

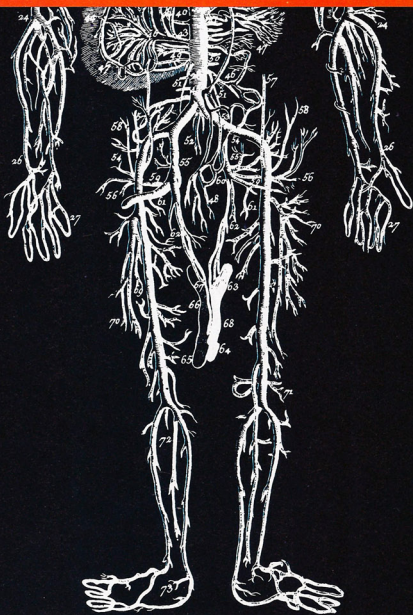
Well, besides that.

Only For  
**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM





THERE ARE 9,462 NERVE ENDINGS IN THE HUMAN BODY.



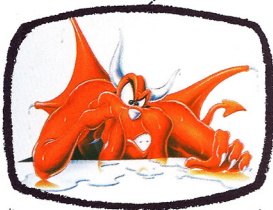


### Burn Cycle

In this live action video/computer hybrid, you play Sol Cutter, data thief, whose brain's been downloaded with a 24-hours-till-you're-dead computer virus. Coming this fall on CD-i and CD-ROM.



WHY WASTE THEM ON "LOVE CONNECTION?"



You are Mutt, a grumpy little hornhead, wending your way through the treacherous Labyrinth of Chaos in search of the mystic pizza. Coming this summer on CD-i, CD-ROM and PC Floppy. (Optional Digital Video cartridge required for CD-i)

**Litil Devil**



Your job is to waste the mutants and hybrids who inhabit 10 post-apocalyptic landscapes. Expect to be taunted and teased by in-your-face animator fees. Coming this fall on CD-i. (Optional Digital Video cartridge required)

**Mutant Rampage: Body Slam**

Most of what's on TV can be summed up in one word: lobotomy. Which is why Philips has come up with three new exclusive games. All with retina-searing graphics and ear-bending sounds. Now that you know this, why just sit there when you have 9,462 anxious nerve endings just begging for the controls.



Now, for a mere \$299, you can introduce your nervous system to the new Magnavox 450 CD-i player. For more input, dial 800.824.2567

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CD-i

PHILIPS MEDIA

# INSIDE VIDEO GAMES

Volume VI

Issue 8

August 1994

## NEWS

**INPUT:** "Join the VIDEOGAMES Team"  
**PRESS START:** News, Rumors, Reader Mail, Interviews, Information, X-Files, Top 10 Lists, VG Newsnet 20



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### Video-Game Previews

**Ballz, Pac-Man 2, Street Racer, Marko and His Magic Soccer Ball, Flying Nightmares, Maximum Carnage, Star Trek: Deep Space 9, Samurai Shodown,**



**The Death and Return of Superman, Contra: Hardcorps, Sparkster, Road Rash, Sonic Spinball and more!**

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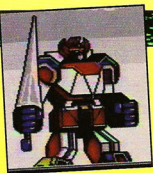
**Why buy a strategy book when you can get it all here, for cheaper! Follow our lead and beat the street: Super Metroid strategy 30**



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# WANTED:

**W**e get a lot of positive responses

to every issue of *VIDEOGAMES* Magazine, but we also receive a bundle of complaint letters, too. Most of them are from readers who disagree with our opinions on a particular game. Well, everybody has a right to have an opinion, but it's the *informed* opinion that really counts. That's why our staff plays games—lots of games—all day long. We'll honestly tell you if a game is a hit or a dud. Fortunately, our readers play lots of games, too, so I guess we'll always get positive and negative feedback from you.

Though it is satisfying to read letters that say, "I generally always agree with Chris Gore," that still doesn't solve our problem of wanting to involve readers in *VIDEOGAMES* magazine at a much deeper

# YOUNG, AMBITIOUS READERS TO PLAY GAMES

level. Some of your letters are so ferocious that I can see the imprint of what you wrote on the first page indented on the fifth page! How can we get these opinions, this *energy* into the pages of our magazine?

To meet this need, we're going to offer you the opportunity to become a member of the editorial staff of *VIDEOGAMES* for one issue. We want you to tell us—in 50 words or less—why you want to review games for us. Send your reasons along with your name, age, address, daytime telephone number and a snapshot of yourself for our masthead to:

**VIDEOGAMES Guest Editor**  
9171 Wilshire Blvd., Suite 300  
Beverly Hills, CA 90210

Each month we'll choose the most interesting response and give you the opportunity to be a Guest Editor of *VIDEOGAMES* for one issue. You'll receive 100 dollars, a *VIDEOGAMES* T-shirt, a bunch of free games and 50 copies of the magazine to give out to your friends and family. You'll also get a chance to speak your mind about the latest games, so be prepared: your comments will be read and respected by the entire video-game industry!

That's it. No flashy contest, no sentimental pep talk—just let us give you the freedom to make your mark on the ultimate gaming magazine, month after month. Next issue, look for the first lucky person on this page!

—Chris Gore  
The Big Cheese  
(and your boss if you win!)



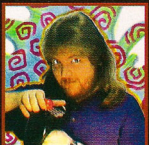
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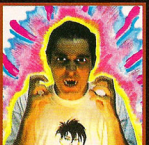
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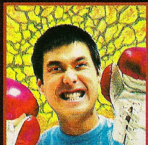
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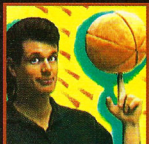
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# PRESS START

# NEWS INFORMATION RUMORS

EDITED BY BETTY HALLOCK, ERIC NAKAMURA & NIKOS CONSTANT

## Jean Claude Van Damme, Raul Julia in Street Fighter Movie

Can you shout "Sonic boom!" with a Belgian accent? Jean Claude Van Damme is getting paid big bucks to do just that; he's been tapped to play the part of Gilla in the Pressman Film Corporation's upcoming Street Fighter motion picture. Written and directed by Stephen De Souza (Die Hard,

48 Hours), Street Fighter is based on characters from the Capcom video game series. Though a complete cast list was not available as we went to press, other known players include Raul Julia as the fearsome boss M. Bison and Ming-Na Wen as Chinese martial arts heartthrob Chun-Li.

The crew started filming at the end of May on location in Bangkok, Thailand, with additional footage to be completed this summer in Brisbane, Australia. Set to be released before the end of '94, the Street Fighter film will also introduce a new character named Captain Sawada.

Gilla's second-in-command of the U.N. Forces, Sawada will be played by up-and-coming Japanese actor Kenya Sawada, and Capcom is considering the possibility of adding the Captain Sawada character to the series as a new fighter in a future Street Fighter game title.



**RYU** Byron Mann  
(Deadly Targets, Time Track)



**KEN**  
Cast member to be announced



**GILLA** Jean Claude Van Damme  
(Hard Target, Universal Soldier)



**BLANKA**  
Cast member to be announced



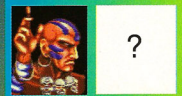
**CHUN-LI**  
Ming-Na Wen  
(The Joy Luck Club, As the World Turns)



**ZANGIEF**  
Cast member to be announced



**E. HONDA**  
Peter Navy Tuisosopo  
(Dangar Theater, Necessary Roughness)



**DHALSIM**  
Cast member to be announced



**M. BISON**  
Raul Julia  
(The Addams Family, Presumed Innocent)



**VEGA**  
Richard Jay



**SAGAT**  
Wes Studi (Geromimo)



**BALROG**  
Grand L. Bush (Die Hard, Demolition Man)



**DEE JAY**  
Miguel A. Nunez, Jr. (Lethal Weapon III, Theta)



**CAMMY**  
Cast member to be announced



**FEI LONG**  
Cast member to be announced



**T. HAWK**  
Cast member to be announced

Thanks to Absolute and Coca Cola, some lucky kids at John F. Kennedy High in Patterson, NJ had a lucky opportunity to see how computers are used to make video games. This was part of the National Science and Technology Week. Games they got to see in development were Home Improvement for the SNES and Star Trek: The Next Generation for the Game Gear.

The inaugural Blockbuster Video 1994 World Game Championship will feature a special Tournament Edition of Clay Fighter for the SNES. This version will be

enhanced and be faster. Also there's a tournament mode for 8 players in sudden death, single and double elimination. Got this game at participating Blockbusters. The tournament which is going on now will conclude at the World finals in Fort Lauderdale on August 19-21.

Tri Hooks Women

According to a recent Wall Street Journal article, 40% of the buyers of Spectrum Holobyte's Tetris are women. The article also attempts to address the reasons why

women get addicted to Tetris, and a sociologist commissioned by Nintendo, Gini Graham Scott, claims that "it's the woman who handles the decar," and that they feel a rush of endorphins. One woman claims that she quit smoking as a result of picking up the Game Boy. A most interesting comment includes on women who began to play mental Tetris with the Manhattan skyline!

NuReality which was founded by a co-founder of the largest fourth PC manufacturer AST will be releasing the VIVID 3D sound system which will give 3D sound from



# Sound Track

Buckweed and Swift make sure the mix is right in a studio stocked with bananas and bubba.



Come Get a Late Pass:

## the WASCALS

are Out to Clown Ya

**D**o you sit around at home playing video games and grooving to hip-hop tapes until your mom yells at you to read a book and turn off the damn racket? Do you like sitting around at school goofing on teachers and telling dirty jokes? Are you stuck in detention a lot? Is your life one big party? You're not the only one.

The VIDEOGAMES staff recently hooked up with hip-hop producer J. Swift, who told us about the Wascals, a group that gets off on playing video games all day and freaking rhymes all night. By a stroke of good luck, we got to hang out with the Wascals in the studio as they were putting the finishing touches on the last song of their debut album *Wascals Greatest Hits*. Between takes, we talked to them about life, music, business and video games.

With a video that's already in heavy rotation on *Yo! MTV Raps*, the Wascals—A.L. Phie, S t

Swift ponders his moves on level 5 of *Flashback*.

Imey, Spit-anky and Buckweed—are ready to shake your booty and feed your head like no other hip-hop artist on the scene



today. Taking their cues from the old *Our Gang* comedies (that's *The Little Rascals* to all those that have seen them on TV), the Wascals want to put the reality back into hip-hop, a genre of music that has been hounded in the media as being overly violent and misogynistic. As group motivator and mentor Swift tells it, "Our stories are realistic, not overboard.



A.L. Phie takes off his hat to show his tribute to Alifalfa from the *Our Gang* comedies.

We're not talking about stuff that we couldn't do, like kill babies, because that's dumb. Most people just hang out and do what we do."

J. Swift, 22, has lived a life of music. When he was 16, he started supporting himself as a musician by writing R&B songs and selling them to publishers. At the time, rap was still being developed and not mass-marketed by every record and soft

drink company to make a buck. "R&B beats are like nothing," says Swift, "you can make them in five minutes." He used his musical talents to earn money until the day he could earn a living by doing hip-hop. With a hit album by the group *The Pharcyde* under his belt, the Wascals ready to blow up and a bunch of other projects on the way, Swift is finally doing what he wanted all along.

The Wascals were originally formed, just for fun, by St. Imey and Buckweed, who were hanging around with Swift when he was working with other rappers. After Buckweed made an appearance on an Easy E Christmas single in 1992,

interest in the group started to grow. According to Spit-anky, "It became a game; people wanted to sign us." With that, they went to work with Swift, laying down tracks for their album. They holed up in various recording studios in Los Angeles, kicking back with their game systems and writing down rhymes to flow on.

Though working hard, the Wascals used their free time to improve their skills at *NBA JAM* (dominated by A.L. Phie, the *JAM* king), *Madden '94* (Buckweed's domain), *Super Empire Strikes Back* and *Flashback* (slowly mastered by the laid-back Swift). They claim that their game-playing skills port over to the business side of the music industry quite easily. "We're on a mission to get paid and all that...then we can sit back and talk about it."



The Wascals with their producer (clockwise from top left: Buckweed, A.L. Phie, Spit-anky and Swift.)

Treating business as a game, Swift and the Wascals have proven themselves quite successful with their laid-back style and no-rules approach. In addition to being musicians, Buckweed has started his own production company, A.L. Phie works as a professional actor and Swift is part owner of the label that's releasing the Wascals' album, *Fat House Wreckords*.

Living by the code of a mellow work ethic and youthful vibrancy, these guys have all the time in the world to become stars, get paid, play and maybe even appear in their own video game. Hey, it could happen!



two speakers. It will be compatible with your cartridge game systems as well as your PC for under \$100.

Stereograms on video, VIZ communication, the Anime translators and Cadence books are releasing a stereogram video, so you can stare at 3D images without special glasses. Screen savers are on the way and perhaps we'll see a video game made this way some day.

Also from Viz is the Super Mario Adventure and the

Legend of Zelda - A Link to the Past graphic novels. These reprint the first 12 episodes from the Nintendo Power magazine in 1992.

Prima Publishing just released a few books, one is SEGA CD Official Game Secrets, Eternal Champions the Sega Genesis Official Power Guide and the Sonic the Hedgehog 3 Official Play guide. Check these out if you need the help.

Commodore Company is gone under big time. Save

those 64's, they'll be worth a fortune. Get your hands on one of those monitors also. What's going to happen to the Amiga and the CD 32?

JVC's Heimdall for the Sega CD is delayed because the statues has some genitalia or at least things that can be construed to be genitalia. After lot of erasing, you'll see this game with perhaps extra papyrus leaves or a black dots.

Zach has a book for Heimdall already.







PlayStation™

## Hardware Extra: Sony's PlayStation-X

Entering the ring in the Battle Royale of game systems is the new Sony PlayStation or PS-X. A CD-ROM-based machine, the PlayStation will be available in Japan for Christmas 1994—though it's not expected to be released in this country



**ORA-194:** This 3-D shooter is billed as a New Media Game. Exactly what this means is a great question, so blast away in all directions.

until 1996. Since Sony is one of the biggest manufacturers of consumer electronics as well as being a software publisher, some insiders see the company's



Come see a 3DO™ Demo.

### WEST

July 23rd  
Babbage's, Bellevue Shopping Center, Bellevue, WA

August 13th  
Circuit City, Eremville, CA

August 27th  
G&G/Captron, Valico Mall, Cupertino, CA

September 3rd  
Circuit City, Eremville, CA

### MIDWEST

July 30th  
Electronics Boutique, Bloomington, MN

August 6th  
Electronics Boutique, Woodfield Mall, Schaumburg, IL

August 13th  
Electronics Boutique, Overland Park, KS

August 20th  
Babbage's, Northbrook Court, Northbrook, IL

August 27th  
GameStop, Mall of America, Bloomington, MN

### EAST

July 30th  
Software Etc., Willcobrook Mall, Wayne, NJ

August 6th  
Software Etc., Menlo Park Mall, Edison, NJ

August 20th  
Software Etc., Route 22, Springfield, NJ

August 27th  
Talk of the Town, Franklin Turnpike, Allendale, NJ

### SOUTH

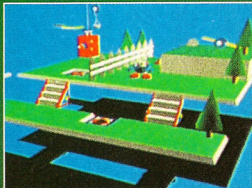
July 15th  
Babbage's,ventura Mall, North Miami, FL

July 23rd  
Electronics Boutique, Vista Ridge, Lewisville, TX

July 29th  
Babbage's, Miami International, Miami, FL

marketing and distribution muscle as the keys to the machine's success.

A 33MHz 32-bit chip is going to be in the heart of the box as well as MPEG compatibility for hot full-motion video, powerful sound chips and 5 MB of RAM. The machine's 3-D graphics engine can move polygons, sprites and texture maps



**Da Wolf Mr. Morikawa 2:** Education in the form of simulation at some kind of robotic factory.

smoothly. Looks like an arsenal of hi-tech goods, right? Read on for more of what this contraption can do.

The Japanese PlayStation's futuristic control pad features individual buttons for the Up, Down, Left and Right commands as well as ten separate multi-function buttons, six of which are on the face of the pad. You know how you use your pointer fingers to press the L and R buttons on top of the Super NES controller? The PS-X pad has four buttons on top, two on the left and two on the right. The machine has two controller ports, and there are slots in the back for inserting memory cards.

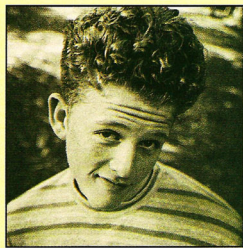
Aside from the three Sony software titles shown here, other games in development for the new machine include Namco's *Ridge Racer*, *CyberSled* and *Star Blade*. Can the PS-X do justice to these killer coins? We'll keep you posted.



**Red Prism:** A robotic battle game sounds great, especially when it utilizes full polygon graphics.



# Apparently, 1 out of 10 people is a blithering idiot.



(The other 9 chose the 3DO™ system over other home gaming systems at the 3DO Challenge.)

We invited visitors at 3DO promotional displays to check out a side by side comparison with other home gaming systems. 9 out of 10 people who completed the Challenge chose the 3DO system.

(The other 1 probably still likes disco music too.) They were asked about stuff like graphics, sound quality, and bitchin-ness of play. But hey, you're a 90's guy. You don't believe everything you read. Fine. Good. Come and see for yourself then. Take the 3DO Challenge. Unless of course you're too busy watching Disco Fever reruns.



**3DO. THE MOST ADVANCED HOME GAMING SYSTEM IN THE UNIVERSE.**

# SOUNDBOARD

## FIGHTING THE DREAM MATCH

I'm a Neo-Geo fan, and I saw the page on the secret character for *Fatal Fury Special* in your May 1994 issue. You said that a memory card was needed to find the secret character. Where can I get the memory card? All of my friends have been waiting to get it.

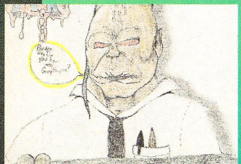
—John Zavala  
Palm Springs, California

You can order a Neo-Geo memory card by calling SNK directly at (310) 371-8555. Ask for the Customer Service department and be ready to kick down \$29. Keep in mind that you can't play as the secret character, Ryo Sakazaki, in the arcade version of *Fatal Fury Special*, that trick only works on the home version of the game. However, you can fight against Ryo in the arcades if you beat the game without losing a round.

## GORO GOES GREY?

Hey! What happened to Goro? Is he going to be in one of those "Grey Poupon" commercials? Oh yeah, aren't you going to talk about *Super Metroid* at all?

—Tony "Breaded Gow" Janszewski  
Parma, OH



Tony, you are weird. Thanks for the drawing. Why do they call you "Breaded Gow"? Regarding your *Super Metroid* question: Check out this issue's strategy

guide by none other than the video game god, Zach Meston.

## ANGRY PARENT

I am tired of censorship. Every time the legislators get involved with video games, it's like a slap in the face to parents. I am the parent! It is my responsibility to know what my child will or will not see concerning video games. I don't remember passing that job along to anyone else, let alone the U.S. Senate.

—M.D. Anderson  
Maryville, TN

You're absolutely right. That's why the VideoGAMES staff is in favor of a voluntary rating system; so that you and other parents can make informed decisions about the games your kids want to play. What we don't agree with is when the most uninformed legislators throw their hats into the ring and speak out on topics with which they are completely unfamiliar. We're sorry to hear that you're tired of hearing about censorship, but we hope you'll agree that somebody needs to keep video gamers informed on these issues, and we've chosen to keep our readers up-to-date with continuous coverage of the latest legislative happenings.

## BURN, SNES, BURN

I happen to be a very loyal Sega fan and—like countless other loyal Sega fans—I am pissed off at Nintendo's moronic advertisement on pages 24 and 25 of the May issue of *VideoGAMES*. They attempted to make the ad look like an editorial so they could fool VG readers. I decided that I would make my OWN list of questions and answers just like Nintendo did. Here goes:

Which system gives you two custom graphics processors?

SNES

Which company is run by white losers?

Nintendo

Which system has Mode 7 effects?

SNES

Which system hardly ever uses its Mode 7 capabilities?

SNES

Which system has a gray control deck?

SNES

Which company actually keeps its promises?

Sega

—Chris Hartford  
Westford, MA

Thanks for the humorous sequel, Chris. You won't



think that Sega is completely innocent, either, if you check out the following letter...

## LIE, SEGA LIE

Have you seen Sega's latest "Consumers Guide"? It's basically a free pamphlet that explains Sega games to parents and prospective system purchasers; I found mine at the local Wal-Mart. You would think that with all of Sega's wealth and prestige, the company wouldn't have to lie.

In the "Consumer's Guide," Sega specifically states on the first page that it made the "first consumer video game machine," the "first handheld color portable [system]" and the "first consumer CD game unit." Hey, Sega: Have you ever heard of the Atari 2600? The Mattel Intellivision? The GCE Vectrex? These and about ten other game systems were available long before your "SG-1000"

came out in 1983—in Japan only. Regarding your claim about color portables, all I have to say is LYNX—Atari's color portable definitely beat the Game Gear to the streets. "First consumer CD game unit"? The TurboGrafx-CD system was available years before Sega got into the CD-ROM business.

Just read through the "guide," and you'll see what I mean. "A Guide to Buying and Understanding Video Games?" Blasphemy!

—Alan Lanoie  
Greenfield, TN

Unbelievable! Thanks for bringing these blatant Sega blunders to our attention. We found some other bold-faced exaggerations in the pamphlet; for example, it claims that Sega has "the world's largest game library." Huh? You could add all of the Genesis, Sega CD, Master System and Game Gear titles together and never even come close to the total number of games released for Nintendo's Famicom system in Japan—the last time we checked, there were close to 1,000 titles released for that machine in its lifespan (11 years and counting!)

We're sure we speak for our readers when we deliver this message to all of the game manufacturers and publishers (you know who you are): The world of video games is not a political forum, and it's not a war that has to have a clear winner, either. Please stop wasting your time by slinging mud and stretching facts. If you redirect that energy into the process of continuing to make great video games, the industry as a whole will be a lot better off.

"Nuff said.

The new Sega "A" Model SG-1000. And the new Sega Game Gear—portable fun for the whole family with quality game play. In September we'll have the first of our new Sega Game Gear titles. We'll have the first of our new Sega Game Gear titles. We'll have the first of our new Sega Game Gear titles.

- The new Sega "A" Model SG-1000 (MSRP \$199.95)
- The new Sega Game Gear (MSRP \$149.95)
- The new Sega Game Gear titles (MSRP \$19.95)
- The new Sega Game Gear titles (MSRP \$19.95)
- The new Sega Game Gear titles (MSRP \$19.95)

## Special Preview: First Photos of Mortal Kombat II

Just as we went to press, we spotted these four photos of Acclaim's home versions of *Mortal Kombat II* on the



insert of the new Mortal Kombat techno CD. The 24-meg Super NES version is being developed by Sculptured Software and will include full blood and arcade fatalities, and the 24-meg Genesis version



is being handled by Probe in the U.K.—Probe is also doing the Game Boy and Game Gear conversions. Look for them in September!



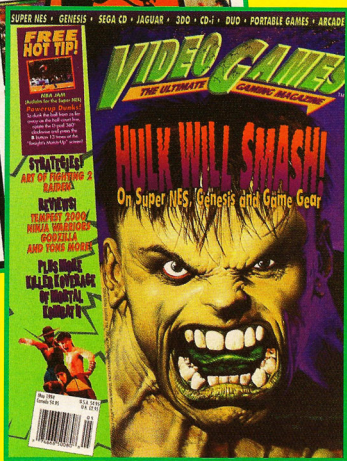


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NEWS

# X file

## HOOKIN' UP WITH VIDEO-GAME PLAYER AND PRO SKATER JEREMY KLEIN



One of the more interesting people we've met at **VIDEOGAMES** is professional skateboarder Jeremy Klein. We first met him when he was working at Turbo Technologies festing Duo games; before that, he had been writing video-game reviews for *Dirt* magazine (Sassy's lame little brother). Jeremy has a video-game habit: He owns every system except for 3DO and CD-I. He even made a special road trip to San Francisco last December so he could be one of the first people to own Atari's Jaguar. Recently, Jeremy started working for JVC in product development.

In addition to jonesing for time in front of the video-game screen, Jeremy skates professionally for Birdhouse Projects and owns his own skate company called Hook-Ups. Many of the de-



signs Jeremy uses on his boards and clothing are influenced by Japanese anime and video games. Recently, we talked to Jeremy about the games he loves.

### VIDEOGAMES: What game systems have you owned?

Jeremy: I bought an Atari 2600 with the game *Defender* for \$169. Then I was bummed because ColecoVision came out and it had better games and graphics. I also owned a Vectrex. After the mid-'80s game drought, I got the NES with *Super Mario Bros.*, right when it came out. Then I got the TurboGrafx-16 and a Duo to play Japanese games. I bought a Japanese Super Famicom so I could play Super NES before they released the SNES in America. Eventually I got a Sega [Genesis].

### What do you play now?

The Super NES and Jaguar.

### How long have you been skating?

Since the ninth grade—I'm 22 now.

**What are your favorite games?**  
*Tempest 2000*, *Puyo Puyo* [the Japanese version of *Dr. Robotnik's Mean Bean Machine*], *Dracula X* for the PC Engine Duo (it has incredible music!), *Mega Turrican* and *Super Street Fighter II Turbo* in the arcade. I mostly like games from Japan.

**What's the most money you've spent on a Japanese game?**  
 I got *Super Mario Kart* for \$120, a month before it came out in the U.S.

**What else do you like?**  
 I like Japanese animation (especially *Bubblegum Crisis*), Playmobil toys (the bands the Cocteau Twins, Shonen Knife and Lush, the late, great actor John Candy and Jackie Chan movies).

### What do you think is the future of gaming?

People are going to get bored with games because there are so many systems out that nobody will want to buy.

### What are your future projects?

Putting out a Hook-Ups skate video, going to Japan to learn the steps of game development and how development systems work and helping to design original games for JVC.

It's here. *Mortal Kombat -- The Album* is available on Virgin Records' subsidiary, Vernon Yard Recordings. It's a full length album that features techno music inspired by *Mortal Kombat* the game. The tracks are performed and produced by The Immortals. They're from Belgium. The ten tracks on the

album include "Sonya (Go Go Go)," "Techno Syndrome (*Mortal Kombat*)," "Kano (Use Your Might)," and "Scorpion (Lost Soul Bent on Revenge)." The album cover shows the first pictures of *Mortal Kombat II* for home systems to be seen. For the authorized *Mortal Kombat II* newsletter,

write to: THE PIT II, P. O. Box 9005, Dept. CD, Oyster Bay, NY 11771.





