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GP Publications, Inc.

GAME PLAYERS

**REVOLUTION**

Month #Two

**NEW** PICTURE-PACKED  
PREVIEWS!

**NEW** ARCADE  
SECTION

**NEW** ATARI & 3DO  
COVERAGE!

# Game Players

## SEGA • NINTENDO ~~2~~ and MORE

# SONIC & KNUCKLES

Sega's hottest sequel has  
a secret and we've  
got the scoop!

*Catch our 4-page preview!*

**FULL REVIEWS**

**SPARKSTER**

**CONTRA**

**DYNAMITE HEADDY**

**MICKEY MANIA**

**STUNT RACE FX**

**URBAN STRIKE**



**FINAL  
FANTASY III**  
Best RPG  
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**MAXIMUM CARNAGE**  
Don't miss our  
Boss-busting  
tactics!



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THE DEATH AND RETURN OF

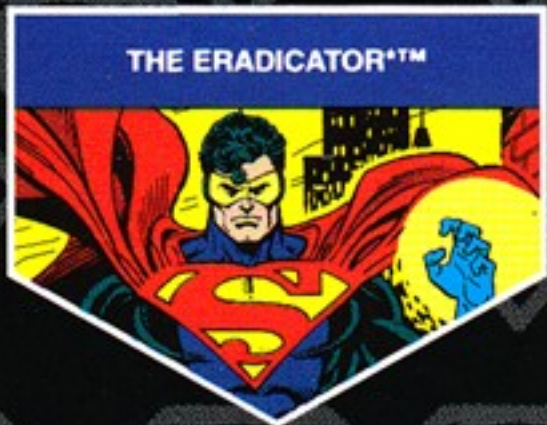
# SUPERMAN™



THE CYBORG™™



SUPERBOY™™



THE ERADICATOR™™



THE MAN OF STEEL™™



The Super NES Game from Sunsoft™  
Available Now!



**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

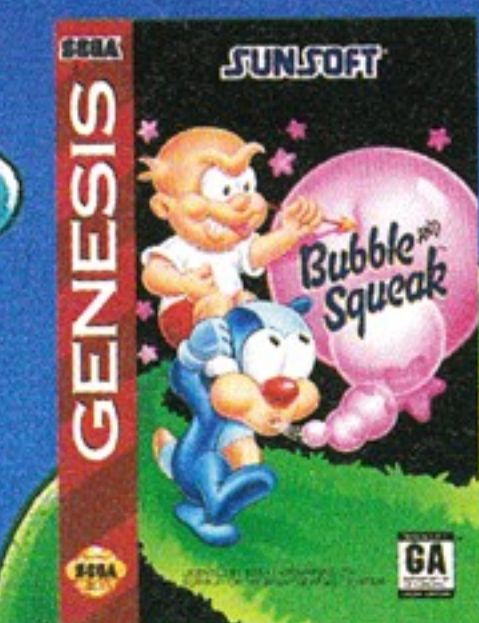
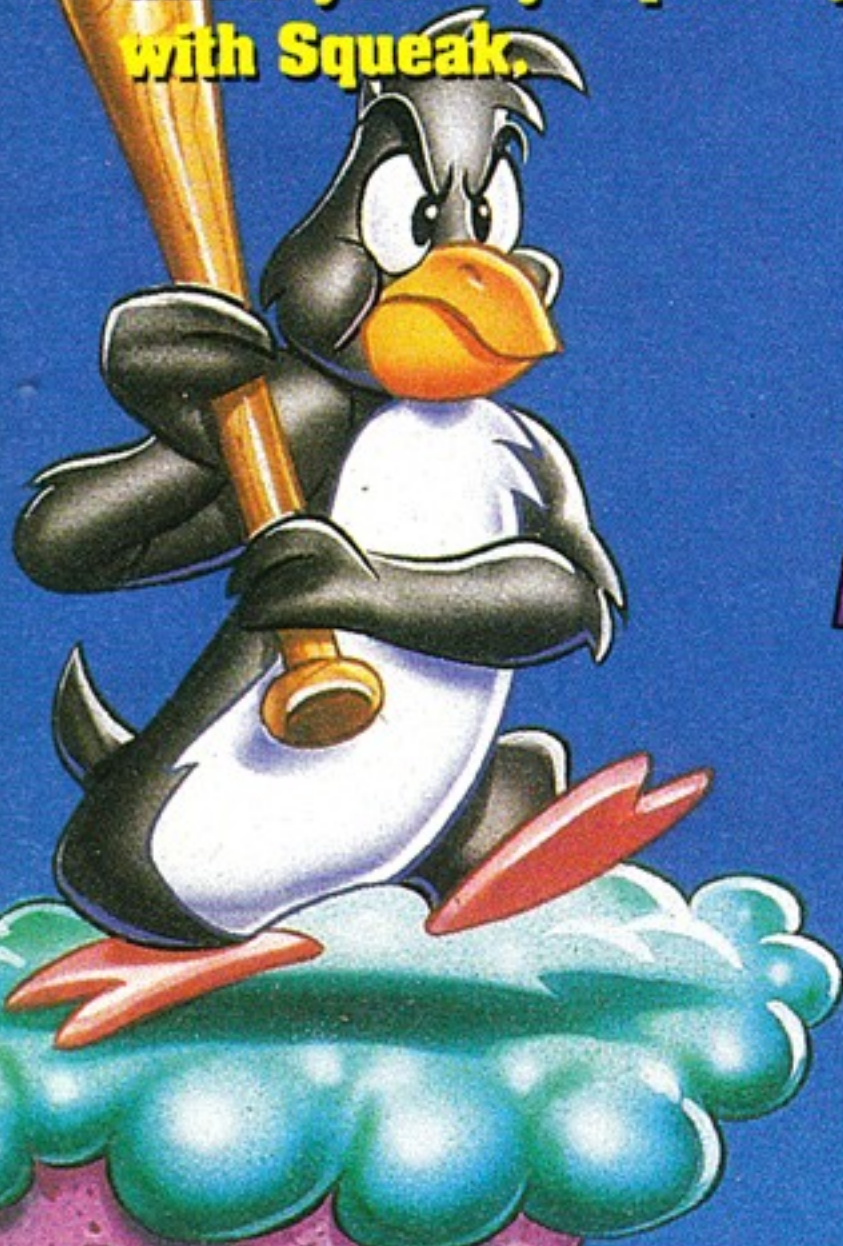
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# GIVE YOUR BUDDY THE BOOT!