## GENESIS

1. World Series Baseball by Sega
2. NBA JAM by Arena
3. Caesar's Palace by Virgin
4. NBA Showdown by EA Sports
5. FIFA International Soccer by EA Sports
6. Star Trek: The Next Generation by Sega
7. RBI Baseball '94 by Tengen
8. PGA European Tour by EA Sports
9. NHL Hockey '94 by EA Sports
10. NBA Action '94 Hosted by Marv Albert by Sega



## SEGA CD

1. Tomcat Alley by Sega
2. Dark Wizard by Sega
3. Dragon's Lair by ReadySoft
4. Rise of the Dragon by Dynamic
5. Lunar: The Silver Star by Working Designs
6. Third World War by Absolute
7. Ground Zero Texas by Sony Imagesoft
8. NHL Hockey by EA Sports
9. Dracula Unleashed by Sega
10. Wing Commander by Electronic Arts



## SNES

1. Super Metroid by Nintendo
2. NBA JAM by Acclaim
3. Ken Griffey Jr. Presents: Major League Baseball by Nintendo
4. Star Trek: The Next Generation by Spectrum HoloByte
5. Eye of the Beholder by Capcom
6. Secret of Mana by Square Soft
7. Ultima VI by FCI
8. MLBPA Baseball by EA Sports
9. Knights of the Round by Capcom
10. Lufia and the Fortress of Doom by Taito



## SOFTWARE

1. Dungeons & Dragons: Tower of Doom by Capcom
2. Gal's Panic 2 by Kaneko
3. Raiden II by FatLabs
4. Samurai Showdown by SNK
5. Neck 'N' Neck by Buntra
6. World Rally by Atari
7. Super Street Fighter II by Capcom
8. Art of Fighting 2 by SNK
9. Windjammers by Data East
10. Street Fighter II: Champion Edition Turbo by Capcom



## GAME GEAR

1. NBA JAM by Arena
2. Disney's Aladdin by Sega
3. X-Men by Sega
4. Mortal Kombat by Arena
5. Columns by Sega
6. Sonic Chaos by Sega
7. Micro Machines by Codemasters
8. Poker Face Paul's Solitaire by Sega
9. Winter Olympics by U.S. Gold
10. Road Rash by U.S. Gold



## TOP TEN CHARACTERS WE'D LIKE TO SEE IN NBA JAM

1. Fat Albert
2. KISS in full make-up
3. Chaka from Land of the Lost
4. Tank Girl
5. Underdog
6. Xuxu
7. Tattoo from Fantasy Island
8. Renin from What's Happening
9. Aeon Flux
10. Peko-Chan the Milky candy girl



## COIN-OP

1. Mortal Kombat II by Midway
2. NBA JAM Tournament Edition by Midway
3. Virtua Fighter by Sega
4. Lethal Enforcers II: Gunfighters by Konami
5. Run & Gun by Konami
6. NBA JAM by Midway
7. Lethal Enforcers by Konami
8. Final Lap 3 by Namco
9. Mortal Kombat by Midway
10. Alien: The Gun by Sega



## ARCADE

1. Star Trek by Williams
2. Tommy by Data East
3. Addams Family by Midway
4. Rescue 111 by Gottlieb/Premier
5. Demolition Man by Williams
6. Tales From The Crypt by Data East
7. Indiana Jones by Williams
8. Twilight Zone by Midway
9. Wipeout by Gottlieb/Premier
10. Terminator 2 by Williams



## 3DO

1. Jurassic Park Interactive by Universal Interactive
2. John Madden NFL Football by EA Sports
3. Out Of This World by Virgin
4. Super Wing Commander by Electronic Arts
5. The Horde by Crystal Dynamics
6. Total Eclipse by Crystal Dynamics
7. Sewer Shark by Virgin
8. Cowboy Casino by IntellPlay
9. Twisted by Electronic Arts
10. Escape From Monster Manor by Electronic Arts



## BETTY & ERIC'S TOP TEN CANDY BARS

1. Peanut M&Ms
2. Reese's Peanut Butter Cups (plain)
3. Reggie
4. Twix
5. 100 Grand
6. Baby Ruth
7. Abba Zabba
8. Caramello
9. Mr. Goodbar
10. Haribo Gummi Bears



## DELUXE COIN-OP

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



NEWS  
 ...  
 ...  
 ...



# VG NEWSNET

## NEWS YOU CAN TRUST!

### 3DO UNDER FIRE

A recent Newsweek article painted a rather bleak picture of the future of the 3DO platform, citing poor sales of the Panasonic R-E-A-L machine in the U.S. as well as reporting that Spectrum HoloByte has halted development of its significant *Star Trek: The Next Generation* 3DO game. While Spectrum HoloByte has attempted to defuse the *Star Trek* story, we feel it's far too early to sign the 3DO's death warrant just yet. The machine is selling well in Japan, and it's important to remember that no video game platform has ever been able to prove itself in the U.S. in such a short time. Even the hugely successful Nintendo Entertainment System—the dominant game machine of the late '80s—took a good two years to build up a full head of steam.

### MEGA MAN REDUX

Speaking of the NES, former 8-bit addicts who went ga-ga over the retro vibe of Nintendo's *Super Mario All-Stars* will get more kicks this fall when Capcom releases *Mega Man: The Wily Wars* for the Genesis. Marking the character's first appearance on a Sega platform, this 12-megabit title combines the original *Mega Man*, *Mega Man 2* and *Mega Man 3* adventures into a single cartridge.

### DRACULA X-FILE

Despite heavy underground support, unsolicited magazine coverage and a proposed letter-writing campaign, there's still no way that Konami will ever release the stunning Japanese PC Engine game *Dracula X* for the TurboGrafx-CD/Duo in this country. However, there's a slight possibility that

this Castlevania sequel will be converted to the Sega CD platform—which is exactly what has happened to Konami's controversial PC Engine cyberpunk adventure, *Snatcher*. The Sega CD version of *Snatcher* was officially unveiled at the Summer Consumer Electronics Show on June 23rd.

### SAVAGE HEROES/CLAY FIGHTER GO 32-BIT

The top-secret Electronic Arts project *Savage Heroes*—a fighting game with character animation digitized from footage of stop-motion animated models—has been cancelled as a Genesis cartridge. Current plans call for the game to appear on 32-bit platforms only. The same goes for Interplay's upcoming *Clay Fighter* sequel; though this all-new beat-'em-up will appear first as a 16-bit SNES cartridge, the Sega version of *C2—Judgment Clay* will be one of Interplay's first titles for the new 32X platform.

### WOLFENSTEIN 3-D, LOOPZ IN LIMBO

If you've been holding your breath waiting for Imagineer's Super NES puzzler *Super Loopz*, you'd better exhale now. Despite Eric's extremely positive review in our June issue, the game's release has been postponed indefinitely. The same is true of Imagineer's Genesis version of *Wolfenstein 3-D*; we've heard that the game's developer, Tiertex, is finding out that the Genesis hardware just can't deliver a version of the game that—per Imagineer's specifications—"blows away" the Super NES adaptation. Genesis owners who are starving for some first-person violence may have to settle for Accolade's *Zero Tolerance*, a

*Wolf 3-D* clone that's said to have received a lot of attention at the recent Sega sales conference in Florida.

### TEMPEST 2000 PADDLE CONTROLLERS?

Sure, everybody loves Atari's *Tempest 2000* for the Jaguar, but a common complaint is the lack of a knob-style "paddle" controller like the original *Tempest* coin-op used. It came as a surprise, then, to learn from programmer Jeff Minter that the game includes a hidden "rotary control" configuration option (just hold the **PAUSE** buttons on both controllers at the "Game Options" menu.) That's all well and good, but there is no currently-available paddle controller for the Jaguar and Atari's plans to release one are sketchy. Readers with soldering-iron skills are encouraged to pick up an old Atari 2600 paddle controller and try to make their own; just don't do anything that will violate the terms of your warranty unless you're prepared for the possible consequences.

### SEGA CD BUG LIVES

Remember the hardware bug that caused minor game-freeze problems in *Lunar: The Silver Star*? We hear that the problem had been dismissed by Sega techies as a software bug that plagued only *Lunar*—that is, until Sega's own *Dark Wizard* role-playing game suffered from the same symptoms. If you're one of the small percentage of Sega CD2 owners whose CD drive locks up after a long battle in these or any other games, try gently tapping the side of the CD compartment to cause the drive to reseek the proper track and send you on your way.



# THE POWER OF THE DRAGON CONTEST

To commemorate the release of Tradewest's new action game, *Double Dragon V: The Shadow Falls* for the Super NES, Genesis and Jaguar,

VIDEOGAMES is giving away a heapin' helpin' of *Double Dragon* merchandise, including game cartridges, action figures and home videos! You can watch martial arts heroes Billy and Jimmy Lee kick butt on your VCR, control the carnage on your game machine or even act out their antics with the complete line of poseable action figures and vehicles! Just send in a postcard with your name, address, phone number and age—and tell us which system you'd like to win *Double Dragon V: The Shadow Falls* for (Super NES, Genesis or Jaguar.)



**10 Grand Prizes!** Ten (10) lucky winners will each receive a *Double Dragon V* prize package filled with tons of cool *DD* paraphernalia!

**Double Dragon V Prize Package includes:**

- *Double Dragon V: The Shadow Falls* game cartridge for the Super NES, Genesis or Jaguar (your choice)—courtesy of Tradewest
- *Double Dragon* Action Figures: Billy Lee, Jimmy Lee, Vortex, Blaster, Shadow Master, Sickie and Trigger Happy—courtesy of Tyco Toys
- *Double Dragon* Action Figure Vehicles: Double Dragon Cycle, Double Dragon Cruiser and Shadow Raven—courtesy of Tyco Toys
- *Double Dragon* two-volume video library (VHS)—courtesy of Buena Vista Home Video
- VIDEOGAMES T-Shirt—courtesy of VIDEOGAMES Magazine

Send your postcards (no envelopes please) to:  
**The Power of the Dragon Contest**  
c/o VIDEOGAMES Magazine  
9171 Wilshire Blvd., Suite 300  
Beverly Hills, CA 90210.

Multiple entries accepted, but each must be sent in separately. The deadline for entries is **September 15, 1994**. VIDEOGAMES Magazine will choose the winners randomly, so good luck and send those cards in.

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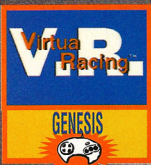


# TIPS & TRICKS

BY NIKOS CONSTANT AND ZACH MESTON



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



## Backwards Tracks!

If you think you've mastered *Virtua Racing*, then think again. This code lets you race on three "new" courses which are actually just the three normal courses run in reverse. At least this code gives a little bit more value to a cart that is being sold for 100 bucks in some places. To do the cheat, hold down A, B, and Up when the Sega logo comes on the screen. While continuing to hold A, B, and Up, press and hold Start until the demo screen comes on. Let go of all the buttons and press Start to get to the "Mode Select" screen where you'll find a new option: backwards *Virtua Racing*! Select the course and you'll be able to race all the tracks in reverse!



Wait until the Sega logo appears on the screen and hold down A, B, and Up together. While still holding these three, press and hold Start.



Control the demo screen course on.



Let go of the buttons and press start to get to the "Mode Select" screen. You'll find a new option: backwards *Virtua Racing*.



...in reverse.



You'll find all of the tracks in reverse on the "Backwards" screen.



Control all of the things in reverse during the race.

TIPS & TRICKS

## HINT HOT LINES!

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

**Nintendo of America Inc.**  
(206) 895-PLAY  
**HOURS:** Monday through Saturday—4 a.m. to midnight (Pacific Standard Time)  
Sunday—6 a.m. to 7 p.m. (Pacific Standard Time)  
**COST:** Standard long-distance rates to Redmond, Washington, apply.  
**TIPS:** Nintendo's game counselors field questions about any licensed game for the NES, Super NES or Game Boy.

Sega of America Inc.  
(415) 591-PLAY

**HOURS:** 6 a.m. to 6 p.m. (Pacific Standard Time) seven days a week  
**COST:** Standard long-distance rates to Redwood City, California, apply.  
**TIPS:** Sega's game counselors field questions about any Sega game for the Genesis, Sega CD, Game Gear or Master System. With the exception of Seisimo's Genesis games and certain early Revolution titles, questions about third-party games are not covered by Sega's counselors, they will, however, refer you to the appropriate phone numbers for tips on licensed titles.

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

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

**COST:** Standard long-distance rates to Los Angeles, California, apply.  
**TIPS:** TTI's game counselors field questions about any NEC, TTI or Working Designs game for the TurboGrafx-16 or Duo.

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

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

and any other CD-I software info.

**U.S. Gold (Flashback Gameline)**  
(900) 288-GAME

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

**Data East**  
(900) 4545-HELP  
**HOURS:** 24 hours a day, seven days a week for recorded messages, or 8 a.m. to 6 p.m. (Pacific Standard Time) Monday through Friday for optional game counselor assistance  
**COST:** 95¢ for the first minute, 75¢ each additional minute  
**TIPS:** Tips and strategies for Data East's *Shadowrun* for the Super NES are the primary resource, but help is available for many other Data East titles, including *Side Pocket* and *High Seas Haven*.



# GAME GENIE

## CODES

Codes for use with Galoob's Game Genie Video Game Enhancers

### PALADIN'S QUEST (Enix America for the Super NES)

10B5-6405—Don't take damage from most enemy hits

10B6-AF00—Spells use no H.P. in battles

B48B-6481—No money needed at Toolhouse & Weapon Shop

### MUTANT LEAGUE HOCKEY (Electronic Arts for the Genesis)



A15A-AA7C—Start with final scores from the last game played  
RFFA-A6V2—Infinite time outs  
G79A-AAAG—Two pointers scored very close to goal

### ROBOCOP 3 (Flying Edge for the Game Gear)



3AB-30D-2A2—Infinite lives  
006-64D-A2C—Infinite ammo for all guns  
34D-346-2A2—Energy pick-ups do nothing

### FISH DUDE (Sofel for the Game Boy)

002-ABF-3B5—Infinite lives  
0E2-30F-E62—Start with 15 lives  
002-30F-E62—Start with 1 life

## Level Select

Find your way through the world of *X-Kaliber 2097* with this awesome stage select. At the title screen—the one with the 1 Player/2 game select—press **Right, Right, Left, Left, Up, Down, Left, Down, Down**. The music will stop and start again when you've finished. Next, press the **A** button and you'll find the Round Select menu; now you can warp directly to the different levels and bosses.



Press **Right, Right, Left, Left, Up, Down, Left, Down, Down, Down**.



Then press **A** to find the Round Select screen.



Check out all of the levels with ease!

## Invincibility!

Also at the *X-Kaliber 2097* title screen, try punching in the code **Left, Left, Right, Right, Down, Up, Right, Up, Up, Up** on the D-pad. The music will stop and start again as above. Now enter the options menu; you'll see a new selection called "No Damage." Turn this option "on" to gain invincibility!



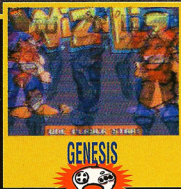
Press **Left, Left, Right, Right, Down, Up, Right, Up, Up, Up**.



Activate the "No Damage" selection at the Options menu...



...to kill without retribution.



## New Difficulty Level!

Do you think you've cooked up all the spells that can be stewed in *Wiz 'n' Liz*? Are you the Cheech Wizard? Try this code to see if you've *really* earned your robes. When the Sega logo comes up on the screen, hold the **A, B** and **C** buttons down and press the **START** button **twice**. You'll hear a voice shout "Yeah!" Now go to the options screen and highlight the difficulty level; you'll find that a new setting has been revealed, the "Super Wizard" level!



Hold **A+B+C** and press **START** twice.



Now there's a "Super Wizard" difficulty level.



You'll need all of your wizard skills to finish this version of the game!



## Extra Weapons, Bombs, Lives!



Hold **RIGHT**, press **B**, **C**, **B**, **B** and release.



Press **START** to find the hidden option menu.



Start the game with more lives, bombs, and an excellent gun!

To find a hidden option menu, hold the **D**-pad to the **Right** at the Start Game/Options screen, then press **B**, **C**, **B**, **B**. Release the **D**-pad and the cursor will change from an arrow to a square. Press **START** and you'll find the secret menu that allows you to load up on guns, lives and bombs!

## Level Select

If you want to dance your way through the various levels, you must first enter the code shown above. Once you're at the secret options menu, hold the **D**-pad **Left** and press **B**, **C**, **B**, **C**. Release the **D**-pad and the cursor will change from an arrow to a square. Go down to "Run Game" and press **A** to find the Level Select.



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



Move the cursor to "Run Game" and press **A**...



...to find the Level Select menu!

## Infinite Shields



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

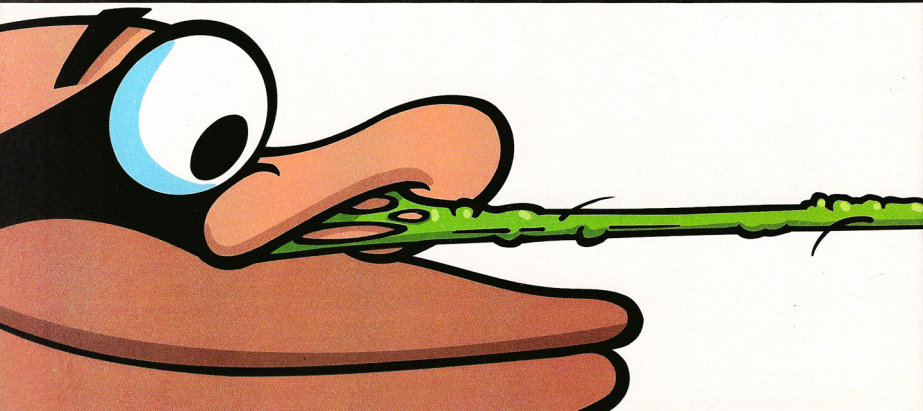


The cursor will change from an arrow to a square.

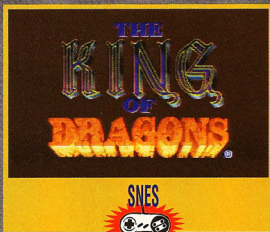


Start the game and you'll be invincible!

If you want to breeze through the game as a bullet-proof warrior, go to the level-select screen by entering the codes shown above. Once you're there, hold the **B** button and press **Left**, **Right**, **Right**, **Left** on the **D**-pad. The cursor will change from an arrow to a square. When you start the game, you'll have infinite shields.







Let your character die until the Credit counter reads "01."



At the next "Continue?" prompt, press START on Controller 2, then press START on Controller 1 and finish choosing a character for Player 2.

# 99 Continues!

This trick is a bit more complicated than the usual button-pushing code. Start a one-player game of *King of Dragons* and let all of your characters' lives run out (it takes a while, so be patient). When you've finally kicked it, the "Continue?" prompt will appear; press **START** on Controller 1, and the Credit counter will read "01."

Now you must let your lives run out a second time. When the "Continue?" prompt appears again, press **START** on *Controller 2* to join in, but don't choose a character yet. Quickly press **START** on *Controller 1* to continue before the countdown expires, then finish choosing a character for *Controller 2*—when both characters are on the screen, you will see that you have 99 credits.



When both players are selected, you'll continue with 99 credits!



*Codes*  
For use with Datel's Pro Action Replay Game Busting Cartridges



## SUPER METROID (Nintendo for the Super NES)

- 7E09-C263—Infinite energy
- 7E0B-2E02—Mega jump
- 7E09-C609—Unlimited missiles (icon not visible)
- 7E09-C801—Use with above code to make unlimited missiles icon visible
- 7E09-CA09—Unlimited bombs (icon not visible)
- 7E09-CC01—Use with above code to make unlimited bombs icon visible
- 7E09-CE09—Unlimited power bombs (icon not visible)
- 7E09-D001—Use with above code to make unlimited power bombs icon visible

TIPS & TRICKS





# Stage and Area Select!

To start at any stage in this Taito beat-'em-up, wait for the words "PUSH START" to flash on the title screen, then hold down the X and Y buttons on Controller 1 and press A, B, A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B. The

"Stage" menu will appear, allowing you to start at any level. Enter the same code again at this sub-screen and an "Area" select option will pop up, allowing you to go to any part of the level.



Hold X+Y and press A, B, A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B.



The Stage Select screen will appear. Enter the above code again...



...to add an Area Select option.

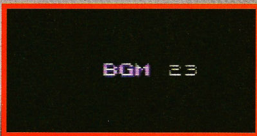


Now you can jump to any stage or sub-stage of the game!



Hold the L and R buttons on the top of the controller and press START.

# Music Test



Choose a tune by pressing Left or Right, then press Y to hear it or B to fade out.

Also at the *Ninja Warriors* title screen, wait for the words "PUSH START" to appear, then hold the L and R buttons on top of the controller and press START. You'll be sent to a simple menu screen that allows you to sample all of the BGM (background music) from the game.







# Level Select!

Last month we gave you all the codes for *Wolfenstein 3D* except for one. The stage-select code was just too big for our July issue, but here we are in August and the weather's just too hot to not have this cheat. So sit back with a cool drink in hand, take the joy pad and jam on this cheat. While holding the R button on top of the controller, jam on the SNES (or reset the console.) Continue to hold R until B.A. appears on the screen with the mini-gun, then immediately press Up and SELECT simultaneously. It may take you a few tries to do it quite enough for the level select screen should then appear.



Hold the R Button on top of Controller 1 and jam on the SNES console.



Keep holding the R Button throughout the intro...



...until B.A. appears. Quickly press Up and SELECT...



...to reach the "Select Level" screen.



If you go to the bottom right of the level select menu, you'll find a level called "65." This is a secret level!



This level is very hard, so you may want to do some of the cheats we printed last issue:

**God Mode:** Pause the game and quickly press B, Up, B, A. Re-enter the game and you will be invincible.

**Extra Stuff:** Pause the game and quickly press R, Up, B, A, and go back into the game to refill your supplies and get extra guns!



Now you can throw your hands in the air and huck like you just don't care to get extra cool treasure...



...and thrash on the super mean bad guys.



## Codes

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



## MORTAL KOMBAT

(Arena for the Genesis)

FFAB3-10001—Fight before the screen says "Fight!"

FFAB8-90003—Fight after the screen says "You Win (or Lose)"

FFCB0-20001—Play as Reptile (choose Sub-Zero or Scorpion)—Player 1

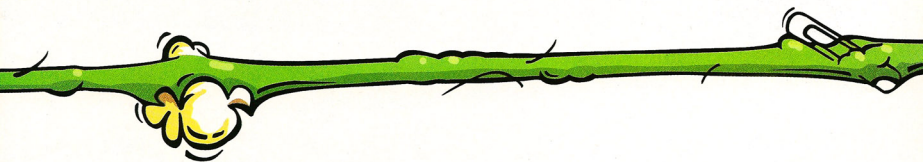
FFCC0-20001—Play as Reptile (choose Sub-Zero or Scorpion)—Player 2

## THE INCREDIBLE CRASH DUMMIES

(Acclaim for the Game Boy)

030X-B9C0—Replace X with 0 for Easy mode, 1 for OK mode, 2 for Hard mode and 3 for Very Hard mode  
0204-A4FF—Fireproof crash dummy

TIPS & TRICKS



# KILLER KOMBOS

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



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

## ★ MORTAL KOMBAT 80%-100% DAMAGE ★

This Game Boy Killer Combo was sent to us by Kevin Thomas of Petersburg, Virginia who wins himself a pair of Dual Wireless controllers for the Super NES. We haven't seen many kombos for the Game Boy or Game Gear, but this one works like a charm. As soon as the match starts, do a jump punch and follow it up with a harpoon throw. As your opponent stands dazed, uppercut them. As they start to get up, hit them with a second harpoon/uppercut combo. You should get a flawless victory with this set of moves, almost every time.

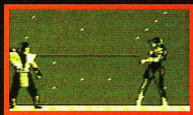
GAME BOY



↑+A



←←+B, ↓+B



←←+B



↓+B

## ★ MORTAL KOMBAT 100% DAMAGE ★

Brian J. Hernandez of Milwaukee, Wisconsin sent in this detailed Kombo for Raiden that gives you a Flawless Victory on every character up until the mirror match. Because Brian showed us the path to kicking ass, he snakes a pair of Dual Wireless controllers for the Genesis. Start the Kombo with a teleport right after "Fight" appears on the screen. As soon as you teleport, hit high punch four times. Teleport again, and trip your opponent and follow it up with an uppercut. Teleport again, and as soon as you start to appear, do a torpedo attack. Finish the move with a jump kick to complete your flawless victory.

GENESIS



↓+↑



X, X, X, X



←+C



↓+X



↓+↑



→←←

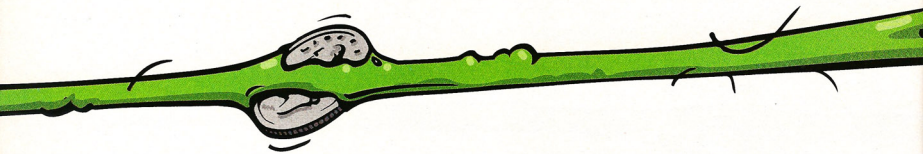


↵+Z

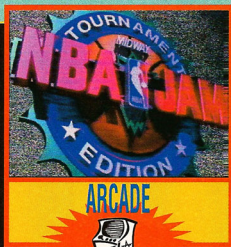


You've got yourself a flawless victory.

TIPS & TRICKS







# Secret Character Codes

Here are a ton of confirmed Special Guest codes for *NBA JAM Tournament Edition*. Enjoy!



Wilkins  
DOM  
4/16



Mourning  
ZO\_  
2/8



Thomas  
ZEK  
4/30



Olajuwon  
HAK  
1/21



Ewing  
PAT  
8/5



Robinson  
ROB  
8/6



Malone  
KRL  
7/24



Boon  
EJB  
2/22



Tobias  
TOB  
8/24



Olivia  
LOR  
2/20



Hoskins  
KER  
10/10



Kemp  
KMP  
11/26



Brown  
DEE  
11/29



Pippen  
PIP  
9/25



Coleman  
DC\_  
6/21



Webber  
WEB  
3/1



Tsui  
JYT  
11/28



Deal  
LTD  
4/30



Macica  
REM  
3/26



Beran  
SAB  
8/29



Skiles  
JMS  
7/29



Heitsch  
WMN  
11/11



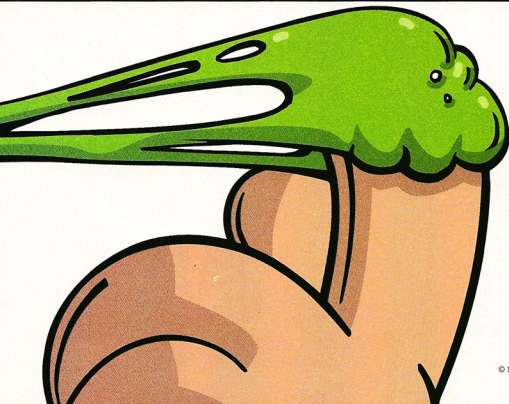
Martinez  
MAM  
8/7



Air Morris  
WIL  
1/1



Sharpe  
ROG  
8/1



Coming soon from



Or don't play at all.

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CIRCLE #107 ON READER SERVICE CARD.

TIPS & TRICKS

# SUPER METROID™

## (Nintendo of America for the Super NES)

Here's a completely useless piece of trivia for ya: That moron in the just-slightly-inspired-by-Sega *Super Metroid* TV commercial is John Amos, the host of MTV's lip-synch game show, *Lip Service*. How do I know this? Why do I care? Good questions, both. Wish I had answers (heh). What I can tell you is that this strategy guide has copiously labeled maps of every zone, special attacks and maneuvers that aren't listed in the instruction manual, and other keen information.

By Zach Meston

## Special Attacks and Techniques

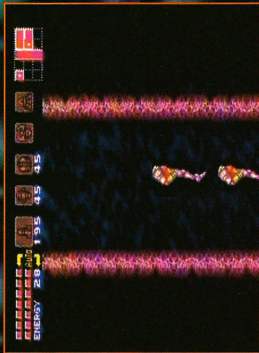
- **BOMB CLIMBING:** *Super Metroid* is designed so that you can't enter certain areas of the game without the Hi-Jump Boots or the Space Jump. However, there's a very sneaky way to get into some of these areas without this equipment. It's done by dropping bombs at a constant rate so that the explosions propel you upward into the air. The timing of the bomb-dropping is crucial; if your rhythm is too quick or too slow, you won't get off the ground. A controller with an adjustable rapid-fire rate is ideal.

- **DASH JUMP:** This energy-draining maneuver, like Wall Jumping, is demonstrated to you by one of Zebe's native creatures. Start running with the Speed Booster and then press **Down** on the controller to start flashing. Now press the controller in a direction simultaneously with the jump button. You soar into the air with the greatest of ease. You don't have to Dash Jump immediately after you start flashing, but the flash will wear off after a few seconds. The Dash Jump is needed to get one of the more tricky placed Missile containers.

- **ENERGY RECHARGE:** You need at least 10 Missiles, 10 Super Missiles and 11 Power Bombs—and your Energy Meter must be at 50 points or less—to use this trick. Select the Power Bombs, hold down the **L** and **R** buttons, press and hold **Down** to roll into a Morphing Ball and press and hold the fire button to drop a Power Bomb and completely recharge your armor.

- **SPECIAL ATTACKS:** To use special attacks, you need the Charge Beam, Power Bombs and at least one other Beam. Select Power Bombs, then select the Charge Beam and one other beam. Press and hold the fire button until the special attack occurs. One Power Bomb is used up by the special attack, but the flash will wear off after a few seconds. The Dash Jump is needed to get one of the more tricky placed Missile containers.

- **WALL JUMPING:** At one point in the game, three little green guys bounce up and down a narrow shaft to demonstrate the Wall Jumping technique. Here's how you do it: Execute a spinning jump toward a wall. As soon as you make contact with the wall, press the control pad in the opposite direction and press the jump button again. The timing is very tight on this maneuver, so it can be frustratingly difficult to do. Just keep practicing.





## Bosses

- **Zebes Monster (Crateria):** Stay at long range and blast the Monster in the head with Missiles, then with your Beam.
- **Kraid (Brinstar):** This boss goes down real easy if you manage to tag him with a few Super Missiles, but most likely you won't. Shoot Kraid in the eyes to make his mouth open, and then plug him in the pug with Missiles. Shoot the floating claws for power-ups.
- **Crocemire (Norfair):** Fairly easy. Whenever Crocemire opens its mouth, blast it with a Missile or a charged-up Beam to knock it to the right. Keep moving it to the right until it falls into the hot lava. Nice death sequence!
- **Phantoon (Wrecked Ship):** Whenever Phantoon appears on the screen, shoot it in the eye with Missiles and Super Missiles. Shoot the blue fireballs for power-ups.

Shoot the blue fireballs for power-ups.

- **Snake (Maridia):** Shoot it directly in the head with Missiles and Super Missiles. Stay on the far left side of the screen and it will rarely even come close to you.
- **Draygon (Maridia):** There are two ways to attack Draygon: Either shoot it in the chest with loads of Missiles or use your Grappling Beam to grab onto one of the sparks on the far left or far right side of Draygon's chamber and shock him to death. The shock treatment method is much more difficult to pull off. Remember to shoot the white pustules that Draygon shoots at you to reveal power-ups.

- **Stature (Norfair):** Shoot it in the head. Enuff said!
- **Ridley (Norfair):** No real tricks here—avoid Ridley's tail and blast it with every Missile in your arsenal.



## Item Totals

Here are the maximum numbers of items and power-ups that can be collected:

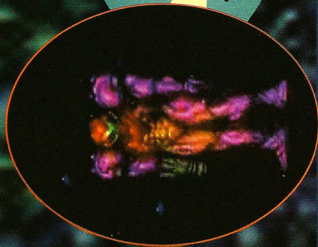
- 14 Energy Tanks
- 4 Reserve Tanks
- 230 Missiles
- 50 Super Missiles
- 50 Power Bombs

Your item collection percentage at the end of the game is determined by how many of these items you collect. And, yes, 100% is possible.

## Ending Sequences

There are three ending sequences in *Super Metroid*, and the ending you get is determined by the amount of time it takes you to play through the game. To get the best ending sequence, the game must be finished in under three hours, which means you will have to pass up some of the special items in order to get through the game as quickly as possible. Here's a description of each of the three endings:

- **10:00 and Over:** Samus gives a thumbs-up, jumps backward and shoots the screen.
- **3:00 to 9:59:** Same as the 10:00-and-over ending, except that you get to see Samus' face; the rest of her body remains inside the suit.
- **Under 2:59:** Would we be so lame as to spoil it for you? I don't think so. We will mention that you get to see quite a bit more of Samus than her face (schwing!).





## Mini-Walkthrough

*Super Metroid* is too massive a game to give you a detailed walkthrough without taking up tons o' space, so instead, here's a list that shows you the order in which to gather the special items and take on the bosses. (Obviously, this isn't the *only* order in which to collect the items—just a recommended order.) Refer to the maps to see where the items are, and remember to explore all over the place to find Missiles, Super Missiles and Power Bombs.

1. Collect the Morphing Ball (Brinstar).
- When you take the Morphing Ball, you activate Zebes' security system, which in turn brings out the monsters (as soon as you collect your first Missile power-up). Gulp.
2. Collect the Bomb (Crateria).
- The Bomb is guarded by the Chozo Monster, a wimpy creature that erupts out of the Chozo Statue.
3. Defeat the Spore Spawn (Brinstar).
4. Collect the Charge Beam (Brinstar).
5. Collect the Hi-Jump Boots (Norfair).
6. Defeat Kraid (Brinstar).
7. Collect the Varia Suit (Brinstar).
8. Collect the Speed Booster (Norfair).
- As soon as you take the Speed Booster, start running to the left to stay above the rising lava.
9. Collect the Ice Beam (Norfair).
10. Collect the Spazer Beam (Brinstar).
11. Defeat Crocodile (Norfair).
- After you beat Crocodile, go to the left. Crocodile's skeleton (!) smashes through the spike wall and collapses, leaving behind a pile of power-ups.
12. Collect the Grappling Beam (Norfair).
13. Collect the Wave Beam (Norfair).
14. Collect the X-Ray Scope (Brinstar).
- Once you have the X-Ray Scope, use it *everywhere* to find hidden Missiles and passages. Also take the time to explore as much of Brinstar and Crateria as possible before you enter the Wrecked Ship.
15. Defeat Phantomon (Wrecked Ship).
- Nothing in the Wrecked Ship operates until you destroy Phantomon, including the Save terminals. Beat him before you start exploring.
16. Collect the Gravity Suit (Wrecked Ship).
- Sit in the hand of the statue and turn into a ball. The statue carries you downward into a new area. Open the door and go left to find the Gravity Suit.
17. Collect the Spring Ball (Maridia).
- When you encounter the strange robot just before the Spring Ball room, do NOT destroy it. Let it dig through the sand for you.







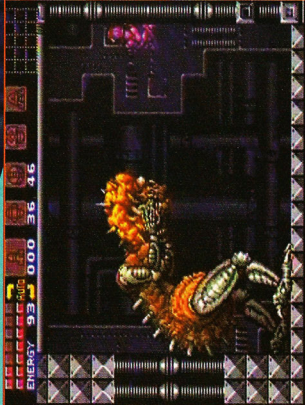
18. Defeat the Snake (Mardidia).
  19. Defeat Draygon (Mardidia).
  20. Collect the Space Jump (Mardidia).
  21. Collect the Plasma Beam (Mardidia).
  22. Defeat the Statue (Norfair).
  23. Collect the Screw Attack (Norfair).
  24. Defeat Ridley (Norfair).
  25. Defeat the Mother Brain (Tourain).
- Once you enter Tourain, you can't return to earlier areas to explore. You might want to copy your saved game before journeying into unknown Tourain.

• The nastiest enemies in this level are, of course, the Metroids. To destroy a Metroid, shoot it with the Ice Beam, then blast it with five regular Missiles or one Super Missile.

• Once you get past the regular Metroids,

you're attacked by the baby Metroid you recovered in *Metroid II*. He's grown up quite a bit since you last saw him, wouldn't you say? Baby M drains away most of your energy, but there are Missile and Energy recharge units just ahead, so don't panic.

• Mother Brain lies in wait in the lower-left corner of Tourain. Destroy the jar holding the Brain and it turns into a giant dino-like creature. Shoot the Mother Dino in the head with Missiles and Super Missiles. (Use charged beam shots if you run out of Missiles.) When the Mother Brain takes enough damage, it becomes extremely annoyed and blasts you with an unavoidable telekinetic beam that drains enormous amounts of energy. Just when it looks as though you're dead meat, the baby Metroid arrives and attacks the Mother Brain to save your bacon.



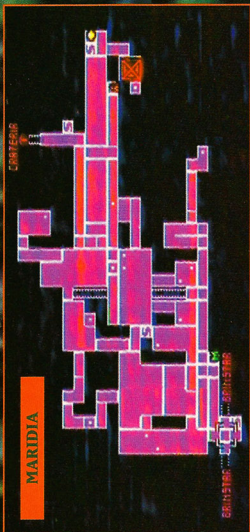
Alas, the baby Metroid is killed, but you are endowed with an incredibly powerful laser—call it the Metroid Beam. Jump and shoot Mother Brain in the head with your newfound power, or stand below her and shoot upward. The Metroid Beam is so powerful that unless you miss 90% of your shots, you take out the Mother Brain very quickly.

• When the Mother dies, the planet goes into self-destruct mode. You have three minutes to escape Tourain and return to your ship. Run through Tourain as quickly as you can; the exit passage leads back to Crateria. Scurry to the surface, hop into your ship, and watch the well-deserved ending!

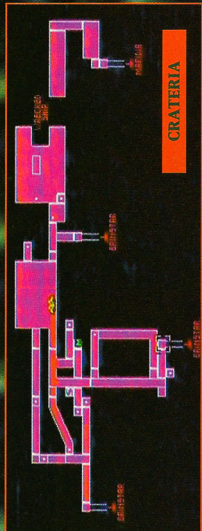




MARDIA



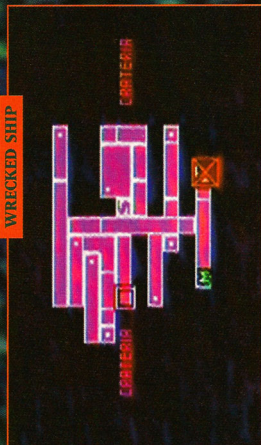
CRATERIA



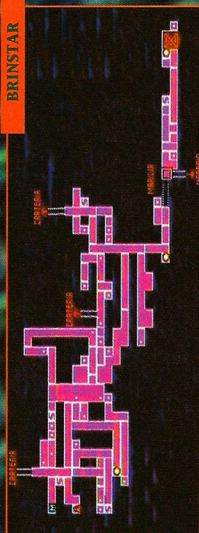
## Maps

The following maps are taken directly from *Super Metroid* and labeled via the magic of Adobe Photoshop. The numbers correspond to the numbers used in the Mini-Walkthrough. Remember that not all of the Missiles are shown as dots on the map; several of them are hidden inside walls and don't become visible until you shoot them. What, you expect us to do *everything* for you?

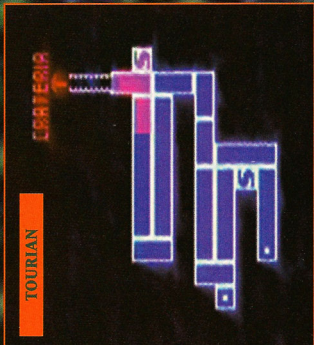
WRECKED SHIP



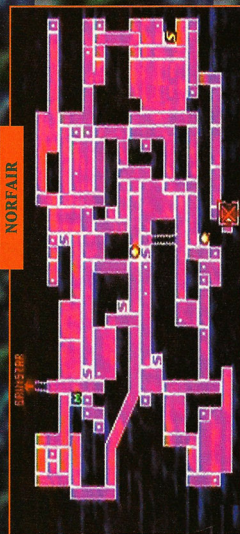
BRINSTAR



TOURIAN



NORFAIR







# TAZ IN ESCAPE FROM MARS



Busting loose this August on SEGA™ Genesis™ and this October on Game Gear™!



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CIRCLE #108 ON READER SERVICE CARD.



# Earthworms, Hype and Husky Boy

## Betty and Nikos visit David Perry's



**W**e'd heard all the hype about former Virgin Games programming whiz David Perry (of *Disney's Aladdin* and *Cool Spot* fame) starting his own company, Shiny Entertainment, and the top-secret action game *Earthworm Jim* that Shiny is developing for Playmates. Since everybody seemed to be talking about it, we decided to go check out all the hoopla for ourselves.

An hour's drive and three freeways later, we found ourselves in Laguna Beach. This is the liberal part of Orange County—where Republican voters rule and skinheads run amok—but that doesn't necessarily make it cool. The day was overcast and as we looked out over the pounding surf, we thought, *God in heaven, please let there be a McDonald's here.* We were looking forward to a hearty breakfast, complete with Egg McMuffins and hash browns. Alas, we were running late, so we zipped down Pacific Coast Highway to the Shiny offices to make our 9:30 appointment with the man himself, David Perry.

Betty had been sent on a recon mission to Shiny's offices the previous week; her report described the abundance of chocolate-chip cookies and Pringles to be had there. She had obviously worn out our welcome, for when we arrived they only offered water.

## PRESSIN' THE FLESH

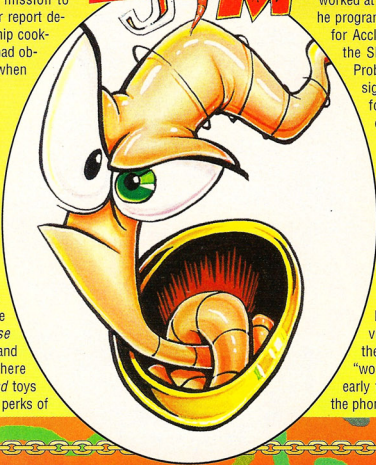
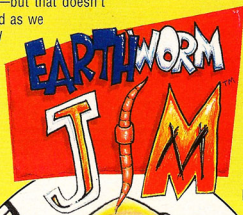
When we got there, D.P. hadn't arrived yet, so we were greeted by animation director Mike Dietz, who seems like a good guy and used to work for *Surfing* magazine. Mike started to give us the grand tour. The place kind of looked like *Miami Vice* meets *L.A. Law*. As an office, it looks way better than the ad agency where Alison and Amanda work on *Melrose Place*. (By the way, Betty saw Sydney and Jake in San Francisco last week.) There were tons of *Star Trek* and *Exo-Squad* toys lying around; these were probably the perks of

Shiny's development agreement with Playmates, the toy-company giant that's breaking into the video-game market with *Earthworm Jim*. They also had a *Street Fighter* "Rock-em Sock-'em Robots" arena just like the one we featured in our July issue. Right away, we figured these guys are all right because they have a lot of toys. David Perry even has a toy Transporter Room from *Star Trek* that's been modified to make his own mug appear and disappear at the flick of a switch! The place was darn neat and magical.

Mike introduced us to Nick Jones, who's working on the Super NES version of *Earthworm Jim*. Betty talked to him for a little while and got his story: Nick's been programming video games for 12 years. He started at a company called Mikrogen, which is where he met David Perry and worked with him on several titles. Nick has also developed games for Mirrosoft, Activision, Elite Systems and Ocean Software. Before coming to work for Shiny, Nick worked at Probe Software Ltd. in the U.K., where he programmed the Super NES version of *Allen* for Acclaim. He was offered the job of doing the SNES version of *Mortal Kombat II* for

Probe—a project which has since been assigned to Sculptured Software—but before being swayed by that big-bucks offer, he opted to move to the U.S. and check out Shiny Entertainment instead. The Dave Perry talked about him later, you'd think Nick was some kind of programming god. All in all, our impression of Nick is that he's a guy who gets the job done. Betty thought he was very nice.

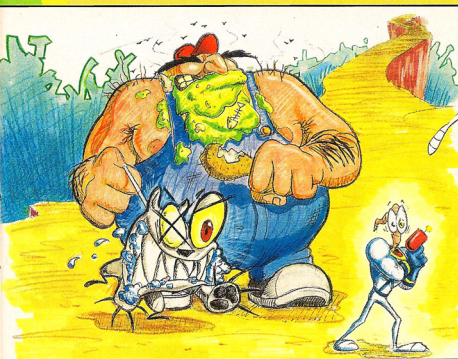
While Betty was talking to Nick Jones, Dave Perry himself came tearing in. A tall, thin Irishman with jet-black hair, he isn't quite the gigolo of video games, but you can tell he gets the ladies. Up too late the night before "working on *Earthworm Jim*," he woke up early that morning so that he could get on the phone to England. Though you'd think he'd







If Major Mucus gets Jim's bungee cord, our hero will fall and die in a pool of snot.



Chuck likes to vomit, Fifi likes to froth at the mouth. They'll both try to get Jim in the junkyard level.

be a little burned by his hectic schedule, he didn't look frazzled in the least. This isn't your stereotypical programmer nerd who works for Microsoft and plays frisbee—D.P. is a businessman who has learned that a game's popularity isn't just based on the quality of the gameplay, but on the promotion and marketing of the game as well. With this in mind, we sat down to a long interview discussing the business, design and marketing of video games.

## RUBBING NOSES WITH DAVID PERRY

The 27-year-old Perry has been at the cusp of video-game design since he started learning how to program on the Sinclair computer in his early teens. He ended up working for Probe and was eventually lured to Virgin in the U.S., where—among other things—he played an important part in the development of two of the company's most popular Genesis games: *Cool Spot* and *Disney's Aladdin*. While Dave and his team were working on *Jungle Book*, he made a move that surprised and shocked the industry, especially the higher-ups at Virgin. Though (according to Perry) *Jungle Book* was 80%

complete, he saw that it was time for him to blaze his own trail into the business end of the game industry. After hiring five former Virgin employees and wooing Nick Jones away from Probe, he formed Shiny Entertainment. As the hip new developers on the video game block, they are committed to developing the best platform game you, the gamer, will ever see.

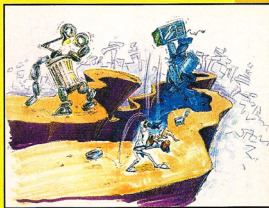
Though some may think of Perry's venture as a risk, he explained that the sudden formation of a separate game development company isn't as outlandish as it seems. "When we were setting up, we realized that video-game companies are very small when it comes to the big-business picture. A really big video-game company does \$100 million in business a year; a really huge one does \$300 million and upwards—that's Electronic Arts and companies like that. What I did was go to Playmates, which is a \$700-million-a-year company, seven times bigger than most of the other video-game companies around...they have the strength to really kick serious butt. Literally, everything they do is on a worldwide scale." With that type of economic muscle, Perry seemed confident of Shiny's success.

Playmates, of course, is the toy company that broke the *Teenage Mutant Ninja Turtles* marketing phenomenon on the public's head. The creators of the *Turtles*, Kevin Eastman and Peter Laird, set up a licensing agreement with Playmates that allowed them to retain partial control of the *Turtles*' presence in the comic-book marketplace. At the same time, Playmates marketed the hell out of the *Turtles* characters, creating a super-popular line of toys, a television cartoon and three highly successful feature films. Since then, Playmates has picked up licenses for *Exo-Squad*, *Star Trek: Deep Space Nine* and *Star Trek: The Next Generation*. The company has sewn up a good percentage of the toy market, so its next move has been to cut itself a slice of the video-game pie, and Shiny Entertainment has played a major part in this endeavor.

Basically, Dave Perry has set up the same kind of deal with Playmates as Eastman and Laird did. As Perry describes it, "Playmates gave us the chance to literally pick any license we wanted to go with. They're not like a small company that has to ask, 'Can we afford this?'—they just do it. We had our character in mind, and most companies can't afford to produce an original character. If that character fails, it will break the financial backbone of a smaller company. We know this is our chance at creating our own character; we are dealing with a company that can do this sort of thing. We presented our idea to the head of Playmates and he said, 'Wow, this is great, you've got the next *Turtles*!'" Perry is playing ball like the Walt Disney of video games; this move alone makes his company unique.

With Playmates' backing, Shiny Entertainment was off and running, trying to develop the best platform game to ever find its way to

Ever had a rubber tire thrown at your head? This is another of the junkyard's many hazards.





# SHINY GAMEOGRAPHY

Here's a list of the Shiny Entertainment employees we met and some of the games they've worked on in the past.

## David Perry—President

*Disney's Aladdin* (Genesis)  
*Cool Spot* (Genesis)  
*Global Gladiators* (Genesis)  
*The Terminator* (Genesis)  
*Smash T.V.* (Amstrad)  
*CPC464/Spectrum/Timex 2000*  
*Supremacy* (Amiga/Atari ST)  
*Paperboy 2* (Amstrad)  
*CPC464/Spectrum/Timex 2000*  
*Beyond the Ice Palace* (Amstrad)  
*CPC464/Spectrum/Timex 2000*  
*Teenage Mutant Ninja Turtles* (Amstrad)  
*CPC464/Spectrum/Timex 2000*  
*Ikari Warriors* (Spectrum/Timex 2000)  
*Captain Planet* (Amstrad)  
*CPC464/Spectrum/Timex 2000*  
*Savage* (Amstrad)  
*CPC464/Spectrum/Timex 2000*  
*Dan Dare 3* (Amstrad)  
*CPC464/Spectrum/Timex 2000*  
*Extreme* (Spectrum/Timex 2000)  
*Great Gurianos* (Amstrad)  
*CPC464/Spectrum/Timex 2000*  
*Trantor The Last Stormtrooper* (Amstrad)  
*CPC464*  
*Tintin on the Moon* (Spectrum/Timex 2000)  
*Stainless Steel* (Amstrad)  
*CPC464/Spectrum/Timex 2000*  
*Three Weeks in Paradise* (Spectrum/Timex 2000)  
*Herbert's Dummy Run* (Spectrum/Timex 2000/  
 Commodore 64)  
*Pyaramama* (Amstrad)  
*CPC464*

*Dan Dare 3* (Commodore 64)  
*Vixen* (Commodore 64)  
*Exalon* (Commodore 64)  
*Herbert's Dummy Run* (Amstrad)  
*CPC464*  
*Three Weeks in Paradise* (Amstrad)  
*CPC464*  
*Frostbyte* (Amstrad)  
*CPC464*  
*Mr. Wino* (Amstrad)  
*CPC464/Spectrum/Timex 2000*  
*Classic Muncher* (Amstrad)  
*CPC464/Spectrum/Timex 2000*  
*Classic Axions* (Amstrad)  
*CPC464/Spectrum/Timex 2000*  
*Galiens* (Oric-1)

## Edward Schofield—Animator

*Global Gladiators* (Genesis)  
*Cool Spot* (Super NES/Genesis)  
*Jungle Book* (Super NES/Genesis)  
*Disney's Aladdin* (Genesis)

## Steve Crow—Lead Artist

*Turbo OutRun* (Commodore 64)  
*Global Gladiators* (Genesis)  
*Disney's Aladdin* (Genesis)  
*Cool Spot* (Super NES)  
 "Many other games too numerous to mention"

## Nick Bruy—Art Director

*Overlord* (Amiga/Atari ST)  
*The Terminator* (Genesis/Sega CD)  
*Alien* (Super NES)  
*Jungle Book* (Genesis)  
*Disney's Aladdin* (Genesis)  
 "Four zillion other games too numerous to mention"

## Douglas TenNapel—Animator/Creator of Earthworm Jim

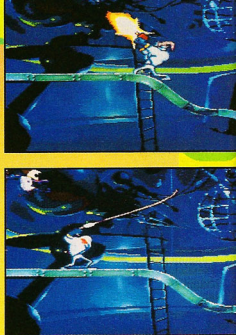
*Ren & Stimpy Mutate-O-Matic* (Genesis)  
*Jurassic Park* (Genesis)  
*Jungle Book* (Genesis)  
 Super NES)  
 "Two other games too hideous to mention"

## Mike Dietz—Animation Director

*Global Gladiators* (Genesis)  
*Cool Spot* (Genesis)  
 Super NES)  
*Jungle Book* (Genesis)  
 Super NES)  
*Disney's Aladdin* (Genesis)

# Laguna Design Center 1088

Here's Betty outside the Shiny Entertainment offices; this was before she heard that David Perry was out of chocolate-chip cookies.



the shelves of Toys R Us. While Shiny develops the game, Playmates is designing the toys and producing an afternoon cartoon, scheduled for release in September of '95. Part of the game's marketing problem is that it won't have a cartoon tie-in like an *Aladdin* or *Jungle Book*, nor will it have an already existing arcade hit like *Mortal Kombat II* to help boost sales. When it comes time for the consumer to pick out a game to buy this Christmas, what will they know about *Earthworm Jim*? "It takes a long time to animate 60 episodes of a cartoon," David explains; by comparison, producing a game can be a quick process. "This means we've suddenly got a multimillion dollar license, but the problem is that nobody really hears about it until next summer. *Earthworm Jim* will be out on the shelves for Christmas, and everyone will be wondering what it is, since it's not *Mortal Kombat II*. It's the biggest problem in the world to get people to look at *Earthworm Jim* when they've never even heard about it. Even just to get them to take it off of the shelf and look at the back of the package; for us, that's really a challenge."

Shiny is trying to solve the problems of marketing its new character by blitzing the video-game publications, the first people to actually see the game. Since *EWJ* is not yet a tried-and-true license like *Star Trek* or the *Teenage Mutant Ninja Turtles*, Shiny has to ensure that word of mouth about the game is high when it finally hits the stores. Perry doesn't shy away from this kind of self-promotion; after all, he put his face into the cheat screens of two of his most popular creations, *Disney's Aladdin* and *Cool Spot*. His games have also won a ton of awards that put him into a very privileged class of game developers. But Perry realizes that relying on awards to prove your worth can be hazardous, and the members of the Shiny team are setting out to prove that they are indeed the best.

So what's the deal with this worm? Aren't worms those squishy blind tubes of goo that are so much fun to stomp on after it rains? David cleared up the confusion for us. "Our worry is that people will think it's a little earthworm [crawling on its stomach] going 'neek, neek, neek,' but we need people to know that he's actually pretty tough. We know that the character is going to take off, as the heads of all these film companies are going to make it happen, but we need people to see the game first. It will appear in other press—like the toy



Left to right: Mike Dietz, Doug TenNapel, Steve Crow, Nick Bruy, Edward Schofield.



papers and business magazines, all over the world—but there is no question that the video-games press is the first place it will be seen. It will be one of the few characters, like Sonic and Mario, that will be generated from a game alone."

## JIM: THAT GERMY, SQUIRMY WORM

Earthworm Jim is a character created by Shiny's Doug TenNapel. Doug's just as tall as David Perry—ten feet tall, maybe. He smokes a pipe and seems like a pretty fun guy.

Shiny wanted to create a character that was truly memorable. So, yeah, the hero here is a worm; a lean, mean, squirming machine. We've all dissected them in our science classes and looked at the dirt in their little, tubular tummies; now we get to watch one blast his enemies with cannon fire, go bungee jumping and fly through meteor showers. Nikos admits that earthworms are pretty darn strong—when you hold one in your fist, he says, you can feel their little tight muscles moving around as you squeeze. So you know you're not going to be squishing this guy with your boot.

Anyway, Earthworm Jim has to rescue the beautiful Princess-What's-Her-Name while avoiding the attacks of his mortal enemy, Psy-Crow. Psy-Crow is after the indestructible power suit that fell from outer space right onto the body of Jim, a lowly worm. All of those ions and isotopes and beta rays...they'll do it to you every time, and they sure did it to Jim. All of a sudden he's a musclebound hero with super powers, and Psy-Crow is on his butt. (Err...we think Jim's got a butt at this point.)

What will Earthworm Jim do now? He's got plenty of enemies to deal with, for starters. There's Doc Duodenum, who can spew ooze everywhere by squeezing the sides of his head—nice!—and Evil the Cat, who lives in Heck and makes you listen to elevator music through the entire level. Hey, we can think of worse experiences. I guess Shiny can too, because there's also an enemy named Queen Pulsating, Bloated, Festering, Sweaty, Pus-Filled, Malformed, Slug-for-a-Butt. She fills up the entire level with her pus-laden, stinking self.

Other enemies include Chuck and Fifi (who hang out in the junkyard), Major Mucus from the planet Phlegm (which also happens to be one of Betty's favorite words), Professor Monkey for a Head (inventor of the robo-suit—yes, he has a monkey for a head), Bob the evil goldfish and his trusty companion #4, a dim-witted, humanoid cat with a lot of muscle. Then there's Peter Puppy, who can transform from a cute, cuddly little puppy into a monstrous, slobbering atrocity with spikes for armpit hair.

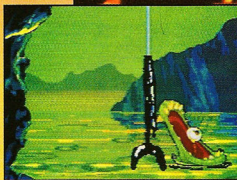
Shiny is working on many different levels that offer a lot of game play. The programmers also made sure that Jim can shoot his blaster in 64 directions instead of the usual eight. "It makes the game feel like you have a damn good weapon in your hand," says Perry. "We're looking at what are typical problems in video games and making them better. It not only has to look good, it has to feel good. If the game does that, we're off to a good start." A good gun looks like a good start to us.



**Evil the Cat, ruler of the level Heck—this cat's in heat!**

One of Perry's ambitions in making a game is to produce something that's 100% playable. Shiny is creating the character animation using a trademarked process called Animation, which is said to be an improvement over the Digical process Perry developed at Virgin. The art is drawn on cels, just like traditional cartoon animation, then each frame is converted into computer graphic data and refined to suit the advantages or limitations of each game system. Perry states, "The only thing that matters is the animation and the motion together. In our games, the gravity on the character makes him feel like he's heavy. Most games move a character around the screen one pixel at a time. That's your control, your jump, it doesn't feel good to us. What we do is chop up pixels into fractions of pixels and travel [the character] at a really, really smooth inertia. What it does is give the feeling of





weight. We're also programming intelligent software, which means that while you are playing the game, the game is actually looking at you, monitoring your thumb. As you move, it sees what's going on." This kind of software interaction plays a crucial role in taking *Earthworm Jim* several steps beyond the traditional platform game.