Join Bubble and Squeak on their adventure to rid the enchanted land of Groot from the evil Kat of Nine Tails. Collect gems and coins to buy freedom for Squeak's friends and bubble gum for Squeak. Explore vast levels filled with nasty creatures, wicked traps and plenty of excitement!

Using teamwork and imagination, conquer the worlds of the Stardust Caverns, the Neverglades and Katropolis. But be careful—the Red Crawlers, Flying Elephants and Biker Ducks are hunting you down! You'll need to use all of your skills to defeat them and bring peace back to the magic realm.

- Scan feature allows you to see upcoming dangers and traps.
- Pick up and place objects to gain access to new levels.
- Earn valuable coins and gems in the Bonus Games.
- Launch Squeak into action to remove enemies from the path.
- Special power-ups allow you to jump or fly with Squeak.



**SUNSOFT**

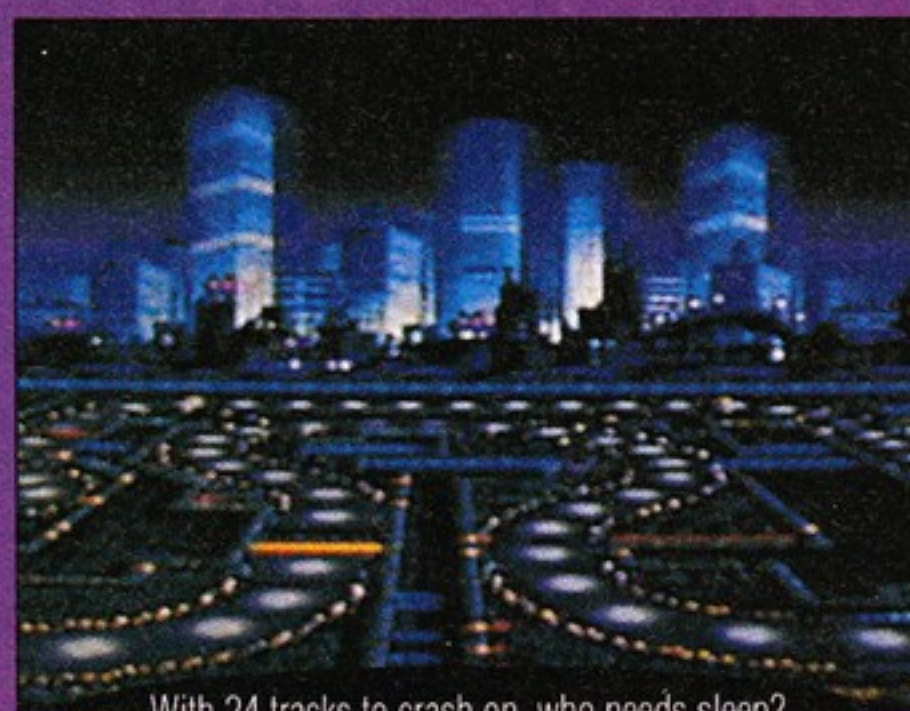
THIS WAS NOT A WINDSHIELD. THIS





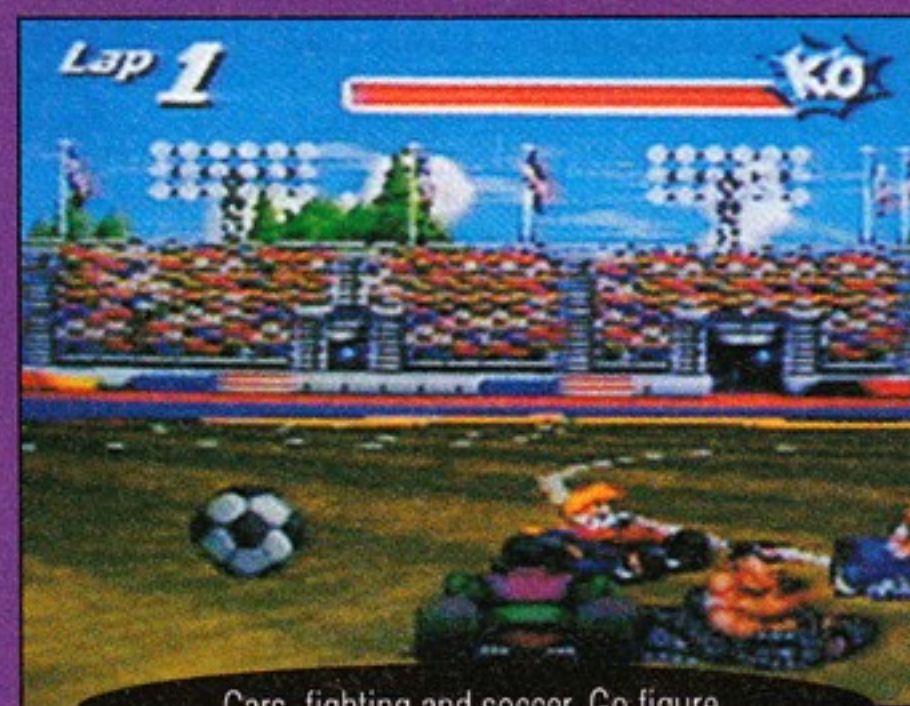
WAS A TV SCREEN.

SOME RACING



With 24 tracks to crash on, who needs sleep?

GAMES ARE MORE



Cars, fighting and soccer. Go figure.

IN YOUR FACE



Play head-to-head-to-head-to-head.

THAN OTHERS.



COMING THIS NOVEMBER FOR THE SUPER NES®.

LICENSED BY



# Welcome to GAME PLAYERS



Jeez, just trying to cram everything we want to do into this month's issue was a nightmare. *Sonic & Knuckles* is the hot title this month and we've got the full story

about what makes it so special. Take a look at our reviews section — it's bursting with ultimate awards. If there's any game you buy this month, make sure it's *Mickey Mania* — but then *Dynamite Headdy*, *Contra: Hard Corps*, *Final Fantasy III*, *Sparkster* and *Stunt Race FX* are all great, too. It's going to be tough making your mind up.

This month we've introduced more changes in our on-going plan to keep *Game Players* the hottest video game magazine in the universe. First off, we've started a new Arcade News section where we take a look at the latest arcade happenings. This month, we're concentrating on Capcom's new *Dark Stalkers* — check it out on p.20.

We're also changing the look of our Previews section so we can cover all the very latest games and we're reserving more space to do big Preview features on the really *hot* stuff!

Plus, we're now covering more in the way of other formats — we've added all the upcoming Jaguar and 3DO games to our Timeline on page 8 and next month we're starting a new section to bring you up to date on the biggest and brightest games for machines like Jaguar, 3DO and CDi — keep reading and don't forget to write us and let us know what you think.

*Mark*

## COLOR KEY

Use this color key to identify systems throughout the magazine. Whenever you see **RED** in a rating box of info box, for example, you know you're looking at a SNES game; **DARK BLUE** always signifies Genesis.