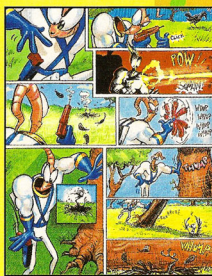
## FEAR OF DEMO-WARE

When asked about the future of video games, Perry didn't seem as enthused as he was about his own game. "I'm afraid that there's going to be a lot of what we call demo-ware coming—games that you watch without much interaction. At least *Space Ace* gives you a little bit of control." As far as the new systems like the Saturn, Jaguar and Project Reality are concerned, Perry is looking at the development of games for those systems with some trepidation. "We're sticking with the Super NES and Genesis because they're the big systems that guarantee profits. Look at the Jaguar and 3DO: They're cool machines with a good price, but no good games yet. They need the games to succeed. When Sega comes out with *Virtua Fighter* for the Saturn, or Sony introduces the PS-X, who knows what will happen to them?" David noted that Sega, Nintendo and Sony are relying on games that have proven themselves in the arcade: Sony has



signed a deal with Namco, Nintendo is associated with Midway, and Sega has its own arcade team. "The Jaguar is in an impossible position," he concluded. "All they can hope for is that someone will come up with a new style of game that sets a new standard. The Atari machine may be technically better than all of the machines, but they have to pull off a clever move. I'd hate to be 3DO [with] no big arcade license." Though he could be considered a risk taker, Perry is playing his cards carefully. We'll have to wait until this Christmas to see if he really has four of a kind or if he's just bluffing with a pair of deuces.

We left Shiny as hungry as an army of Jenny Craig members. Pondering the Shiny empire, we searched frantically for a Mickey D's. Mike Dietz couldn't help us—he doesn't eat at McDonald's—so we drove around for what seemed like hours. We ended up at Husky Boy, a beachfront burger joint where Betty sucked in a couple of veggie burgers and I feasted on the Husky Burger: a past-trami, cheese and meat masterpiece. We polished it off with onion rings, french fries, corn dogs, ice cream sandwiches, banana shakes and Tootsie Rolls. Though our eyes had feasted that morning on video-game manna, our stomachs were dying for some down-home greasy food. Our morning at Shiny Entertainment was over; we had met the video game god, and he had spoken. Here's his story...and we're out.









# SEGA GAMER'S DAY ORLANDO PART DEUX

by Nicholas Constant and Betty Hallock

Titles for both Genesis and Game Gear include: *Disney's Bonkers*, *Berenstain Bear's Camping Adventure*, *Creative Antics*, *Richard Scarry's BusyTown*, *Ecco Jr.* and *Crystal's Pony Tale*.



It's Thursday, June 2nd. Betty and Nikos wake up at the crack of dawn to catch a flight to San Francisco. Today is "Gamer's Day"—Sega's attempt to make the press feel as if it were not excluded from Sega's Orlando sales conference in May. We arrive and immerse ourselves in plastic pink flamingos, Mickey Mouse notepads, Walt Disney postcards, barbecue chicken with mango sauce and reggae music. The music may not rate, but the chairs in the conference room score a 10. One could swing and bounce in them all day long. Plenty of food for breakfast, lunch and dinner; quite tasty.

The big topic of the day is the Genesis 32X, Sega's new 32-bit platform which exists only as a component to be added to the Genesis. No Sega employee will talk about the next-level Saturn technology, other than the fact that it will be released in Japan in 1994 but not in the U.S. for a while, maybe several years.

We also sit through four hours' worth of descriptions of new Sega products; believe me, that's a lot of games. The chairs end up not being very comfortable after all. A lot of new stuff to check out—Sega's fall line-up is really quite impressive. Can the others keep up?



There will also be a special Sega Club Genesis unit packaged for kids. The console and controller are bright blue with red buttons. Instead of a joystick, the Sega Club Genesis is packaged with the Sega Mega Mouse and the game *Creative Antics*. A blue kid's controller is also under development; it'll be a six-button number just like the big kids use, but smaller, for younger hands.

Plug all of your video game products, your TV, your VCR and even your stereo into the Sega Power Strip with the Sega logo written on it. It accepts up to five Sega AC Adapter black boxes or any regular old plugs. It also offers surge protection just like most computer power strips, as well as an on/off switch. Plug in your Activator too!



At Gamer's Day, Sega introduced its "Sega Club" line of video games specifically designed for younger kids from ages 3 to 12. Its objective is to release games that are both fun and challenging for those who haven't had a lot of experience with or exposure to video games. Sega Club titles will span various genres, what Sega calls "early discovery, edutainment, creativity, sports and action/adventure" games.



Sega is also introducing a Backup RAM Cartridge that provides external backup memory for the Sega CD; it'll work with any Sega CD game that saves games in memory. The backup cart has one megabit of RAM—16 times the internal memory of the Sega CD—so players can save dozens of games at the same time. This long-overdue accessory should give Sega CD owners cause for celebration, as well as extending the life of the Sega CD platform.

COOL STUFF



## 32X BRINGS THE ARCADE HOME

At Gamer's Day, Sega finally introduced its 32-bit game technology: Genesis 32X. Offering high-speed, arcade-quality graphics and over 32,000 colors, it's considered an entirely new platform that's currently planned only as an add-on component for the Genesis. It enhances both the Genesis and Sega CD for 32-bit play; just shove it into the top of your Genesis and you can play 16-bit Genesis and Sega CD titles as well as all Genesis 32X games. Sega stressed its commitment to compatibility and expects the 32X to be a long-term system.

Sega expects to release six Genesis 32X titles simultaneously with the release of the 32X. These include: *Doom*, *Star Wars Arcade*, *Super*



This 32X demo—captured by our spy camera—shows an *Ecco the Dolphin* title sequence.

*Motocross*, *Virtua Racing Deluxe*, *Super After Burner* (all on cartridge) and *Fahrenheit* for the 32X CD. 32X CD games are expected to be packaged with the

the Sega CD version of the same title; eventually, standard Sega CD games will be included on the same disc as the 32X-enhanced version of each title. Both CDs and cartridges for the 32X will sell for the suggested retail price of \$69.99.

In addition to the titles shown below, other 32X games mentioned at Gamer's Day include *College Basketball*, *Metal Head*, *Tomcat Alley Deluxe*, *Surgical Strike* and *Wirehead*. The Genesis 32X will be available in November 1994 at a suggested retail price of approximately \$150.



### SEGA'S 32X SPECS

CPU:	2 Hitachi 32-bit RISC processors running at 23 MHz/40 MIPS
Co-processing:	Genesis 68000 and a new VDP
Graphics:	High-speed RISC processors and dual frame buffers allow rendering of 50,000 polygons/second; texture mapping; hardware scaling and rotation
Colors:	32,768 simultaneous colors
Memory:	4 megabit RAM in addition to the Genesis and Sega CD
Video:	Able to overlay a plane of graphics over Genesis video
Audio:	Stereo, digital audio with programmable sample rates; audio mixing with Genesis sound



*Star Wars Arcade* could be the game that sells the 32X. Textured, polygon-based graphics guide your X-wing fighter through the *Star Wars* universe against Darth Vader and the Death Star. Based on the recent Sega arcade game.



The PC blood-and-guts fiesta is hitting the 32X. You play a marine on Mars, fighting for survival against monsters that have come through an inter-dimensional rift. All of your buddies are dead so it's just you and your guns. Good luck!



*Super Motocross* lets you rub shoulders with Mickey Thompson and his dirt-bike crew. Three different motorcycle classes, 15 courses and two rider perspectives take you through the Motocross circuit. Get ready for 30-foot jumps and a bad back.



*Virtua Racing Deluxe* improves on the original Genesis title with three different cars to choose from, six courses and better graphics (obviously). It's expected to look just like the arcade version. Hopefully, the crashes and sound will be a bit better.



Pro golfer Fred Couples and *Golf Magazine* have teamed with Sega Sports to bring you the best golf courses in the world. Fred gives you advice and you can even walk the course. Four-player compatibility should make this a great party game.



Uh oh, it's a "hip-hop grasshopper with an attitude." Don't expect Dr. Dre and Snoop Dogg in this game. You have to bring the beats back to Planet Rhythmia. Tempo morphs by eating different objects along the way. Expect break-dancing galore.



If you liked *After Burner* in the arcades—or the Genesis or Sega CD versions—you'll be stoked to see it come to the 32X. This should be a hyper-real jet fighter experience, with heads-up sound, control and the latest in high-tech weaponry.



Another classic Sega arcade conversion for the 32X, *Super Space Harrier* lets you pilot your way through different galaxies to rescue the people of Fantasyland (not the one in Disneyland). Wizards, reptiles and phantoms will all be trying to kill you.



Yet another 3-D arcade flying game for the 32X, *Stellar Assault* uses a cockpit view to take you to the forefront of fighting action. Choose the ship you want to fly and check out the game's "re-play" feature so you can fix mistakes the next time around.



Never mind *Virtua Fighters*; *Cyber Brawl* is the first fighting game for this new platform. With a 3-D perspective, you play a variety of human or robot characters. The camera angle is constantly moving for even greater realism.



*Fahrenheit* puts you into an asbestos suit as a firefighter. Rescue people from apartment-complexes, train wrecks and chemical plant explosions. TruVideo brings you even closer to the action. A must-have for fire-bugs or Kurt Russell fans.



*Midnight Raiders* lets you pilot an AH-64 Apache attack helicopter on a night mission to rescue a kidnapped government official. TruVideo gives you the realism you'd die for; the game goes from shooter to action game and back.





It appears that they have made the basement their headquarters.

The final chapter of the *Phantasy Star* series is a 24-megabit beast.

Players return to the Algol star system which has been invaded by bio-monsters. You must destroy the dreaded "Dark Force" that has created them. New features include morphing monsters, combination spells and vehicle combat. Luckily, you have battery backup so you don't have to watching the long introduction every time.



Oh, father! Please, wake up.

Another RPG sequel, *Shining Force II* allows players to control

a whole crowd of characters, affecting the game play dramatically. The Jewels of Light and Darkness have been taken, freeing the demon Zeon. Put the Chaos in check by getting the jewels back. Character development through the game makes it a bit more interesting, and Sega calls the battle sequences "cinematic." We'll see.



Neo-Geo conversions will be everywhere this fall, now's your

chance to finally play *Art of Fighting* on the Genesis. Ryo and Robert guide you through the underworld in "Story mode," where you have to fight the Syndicate toe to toe. There's a girl at stake here so you can forget peaceful negotiations. Obviously, you can also fight against a friend two-player style.



Ecco gets on the Shang Tsung

tip with *The Tides of Time*. The

Vortex has returned to restore peace. Ecco and his companion Trellia travel through 25 levels with 3-D action sequences, surf tunes and a password save feature. Ecco learns to morph into a jellyfish, a sea gull and even a shark to help him get past certain enemies. The game to watch.

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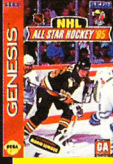
Sega is trying to turn *Dynamite*

Headdy into a new Sonic, creating a new member of the Sega "family." This is your basic platform game starring a cut character with a gimmick: Headdy uses his head to get out of trouble. To defeat the Dark Demon you must chuck your head to help get past certain enemies. Use the hammerhead, the vacuum head and even the invisi-head.



This sequel to Sega's original

*Taz-Mania* cartridge crams a bunch of Looney Tunes characters into one game, including Willie E. Coyote, Road Runner, Speedy Gonzales, Marvin the Martian, Yosemite Sam and the star of the whole show, Taz himself. This game has six levels with three sub-levels throughout the entire solar system. There's also a Mini-Taz and Jumbo-Taz.



Mario Lemieux returns to the

Genesis in Sega Sports' first addition to its winter sports line-up. Sega claims that this game will have the largest characters of any hockey game, with over 3,000 frames of digitized animation bringing up the four-player action. Sega has earned both League and Players Association licenses, so you'll be playing with real-life heroes right to the Stanley Cup.

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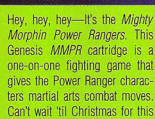
Leave the wire service standings

on the breakfast table—you're going to decide the best college football team right on the Genesis. Michigan, UCLA, Alabama, Miami, Texas A&M, they're all in the game. You can even sing along to your favorite team's fight songs. The only thing missing are the drunken frat boys... unless you're one. Check out our scouting report on page 85 for more info.



Sega is trying to re-invent the

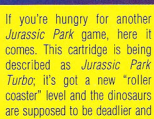
cartridge-based football video game with *NFL '95*. Instead of having your pass receivers run off the screen, the field tilts back so you can see who's open downfield. You'll be able to see 65 yards ahead of you; no more *Joe Montana*-style passing windows. Let your imagination run wild with dream-team creation, trash talking and digitized color commentary.



Hey, hey, hey—it's the *Mighty*

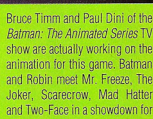
*Morphin Power Rangers*. This Genesis *MMPR* cartridge is a one-on-one fighting game that gives the Power Ranger characters martial arts combat moves. Can't wait 'til Christmas for this cart's release.

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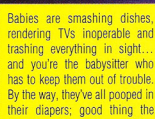
If you're hungry for another

*Jurassic Park* game, here it comes. This cartridge is being described as *Jurassic Park Turbo*; it's got a new "roller coaster" level and the dinosaurs are supposed to be deadlier and faster.



Bruce Timm and Paul Dini of the

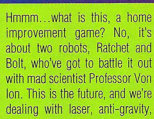
*Batman: The Animated Series* TV show are actually working on the animation for this game. Batman and Robin meet Mr. Freeze, The Joker, Scarecrow, Mad Hatter and Two-Face in a showdown for one or two players.



Babies are smashing dishes,

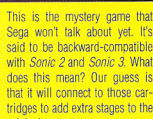
rendering TVs inoperable and trashing everything in sight... and you're the babysitter who has to keep them out of trouble. By the way, they've all pooped in their diapers; good thing the Genesis can't reproduce smell.

Babies are smashing dishes, rendering TVs inoperable and trashing everything in sight... and you're the babysitter who has to keep them out of trouble. By the way, they've all pooped in their diapers; good thing the Genesis can't reproduce smell.



Hmmm... what is this, a home

improvement game? No, it's about two robots, Ratchet and Bolt, who've got to battle it out with mad scientist Professor Von Ion. This is the future, and we're dealing with laser, anti-gravity, magnetic hands....



This is the mystery game that

Sega won't talk about yet. It's said to be backward-compatible with *Sonic 2* and *Sonic 3*. What does this mean? Our guess is that it will connect to those cartridges to add extra stages to the original games.

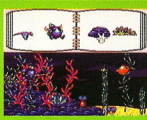




This game is part of Sega's new line of products targeted toward younger kids: Sega Club. How cute can you get? A little Ecco the Dolphin. The game play varies with multiple game styles: Hide & Sing, Circle Songs, Dolphin Dash and Tickle Tag. It's recommended for kids 4 years old and up and it's available this fall. No fighting here, just sharing and investigation.



Cartoon star Bonkers D. Bobcat comes to your Sega Genesis with this new cart from the Sega Club line-up. This cop's going bonkers in a Hollywood Junkyard, a Studio Warehouse and other locations like the Museum. You get extra lives and more points by handing out speeding tickets on the Hollywood Freeway. You can also start at any level in the game.



*Creative Antics* is a Sega Club game that lets kids experience the process of animation by allowing them to create their own animated worlds. It comes with the Sega Mega Mouse and Mouse Pad and features characters like Sonic, Tails, and Sally. They'll also be able to make their own music with an interface that's easy for kids to use. This is one that makes you smarter.



Go camping with Brother and Sister Bear in the forest by their house. Five levels of play with three different skill levels make it an adventure for the whole family. You might get lost, so watch out for the haunted parts of the forest! Use your bear butt to bonk bees, birds, wolves, and other creatures of the underbrush. Get the money for extra play action... just like real life!



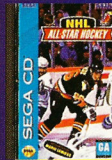
Kiddy-book king Richard Scary's Lowly Worm is finally coming to the Genesis. *BusyTown* allows children and parents to explore six activity playgrounds: Build a house, drive a truck, operate a fire truck and more. Recommended for kids between the ages of 3 and 5, this will help kids learn about the world around them without getting electrouted.



Crystal is a pony and all her friends have been kidnapped by the local evil witch. So Crystal's got to find the magic crystals to save her buddies. To do so, she must travel through dark forests and creepy caves and maybe a field of flowers or two along the way. You can make Crystal whatever color you want. Do they have pink? And just why is it that girls always want to play with horses?



The evil Vortex is back in this Sega CD version of *Ecco: The Tides of Time*. It's similar to the cartridge sequel doscribed on the previous page, but the CD version features 20 minutes of full-motion video Ecco animation and a 3D-Sound soundtrack from Sponner Nilsson—and it also includes the entire original *Ecco the Dolphin* game as an "Easter egg" for players to discover.



All 26 NHL teams and 650 players are in this game. This Sega CD version of the new cart uses the TruVideo FMV process to make the game look like the real darn thing. Up to four people can play the game with the Team Player. Yes, you can be Lemieux, Gretzky or maybe even Lindros. And you can experience either a 42- or 84-game NHL season with Stanley Cup Playoffs.



*Thirty-Six Great Holes* (What a name for a game.) These include: Firestone, Harbour Town, Bay Hill, Doral and PGA National. The game's hosted by Fred "Boom Boom" Couples and co-stars Payne Stewart. Work your way around ponds and sand traps. The CD offers a realistic golf course complete with "Fred's Favorite" 18 putt holes. Play options include everything from Skins to Tourney.



This ain't no party raid, this is urban warfare. You've got to fly under cover in an AH-64 Apache attack helicopter and rescue a government official from enemy forces. Once you find the hostage, you'll still have to escape enemy attack.



Sounds like my kind of game. In *Surgical Strike*, your Strike Team is up against a band of urban terrorists who have blinded in with innocent civilians. You'll get five different high-tech strike vehicles to carry out your mission and do major damage with.



The object of *Fahrenheit* is to save people instead of kill them. Play the part of a firefighter via the realistic graphics of the TruVideo presentation. Nice pyrotechnic effects; burning apartments and chemical plants at your fingertips.



Something fell on Ned Hubbard's head really hard, and now he's got a wireless controller implanted in his brain. You're the one doing the controlling. Will you lead him straight into trouble? No, the object of the game is to keep him out of trouble.



The Sega CD version of *Eternal Champions* is jam-packed with hidden characters like chickens (yes, they can actually beat the heck out of their opponent) and lots of bloody overkills. Chickens and blood—sounds like a whole lot of fun to me.



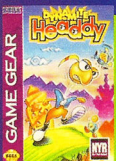
It's Batman and Robin on Sega CD. They're here to have it out with all those notorious Gotham City criminals like the Joker and Poison Ivy. It's also got 15 minutes of original full-motion video animation by the same guys who do the TV cartoon!





Triple Trouble introduces a new character into the Sonic stew:

Nack the Weasel. Nack is an emerald bounty hunter who competes with you to get the Chaos Emeralds before Dr. Robotnik can get them to power his super-gun, the "Atomizer." You can play as Sonic or Tails, but each has extra go-go abilities like Sonic's jet skate-board and propeller shoes or Tails' "Sea Fox."



Along with the Genesis, *Dynomite Heady* is also coming to the Game Gear. Like the Genesis version, you're going up against the Dark Demon, who is just going to blow your mind with how bad he is. Use your head to grab onto stuff, kill enemies, whatever. (Everybody knows that the human head is extremely versatile.) There's supposed to be a surprise ending at the end of the game.



This is a Game Gear version of the Genesis and Sega CD game.

Like the rest, you've got to close the evil Vortex and save the earth. The 3-D sequences should be pretty cool, and the whole morphing thing will make you trip out. Get ready for Ecco to sing his song to the other sea and land creatures. This is going to be one of those games that your mom likes because it doesn't make you real hyper.



Marvin the Martian has kidnapped Taz and taken him back to Mars as the Martian Zoo's main attraction. Taz breaks free and tries to find his way back to earth. Six levels take you through the Looney Tunes universe, where you'll meet up with Yosemite Sam, Elmer Fudd, Road Runner, Wile E. Coyote and all of your favorite TUNE characters.

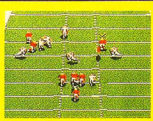


Speedy G rules the Game Gear in this six-level, four-megabit action game. Sylvester the Cat plays Dr. Cheesefinger, an evil brute who has kidnapped Speedy's lady, Carmel, and all the cheese in the village. Avoid traps and break the speed limit to foil Cheesefinger's plans. Other Looney Tunes characters make guest appearances, including Bugs Bunny, Daffy Duck and more.

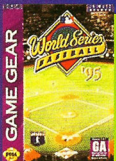


Prince NICK. If you are ready, Shall we proceed?

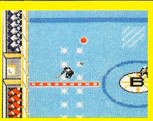
RPG addicts will love this Game Gear edition of the *Shining Force* series; it looks like a solid role-playing adventure you can take on the road. You are loyal to Prince Nick of Cypress who recently saved your life. When the Cypress is attacked by King Iorn and the Sword of Haya is taken, you must help Prince Nick rid the kingdom of his dastardly foe. Play one of 18 different characters.



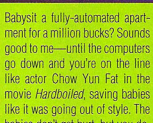
Take your team to the Super Bowl in this one- or two-player football simulation. You'll find all of the action of the Genesis version, including fully-licensed league and players association stats, "behind the quarterback" views, League, Playoff and Super Bowl action. Real sports play is finally portable. Look to our scouting report on page 85 for additional information.



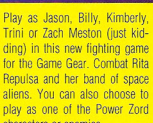
Sega has updated *WSB '95* to include the new six-division alignment, allowing eight teams to make it to the playoffs instead of four. The '94 opening day roster will reflect off-season trades and free agent moves. Along with the new "behind the pitcher" view and two-player action, you can create your own dream team with the Team Edit option. All you need are hot dogs.



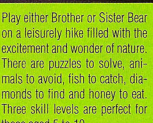
*NHL All-Star Hockey* is the first Game Gear hockey game to be officially licensed by the NHL and NHLPA. Play right to the Stanley Cup with the 1994 rosters, schedule, and All-Star teams. The game is Gear-to-Gear compatible for two-player action, with all the hockey features you need and want. Line changes, penalties, penalty shots, fighting and more.



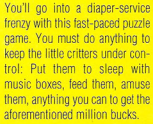
Babysit a fully-automated apartment for a million bucks? Sounds good to me—until the computers go down and you're on the line like actor Chow Yun Fat in the movie *Hardbodied*, saving babies like it was going out of style. The babies don't get hurt, but you do.



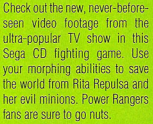
Play as Jason, Billy, Kimberly, Trini or Zach Meston (just kidding) in this new fighting game for the Game Gear. Combat Rita Repulsa and her band of space aliens. You can also choose to play as one of the Power Zord characters or enemies.



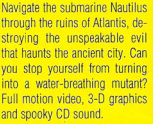
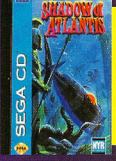
Play either Brother or Sister Bear on a leisurely hike filled with the excitement and wonder of nature. There are puzzles to solve, animals to avoid, fish to catch, diamonds to find and honey to eat. Three skill levels are perfect for those aged 5 to 10.



You'll go into a diaper-service frenzy with this fast-paced puzzle game. You must do anything to keep the little critters under control: Put them to sleep with music boxes, feed them, amuse them, anything you can to get the aforementioned million bucks.



Check out the new, never-before-seen video footage from the ultra-popular TV show in this Sega CD fighting game. Use your morphing abilities to save the world from Rita Repulsa and her evil minions. Power Rangers fans are sure to go nuts.



Navigate the submarine Nautilus through the ruins of Atlantis, destroying the unspeakable evil that haunts the ancient city. Can you stop yourself from turning into a water-breathing mutant? Full motion video, 3-D graphics and spooky CD sound.



# 16 CHARACTERS! UNFORTUNATELY FOR YOU



# THAT'S 32 FISTS AND FEET TO DEAL WITH!



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



LICENSED BY  
**Nintendo**



**TAKARA**  
Video Game Division

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**GAME:**  
Ballz  
**SYSTEM:**  
Genesis  
**PLAYERS:**  
1 or 2  
**SIZE:**  
16 Meg  
**AVAILABLE:**  
September  
**PUBLISHER:**  
PF. Magic/  
Crystal  
**Dynamics**  
**DEVELOPER:**  
PF. Magic

# PREVIEWS

BY BETTY HALLOCK & ERIC NAKAMURA



Somewhere along the line in my educational history, I learned that everything in the universe is made up of super-microscopic items called atoms. Put a couple together and you get a molecule. Now, I'm no master of the periodic table, but I've learned that if you put some of them together in the shape of humans and a few beasts, you get characters for a new fighting game called *Ballz* from PF. Magic.

Where Sega's *Virtua Fighter* coin-op presents characters who are constructed entirely of polygons, the fighters in *Ballz* are drawn with shaded spheres of different colors and sizes—kind of like the N. Boss character in *Clay Fighter*, but with more depth and more animation. This simplicity of character design has given the developers freedom to mimic *Virtua Fighter* by scaling the fighters, rotating the playfield and doing all kinds of interesting visual tricks without the need for an expensive coprocessor chip or extra hardware. Instead of just moving left and right, you can also circle around your opponent while you attack, and there's an "instant replay" mode in which you can rotate, tilt or zoom in on the action in real-time. Win a fight, and you'll reduce your enemy to a scattered pile of marbles.

*Ballz* is a game for one or two players, but what if your best friend lives in Madagascar? Don't even spare a drop of sweat, because the game is going to be fully compatible with the new Edge 16 peripheral from AT&T. Developed by PF. Magic, the Edge 16 allows players to connect their Genesis machines together through the phone lines and compete against as well as talk to each other. Edge Cards will also be available for use with *Ballz*—plug one of these "smart memory" cards into the Edge 16 and you'll be able to add new characters and extra features to the game.



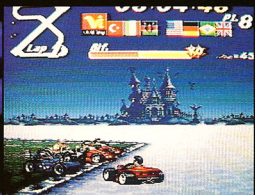
PREVIEWS



# Street Racer

**F**ist-fighting and tearing up the road in a Formula One racecar is one hot and evil way to live. Some people do one or the other, but *Street Racer* gives you a chance to do both. The game is being hyped as a combination of *Super Mario Kart* and *Mad Max*, but you're not hauling fuel here—it's all about speed and strength. Maybe it's more like a Mode 7 *Road Rash* with cars. Up to four players can race together with the use of a multiplayer adapter.

There are eight cars and an equal number of drivers to choose from, including the green and mean Frankie and the bodacious blonde Surf Babe. Eight courses are available to race on, as in *Street Fighter II*, each character has his or her own home turf. The object of the game is to finish the race in one piece—if you're fast, lucky and strong enough, you'll win.

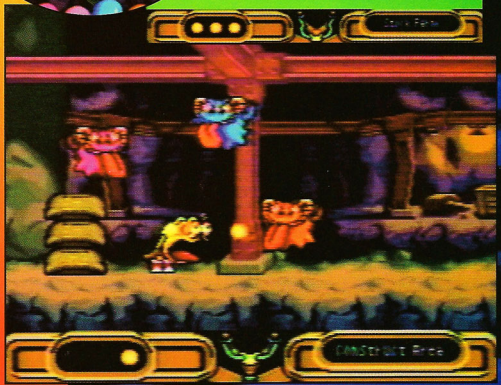


# PAC-MAN 2

THE NEW ADVENTURES!

**A**fter Namco's *Pac-Man* became a household name, there were a ton of sequels, including *Ms. Pac-Man*, *Jr. Pac-Man*, *Super Pac-Man*, *Professor Pac-Man*, *Pac-Land* and *Pac-Mania*. However, there's never been a *Pac-Man 2* until now. In this "interactive cartoon," players use Namco's proprietary Character Guidance Interface™ not to control the yellow guy, but to guide him by firing at him with a slingshot.

If you don't keep an eye on him, *Pac-Man* will occasionally go off on his own and get into trouble. He might drink sour milk or eat rotten berries and get sick; there's also a balloon vendor who will fill the little guy up with helium if he starts messing with him. He can turn into Super *Pac-Man*, too, and there's a password feature to save games in progress. Our favorite feature: You can lead *Pac-Man* into an arcade in the game, where he can play a full-featured, authentic rendition of the original *Pac-Man* coin-op! A Genesis version of *Pac-Man 2* will hit the stores in October.



**GAME:**  
*Street Racer*  
**SYSTEM:**  
Super NES  
**PLAYERS:**  
1 to 4  
**SIZE:**  
8 meg  
**AVAILABLE:**  
Fall  
**PUBLISHER:**  
UBI Soft  
**DEVELOPER:**  
Vivid Image



**GAME:**  
*Pac-Man 2: The New Adventures*  
**SYSTEM:**  
Super NES  
**PLAYERS:**  
1  
**AVAILABLE:**  
September  
**PUBLISHER:**  
Namco  
**DEVELOPER:**  
Namco



## ACTION



### GAME: Marko and His Magic Soccer Ball

**SYSTEM:**  
Genesis  
**PLAYERS:**  
1  
**SIZE:**  
16 meg  
**PUBLISHER:**  
Domark  
**DEVELOPER:**  
The Cartoon Mavericks/  
Kremlin

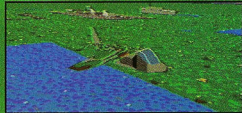
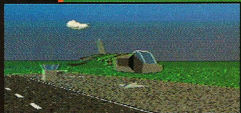
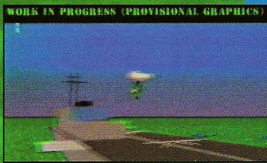
## SIMULATION



**GAME:**  
Flying Nightmares  
**SYSTEM:**  
Sega CD  
**PLAYERS:**  
1  
**SIZE:**  
CD-ROM  
**PUBLISHER:**  
Domark  
**DEVELOPER:**  
Domark

**T**he Place: Sterlington. The Problem: A greedy toy company owner is trying to take over the town. Your Mission: Kick your magic soccer ball around and try to destroy Colonel Brown's plans. This town looks like it can be a great place to be—heck, there's a toy company there!—but you've got to prevent everyone from becoming sludge monsters, and you need the soccer ball to do it.

*Marko and His Magic Soccer Ball* is a cute platform game where you'll face ghosts, guys with guns and the Colonel himself. The animation seems as clean as a new soccerball and the music is fitting. For more points, you can jump and grab the balloons. The game's 14 levels feature more than 100 enemies. *Marko* also has secret levels, which should enhance the game's longevity.



## Flying Nightmares

Domark's first game for the Sega CD, *Flying Nightmares* delivers real combat action with fast polygon-based graphics and full-motion video sequences. You're a squadron leader in an AV8B Harrier jet going into combat against an Indonesian squad. They won't spare you a moment, so you'll have to down them all with your weapons.

There's no puttering slingshot on board—you've got the goods: laser-guided missiles, cluster bombs and radar-jamming pods. When you go on bombing missions, you can switch planes and fly as anyone in your squadron. You won't have a Pentagon briefing or a Colin Powell to help you out, but there is a computer which will direct the campaign while you fly and burn down those doggies. Free Indonesia and be a hero, you never know, you may become a Top Gun.



# 2 COSMIC GIANTS TO HAVE IN YOUR SIGHTS

## SOULSTAR



## BATTLECORPS



**THE BIOSPHERE IS HEATING UP IN SOULSTAR, AND WITH OVER 40 EXCITING MISSIONS TO CONQUER ACROSS 6 PLANETS, YOU'LL NEVER COOL DOWN IN THIS AMAZING 3-D SHOOTER.**

"Fans of the Galaxy Force series of games will be pleased to see the creation of this great looking CD!"  
Electronic Gaming Monthly, April 94

"The use of three different vehicles, a good behind-the-spacecraft perspective, 3-D graphics, and dramatic music intensify the action."  
GamePro, CES Showstoppers, April 94

"If you've been waiting for another great shooter for your Sega CD, better dust it off. Soulstar is coming."  
Game Fan, April 94



**TAKE CONTROL IN THIS HI-TECH, TACTICAL BLASTFEST THAT KEEPS ON BLASTING. KEEP THOSE PLASMA CANNONS CHARGED OR YOU'LL NEVER MAKE IT THROUGH THE MULTITUDE OF 3D TERRAINS - TO THE CYBER-PSYCHOTIC BOSS ON THE TERRIFYING 13TH LEVEL.**

"The first Core game is an incredible mech-simulation game entitled Battle Corps"  
Electronic Gaming Monthly, April 94

"The control in Battle Corps is awesome... This gives the game a very realistic feel."  
Game Fan, February 94



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**GAME:**  
Contra: Hard Corps  
**SYSTEM:**  
Genesis  
**PLAYERS:**  
1 or 2  
**SIZE:**  
16 Meg

**GAME:**  
Sparkster  
**SYSTEMS:**  
Genesis,  
Super NES  
**PLAYERS:**  
1  
**SIZE:**  
8 Meg

**GAME:**  
Tiny Toon  
Adventures—  
ACME All-Stars  
**SYSTEM:**  
Genesis  
**PLAYERS:**  
1 or 2  
**SIZE:**  
8 Meg

**GAME:**  
Tiny Toon  
Adventures—  
Wild N' Wacky  
Sports  
**SYSTEM:**  
Super NES  
**PLAYERS:**  
1 or 2  
**SIZE:**  
8 Meg

**GAME:**  
Biker Mice  
From Mars  
**SYSTEMS:**  
Super NES  
**PLAYERS:**  
1 or 2  
**SIZE:**  
8 Meg

## CONTRA: Hard Corps

**K**onami's classic *Contra* series finally makes the jump to the Genesis. Choose from four different characters, each with their own special weapons and power-ups. The game offers 12 levels with multiple paths to the end; this means it has the potential to be different every time you play. Konami is also developing a Game Boy version of *Hard Corps*.



## SPARKSTER

**T**he star of Konami's *Rocket Knight Adventures* Genesis cart is back for more action. It's a new game for Sparkster, that wild and crazy superhero opossum. This one's supposed to have a new look, new flight techniques, larger levels and all new enemies, plus it'll mark the debut of the character on the Super NES.

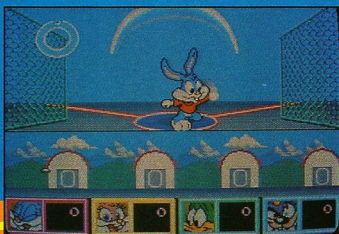


## TINY TOON ADVENTURES— ACME All-Stars

**T**hose *Tiny Toon Adventures* cuties are back to play a wacky game of basketball on your Genesis; they're also into soccer. You get to control your favorite *Tiny Toon* character (Buster Bunny, Dizzy Devil or Hamton) and challenge your favorite chump to a game in the versus mode.

## TINY TOON ADVENTURES— Wild N' Wacky Sports

**N**ot quite the same game as *ACME All-Stars* on the Genesis, this Super NES action/sports title allows you to take on the challenge of hang gliding with Dizzy Devil, bungee jumping with Buster Bunny or any of 12 other sporting events. A Game Boy version is also in the works.



## Biker Mice From Mars

**S**traight outta the cartoon show and toy line of the same name, the *Biker Mice From Mars* are hitting the streets in this racing game for the Super NES. Choose from any of the three rodents or one of their Plutarkian enemies. There are 30 different race courses to choose from in One-Player, Two-Player or Demolition mode.



# SPIDER-MAN & VENOM: MAXIMUM CARNAGE

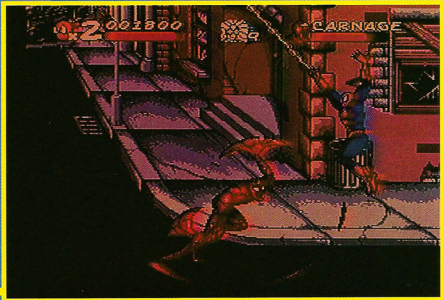
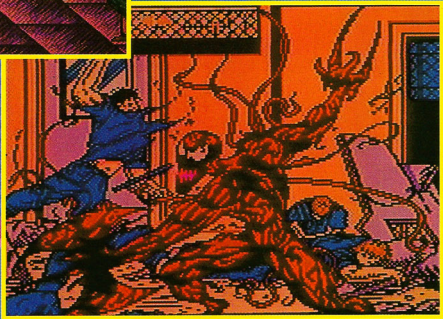
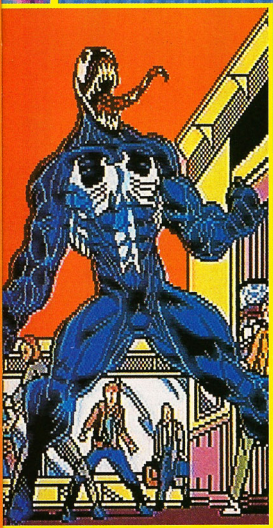
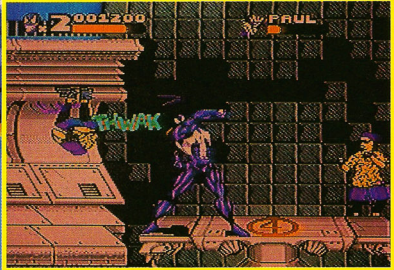
If your Spider-Sense is tingling, it's probably because Carnage and the crew will be in effect on your SNES and Genesis in Acclaim's new superhero title, *Maximum Carnage*.

In the big-time '90s, your friendly neighborhood Spider-Man has a monstrous new enemy: Carnage. One of the web-slinger's baddest enemies ever, he's straight out of Marvel's 14-part comic book epic, and has been a regular in the latest Spider-Man titles. Carnage isn't waiting for you to come after him, he's coming after you.

In the *Maximum Carnage* game, you can play as either the world famous web-head or the toothy Venom in a bloody showdown against you-know-who. But there's more to this platform scroller than just Spidey and Venom; just check out the cameo appearances! You'll be getting help from other Marvel heroes, including Captain America, Black Cat and Deathlok.



**GAME:** Spider-Man & Venom: Maximum Carnage  
**SYSTEM:** Genesis, Super NES  
**PLAYERS:** 1 Player  
**SIZE:** 16 Meg  
**AVAILABLE:** September  
**PUBLISHER:** Acclaim  
**DEVELOPER:** Software Creations





## FIGHTING



**GAME:** Samurai Shodown  
**SYSTEM:** Super NES  
**PLAYERS:** 1 or 2  
**SIZE:** 24 meg  
**AVAILABLE:** Fall  
**PUBLISHER:** Takara  
**DEVELOPER:** Takara

# SAMURAI SHODOWN

the characters and backgrounds of the arcade game. It doesn't feature the *Art of Fighting*-style "zoom" effects of the original, but the version we saw was only 30% complete. This prototype includes the popular blood effects, too, will they get through Nintendo's censors, or will the blood become white as it did in the Neo-Geo home version? Stay tuned....

Grab your swords and get ready for some warrior-style fighting in *Samurai Shodown*. Based on the hit Neo-Geo title, this Shogun swordfest includes all



## ACTION



**GAME:** The Death and Return of Superman  
**SYSTEM:** Super NES  
**PLAYERS:** 1  
**SIZE:** 16 meg  
**AVAILABLE:** August  
**PUBLISHER:** Sunsoft  
**DEVELOPER:** Blizzard Entertainment

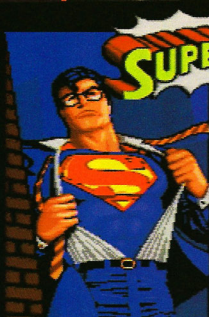


# THE DEATH AND RETURN OF SUPERMAN

Yeah, he died and now he's back—it's already been done in the comic books, but the Man of Steel hasn't been seen in a video game since Sunsoft's *Superman* game hit the Genesis over a year ago. This *Final Fight*-style beat-'em-up was nearing completion back then, but it was held back for a redesign to make it follow the plot of the comic book more closely. Not only do you walk left and right and beat on animal villains like Eyegor and Rambeau, you can also fly and use special attacks. Look out for Tick; he can fly in a spaceship.

If you're not into controlling Superman yourself, you can choose to take control of other characters like the Cyborg, the Eradicator or Superboy. *The Death and Return of Superman* includes ten levels with three stages each, including some shooter stages. Watch for it next month; until then, stay away from Kryptonite!

PREVIEWS





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ACTION



STRATEGY



**GAME:**  
Star Trek: Deep  
Space Nine  
**SYSTEM:**  
Genesis  
**PLAYERS:**  
1  
**SIZE:**  
8 Meg  
**AVAILABLE:**  
Fall  
**PUBLISHER:**  
Playmates  
**DEVELOPER:**  
Novotrade

# STAR TREK

## DEEP SPACE NINE



THE SHIP.

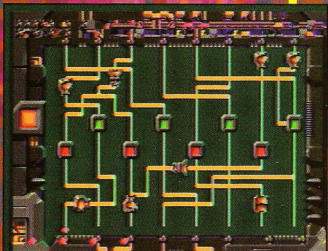
AS I FROST MY FEET, BENJAMIN CLOSED THE DOOR TO HIS PRIVATE OFFICE. THE ENRAGED SHIP ENGINEERS EXPLODED.



**Y**ou've seen the TV show—now Playmates brings you the *Star Trek: Deep Space Nine* video game, complete with Cardassians, Bajorans, a wormhole and phaser grenades. Can you say, "Nuqdaq 'oh qe' qaq'e"? Well, you could if you were a Klingon.

The Cardassians want DS9 out of their way, and they'll do anything to get what they want. They've disguised themselves as Redemptionist terrorists, so you've got to find them and save DS9 from being blown up by a bunch of phaser grenades.

There's also some trouble with a Tosk, a weird Bajoran monk who always wants to talk to you, but ultimately ends up giving you clues as to who's causing a lot of trouble in DS9 paradise. There's a lot going on, and you've got to put it all together. You'll play as Sisko, O'Brien, Bashir, Kira or Dax, and travel through stages set in Saratoga, the Gamma Quadrant, the wormhole, a Bajoran Temple and the DS9 Cargo Bay. The game's developer, Novotrade, is best known for developing Sega's outstanding *Ecco the Dolphin* game; we'll see if *Star Trek: Deep Space Nine* can live up to that lofty standard.



PREVIEWS



AUGUST '94

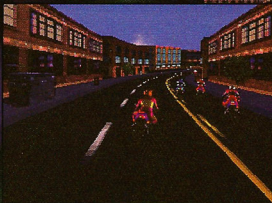
VIDEO GAMES



# ROAD RASH

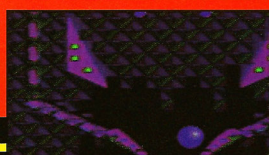
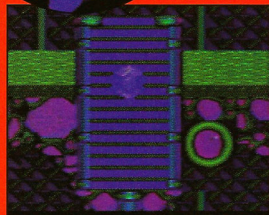
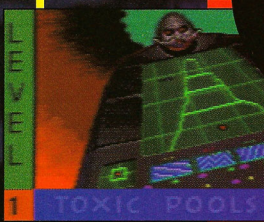
**G**et this: The 3DO version of *Road Rash* features music from six different bands—Soundgarden, Paw, Svervedriver, Therapy?, Monster Magnet, and Hammerbox—as part of a deal between Electronic Arts and A&M Records. The game will integrate music videos as well as other video footage of the bands.

A full-on multimedia update of Electronic Arts' popular Genesis title, *Road Rash* has been "significantly reworked and enhanced for 3DO," according to EA. Sounds like it might be worth checking out....



**N**ow you can take *Sonic Spinball* with you wherever you go. That's right, *Sonic Spinball* is coming for the Game Gear. It's a lot like the Genesis version—well, what did you expect?

Despite the smaller levels, the Game Gear version seems to be a little tougher than the Genesis version. Anyhow, it's the same old Sonic, bouncing around, trying to stop Dr. Robotnik from finishing off his friends. If you liked *Sonic Spinball* for the Genesis and you're looking for something to play on your Game Gear...well, here it comes.



**GAME:**  
*Road Rash*  
**SYSTEM:**  
3DO  
**PLAYERS:**  
1  
**SIZE:**  
CD-ROM  
**AVAILABLE:**  
July  
**PUBLISHER:**  
Electronic Arts  
**DEVELOPER:**  
Electronic Arts

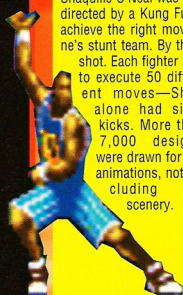


**GAME:**  
*Sonic Spinball*  
**SYSTEM:**  
Game Gear  
**PLAYERS:**  
1  
**SIZE:**  
4 Meg  
**AVAILABLE:**  
July  
**PUBLISHER:**  
Sega  
**DEVELOPER:**  
Sega





**GAME:**  
Shaq Fu  
**SYSTEM:**  
Genesis  
**PLAYERS:**  
1 or 2  
**SIZE:**  
24 Meg  
**AVAILABLE:**  
November  
**PUBLISHER:**  
Electronic Arts  
**DEVELOPER:**  
Delphine Software



# SHAQ FU

"Don't fake the funk on a nasty dunk." You've heard it a million times—kids everywhere have memorized the entire Shaquille O'Neal album. They've watched every Orlando Magic game on TV. Now Shaq stars in his own video game, *Shaq Fu*.

On tour with his basketball team in Japan, our hero comes across an ancient, mysterious book on martial arts. While looking through the book he is transported to another dimension in which he must fight the servants of an evil warlord, fighters with magical powers and superhuman abilities.

So yeah, it's another fighting game. You can play as Shaquille O'Neal and take on 11 other fighters including the Warlord himself in a couple of different forms. You get to fight through eleven locations, like a Hindu temple, the Andes mountains, a cave, a jungle, a waterfall...and all that.

## THE MAKING OF SHAQ FU

Shaquille O'Neal was filmed in a hundred different fighting stances while being directed by a Kung Fu expert. He had performed these actions over and over to achieve the right movement. The other fighters were played by Remy Julienne's stunt team. By the time they finished taping, 40 hours of video had been

shot. Each fighter had to execute 50 different moves—Shaq alone had sixty kicks. More than 7,000 designs were drawn for the animations, not including the scenery.







**L**ike the name says, this game is about flicking snots. Of course, if you pick your nose, you're probably into farting and burping, too. The newest and scummiest video-game character is Boogerman, who destroys rusty crud monsters with all of his available weapons. If you end up getting hit by an enemy's sword, you'll melt like a loogie on a sidewalk.

The power-ups are great! The milk carton helps you spit phlegm; hold the C button for a super burp or firey fart! Don't try this at home, you might burn your house down. Flying is also possible in this game. If you have enough gas and a carrot, you can hover! This game may be one of the funniest and sickest concepts yet. If you leave Boogerman just standing around, he'll pick his nose and eat the green gold! This cartridge proves the gaming industry is full of sickos; hey, pull my finger!



**GAME:**  
Boogerman  
**SYSTEM:**  
Genesis  
**PLAYERS:**  
1  
**SIZE:**  
16 Meg  
**AVAILABLE:**  
November  
**PUBLISHER:**  
Interplay  
**DEVELOPER:**  
Interplay



PREVIEWS

I'M NOT GOING  
INSANE. MY DREAMS  
WERE VISIONS OF  
REALITY - MY TRUE  
HOMELAND, MY  
FATHER'S MURDER,  
MY ULTIMATE DESTINY -  
AND THIS STONE  
AROUND MY NECK  
IS A LINK TO  
MY PAST.

... A FRIGID WIND  
SWIRLS AROUND ME,  
I'M SMOTHERED  
BY DARKNESS.  
TIME HAS COME TO  
DEPART THIS WORLD.  
I SMELL DEATH  
AND DESTRUCTION  
IN THE AIR...

- Kyle

BLACKTHORNE™

Interplay

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CIRCLE #112 ON READER SERVICE CARD.





1-2 Players  
24 Meg  
Developer:  
Tradewest



**D**ouble Dragon was the *Street Fighter II* of its time: A great

game that inspired a wave of rip-offs, clones, and sequels. But while Capcom's sequels to *Street Fighter* have always improved upon the original, *Double Dragon*'s sequels have grown less and less interesting as the competition put out better games (*Final Fight*, *Streets of Rage*). Now, Tradewest has wisely taken a new approach to the series by entering

the one-on-one fighting game genre with *Double Dragon V: The Shadow Falls*.

*Double Dragon V* features a dozen characters with unique looks and fighting styles. From the top: Billy and Jimmy Lee (practitioners of the Shadow Dragon style), Blade (armed with, er, blades), Bones (a heat-packin' skeleton), Countdown (a missile-launching cyborg), Dominique (an ex-model turned butt-kicker), Icepick (a fighter

who's always chillin' out), Jawbreaker (a big mutha with a bigger mouth), Sekka (not the X-rated movie star, but a Chun-Li clone), Shadow Master (the equivalent of M. Bison), Sickle (kind of like Blade)



*Double Dragon punches and kicks its way into the fighting-game field with **Double Dragon V: The Shadow Falls**.*

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





**BILLY LEE**

DOB:	02-23-68
HEIGHT:	5'10"
WEIGHT:	170 LBS
HAIR:	BROWN
EYES:	BROWN
SKIN:	FLESH
LIKES:	WELL OILED MUFFIN
DISLIKES:	WATER
ORIGIN:	NEW YORK CITY
FIGHTING STYLE:	GRAPPLING
WEAKNESS:	GETS TOO DRAGON

**SICKIE**

DOB:	02-23-68
HEIGHT:	5'10"
WEIGHT:	170 LBS
HAIR:	BROWN
EYES:	BROWN
SKIN:	FLESH
LIKES:	WELL OILED MUFFIN
DISLIKES:	WATER
ORIGIN:	NEW YORK CITY
FIGHTING STYLE:	GRAPPLING
WEAKNESS:	GETS TOO DRAGON

**BLADE**

DOB:	02-23-68
HEIGHT:	5'10"
WEIGHT:	170 LBS
HAIR:	BROWN
EYES:	BROWN
SKIN:	FLESH
LIKES:	WELL OILED MUFFIN
DISLIKES:	WATER
ORIGIN:	NEW YORK CITY
FIGHTING STYLE:	GRAPPLING
WEAKNESS:	GETS TOO DRAGON

**TRIGGER HAPPY**

DOB:	02-23-68
HEIGHT:	5'10"
WEIGHT:	170 LBS
HAIR:	BROWN
EYES:	BROWN
SKIN:	FLESH
LIKES:	WELL OILED MUFFIN
DISLIKES:	WATER
ORIGIN:	NEW YORK CITY
FIGHTING STYLE:	GRAPPLING
WEAKNESS:	GETS TOO DRAGON

**TIMMY LEE**

DOB:	02-23-68
HEIGHT:	5'10"
WEIGHT:	170 LBS
HAIR:	BROWN
EYES:	BROWN
SKIN:	FLESH
LIKES:	WELL OILED MUFFIN
DISLIKES:	WATER
ORIGIN:	NEW YORK CITY
FIGHTING STYLE:	GRAPPLING
WEAKNESS:	GETS TOO DRAGON

**ICEPICK**

DOB:	02-23-68
HEIGHT:	5'10"
WEIGHT:	170 LBS
HAIR:	BROWN
EYES:	BROWN
SKIN:	FLESH
LIKES:	WELL OILED MUFFIN
DISLIKES:	WATER
ORIGIN:	NEW YORK CITY
FIGHTING STYLE:	GRAPPLING
WEAKNESS:	GETS TOO DRAGON

**BILLY RETURNED TO THE DRAGON DOJO AND CONTINUED REARING THE NEXT GENERATION OF DRAGON MASTERS**



and Trigger Happy (a dude with guns instead of arms). There are three fighting modes: Tournament, Vs. Battle and Quest Mode. In the Tournament mode, the computer randomly selects your opponents and locations; in the Quest mode, the computer selects your opponents and locations depending on the character you're using. All but the Lee brothers are bad guys, which is an interesting change of

**SEKKA**

DOB:	05-21-70
HEIGHT:	4'10"
WEIGHT:	150 LBS
EYES:	GREEN
HAIR:	BLACK

LIKES: TALK SHOWS, COMMERCIALS, MICHIGAN VALLEY, ING STUBBLE, RE ROOT TSH

**LAWBREAKER**

DOB:	03-23-63
HEIGHT:	5'8" LBC
WEIGHT:	210 LBS
HAIR:	NONE

LIKES: FOOD, DRUGS, PAPER, FLOODING, BRICKS, MACHINES

FIGHTING STYLE: CMTS-217-TSH

**BONES**

DOB:	SAME AS DUST
HEIGHT:	7'0" LBS
WEIGHT:	250 LBS
HAIR:	DECOMPOSED

LIKES: BOOPAH VN MONDO

DISLIKES: 11" BRCS

ORIGIN: SIX FEET UNDER

FIGHTING STYLE: LUNGER STICKS AND STONES

**COUNTDOWN**

DOB:	02-23-68
HEIGHT:	5'10"
WEIGHT:	170 LBS
HAIR:	BROWN

LIKES: CROOKS, TVS, CHE

DISLIKES: EYE TESTS

ORIGIN: NEW YORK CITY

FIGHTING STYLE: GRAPPLING



**7 GRAPHICS**

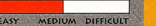
Decent, but not great. The backgrounds have occasional nice touches, but are a bit too flat-looking. The animation is clear—and there are some killer moves—but all the characters are a bit short and squat.

**6 SOUND/MUSIC**

The sound effects are okay—there's only so much you can do with groans and grunts—but the music is sadly lacking. Worse still, the music slows down when the screen gets busy. I hate slowdown! Hate it, hate it, hate it!

**8 PLAYABILITY**

If you've ever played a fighting game, you'll have no trouble getting into *Double Dragon V*. The attribute point feature is unique, and lets you experiment with many different fighting techniques.



EASY MEDIUM DIFFICULT

**EDITORS' RATINGS**

<b>GORE</b>	<b>CHRIS</b>
6	7
<b>NIKOS</b>	<b>BETTY</b>
7	9

**BANG THE DRUM**

**THE LOWDOWN**  
When I found out that *Double Dragon V* was a fighting game instead of a side-scrolling knuckle-buster, I was bumming. What could Tradewest do to make this game break out from the pack? The answer: Not that much, but just barely enough. I'd rather play *Double Dragon V* than most of the fighting games on the market, and considering how many games that is, that's quite a compliment. It'll be very interesting to see where Tradewest takes the *DD* series next.

7

6

8

6

REVIEWS



SNES



FIGHTING



# FIGHTER'S HISTORY™

© 1994 DATA EAST CORPORATION

DATA EAST™

1-2 Players

16 Meg

Developer:

Data East

THANK YOU FOR  
PLAYING

FIGHTER'S HISTORY



You are getting better!

Clown is an  
annoying character  
who is very  
satisfying to beat.

To get a little history on *Fighter's History*, you'll have to go back to the birth of the fighting game genre. Back in 1984, Data East released *Karate Champ*, one of the first—if not the first—one-on-one fighting game. The characters could perform different moves that were triggered by various joystick/button combinations, and hey! the main characters wore white and red karate outfits, just like their descendants. *Street Fighter*'s Ryu and Ken. It's ironic, then, that Capcom would file a lawsuit ten years later against Data East because of so-called similarities between *Street Fighter II* and *Fighter's History*. As it turned out, the judge threw the case out, stating that Capcom could not copyright the various judo and kung fu moves in *SFII* because they have existed in the martial

arts for hundreds of years, much longer than video games have existed.

Now, every fighting game has its blond, anglo-judo-chick and muscle-bound wrestler-type...but I never noticed a clown, a green mohawked punk, a wiry Frenchman and a pumped-up sheik in *Street Fighter II*. These weird fighters are just a few of the characters to choose from in *Fighter's History*.

Enough about the silly lawsuit. *Fighter's History* is a good diversion that has some cool features you should know about. The "CPU Battle" mode allows you to choose five characters to master in on-on-one consecutive fights. The game set-up allows you to choose the location of your match, your button configuration, handicaps for a "vs." battle and a speed setting (though the fastest speed isn't quite what *Street Fighter II Turbo* fans are used to). There are seven difficulty settings, and while the hardest offers a challenge to hardcore fighting game enthusiasts, the easiest level may actually allow your dad to finish the game.

The only drawback to *FH* is that there are only nine characters and two boss characters: Clown and Karnov. (Remember him?) All in all, not a perfect fighting game, but *Fighter's History* will be remembered as one of the best in its genre.

—Chris Gore



## GRAPHICS

The full palette of colors available for the Super Nintendo is used based on the wide variety of backgrounds: a bridge on a mountainscape, a Chinese palace and even the White House.

## SOUND/MUSIC

Your basic fighting music anthems. Each character has something obnoxious to say and each character's name is used often by the announcer. The punches and blows sound like they really hurt.