GENESIS

SNES

SEGA CD

GAME GEAR

GAME BOY

NES

## News 8

All the kick-ass news that we can fit in — just for you!

**NEW InfoTrak 8** Get on the fast track with info on hardware, software, and more!

**Charts 14** No matter if it's here or there, we rate it for you!

**Gossip 16** Need the real lowdown? Remember, you heard it here, first!

**NEW Previews 18** Amaze your friends with the scoop on games not yet released.

**NEW Arcades 20** Keep an eye on what's happening in the arcades.

**Import Games 26** They came from across the ocean! Read all about 'em here!

**Hardware 27** No, we're not talking about your Dad's hammer and saw!

## Subscribe 96

Tired of standing in line at the newsstand for the latest issue? Send in the card and take it easy!

## Readers' Network 140

Go ahead — tell it like it is — get right in our face! Come on! Come on! We dare ya! We double-dare ya!!! **COME ON!**

## Pushing the Envelope 143

The Louvre has the Mona Lisa. Big deal. Wait until you see the masterpieces our readers sent in!

## Back Talk 144

There's no need for tears, 'cuz we're comin' right back at you next month with all kinds of cool stuff!

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## MEET THE TEAM

Don't be afraid to meet our staff of monstrous reviewers!



**CHRIS:** The Cookie Monster!



**JEFF:** Dracula, Prince of Darkness.



**DOUG:** The Frankenstein Monster.



**MIKE:** The Werewolf of London.



**VINCE:** The Creature from the Lagoon.



**TRENT:** The Creeping Unknown.

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such letters for reasons of space or clarity or the  
blathering fits of the illiterati.



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Saddle up the chopper and defend  
America in this exciting combat game.



M — I — C... see ya real soon!  
K — E — Y... why, well, why not?



Gentlemen, start your  
engines! *Stunt Race  
FX* gets it into  
high gear!

**SPORTS 113**

Gentlemen, start your engines!

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**NOW PLAYING 118**

Before you spend all of your  
dough, read this first and then  
you'll know, which games are  
hot and which  
games blow!



We help you keep your head on your  
shoulders with Part Two of our over the  
top strategy for *Dynamite Headdy*!

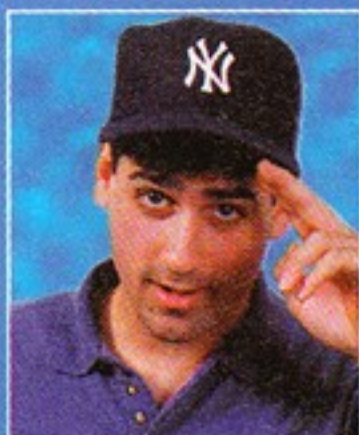
- Urban Strike ..... 108
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- NEW** SOMETHING OLD, New 110  
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games out on new formats
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**SONIC & KNUCKLES**