## PLAYABILITY

Moves are easy to master and each button will do some damage. Combos and secret moves are here in abundance. Simply great control for a fighting game.

EASY MEDIUM DIFFICULT

## EDITORS' RATINGS

CHRIS	NIKOS
7	6
BETTY	ERIC
7	7

## BANG THE BUCK

## THE LOWDOWN

I can see why Capcom wanted to slap a lawsuit on Data East for *Fighter's History*'s so-called resemblance to *Street Fighter II*—*FH* is a great game! Luckily, the judge saw fit to throw the case out of court and now gamers can enjoy this solid fighting challenge. Recommended for novice gamers or—set on the high difficulty—giving fighting-game veterans a run for their money.

REVIEWS

62

AUGUST 1994

VIDEOGAMES



SNES



RPG



SQUARESOFT®

1 Player

12 Meg

Developer:

Capcom/Square Soft



The Dark Dragons are outside of the village!

Capcom of Japan's first-ever RPG finally hits U.S. shores, thanks to Square Soft.

**V**IDEOGAMES' painfully low Micro Review rating to the contrary, I thought *Secret of Mana* was a truly awesome RPG. The graphics: Awesome. The sound (and especially the music): Awesome. The storyline and translation: Eh...okay. So when I found out that Square Soft was bringing over *Breath of Fire*, I was hoping for a captivating storyline to match the graphics and sound that I just *knew* would be present. Alas, I'm a bit disappointed on all counts.

Firstly, that storyline. In the cover letter included with the review copy of the game, Square Soft promised "a lighter tone and flavor (fun factor enhanced) than most RPG's [sic]." Now, when you promise a light tone, you are dooming yourself to be compared to RPGs from the kings of light tone, Working Designs. In fact, *Breath of Fire* doesn't have a light tone at all; it's just as boringly translated as *Secret of Mana* and most every Japanese-origin RPG.

Secondly, those graphics and sound. *Secret of Mana* amazed even me, Mr. Jaded Reviewer Guy, with graphics that are about as good as the Super NES can produce and music that was

definitely worthy of cranking up on the stereo. *Breath of Fire's* graphics and sound don't even come close to this level. Not once did I mumble "nice music" or "cool graphics," whereas I was saying both with annoying frequency while playing *Secret of Mana*.

The news isn't all bad, of course. The battle sequence (called the "fighting scene" in the instruction manual) is depicted with a 3/4ths overhead view similar to the angle seen in *Equinox* and *Landstalker*, which makes it much more appealing than the standard-issue top-down view used in the rest of the game. The instruction manual has a very competent walkthrough of the first quarter of the game to guide newbies along. And the translation, while boring, at least makes sense.

Maybe I was expecting a bit too much from Capcom and Square Soft. Maybe I was ready to have my socks blown off again after having them vaporized by *Secret of Mana*. Whatever the reason, I couldn't help but feel a little disappointed playing *Breath of Fire*. It's a competent RPG, but not much more.

—Zach Meston



## GRAPHICS

7

The visuals used throughout most of the game are ultra-generic, resembling *Lufia*, *Final Fantasy* and a half-dozen other Super NES RPGs. The battle sequence graphics, however, are sweet.

## SOUND/MUSIC

6

Generic graphics, generic music—I sense a trend here. With meandering, medieval tunes that drone on and on, *Breath of Fire* definitely does not pass my crucial "Would I rather be playing a Ramones CD at full blast?" test.

## PLAYABILITY

8

The icon-based interface is a step above the usual screenfuls of text-based menus, and makes it easy to accomplish any task in the game with a minimum of hassle. Definitely an easy game to get into.

EASY MEDIUM DIFFICULT

## EDITORS' RATINGS

GORE	CHRIS
7	7
NIKOS	BETTY
7	7

## BANG FOR THE BUCK

8

## THE LOWDOWN

As long as you're not expecting a *Secret of Mana*-beater, you'll have a pay old time with *Breath of Fire*. The intriguing battle sequence and the multitude of things to do will keep most role-playing fans busy for days. Two questions: Why did Capcom pass this up and release the dreadful *Wizardry V* instead? And where's *Mana II*?

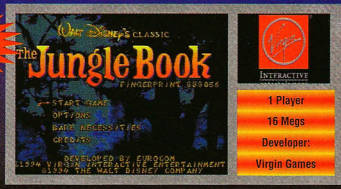
REVIEWS



SNES



ACTION



EDITORS' RATINGS

GORE	9
CHRIS	8
NIKOS	9
BETTY	6

## GRAPHICS

8

The backgrounds seem a bit less varied than the Genesis version, and Mowgli's animation isn't quite as sharp.

## SOUND/MUSIC

8

The SNES version has the advantage here, with better-sounding tunes and the ability to turn various sounds on and off.

## PLAYABILITY

8

The designers kindly threw in a practice level to break in new players, but the controls aren't hard to learn in the first place.



## BANG FOR THE BUCK

7

## THE LOWDOWN

If you want an intense run-jump-shoot game, check out the Genesis version. If you want a little puzzle-solving with your platform action, check out this version.

I was expecting the SNES version of *The Jungle Book* to be a port of the Genesis version, but nooo! Some of the graphics are identical, but the all-important game play is as different as night and day. A short list of the dissimilarities: The Genesis version is action-oriented, while the SNES version is puzzle-oriented; the



This ain't no conversion: *The Jungle Book* for SNES is a completely different interpretation of the cartoon classic.

SNES version has slightly better sound and music; the Genesis version is more difficult, since you have to collect a certain number of gems in each level, while the SNES version lets you fly through without doing anything except solve the puzzles.

So which version is better? It depends on your tastes. I preferred the Genesis version; the level design seems tighter and the controls are better. But the SNES version is certainly not bad. (Can you tell I'm waffling?) Hey, just rent them both and see which one you dig. I have the feeling it'll be the Genny version.

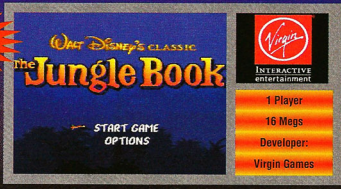
—Zach Meston

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GENESIS



ACTION



EDITORS' RATINGS

GORE	9
CHRIS	9
NIKOS	9
BETTY	8

## GRAPHICS

9

The visuals aren't *Aladdin*-quality, but they are surprisingly close, and very colorful. The animation on Mowgli is particularly keen.

## SOUND/MUSIC

9

A nice assortment of tribal tunes sets the mood quite well, along with Genesis-sized versions of songs from the movie.

## PLAYABILITY

8

Three difficulty levels let you choose your challenge, but even the easiest setting is harder than *Aladdin*.



## BANG FOR THE BUCK

7

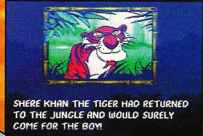
## THE LOWDOWN

The oldest cliché in the reviewing biz: If you liked *Aladdin*, you'll LOVE *The Jungle Book*. It has everything that made *Aladdin* fun, plus a beefed-up difficulty level and more detailed game play. A superb game.

**T**he *Jungle Book* was produced by Robb Alvey, who also produced Disney's *Aladdin* and who I declared in a previous issue of VG as "the coolest guy in the video-game industry" (about which he still gets teased and taunted incessantly), so you know it's good. And indeed it is.

It's a much harder game than *Aladdin*; there are plenty of enemies, plenty of hidden items to collect, and some nasty bosses. The game play is also more involved, since Mowgli has a variety of weapons to choose from, while *Aladdin* was stuck with only two.

The only problem is that the movie upon which this game is based is quite average (I'm a movie critic, now, too!) and quite old. So, even though *The Jungle Book* is a better game than *Aladdin*, it'll probably sell half as many copies. Life, eh?



SHERE KHAN THE TIGER HAD RETURNED TO THE JUNGLE AND WOULD SURELY COME FOR THE BOY!



Virgin follows up the phenomenal *Aladdin* with another Disney classic: *The Jungle Book*.





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SEGA CD



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CIRCLE #113 ON READER SERVICE CARD.



GENESIS



FIGHTING



# FATAL FURY 2

START AUTO

TAKARA®

1-2 Players

24 Meg

Developer:

Takara

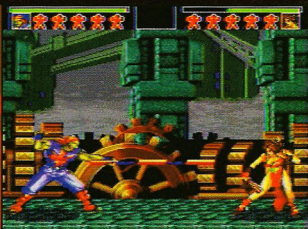
The best aspect of Takara's Genesis version of *Fatal Fury 2* is that instead of taking away features from the arcade version, they actually added some. Now there is a "Super Attack" feature that allows for comebacks when your energy bar is down. This makes up for Takara's mistake in turning *King of the Monsters 2* into a simple fighting game (see review in this issue) instead of leaving in the carnage fest of the Neo-Geo version.

Once again you return to South Town to fight in the follow up to the first "King of the Fighters" tournament put on by Wolfgang Krause. As the leader of the dark forces of South Town, he's intent on destroying any fighter with the guts to challenge him. The Story Mode allows you to pick one of eight different characters, including the Bogard brothers, their buddy Joe and Big Bear (Geese Howard's bodyguard, Raiden, in the first game). The "Vs. Game" and "Survival Match" let you choose from all 12 characters.

The best part of *Fatal Fury 2* is the 3-D fighting movements that allow you to battle at two different planes of depth. It's fun to come flying at your opponent out of nowhere. This isn't *Virtua Fighter*, but it's a smart attempt at expanding the fighting genre. Some of the feel of the arcade version is left intact, but it's not like you're going to be glad that you don't own a Neo-Geo. If you're a big *Fatal Fury 2* fan, you'll like the Genesis version, but you'll always wish for something more.

Since there's already been another sequel (*Fatal Fury Special*) in the arcades, it's hard to see this as a groundbreaking release. Definitely try before you buy; that way you'll know if it suits your tastes when there are so many other fighting games on the shelves.

—Nikos Constant



Though it's not as smooth as the Neo-Geo version, *Fatal Fury 2* is 130 bucks cheaper.



## GRAPHICS

If you weren't looking at the Neo-Geo and Genesis versions side by side, it would be hard for you to tell the difference. The colors are good, as are the animation and the character size.

## SOUND/MUSIC

A pretty good translation of the arcade sound, but some parts sound a bit tinny. At 24 meg, the programmers should have used a higher sampling rate or exercised better quality control when it was coming down the pipe.

## PLAYABILITY

The controls aren't as smooth as they should be, but after awhile you get used to the relatively choppy control movement. The addition of the super attack feature is a definite highlight.

EASY MEDIUM DIFFICULT

## EDITORS' RATINGS

GORE	CHRIS
7	7
ERIC	BETTY
7	7

## BANG FOR THE BUCK

## THE LOWDOWN

While it should satisfy rabid fans of the arcade original, the Genesis version of *Fatal Fury 2* will probably get lost in the stampede of new fighting games coming out this summer. If you're only buying one fighting game this year, titles like *Super Street Fighter II* might fit the bill better. Though the 3-D playfield is different from other side-by-side fighting games, you'll get your jollies with a couple of bucks spent on a rental.





GENESIS

FIGHTING

# KING OF THE MONSTERS 2

©SNK 1992

TAKARA

1-2 Players

16 Meg

Developer:

Takara

## GRAPHICS

It looks pretty darn good, though the backgrounds could have been cleaner. My favorite level is "French City"—you get to crush the Eiffel Tower. The monsters look great, especially Aqua Slug.

## SOUND/MUSIC

You'll dig the crunching sounds as your character steps on office buildings and homes. The music's pretty good for a Genesis game, too.

## PLAYABILITY

As far as fighting games go, this one's pretty slow. When set on an low difficulty level, you can get through the whole game just by throwing punches. Definitely not as varied or as long-lasting as the original Neo-Geo version.

EASY MEDIUM DIFFICULT

## EDITORS' RATINGS

GORE	CHRIS
7	7
NIKOS	ERIC
6	6

## BANG FOR THE BUCK

## THE LOWDOWN

I think this is a good game to rent. It looks good, and it's more fun when you're playing with a friend; you get to choose from a lot of different monsters. Unfortunately, without the linear "story" mode of the original Neo-Geo version, *King of the Monsters 2* has been reduced to a simple one-on-one fighting game. It was great fun to play in the "2 Player vs. Computer" mode in the arcade; unfortunately, this Genesis version doesn't offer that important option.

Not everyone is fortunate enough to own the Neo-Geo home system, which is really too bad if you're considering buying a home version of SNK's *King of the Monsters 2*. While this Genesis version is much less expensive, it also happens to be missing quite a bit from the arcade original.

What happened to the "Story" mode? What happened to the quest? Without the "walk to the right" action, the Genesis version is pretty much just another fighting game. You fight your opponent and progress to the next level by winning 2 out of 3 rounds for each match—sounds like *Street Fighter* to me! There's no game mode which allows two players to play against the computer, either. It's either one player against the computer or the two-player "Versus" mode.

What's cool about the Genesis version is that—in addition to the three original characters—you also get to play as any of the boss characters from the Neo-Geo version, including Huge Frogger, Claw Head, Beetle Master, Aqua Slug and Lavicus. You've got a lot of monsters to choose from. Besides that, it's not bad for what it is—another fighting game.

Although you don't scroll from level to level, you can move all over the screen. You'll stomp on all kinds of buildings and landmarks, including the Eiffel Tower. Under



Claw Head walks away from the city knowing he has become...King of the Monsters.

these things you'll find power-ups, power-downs and all kinds of stuff. The levels are set in different cities around the world—and not just cities, but places like the desert or a sea bed.

The monsters have some cool moves too. Some of them can spit up their brains or shoot small hurricanes from their innards. Sounds nice, eh? My favorite character is Claw Head. He can spit slime balls, but his punches are just as effective. Watch out for Beetle Master, too; he's a real toughie to beat.

Even though *King of the Monsters 2* for the Genesis turned out to be something of a disappointment for fans of the original, I'd have to say that you can still have fun with it.

—Betty Hallock





GENESIS



FIGHTING



# WORLD HEROES HEROES

SEGA

1-2 Players

16 Meg

Developer:

Sega Midwest



I'm preparing for a healthy battle.

Fighting games are blowing up and multiplying like chin-chillas these days. It's almost as if game developers are combining parts of one game with some features of another and presto! You have yet another beat-'em-up to master. A translation of one of the first Neo-Geo fighters, this Genesis version of *World Heroes* is, unfortunately, the Richie Cunningham of fighting games.

While Capcom dragged Data East into court over the somewhat derivative *Fighter's History*, *World Heroes* is pieced together from a slightly more diverse bunch of sources. For starters, there's a hat-wearing fighter named Brocken who looks like M. Bison but plays like a cross between Dhalsim and Inspector Gadget. Muscle Power looks like Hulk Hogan, but plays like a cross between E. Honda and Zangief. Then there's Dragon, a Bruce Lee lookalike who twitches like Tom Arnold when he wins a round...you get the idea.

The game's lone female character, Janne, is not quite the looker that Chun-Li is, but at least she's been given the benefit of a weapon. If you can get by all of these heroes, you'll fight the Mystery Warrior boss character who combines the skills of all of the characters for the last fight. Good luck getting to this guy; *World Heroes* isn't



The Neo-Geo invasion continues for Genesis owners with the release of Sega's *World Heroes*.

as easy as many other recent fighting games, even on the easiest difficulty setting.

The most innovative feature of the original Neo-Geo game, the "Death Match," is included—and hey, Sega even went as far as to include the word "Death," which Nintendo disallowed in Sunsoft's SNES version of the game. In the Death Match, you fight in an enclosed space (e.g. a boxing ring with flaming ropes or a room with sharp spikes on the walls) which can do additional damage. Unfortunately, this feature also duplicates the original game's flaws; you'll quickly tire of accidentally running into these hazards when you're just trying to get off the ground after a throw.

When you play a game that attempts to simulate a battle between two powerful warriors, you need smooth movements and good control response in order to become part of the game and really enjoy the thrill of combat. I can live with less vivid graphics—in fact, the colors and graphic detail of the Genesis version are a lot closer to the coin-op than I expected—but it just doesn't *play* as well as on the Neo-Geo. The movements are slow, and jumping results in a kind of drifting float that just screams "uppercut me!" to any real-life or computer-controlled opponent. Not the worst arcade conversion of all time, it's just a few years too late to make a significant impact.

—Eric Nakamura



## GRAPHICS

The graphics are surprisingly decent; lots of vivid colors and good-looking sub-screens. The character animation, however, is not totally up to par—but that's probably more due to the limitations of the hardware than anything else.

## SOUND/MUSIC

Average sound for a fighting game. The music captures the frantic beats of the arcade version, but it sounds thin and metallic—as do the sampled voices. The actual fighting sounds could have used a bit more muscle, too.

## PLAYABILITY

A fighting game needs to move smoothly and quickly or else it just won't feel comfortable. *World Heroes*' lack of decent speed and weird floating jumps hurt the playability a lot, especially when compared to other beat-'em-ups.

EASY MEDIUM DIFFICULT

## EDITORS' RATINGS

GORE	CHRIS
7	7
NIKOS	BETTY
6	8

## BANG FOR BUCK

## THE LOWDOWN

Like the review dial says, *World Heroes* is "okay." Nothing much to write home about. Sega's Midwest design team obviously had a great desire to keep the game faithful to the original Neo-Geo version, but this could be a case where the Genesis hardware just couldn't do the game justice—especially when you consider that the original game is 82 meg and this cartridge is a mere 16. Maybe a Sega CD conversion could help.



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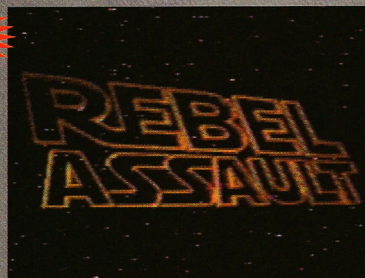
SEGA CD



SIMULATION



SHOOTER



1 Player

CD-ROM

Developer:

LucasArts



## GRAPHICS

Though not as crystal clear as on the PC and Mac CD-ROM, the graphics for Sega CD version are pretty good. The Tatooine and Kalaador scenes take some getting used to because the resolution is poor.

## SOUND/MUSIC

The CD music is what really makes this game. I will never get tired of listening to the little theme from *Star Wars*. Sound effects are also excellent, with realistic explosions, sampled dialogue and eerie TIE Fighter fly-bys.

## PLAYABILITY

The only drawback to *Rebel Assault* is the control, and that's pretty darn important for a flying game. The control pad is unresponsive and the moves you make are more like guesses than precisely controlled maneuvers.

EASY MEDIUM DIFFICULT

## EDITORS' RATINGS

GORE	CHRIS
8	8
ERIC	BETTY
7	7

## BANG THE BUCK

## THE LOWDOWN

If you're a fan of *Star Wars* who hasn't played *Rebel Assault* on a computer, then you won't be all that disappointed with the Sega CD version. The game is very involving, especially during some of the harder stages like the asteroid level and the Hoth ice-cave. If you're not into the whole *Star Wars* phenomenon, you'll probably get really frustrated with the controls and some of the confusing low-res graphics. I'd buy it, but it's not for everybody.

Even through there hasn't been a new *Star Wars* movie in over ten years, there's no shortage of new *Star Wars* merchandise for people to buy. Whether it's new comics, novels, pinball machines, Bend-em figures or video games, the Lucas marketing masterpiece keeps consumers aware of their allegiance to his company's imagination. Video and computer games have been blowing off the shelves lately with *X-Wing* and *TIE Fighter* for the PC and *Super Star Wars* and *Super Star Wars: The Empire Strikes Back* for the SNES. Finally, *Rebel Assault* has been ported over to the Sega CD for all the fanatics out in Segaland.

Originally developed as a CD-ROM title for the PC and Macintosh, *Rebel Assault* is a first-person flying game that transforms you from a Rebel rookie into a Death Star-destroyin' veteran. The graphics of the computer versions of *Rebel Assault* were out of sight, with amazingly animated ships, asteroids, and scenery. Though the graphics on the Sega CD version are a bit

muddy on the planetary levels, once you get into outer space you'll be too intent on destroying TIE Fighters to worry about a loss in resolution.

The game's sound is also excellent, taking full advantage of the CD to bring John Williams' original movie score right into your living room. Other sound effects stay true to the film, with bursts of laser fire and explosions that have such great sound, you can almost feel them burning you.

Other than the pixel-happy look of the Tatooine and Kalaador levels, the biggest drawback to *Rebel Assault* is the control. Sometimes it feels like you're driving around in a car with really bad wheel alignment; other times it's like the darn ship doesn't respond at all. Once you've gotten used to the controls, the game gets a little better, but I'd expect more from my X-Wing fighter. You'd have more control with a horse-drawn wagon flying out of control through an asteroid field than this game allows.

*Rebel Assault* isn't for everyone, but it's still one of the best Sega CD games I've played. If you have money to burn, buy it—if not, give it a rental and see what you think.

—Nikos Constant



*Rebel Assault* lets you fly all over the *Star Wars* universe, from Tatooine to the Death Star and all points along the way.

REVIEWS



SEGA CD



FIGHTING



RPG



# REVENGERS OF VENGEANCE

Extreme  
ENTERTAINMENT GROUP™

1-2 Players

CD-ROM

Developer:

Micronet



Is it a fighting game, an RPG or a shoot-'em-up? *Revengers of Vengeance* has elements of all three.

elements of a good RPG, or even a competent one. What's left is weak and without meat; your character wanders around buying weapons and magic items that don't always have a drastic effect on his or her abilities. The whole RPG scenario centers on a single town, so there's not much in the way of discovering new territory, items or enemies.

This would be cool if the fighting action was outstanding; in fact, this is definitely the focus of *Revengers of Vengeance* in its current state. Unfortunately, it's not a particularly good fighting game, either. The characters are interesting, including more female fighters than most games of



Originally titled *Battle Fantasy* in Japan, *Revengers of Vengeance* took a great idea and executed it poorly, then tried another variation and made things even messier.

The basic concept is a great one: An RPG in which all of the combat takes place in one-on-one *Street Fighter*-style battles. Somewhere along the line, somebody went crazy beeping up the fighting action and forgot to include the basic

elements of this genre, but the action is slow and imprecise. Combos are next to impossible, due to the fact that your opponent will usually recoil and fly halfway across the screen if you connect with even the simplest of punches or kicks.

There's no six-button control pad support, and most of the special moves are rather ordinary.

Stranger still, when the game was converted for American release, Extreme decided to give it a sense of humor. If you're expecting the wit of Working Designs, though, you're out of luck—the funniest thing about *Revengers of Vengeance* is the title. Even the game's option menu is weird; the timer in the battle scenes can only be set to non-standard times like 66 or 77 seconds, and there's an option to turn off your character's shadow. Huh? I thought that turning it off might speed up the action, but all it does is make you angry—there's a power-up item that can make one or both fighters invisible, in which case the shadows are extremely important. There's also a completely useless "Arena of Death" mode in which you configure characters to participate in computer-controlled battles. Who wants to play a fighting game in which you're not controlling either character?

If that's not enough, the Guild in the RPG scenario offers "quests" which are actually miniature vertically-scrolling shoot-'em-up games. These are fun for what they are—basically little bonus games—but again, as a shooter, they're nothing special.

Hey, I really wanted to like *Revengers of Vengeance*, and the game has something to offer if your tastes lean toward the downright bizarre. Sadly, the overall effect is the same as that of a movie in which the plot is full of holes.

—Chris Bieniek



## GRAPHICS

The most striking images in *Revengers of Vengeance* are the backgrounds in the fighting scenes; everything else is either ordinary (most of the characters in the fight scenes) or hopelessly 2-bit-looking (the RPG and shoot-'em-up scenarios.)

## SOUND/MUSIC

Though somewhat dated, the music is OK—and the voice acting could have been a lot worse. I like the stereo effects in the fight scenes; lots of separation if you're listening with headphones or widely-spaced speakers.

## PLAYABILITY

This is definitely a case of the whole being less than the sum of its parts. The fighting is mediocre, the shoot-'em-up is barebones and the pseudo-RPG elements would be laughable to a dyed-in-the-wool paper-and-dice nut.

EASY MEDIUM DIFFICULT

## EDITORS' RATINGS

GORE	NIKOS
5	6
ERIC	BETTY
5	6

## BANG THE BUCH

## THE LOWDOWN

With a little more work, *Revengers of Vengeance* could have been a lot of different things. It could have been a great multi-genre adventure, a decent fighting game or—better yet—a ripping parody of RPGs or fighting games. Unfortunately, it's none of those; it's just a slightly confused fusion of three distinctly different game genres. Not to discourage any designer from trying to do this, but the game suffers because none of the three is done particularly well.

7

7

6

6





NEO-GEO



FIGHTING



NEO-GEO

MAX 330 MEGA  
PRO GEAR SPEC

SNK

1-2 Players

178 Meg

Developer:

ADK



GRAPHICS

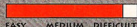
Cool characters and stunning intermissions; too bad the frame rate of the animation hasn't been improved over *WH2*. The backgrounds in the Tournament mode are wildly detailed, much more so than in the standard game.

SOUND/MUSIC

This is probably what's eating up the lion's share of the game's 178 megabits of memory, and it shows. Don't miss the dramatic music that pounds during the character introductions in the Tournament mode.

PLAYABILITY

The ability to change your character's attributes in two-player battles changes the game's strategic elements considerably, and the "play dead" trick is a nice touch. It's too hard to deflect projectiles, though. Beware of inescapable combos!



EDITOR'S RATINGS

GORE	7	NIKOS	7
ERIC	7	BETTY	7

BANG FOR BUCK

THE LOWDOWN

With only two new characters, *World Heroes 2 Jet* is not a huge step up from its predecessor. Some players are bound to miss the "Death Match" mode from the previous *World Heroes* games, which was much more innovative than *Jet*'s Tournament mode. Fortunately, the series has continued to distance itself from the "*Street Fighter* clone" symptoms of the first *World Heroes* game, and characters like Murman, J. Maximum and Raspitin are still among the genre's most original fighters.

The differences between this one-on-one fighting game sequel and the previous *World Heroes 2* game are about as negligible as the differences between *Super Street Fighter II* and *Super Street Fighter II Turbo*. That is, there isn't much that's new; it's better, but only by a small margin.

*World Heroes 2 Jet* distinguishes itself from its predecessor mainly by virtue of its Tournament mode, in which you'll fight three rounds per "day" and face a different combatant in each round. There's also a TV-style announcer on hand to congratulate the winners and count out the losers; while the hazards of the original game's "Death Match" mode are not present, the tension in the Tournaments is brought to extreme heights by cheering crowds and dramatic fighter introductions. This mode is also noteworthy because unless you lose the first two rounds, you'll always fight three rounds in every battle.

The standard one-player vs. computer and two-player modes are back, too, and the two-player option has been enhanced with a pre-fight configuration screen that allows you to adjust your character's offensive power, defensive power and speed.

*Jet* also features two new characters: RyoFu is a tall, muscular fighter from China who breathes fire and swings a staff, and Jack is a lunatic from the U.K. who looks like Duck King from *Fatal Fury* but attacks with the claws of Genan Shiranui from



*World Heroes 2 Jet* has the most surreal "victory" animations of any fighting game.

*Samurai Shodown*. Both of these new fighters seem to have more special moves than any of the 14 previously-existing characters; Jack, in particular, zips into dozens of configurations of sharpened, spinning metal with the simplest of button combinations. There's also a new "boss" character, a mega-ripped blonde guy with a scar between his eyes.

If you beat the game in the Tournament mode, the ending sequence will give you another example of the absurd, off-the-wall sensibilities that have come to represent this system at its most surreal. There is so much stuff going on in this and other Neo-Geo titles that completely defies rational interpretation; whether it's Raspitin's Marilyn Monroe impersonation, Jack's *Clockwork Orange* pose or the hysterically cryptic post-fight comments of any character, you'll drive yourself crazy if you try to figure out what it all means.

I also love the way your character's portrait will bump your opponent's photo off the screen after you win a match in the standard game—I'll bet this graphic started a few fights in the arcades when players started bumping each other off the machine for real!

—Chris Bieniek





# BRUTAL

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3DO

STRATEGY

ACTION



1 Player

CD-ROM

Developer:

Tetragon

## GRAPHICS

Good use of 3-D space highlights the action, and the smooth graphic transition between close and distant views shows off the power of the 3DO hardware.

## SOUND/MUSIC

The repetitive rhythmic tunes in *Gridders* provide proper background for a mind-bending puzzler. The voices sound like real people, not actors who play real people on TV.

## PLAYABILITY

This game is very accessible; it's easy to understand what you're supposed to be doing and the controls are self-explanatory. The question is: Will they want to play it, and if so, for how long?

EASY MEDIUM DIFFICULT

## EDITORS' RATINGS

GORE	CHRIS
8	6
NIKOS	BETTY
7	6

## BANG FOR THE BUCK

## THE LOWDOWN

While it's an interesting game—interesting looking, anyway—just how much fun could a game called *Gridders* be? It's a cute, original puzzle game with decent sound, but I'm saving my dough for more cutting-edge 3DO games like Panasonic's *Virtual House*.

FIND THESE

EXIT HERE

BLOCK THESE

THESE DROP PYRAMIDS WHEN BLOCKED

BEWARE OF THESE

PUSH TO CHANGE VIEWS

PUSH TO MOVE ZACK

PRESS START TO CONTINUE



Tetragon's *Gridders* plays like a 3DO version of Atari's *Klax* with a hip character pushing the blocks.

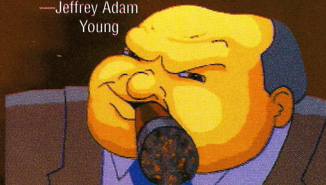
an up-close view of your character, Zack, and his surrounding squares on the grid. The transition between the two views is so fluid that it's the most striking aspect of this puzzle game.

Personality has been added to *Gridders* by Zack, who has one of those skater haircuts and a funny set of animations that appear after you leave the control-pad idle for a short period. Cartoon-like animations are placed between levels.

but Tetragon tried too hard to add a storyline that just isn't essential for a simple puzzle game.

Although this is a good puzzler, it seemed somewhat restrained for a first offering from an obviously talented group of programmers. Nonetheless, *Gridders* is a promising debut from a company that could turn out even more interesting 3DO products in the future.

—Jeffrey Adam  
Young



Playing *Gridders* on the 3DO platform is sort of like playing *Yahtzee* on a PC. It's simplistic puzzle game for the super-hyper-mega-powerful 3DO machine. Although the gameplay is inherently addictive and challenging, a game with the same concept could be played on the NES. However, newcomers Tetragon included some nifty graphic tricks to make *Gridders* a visually appealing game with a very cute edge.

The basic premise is that you must block a series of boxes that are moving along a grid, which in turn causes these boxes to drop geometric symbols that will activate the exit on that level. The trick is to get to the shapes before another box lands on that same section of the grid, while avoiding being squashed by other boxes.

Simple enough? Utilizing the power of the 3DO, Tetragon enables players to switch views from a 3/4-overhead view of the whole board to



GAME BOY



ACTION



**BAN  
DAI**

1 Player

2 Meg

Developer:

Bandai



GRAPHICS

8

Looked pretty darn good to me. This is just about as good as it gets for the Game Boy, isn't it? There's a bit of a blur problem—as with any scrolling Game Boy title—but on the Super Game Boy screen it looks great.

SOUND/MUSIC

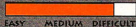
7

I like the *Power Rangers* theme song, and that's what they used for the game. The sound effects are OK; nothing spectacular, but enough punch and kick sounds to give you the right idea.

PLAYABILITY

6

Like I said, it's a tough game. I wish it had been easier to control your punches and kicks. It could have been faster. But I wish handheld games were faster in general anyway.



EDITORS' RATINGS

GORE	CHRIS
7	8
NIKOS	ERIC
7	6

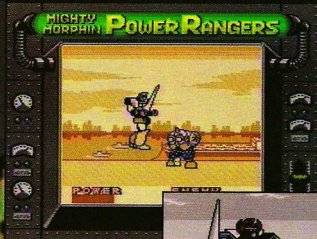
BANG FOR THE BUCK

8

THE LOWDOWN

You know that at the very least this is going to be a collector's item. I'm pretty sure my satisfaction with the show affected how I felt about the game, but what are you gonna do? Anyway, if I were a Game Boy owner I'd go for it. The game's biggest surprise is that it takes a super hot license and makes it look so darned ordinary...but hey, it's the *Power Rangers*!

REVIEWS



**Y**ou know them. You love them. They're the Power Rangers. Now you can play the game on your Game Boy as well as the Super Game Boy. The extended color and sound capabilities of the new Super Game Boy peripheral will allow you to distinguish each character from the other—you know, Black, Blue, Red, Yellow and Pink. If you're playing on the old portable Game Boy, no problem; the game helpfully tells you which character you've chosen (e.g. "Blue Ranger.") You can choose to play as any one of the five teens that Zordon has sent to defeat the evil Rita Repulsa and her cronies.

It's a tough game. You'll have limited use of your Ranger's special weapon as you're running through each level, but the standard punch and kick are not always easy to use. This is probably the game's worst feature: The play control. Your timing has to be absolutely spot-on if you're

**The Mighty Morphin Power Rangers game looks great in color on the new Super Game Boy.**



going to fend off all of the Putty people who swarm you. In the later levels, the game play gets more interesting. Not only do you have to avoid your enemies, but also falling rocks or spikes on the ground.

It also looks good. Gee, they couldn't have skimped on something like the Power Rangers. The animation is no less than I expected, though it goes without saying that the game looks best on the Super Game Boy. The later levels offer more interesting backgrounds, too.

What's really cool about the game are the Megazord battles at the end of each level. The gameplay changes to *Street Fighter*-style one-on-one fighting action. If you like fighting games, this is a nice change from the monotony that can sometimes overcome a platform game. There aren't a lot of moves you can execute, but it's fun all the same—especially when you're fighting Rita and she's flying around in her big dress and throwing magic fire balls at you.

—Betty Hallock

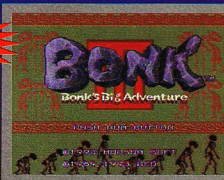




## DUO/TG-16



ACTION



T.T.I.

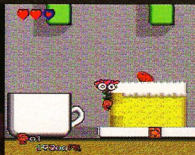
1-2 Players  
CD ROM  
Developer:  
Hudson SoftEDITORS  
RATINGSGORE  
7  
CHRIS  
7  
ERIC  
6  
BETTY  
9

It's really too bad that TTI is finally giving up here in America. It just goes to show how the right marketing campaign can make or break a game system in the U.S. Nevertheless, at least TTI is going out with a bang by releasing *Bonk III CD* for the few thousand hardcore Duo fans.

Though *Bonk III CD* isn't a completely redone version of the original HuCard release, it does have some improved features. Obviously the music and sound effects have been juiced, which gets



**Bonk hits harder than a Dr. Dre break beat in *Bonk III CD*.**



the gamer more involved with Bonk and his quest for candy. There are a few new bonus stages as well, and the colors are as lively as ever.

If you're a fan of Bonk, buy this. If not, you'd better save up your cash for the Japanese imports you're going to have to buy.

—Nikos Constant

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## GAME GEAR



SIMULATION

1-2 Players  
2 Meg  
Developer:  
Data EastEDITORS  
RATINGSGORE  
6  
CHRIS  
7  
ERIC  
7  
BETTY  
6

Pinball and pool are probably the toughest simulations to program for a video game. It must be hard to program the physics of these conceptually simple yet eternally complex games. Data East makes a valiant attempt at bringing 9-ball to the Game Gear, but with little success. *Side Pocket* is an easily mastered (read boring) version of the world of the pool hall.

The game features three different games: 9-ball, pocket and trick. The problem with the game is that once you get the hang of the tables, you'll get tired of it. The two-player feature is a bit more entertaining, but you can't play for cash. This one could have been better.

—Nikos Constant



In *Side Pocket*, the tables are slow and the babes are cheesy and boring.



GRAPHICS

An overhead shot of a pool table with colored balls on it is the primary graphic image. Not too complicated. What did you expect?

SOUND/MUSIC

The music could have been a lot groovier. You're playing pool here, people; even with the GG's limited sound capabilities, they could do better.

PLAYABILITY

After a couple of games, you get the feel of the table and the game gets boring. Once you've mastered all the tricks, you're done.

EASY MEDIUM DIFFICULT

BANG AND BUCK

THE LOWDOWN

When it comes right down to it, the Game Gear just can't match the feel of playing a game of pool in a smoky pool hall where hustlers are hustling and games are played for cash. This one's for the easily entertained.



CD-i



ACTION



**PHILIPS**  
  
 1 Player  
 CD-ROM  
 Developer:  
 ICDI



EDITORS' RATINGS

- SCORE 8
- NIKOS 6
- CHRIS 7
- BETTY 7

**GRAPHICS**

Just like the arcade game, nice colors. The best part of this game—I think it's the only part I really enjoy.

**SOUND/MUSIC**

With CD technology, the sound couldn't be bad. If you're a purist, you'll be happy with the sound—it's crystal clear.

**PLAYABILITY**

Not as much fun to play as it is to watch. It's a battle of repetition and memorization—a real test of your tolerance.



**BANG FOR THE BUCK**

**THE LOWDOWN**

Fans of *Dragon's Lair* will love the CD-i version. This is it; the pinnacle of *Dragon's Lair* for the home. There's nothing new here, though, so if you never liked the original game, don't expect a revelation.

**B**ack in the early '80s, *Dragon's Lair* was the hot new laserdisc game with the best graphics around. Sucking two quarters at a time, the game looked just like a Saturday morning cartoon. Now it's back for the CD-i, and I dare say that this is the ultimate version of the game; it is *exactly* like the original.

Unfortunately, the fun of this game comes from watching someone else play it. For a beginner, *Dragon's Lair* is tough since there's only one way to get through this



Talk about your faithful arcade conversions!

game. You can't really control the exact movements of the character, so it's hard to say that's it really interactive.

It's nice to see old games come back, but it's usually more fun if the game is updated for a new generation—as Atari did with *Tempest 2000*. If you're a fan of Dirk, though, this game is yours; it's made just for you.

—Eric Nakamura

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ARCADE



SIMULATION



# LETHAL ENFORCERS Gunfighters



The first *Lethal Enforcers* arcade game is one of my favorite games...ever. There's nothing I like better than blowing away bad guys with a big pink gun. The game was about as close as you can get to being onto the TV show *COPS* without joining the force or selling crack in Dade county.

When I heard that *Lethal Enforcers II* was going to have a western theme, I was a bit disappointed. I didn't want to play another *Mad Dog McCree*; I'd rather waste city slickers than cow-pie kickers. When I went down to C.A. Robinson, our local arcade connection, Dean Gamburd, God of arcade games, recommended I check out the new games and review whatever I wanted to. With some trepidation, I went around the arcade, until I finally approached the new *Lethal Enforcers II* machine. I picked up the pink gun and hit the big red **START** button. Instantly I was involved in the best gun battle I'd ever been in, and I didn't even have to duck.

The big improvement in *LEII: Gunfighters* is that it takes more than one shot to kill an enemy. They'll take it in the leg—tasting the pain of your six-shooter—and blast back at you with a vengeance. You'll have to unload your whole revolver into certain characters, and they're not even the bosses!

In addition to requiring multiple shots to kill the robbers, *LEII* has a supernatural edge, with Indian Shaman characters and skeleton armies,



1-2 Players

Arcade

Developer:

Konami

*Lethal Enforcers II: Gunfighters* brings the smell of hot lead and cold feet to your local arcade.



quick-draw shoot-outs and health meters for the final bosses. The levels include a train heist, a saloon shootout, a bank robbery, a wagon train on the loose and a corrupted gold mine scenario. The ending has a great surprise which is guaranteed to shock you.

The next time you're down at the local arcade, pick up a pistol and draw a bead on *Lethal Enforcers II: Gunfighters*. You'll be glad you did.

—Nikos Constant



## GRAPHICS

There hasn't been a big jump in the quality of *Lethal Enforcers*' visuals. Graphically, it's essentially the same game—except it's set in the old west, with cowboys, Indians, and high-noon shootouts.

## SOUND/MUSIC

A western-themed sound track. It's not Garth Brooks, but it's not Ennio Morricone either. Sound FX are funnier than the first, with a lot of comments coming at you from your enemies. The screams of the dying are very well done.

## PLAYABILITY

Probably the best simulated shooter ever, *Lethal Enforcers II: Gunfighters* gets a better game out of gunning down bad guys. Instead of only having to hit them once, now you have to fill them full of lead.

EASY MEDIUM DIFFICULT

## EDITOR'S RATINGS

GORE	CHRIS
9	9
ERIC	BETTY
8	8

## BANG FOR THE BUCK

## THE LOWDOWN

Because of its harder game play, you'll be pumping a lot of quarters into *Lethal Enforcers II*—but it's worth it. Where else can you shoot a bunch of people and not get the electric chair? There's not really much of a story, but I wasn't really expecting to play *The Good the Bad and The Ugly* video game. I wanted to shoot people and *Lethal Enforcers* delivered.



ARCADE



ADVENTURE



CAPCOM

1-4 Players

Arcade

Developer:

Capcom



## GRAPHICS

You can guess that *D&D: Tower of Doom* has sword- & sorcery visuals taken right out of the TSR *Monster Manual*. Do you dig on built dudes and gilla lore? Enter the darkness and save the crowd from dragons.

## SOUND/MUSIC

Pumping, O-*Sound* is in effect: you'd think you'd stepped into the Fat Boys' boom box. Music is medieval, the dragon's roar is bass heavy and your character belts out a war cry whenever it enters the game.

## PLAYABILITY

With four-player capability, head your gang down to the arcade, enter your names and rock the machine all night. Watch out for subtle stick action because dexterity counts. Like *NBA JAM*, the machine knows your record.

EASY MEDIUM DIFFICULT

## EDITOR'S RATINGS

GORE	CHRIS
6	8
ERIC	BETTY
5	8

## BANG THE BUCK

## THE LOWDOWN

This is the first coin-op game to do justice to the *D&D* role-playing genre. TSR was the first and best at keeping gamers up all night, so it's refreshing to see that Capcom grabbed the license and went back wild on desire. It's a deep game so expect to spend some major cash. Though decision-making isn't as integral to game play as it could be, it's way more interactive then a lot of other arcade games out there. Grab the treasure and pass the buck, *D&D Tower of Doom* is here.



Anybody who knows what's up has burned the midnight oil playing *Dungeons & Dragons*, sucking down Slurpees, chomping on Funyons and messing with the pizza delivery boy when the kid comes to the door. With a role of the 12-sided die and an imaginative dungeon-master, you can be transported light years away from your bleak existence into a world of treasure, magical weapons, and bloody carnage.

The RPG genre has set its roots in the video game industry in a big way with great home games like *Lunar: The Silver Star*, but the action that plays in your head during a good game of *D&D* is way better than anything that comes out of your TV. Finally, a game has come to the arcade that matches some of the action and strategy of a sugar-fueled game of *D&D*.

*Dungeons & Dragons: Tower of Doom* is one of the first "Choose Your Own Ad-

Capcom's *Dungeons & Dragons: Tower of Doom* is the first arcade action RPG to do justice to the mythological *D&D* world.

venture" games to come out in the arcades. Along with fighting the normal cast of ghouls armies and orc bands, you have the choice of selecting your own path through the game and equipping yourself by buying various weapons and magic spells. As you move through the land, you can pick up treasure and gain experience points which increase both your bank account and your hit point total.

The plot is like most *D&D* scenarios: The Republic of Darokin is being invaded by monsters from the wilderness. Corwyn Linton, leader of the Linton merchant house, suspects that there is something more to the attacks than just a bunch of crazed woodland animals. You and four other players can fight as clerics, warriors, elves or dwarves to find out what powerful evil lurks in the wilderness.

*Dungeons & Dragons: Tower of Doom* is a great game that you'll spend a lot of money on. Though its interactive elements could be improved, have fun with this one and look for more RPG-style action games in your arcade's future.

—Nikos Constant  
(Thanks to Dean Gamburd and Jorge Sanguinetti at C.A. Robinson in Los Angeles.)

REVIEWS



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# NORMY'S

BEACH BABE-O-RAMA



GENESIS/ACTION



8

COOL

Electronic Arts

Phone: (415) 571-7171

*Beach Babe-O-Rama* is a cool game; it's cute and fun. Normy is very easy to control, everything looks good and sounds good, too. The only thing that's annoying is the way Normy talks ("Total bumper!") and the somewhat sexist title of the game.



GENESIS/ACTION



8

COOL

Malibu Interactive

Phone: (818) 591-1310

*Time Trax* is a great action game that's way better than the mediocre T.V. program it's based on. The story is good and the characters are numero uno with great animation and special effects to support them. Excellent soundtrack for the Genesis.



SUPER NES/ACTION



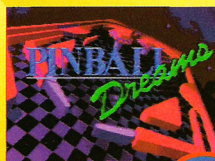
7

GOOD

Capcom USA Inc.

Phone: (408) 774-0500

What—another *Final Fight* clone from Capcom? This one- or two-player medieval hack-'n-slasher has weapons and progressive experience levels, but it's essentially the same game as *King of Dragons* (And *Legend...and Golden Axe...etc.*).



GENESIS/ACTION



5

WEAK

GameTek

Phone: (305) 935-3995

*Pinball Dreams* was a fun game for the computer systems, but the cartridge versions have stiffer competition to contend with. Even with multiple playfields, they don't have the spark or excitement of *Cruel Ball* or either of Tengen's Genesis pinball titles.



SUPER NES/STRATEGY



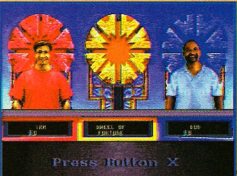
6

OKAY

GameTek

Phone: (305) 935-3995

WHEEL OF FORTUNE! Yeah, it's the latest version of the top TV game show for your home. It's not as tough on your brain as *Jeopardy!*, so blow this one away without thinking. The best way to get this game is to win one by getting on the actual TV show.



GENESIS/ACTION/ADVENTURE



8

COOL

Sega of America

Phone: (415) 508-2800

Beam me up big-time to the far reaches of the galaxy. This action/adventure title is basically the same game that was released by Spectrum HoLoByte for the Super NES. The game looks good; all of the *Enterprise* crew members look like cute little people.







SUPER NES/STRATEGY



GameTek, Inc.  
Phone: (305) 935-3995

This is *Jeopardy!* with Alex Trebek. If you miss the show every night, here's the alternative. This is a good version compared to the others. It's clean and most like the TV program. The voice is great and the graphics are sharp. Tough questions, but that's solid.

7  
GOOD



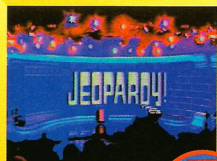
SUPER NES/STRATEGY



GameTek, Inc.  
Phone: (305) 935-3995

Like the *Deluxe* game, but all of the questions are sports-related. Pretty tough even if you're a sports trivia god. The characters you choose from are funny-looking. The computer opponents are not too swift; it seems like you can always ring in before them.

7  
GOOD



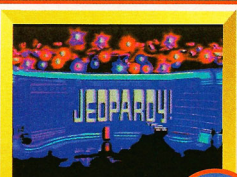
GENESIS/STRATEGY



GameTek, Inc.  
Phone: (305) 935-3995

Sorry fans, this version isn't as good as the SNES game. Even though it shouldn't matter in a game like this, the characters just don't look as cool. Also, when the computer answers, it takes the time to spell out all of the words, which definitely makes it slower.

5  
WEAK



GENESIS/STRATEGY



GameTek, Inc.  
Phone: (305) 935-3995

Again, this Genesis conversion isn't as good as the others. The sports questions are tough as usual, but the graphics are blocky and dull. If you're into sports trivia you won't care, though; it just depends on which of the game systems you own.

5  
WEAK



GAME BOY/STRATEGY



GameTek, Inc.  
Phone: (305) 935-3995

My favorite version of *Jeopardy! Sports*. The tiny Game Boy is tough, but the opponents are also pretty dumb; they like to give answers like "zyzx" to sports questions. The graphics and animation are funny. Alex looks like Tom Slick's long-lost brother.

7  
GOOD



GAME GEAR/STRATEGY



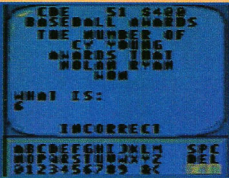
GameTek, Inc.  
Phone: (305) 935-3995

This version does a lot for a little tiny machine that fits into your backpack. You got the colors, you got the sound and the pictures. Alex T. looks sort of like himself, and the voice is also there. The funniest parts are the gestures of AI and his guests.

7  
GOOD

ERNESTO, NOT CARMEN, IS THE FIRST NAME OF THIS MAN ASSOCIATED WITH THE POLICE WARNING

7





# SPORTS WIRE

## SHAQUILLE O'NEAL STARS IN EA FIGHTING GAME

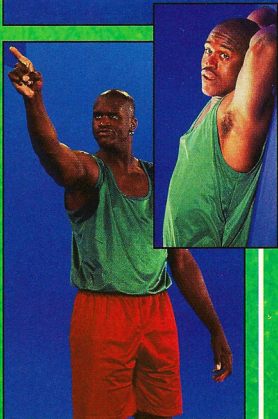
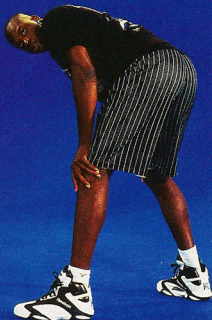
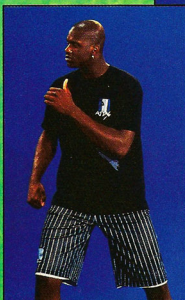
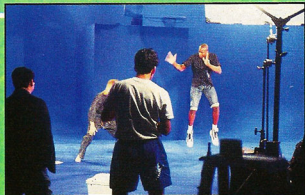
Since Michael Jordan retired, NBA fans have looked to 1993 NBA Rookie of the Year and multimedia star Shaquille O'Neal as the future of professional basketball. When he came into the NBA from LSU, collectors and sports fans knew he was going to be a star player and went crazy buying his basketball cards...but who would have thought this giant was going to get into rap, movies, toys, clothing and books? As it turns out, Shaq is an avid video-game

player. A photograph in a recent feature article in *Sports Illustrated* showed him playing *NBA JAM* in his home with some friends—not a cartridge version of the game, but the full-sized arcade machine!

Several months ago, O'Neal was taken into a studio to have his movements filmed for a video game. The rim-breaker's first project, *Shaq Fu*, will be released in November 1994 as a 24-meg cartridge for both the Sega Genesis and Super NES platforms. According to Electronic Arts, "*Shaq Fu* is one of the most ambitious projects ever attempted. For the first time, the basketball star was involved hands-on [in the game's development]." Now here's the weird part: It's not a basketball game, but a one-on-one fighting game of the *Street Fighter* variety. Stranger still is the fact that it's being developed by Delphine Software, creators of the highly-rated *Out Of This World* and *Flashback* adventures.

No slouching around for the hardest-working man in sports business: The Shaqman had to actually execute dozens of combat moves for video cameras, as the animation was accomplished in part by digitizing character moves from video tape. Delphine is known for incredibly smooth animation, and *Shaq Fu* is no exception.

Though this is probably the first time a sports star has been featured in a non-sports video game, it won't be the last, in fact. Electronic Arts is busy developing the tentatively-titled *Michael Jordan Adventure*, in which MJ travels through a platform-game scenario and attacks enemies with his basketball! Meanwhile, EA says it has no plans right now to make a Shaquille O'Neal basketball game. We say, "Why not?" Shaq is the man in sports right now—the sky's the limit. I'm first in line to buy a Shaq candy bar.



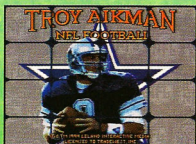


# SCOUTING REPORT

PREVIEWS OF SOON-TO-BE-RELEASED GAMES

EXHIBITION/PRACTICE MODE

- ✓ League/Season Mode
  - ✓ Tournament Mode
  - ✓ Substitutions
  - ✓ Team Construction
  - ✓ League Construction
  - ✓ Battery Backup
  - ✓ Password Backup
  - ✓ Instant Replay
  - ✓ Official License
  - ✓ 1 ✓ 2 ✓ 3 ✓ 4 ✓ 5
- Players



**S**uper Bowl MVP quarterback Troy Aikman is one of the top players in the NFL. The new Tradewest game that bears his name has some new features

like the ability to allocate the team's budget in season mode. The game features play designed by Aikman, too; look for a simultaneous release for

Super NES and Genesis in September, with a Jaguar version due before the Christmas holiday season that may appear as early as October.

SNES



PUBLISHER: Tradewest, Inc.

EXHIBITION/PRACTICE MODE

- ✓ Exhibition/Practice Mode
  - ✓ League/Season Mode
  - ✓ Tournament Mode
  - ✓ Substitutions
  - ✓ Team Construction
  - ✓ League Construction
  - ✓ Battery Backup
  - ✓ Password Backup
  - ✓ Instant Replay
  - ✓ Official License
  - ✓ 1 ✓ 2 ✓ 3 ✓ 4 ✓ 5
- Players



**T**he big kids ride in the formula cars. Names that you always hear about—Andretti, Fittipaldi, Proust—zoom around the track and win big

cash. In this new Sega CD title, you can choose a car, customize it to your specifications and then choose a track to race on. It's hard to tell from

our preview copy, but the word on the street is that the game is tough, our testers found it difficult to even *quality* in certain races.

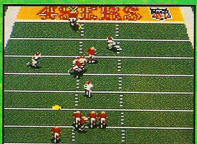
SEGA CD



PUBLISHER: Sega of America

EXHIBITION/PRACTICE MODE

- ✓ Exhibition/Practice Mode
  - ✓ League/Season Mode
  - ✓ Tournament Mode
  - ✓ Substitutions
  - ✓ Team Construction
  - ✓ League Construction
  - ✓ Battery Backup
  - ✓ Password Backup
  - ✓ Instant Replay
  - ✓ Official License
  - ✓ 1 ✓ 2 ✓ 3 ✓ 4 ✓ 5
- Players



**F**ootball for the Game Gear is back with this new title. *NFL '95* will pit you against all 28 teams with playoffs and the Super Bowl. Unlike Sega's initial

*Joe Montana Football Game Gear* game, *NFL '95* offers a viewpoint that's similar to the perspective of EA's *John Madden Football* titles. The players

also perform in accordance with their real stats, so you know guys like Jim Harbaugh will stink.

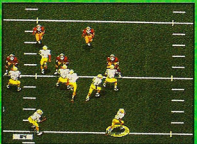
GAME GEAR



PUBLISHER: Sega of America

EXHIBITION/PRACTICE MODE

- ✓ Exhibition/Practice Mode
  - ✓ League/Season Mode
  - ✓ Tournament Mode
  - ✓ Substitutions
  - ✓ Team Construction
  - ✓ League Construction
  - ✓ Battery Backup
  - ✓ Password Backup
  - ✓ Instant Replay
  - ✓ Official License
  - ✓ 1 ✓ 2 ✓ 3 ✓ 4 ✓ 5
- Players



**S**ega's new 16-megabit college football cartridge lets Genesis owners determine the mythical National Champion of the gridiron. The top 32 college

football teams appear in the game, including Notre Dame, Michigan, Penn State, Washington, USC, Texas A&M, Nebraska, Alabama, Miami and

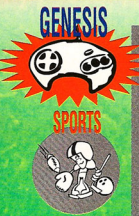
Florida State. Due this summer, *College Football's National Championship* is also said to include college playbooks, rules, fight songs and stadiums.

GENESIS



PUBLISHER: Sega of America





**SEGA™**

1-2 Players

16 Meg + SVP

Developer:  
Sega/AM #2



*The higher perspectives give you a clear view of the road ahead, but be sure to switch to a lower view before entering a tunnel or going beneath a bridge.*

banked corners, which require a different technique than the standard "flat" turns. Hard cornering will result in spectacular spins—especially from the cockpit view—but after a few laps you can almost "feel" when the back end is about to slide out from underneath you. Simply letting off the throttle will let you recover the turn.

*Virtua Racing* does have a weakness, however: amazingly enough, it's that it stayed too close to the original arcade version. When Sega brought *Super Monaco GP* from the arcades to the Genesis, it added a full-blown race season, 16 new tracks, car construction options and

**GRAPHICS**

The fast, smooth scaling of the polygon graphics really pulls you into the game. The instant replay of your race is a great idea, but often the camera viewpoints are so far away from the action that it's hard to see your car.

**SOUND/MUSIC**

The music is better than other recent Sega efforts. The sound effects have been digitized, but because there are only a few samples of spins and screeching tires, they are sometimes used inappropriately.

**PLAYABILITY**

The steering feels a bit sluggish at times, but the overall control is quite good. It takes practice to master the turns, and the computer-controlled racers are quite competitive. Supports six-button controllers for changing viewpoints.

EASY MEDIUM DIFFICULT

**EDITORS' RATINGS**

<b>GORE</b>	<b>CHRIS</b>
6	9
<b>NIKOS</b>	<b>BETTY</b>
8	9

**BANG BUN BUN**

**THE LOWDOWN**

*Virtua Racing* is a great arcade conversion that's closer to the original than I ever would have thought possible on the Genesis. The ability to change your viewpoint on the fly and the incredible polygon-rendered 3D environment put the graphics in a league all their own. While there's no circuit mode to give the car longevity for solo players, fans of the arcade machine won't be disappointed.

One of the most anxiously awaited arcade conversions since *NBA JAM*, Sega's *Virtua Racing* has arrived for the Genesis in fine fashion. The amazing polygon graphics and four different driving perspectives are here, thanks to Sega's radical new SVP coprocessor—which explains the \$99 suggested retail price.

*Virtua Racing* provides some of the most outrageous three-dimensional race tracks ever seen on a home console. The perspective tilts as you enter the banked corners, and the detailed roadside graphics (canyon walls, solid railings) further enhance the sense of speed.

The control in *VR* is a bit different from other home racers. Because of the perspective, I initially found myself turning into corners far earlier than I should, especially on the

other new frills that were intended to make the game more suitable for the home audience. *VR* has only three tracks—although the "reverse" trick sort of extends that by letting you race the courses in the opposite direction—and other than the Free Practice and Two-Player Race modes, the game has nothing to offer after you beat each track. I really hate the fact that there's no option to turn off the "checkpoint" markers in *Virtua Racing* mode; this may be fine for a quarter-muncher, but it doesn't make much sense in the home version. The same goes for the Hall of Fame: What's the point of designing the elaborate Course Records screens if there's no battery to save the best times?

Be that as it may, *Virtua Racing* is a show-stopper for the Genesis and demonstrates what the new SVP chip is capable of. Hopefully Sega will put this processor to good use and not let it languish around like Nintendo's much-hyped but hardly used Super F/X chip.

—Jeffrey Tschiltsch

REVIEWS

- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- ✓ Team Construction
- ✓ League Construction
- ✓ Battery Backup
- ✓ Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 2 3 4 5
- Players





GENESIS



# World Championship Soccer II™

© 1998 SEGA

SEGA SPORTS

1-4 Players

16 Megs

Developer:

Sega •



## GRAPHICS

The larger players are nice, but they actually seem a bit *too* large for the pitch, which looks short and narrow. Some nice background graphics on goals and penalties, but they're almost invisible in that dark blue background.

## SOUND/MUSIC

Though there are attempts at "chanting" now and then, the crowd sounds are worse than in any sports game in recent memory. The ball effects aren't bad, and while the music is okay, there is no option to turn it off during a match.

## PLAYABILITY

No speciality moves to speak of, but you can angle your shots with the D-pad after kicking. The game is very easy to learn, thanks to its simplistic controls, but most fans will yearn for greater command over their team.

EASY MEDIUM DIFFICULT

## EDITOR'S RATINGS

GORE	CHRIS
7	6
NIKOS	BETTY
5	6

## BANG ON THE BUCK

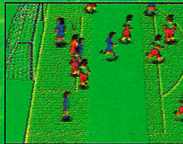
## THE LOWDOWN

*World Championship Soccer II* is a disappointing sequel. The game features none of the special touches found in the first cart, such as the first-person graphics on corner, goal and penalty kicks. About the only thing it has going for it over the original is support for the Team Player adapter, which lets up to four friends compete in a variety of different cooperative and competitive combinations. I hope Sega doesn't wait another five years to try again.



Use the D-pad to curl your shots up and away from the goalie for an easy score.

There is no button to change which defender you control; the game automatically selects the defender for you (often using poor judgment.) One strange feature of the defensive controls is that when you press the C button to perform a sliding tackle, the defender closest to the ball will attempt the tackle whether you control that player or not.



Sega's original *World Championship Soccer* was the very first 16-bit cartridge-based soccer game released in this country (way back in '89); it quickly became one of my favorite sports titles with its sharp graphics and fast action. More an arcade game than a simulation, it finally got some serious competition in the past year with EA's *FIFA International Soccer* and the onslaught of World Cup carts, but it still remains one of the more playable sports games.

I was pleasantly surprised to learn that Sega has finally produced a sequel to its five-year-old title. *World Championship Soccer II* is radically different from its predecessor. The first game was a top-down scroller that stole its basic graphics engine from the "fielding" play of *Tommy Lasorda Baseball*. The new game presents the action from an angled, side-scrolling viewpoint with larger players. The graphics, however, have a fuzzy, diffused look to them and are not very detailed. All of the players on a given team look exactly the same and don't feature much in the way of animation.

The big surprise, though, is the lack of any speciality moves in *WCSII*. The first game featured headers and cool bicycle kicks, but this sequel supports only the basics: kick, pass, shoot and—on defense—a sliding tackle.

The original, allowing you to choose from eight different formations at any time during the game from the Pause menu. There is no team editor, however, and you can't choose your starting lineup or make substitutions during a match.

The game features two types of tournament play. Challenge mode is a single-elimination tournament against 31 other teams, and the *World Championship Soccer II* is a World Cup-style tournament featuring the 24 national teams who qualified for this year's real-life competition. The Customized feature allows you to replace up to eight of the teams with some popular clubs that didn't make the cut.

—Jeffrey Tschiltch

- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- ✓ Team Construction
- ✓ League Construction
- ✓ Battery Backup
- ✓ Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1/2 ✓ 3/4 5
- Players



GENESIS



With the season in full swing, Accolade releases the latest upgrade to its venerable *Hardball* lineup. The AI Michaels license, along with the play-by-play commentary, has been dropped from the new Genesis version to make way for the MLBPA license. This is a great trade-off, to my thinking, because now you get all the real players instead of teams with fictional rosters.

*Hardball III's* excellent team editor—with battery-backed memory—has been kept intact, so you can trade players to other teams, add a hot rookie who might come up mid-season or build your own "dream team." The battery backup also lets you save a game in progress and tracks league leaders, player statistics and team standings. A unique feature of *Hardball '94* is the All-Star game: At the midpoint of a full (162-game) or half (81-game) season, the game automatically selects the best players from each league to make up the rosters for the fall classic.



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30	DeShazo	218	R	1	1
31	Stromberry	240	L	1	1
32	DeShazo	212	R	1	1
33	Warner	267	R	13	0
34	DeShazo	212	R	1	1
35	DeShazo	212	R	1	1
36	DeShazo	212	R	1	1
37	DeShazo	212	R	1	1
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41	DeShazo	212	R	1	1
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44	DeShazo	212	R	1	1
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100	DeShazo	212	R	1	1

*Hardball '94* offers both pitcher and batter viewpoints; you can select either or both the option menu.

The graphics in *Hardball '94* haven't changed much since the last cart. The 28 accurately rendered big-league parks are still there, and the MLBPA license now provides nice pictures of the players' mugs on the stat "cards." While the graphics and animation of the behind-the-pitcher viewpoint remain basically unchanged, the behind-the-batter perspective has had a major overhaul. The batter and pitcher now feature incredibly lifelike digitized animation that even has the batter stepping out of the box when the catcher throws the ball back to the pitcher. The flight of the ball in *Hardball III* was quite choppy, but now the ball sails in smoothly, making the game much more playable.

The great animation is offset by the fact that the exact same batter and pitcher graphics are used for every at-bat. It's a bit strange to see Frank Thomas' face in the statistics window and then see a slim and extremely white guy in the batter's box; the same is true for pitchers and fielders.

*Hardball '94* continues to use several different camera angles to present the play in the field. The viewpoints give you a great view of the action at the price of smaller player graphics and a noticeable pause as the screen fades from one viewpoint to another.

—Jeffrey Tschiltz

1-2 Players

16 Meg

Developer:

Mindspan Technologies



## GRAPHICS

Awesome animation of the pitcher and batter; too bad it's always the same guy at the plate. The fielder animation is still a bit rough. Great pop-up windows of close plays, especially the sweeping tag on a runner stealing second.

## SOUND/MUSIC

*HB III's* static-filled commentary has been replaced with much cleaner samples for the empire's ball and strike calls. The stadium organist gets the crowd into the game with a multitude of different themes.

## PLAYABILITY

Some great interface, but it now ranks as my second favorite behind Sega's *World Series Baseball*. Be careful pitching inside as it's now much easier to hit a batter. Computer-controlled base runners are very aggressive.

EASY MEDIUM DIFFICULT

## EDITORS' RATINGS

GORE 8  
CHRIS 8  
NIKOS 7  
BETTY 8

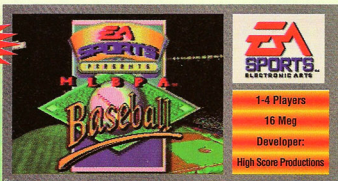
## BANG FOR THE BUCK

## THE LOWDOWN

*Hardball '94* continues Accolade's great tradition of extremely playable baseball games, but there's not much new here besides some hot animation in the batting view and the MLBPA license. The fielder animation could still use some refinement and the heavy player inertia makes it easy to overrun fly balls. But with its incredible list of options, team editor and detailed statistics tracking, *Hardball* still ranks near the top of the Genesis baseball heap.



## GENESIS



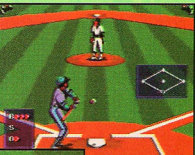
## EDITORS' RATINGS

**GORE**  
8  
**CHRIS**  
7  
**NIKOS**  
6  
**BETTY**  
7

**E**A's *MLBPA Baseball* for the Genesis is very similar to the SNES cart reviewed here in the May issue, featuring the same overall look, play mechanics and excellent sound effects.

While the intro and menu backgrounds have been improved, the actual game graphics feature far fewer frames of animation and a lot less color. I like the way the screen pans to follow fly balls before switching to the overhead view, and there's a couple of (choppy) video highlights shown for homers and double plays.

*MLBPA* has plenty of options and while it doesn't support short seasons, you can pick



**You can select auto or manual control for fielding and/or batting for each individual player on your team.**

which games during the season you'll play manually and which the computer will simulate. —Jeffrey Tschiltsh



- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- ✓ Team Construction
- ✓ Battery Backup
- ✓ Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 1/2 3 4 5 Players

## GRAPHICS

Large players, but little animation. Gee, shouldn't a "safe" player be shown standing on the bag, not next to it?

## SOUND/MUSIC

A great-sounding crowd, a perfect stadium organ and a cleanly-digitized umpire. Unfortunately, the ump never calls balls—only strikes.

## PLAYABILITY

The narrow fielding view forces you to watch the radar too much. One of the few games in which you can manually change defenders.

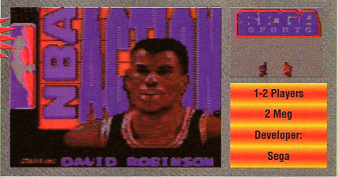
EASY MEDIUM DIFFICULT

## BANG REBUCK

## THE LOWDOWN

*MLBPA* plays well and the four-player support is a plus. It's the poor animation and graphic inconsistencies—the balls clearly hit foul in the batter's view suddenly becoming fair in the fielding view—that hurt it most.

## GAME GEAR



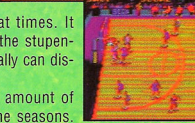
## EDITORS' RATINGS

**GORE**  
7  
**CHRIS**  
7  
**NIKOS**  
8  
**BETTY**  
6

**N***BA Action* is an ambitious five-on-five basketball game for the Game Gear. The license allows real team names, logos and actual NBA players. The colorful graphics are surprisingly detailed given the tiny size of the players, but even so, it can be a real challenge to locate the ball at times. It would be bearable if it wasn't for the stupendous amount of flicker; players literally can disappear from the screen.

On the plus side, there's a fair amount of options, including 82- and 26-game seasons. The scoreboard, shot and game clocks are clearly presented and the substitution screen is easy to use.

—Jeffrey Tschiltsh



**You don't hear "The Marvelous One," but you can read the color commentary at the bottom of the screen.**

- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- ✓ Team Construction
- ✓ Battery Backup
- ✓ Password Backup
- ✓ Instant Replay
- ✓ Official License
- ✓ 1 1/2 3 4 5 Players

## GRAPHICS

Too small and too much flicker. There's some nice animation, but the player control indicator often blocks your view.

## SOUND/MUSIC

Nice intro music and decent sound effects, given the Game Gear's limitations, the arena organ music is surprisingly good.

## PLAYABILITY

It's too easy to throw the ball away when passing and you can't fake a shot, but the "intentional foul" feature is innovative.

EASY MEDIUM DIFFICULT

## BANG REBUCK

## THE LOWDOWN

*NBA Action* has some nice features for a Game Gear cart and the animation—while a bit on the slow side—features some nice dunks and lay-ups. Too bad it's all for naught as the game is almost unplayable due to the flicker.



NEO-GEO



SPORTS



NEO-GEO

MAX 330 MEGA  
PRO-GEAR SPEC

1-2 Players

106 Meg

Developer:

Monolith/SNK



## GRAPHICS

The players are drawn with great detail and every move is amazingly animated, but sometimes the game slows down slightly if there are too many players on the screen. Great celebration screens after goals are scored.

## SOUND/MUSIC

The sound of the ball being kicked sounds like a punch lifted from one of SNK's fighting games; while initially strange, it does make the game intense. The crowd is perfect, cheering at the right times and raising the level of excitement.

## PLAYABILITY

Generally good, aside from the previously mentioned player-changing woes. You can use the C button on offense to dribble past aggressive defenders and pressing B while the ball is in the air will yield headers and bicycle kicks.

EASY MEDIUM DIFFICULT

## EDITORS' RATINGS

GORE	CHRIS
8	9
NIKOS	BETTY
8	8

## BANG THE BUCK

## THE LOWDOWN

*Super Sidekicks 2* is a blast to play, but it is an arcade soccer game in the strictest sense; think of it as the soccer equivalent of *NAMO JAM*. The matches are a little too short and there isn't much strategy beyond moving the ball as fast as you can. Most players will beat the computer in the single-player tournament pretty easily, but the game really shines in two-player mode. If all-out soccer action appeals to you, *Super Sidekicks 2* won't disappoint.



There's no radar to show where off-screen players are located, but don't worry—they'll be there if you kick the ball high and long.

It seems that everybody has a new soccer game this year; not to be outdone, SNK has released *Super Sidekicks 2* for the Neo-Geo. The original *Super Sidekicks* was a pretty good game, but the sequel improves upon

it in a variety of ways.

The graphics are the most obvious change. The players are now *huge*, and the player animation is extremely realistic. There are plenty of new moves—including mid-air kicks and slick backward passes—but the coolest by far is the new Chance shot. As you're advancing towards the goal, just outside of the penalty box, the word "chance" will occasionally flash above your player's head. If you press the shot button while Chance is lit, the display changes from the normal side-scrolling

view to a first-person perspective of the goal (much like what you see in the penalty-shot shoot-out mode). You have a split-second to maneuver the cross-hair to an open part of the net and shoot, otherwise the goalie and defenders will block your shot with ease.

Where the original game would always force you to control the defender closest to the ball handler by changing players automatically, *SS2* lets you change defenders manually by pressing the C button. This is a great idea, but unfortunately the execution isn't without its flaws. Pressing C doesn't change control to the nearest defender; instead it "cycles" to the next defender in the game's pre-set sequence. Half the time that "next" player isn't even on the screen! You end up rapidly pressing the button trying to get control of the player you're looking at; you'll often pass him up in the sequence or simply get control after it's too late. Add the fact that you lose control of a defender if he attempts a tackle (or an offensive player when he shoots) and you'll be whackin' the C button constantly trying to regain control.

Normally I'd flame a game for a control problem like this, but in the case of *Super Sidekicks 2* it doesn't seem to matter much; this is high-intensity arcade soccer at its best. Forget strategy based on formations and player substitutions; your only coaching decision is to figure out which part of your team you will power-up when you start the game. When they're not being knocked to the ground by errant passes, the refs will issue penalty cards as required. They have to, given that one of the "hard tackle" moves involves grabbing a player from behind and slamming him to the turf!

—Jeffrey Tschiltz

REVIEWS

- ✓ Exhibition/Practice Mode
- ✓ League/Season Mode
- ✓ Tournament Mode
- ✓ Substitutions
- Team Construction
- League Construction
- Battery Backup
- Password Backup
- Instant Replay
- Official License
- 1 1/2 3 4 5
- Players





# SCOREBOARD

## GENESIS AUTO RACING

	TITLE	MANUFACTURER	OVERALL	GRAPHICS	ANIMATION	MUSIC	SOUND F/X	CONTROL	SPEED	CHALLENGE	COACHING	REALISM	OPTIONS	INNOVATION	TEAM SELECTION	LICENSE
1	Formula One (F-1)	Domark	9	8	10	7	9	8	9	9	7	8	8	7	n/a	7
2	<b>Virtua Racing</b>	<b>Sega</b>	<b>8</b>	<b>9</b>	<b>10</b>	<b>7</b>	<b>8</b>	<b>8</b>	<b>8</b>	<b>9</b>	<b>5</b>	<b>7</b>	<b>6</b>	<b>9</b>	n/a	n/a
3	Mario Andretti Racing	Electronic Arts	8	7	8	8	8	9	8	7	8	8	8	7	n/a	7
4	Super Monaco GP	Sega	8	8	8	7	7	8	8	8	6	6	7	6	n/a	n/a
5	Ayrton Senna's Super Monaco GP II	Sega	7	8	7	6	6	7	7	8	6	6	7	5	n/a	5
6	Nigel Mansell's World Championship Racing	GameTek	6	6	7	7	6	6	7	7	7	6	7	5	n/a	5
7	Ferrari Grand Prix Challenge	Flying Edge	5	6	5	5	5	5	5	6	6	6	7	5	n/a	4

## GENESIS SOCCER

1	FIFA International Soccer	Electronic Arts	9	9	9	9	8	8	9	8	8	9	8	8	9	7
2	AWS Pro Moves Soccer	Asciaware	7	7	7	8	6	7	7	7	7	7	7	7	8	n/a
3	World Championship Soccer	Sega	7	7	8	6	6	8	8	6	6	6	7	5	7	n/a
4	Pele!	Accolade	6	7	6	7	7	5	6	6	7	5	8	6	7	5
5	<b>World Championship Soccer II</b>	<b>Sega</b>	<b>6</b>	<b>6</b>	<b>7</b>	<b>6</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>5</b>	<b>5</b>	<b>6</b>	<b>6</b>	<b>6</b>	<b>7</b>	n/a
6	Tecmo World Cup	Tecmo	6	6	6	6	6	7	7	5	5	5	5	4	6	n/a
7	World Trophy Soccer	Virgin	5	7	5	6	4	5	7	4	6	5	7	4	8	n/a
8	Championship Soccer '94	Sony Imagesoft	5	5	5	6	5	5	7	6	6	5	6	4	8	n/a

## GENESIS BASEBALL

1	World Series Baseball	Sega	10	10	9	8	8	9	9	9	9	9	9	8	8	10
2	<b>Hardball '94</b>	<b>Accolade</b>	<b>8</b>	<b>8</b>	<b>8</b>	<b>7</b>	<b>8</b>	<b>8</b>	<b>7</b>	<b>9</b>	<b>8</b>	<b>8</b>	<b>9</b>	<b>6</b>	<b>8</b>	<b>8</b>
3	RBI '94	Tengen	8	8	8	8	8	7	8	9	7	8	8	6	9	8
4	Hardball III	Accolade	8	9	7	6	7	9	7	9	8	8	9	7	7	5
5	Sports Talk Baseball	Sega	7	7	8	7	8	8	7	7	7	7	7	7	7	7
6	Tony La Russa Baseball	Electronic Arts	7	7	7	8	7	7	7	8	8	8	7	6	8	5
7	Hardball	Ballistic/Accolade	7	7	7	7	8	8	8	8	7	7	8	7	6	n/a
8	ESPN Baseball Tonight	Sony Imagesoft	7	7	8	8	8	7	8	7	6	6	6	7	8	7
9	<b>MLBPA Baseball</b>	<b>Electronic Arts</b>	<b>7</b>	<b>7</b>	<b>6</b>	<b>8</b>	<b>7</b>	<b>7</b>	<b>6</b>	<b>7</b>	<b>7</b>	<b>8</b>	<b>8</b>	<b>6</b>	<b>8</b>	<b>7</b>
10	Super Baseball 2020	Electronic Arts	7	8	8	6	6	7	7	7	7	n/a	6	8	6	n/a
11	Tommy Lasorda Baseball	Sega	6	6	7	6	7	8	7	6	7	6	7	6	6	3
12	Roger Clemens' MVP Baseball	Flying Edge	6	7	7	6	6	6	6	7	5	6	3	8	7	4

## GENESIS GAME YEAR SOCCER BASKETBALL

1	NBA JAM	Arena	8	8	8	7	6	8	9	8	4	5	7	7	8	8
2	<b>NBA Action</b>	<b>Sega</b>	<b>6</b>	<b>6</b>	<b>7</b>	<b>6</b>	<b>7</b>	<b>6</b>	<b>6</b>	<b>7</b>	<b>5</b>	<b>6</b>	<b>7</b>	<b>5</b>	<b>8</b>	<b>9</b>
1	<b>Super Sidekicks 2</b>	<b>SNK</b>	<b>8</b>	<b>9</b>	<b>8</b>	<b>7</b>	<b>8</b>	<b>7</b>	<b>8</b>	<b>7</b>	<b>5</b>	<b>6</b>	<b>6</b>	<b>5</b>	<b>8</b>	n/a
2	Super Sidekicks	SNK	7	8	8	7	7	7	7	8	4	5	4	6	3	n/a





# GLOBAL GAMING

BY ERIC NAKAMURA



## ULTRAMAN POWERED: THE ULTIMATE HERO

BANDAI  
3 DO

Japanese Super Hero action is back with *Ultraman Powered*, one of the first 3DO games to be developed—and exclusively marketed—in Japan. The well-known silver and red dude is part of a family of thousands of heroes who try to protect the Earth from bad planet-squashing monsters. You may have seen the *Ultraman* TV show and toys—and let's not forget the awful *Ultraman* Super NES cartridge—but the cool graphics of this CD-ROM game are something to see.

After the opening sequence puts you in the seat of a movie theater, *Ultraman Powered* delivers two game modes. One is a first-person shoot-'em-up where you coast around in

a spaceship and shoot the city to trash giant monsters. The other half is a straight-up fighting game that pits the yellow-eyed hero against his old monster enemies. The nemeses include the ugly neo-dinosaur, Redking and the part-lobster/part-loser Baltan. The characters' moves have been digitized from actual video footage and the backgrounds show realistic city and desert scenes. Yes, there are secret moves, fireballs and fierce blue rays...and watch out for the enemies; they've got weapons that'll melt you down!

Unfortunately, Bandai's decision makers have no definite plans to release this game in America. Let's hope they change their minds!

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FIGHTING



ACTION



COOL STUFF



## SPORTS



## STRATEGY



# SLAM DUNK

BANDAI  
Super Famicom

Get up and get ready for the cager game that Japan's been waiting for. *Slam Dunk* is challenging the Japanese version of *NBA JAM* for the title. This game is based on a popular Japanese cartoon and comic strip series with the same name, so you know there's a story behind everything. There's no Alonzo Mourning or Chris Webber, but there's plenty of slamming fun. *Slam Dunk*'s "Story" mode gives you dialogue and Anime screens from the cartoon; they're a great break from the roundball action.

Unlike simpler basketball games, this one gives you major control. Sure, you can pass, steal, block, assist, cut in, hold or shoot a three-pointer, but you can also choose the type of defense you want to play. Zones are legal in international competition, so choose from a gridlock 2-3 zone or go man-to-man.

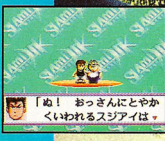
In the one-on-one mode, the characters look like the cartoons—tall and normal—but in the group game they look SD (super deformed) and cute. Definitely a twist from the typical American hoops cartridge, but probably not destined for these shores.



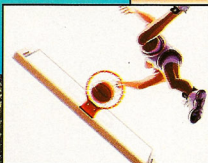
なんと花道が赤木をぶっどばし。



「ち ちがいますよ！」



「ぬ！ おっさんとやかくいわれるスジアイはっ」



## Super Bomberman 2

HUDSON SOFT  
Super Famicom

We all know the *Bomberman* series has a cult following all over the world. Unfortunately, with the Duo in its deathbed, it's highly unlikely that we'll see the super PC Engine sequel *Bomberman '94* in this country, so we'll have to look to the Super NES for more *Bomber* brethren. Fortunately, this Japanese cart is expected to be released in the States before long, so get your multi-tap adapters ready!

Remember the "Draw Game" when time runs out in a match? Now there's a "Sudden Death" option with a 30 second timer. *Super Bomberman 2* also includes a roulette bonus screen; spin the wheel to win a power-up item for the next round. Then there's the Golden Bomber, which appears when you turn the Battle Mode on at the set-up screen. What's different about this beautiful G-Bomber? It's a secret, so you'll have to check it out when the game is released.

## STRATEGY



## ACTION





# HARDWARE

## GENESIS CDX FOR GENERATION X

Now that the Sega CD is coming into its own with a library of games worthy of note, a smartly-designed integrated system called the **Genesis CDX** is ready to take players to the next level of coolness. Though it's been touted by Sega as "the first 16-bit game system that integrates into one unit cartridge-based and compact disc-based gameplay," the idea is not an original one. Those who consider the TurboGrafx-16 to be a 16-bit system would argue that the Turbo Duo was the first integrated cart/CD ma-

chine, then there was Japan's WonderMega, a combination MegaDrive/Mega-CD unit that is set to be released by JVC in the U.S. under the name X'Eye.

Anyway, now we've got the machine of choice, a sleek 8"x5"x2" unit that plays both Genesis and Sega CD games and even has a cute name: Genesis CDX. (I wonder how much Sega paid the marketing guru who came up with this name. "Hmmm. This product would be perfect for that angst-ridden, mobile group of post-teen pre-nuptial slackers called 'Generation X.'

Looks like a CD player...hey, how about 'CDX?')

So what's so hip about it? At first, it's just amazing that a machine this small can play games just like your bulky old Genesis. (This sets off eco-awareness alarms about the waste of plastic in its predecess-

and uses an 8X over-sampling processor. Music and game sounds can be heard privately via the headphones that come packed with the unit.

But wait, there's more! The CDX (damn,



original four-game batch; *Super Monaco GP* has been added. Other peripherals include a stereo A/V cable and A/C adapter.

Unfortunately, there is one design flaw which keeps this new machine from fully realizing its potential as the ultimate video game box. The controller ports are not next to each other; they're angled on the flattened corners at the front of the machine. Since the

two connectors are no longer on the same plane, certain devices—including Electronic Arts' 4-Way Play adapter and the receiver unit for Acclaim's Dual Turbo wireless controllers—physically cannot be connected to the CDX. You could work around this problem by purchasing two controller-cable extension cords, but that would defeat the purpose of the Dual Turbo pack in particular.

Those can live with this quirk should find the Genesis CDX to be one of the most stylish and powerful game systems in the world. The only thing that could have made this baby more attractive would be a built-in TV screen for true portable power.

**Suggested Retail Price: \$399.99**  
**Available Now**



sors.) Then there's the portable stereo angle; for the first time, you can actually use a game system as a viable audio CD player that doesn't weigh you down. It's light casing is only slightly heavier with batteries—two AAs—and the extra weight is worth it because the system truly becomes portable. The audio CD itself sounds great,

control pad instead of the old three-button job. The Genesis CDX also comes packed with *Sonic CD*, the CD version of *Ecco the Dolphin* and the much-feared five-in-one *Sega Classics Arcade Collection CD*—that's over \$350 in games, based on each title's original MSRP. This CDX pack-in version of the *Arcade Collection* disc is actually improved over the

BY JEFFREY ADAM YOUNG

COOL STUFF





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AND RETURN OF  
SUPERMAN™

THE VIDEO GAME  
FROM SUNSOFT®  
COMING IN AUGUST

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