**28** Discover the  
astounding  
secret in *Sonic &  
Knuckles* newest romp!



**DARRELL:**  
Godzilla, King  
of Monsters.



**VINCE:** The  
Dunwich  
Horror.



Sonic & Knuckles are a trademark of Sega

**Nintendo** **SEGA**

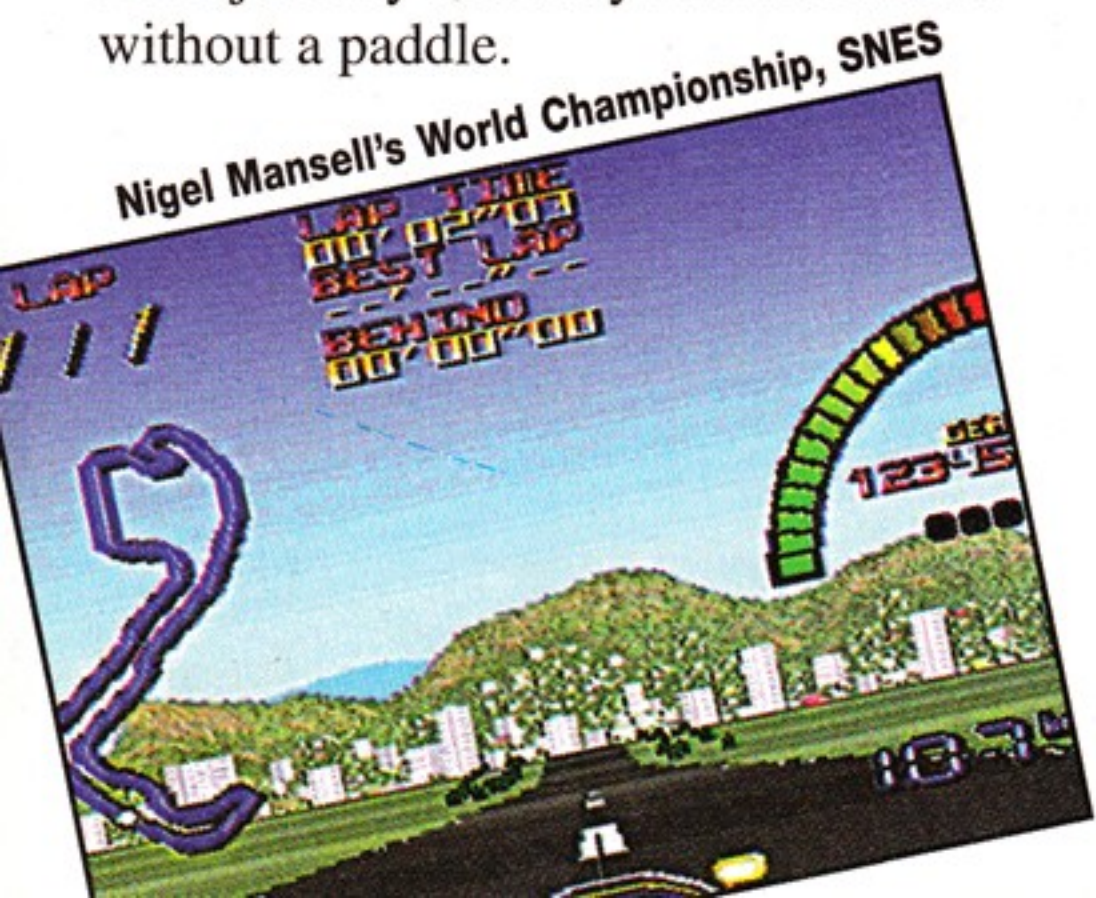
# FINAL

## THE SCORE ON 16 BIT SPORTS GAMES

	SNES	GENESIS
TOTAL SPORTS GAMES	117	74
SOUND	16 BIT	8 BIT
SCREEN COLORS	256	64

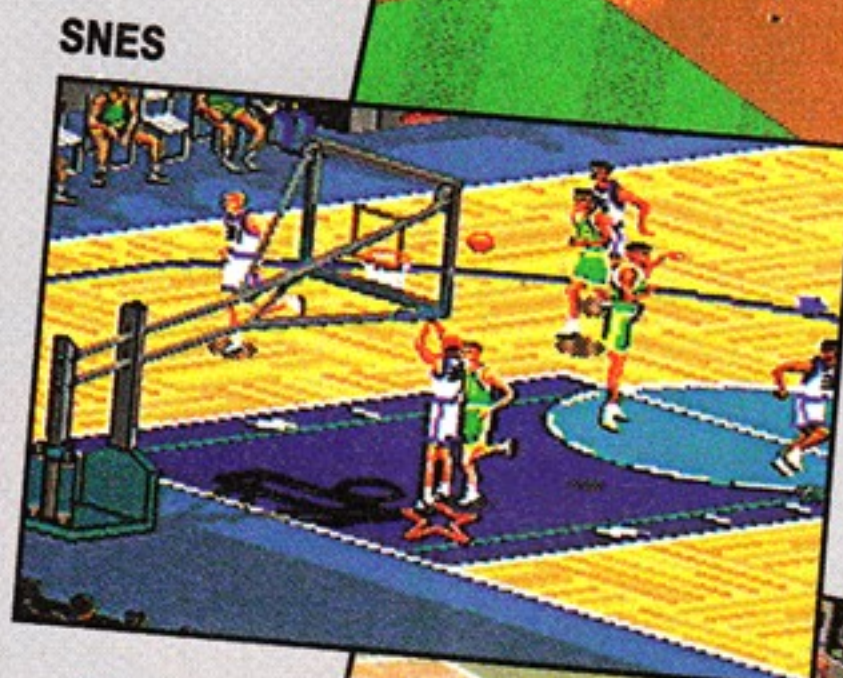
# THE GREEN FLAG

Back in the early days of 16-bit gaming, Sega of America made the claim of sports superiority, and they were right. Early games like *John Madden Football* from EA Sports were designed for the Genesis and were later adapted to the Super NES without making use of the technical capabilities of Nintendo's 16-bit system. It was like taking the paddle out of a canoe and trying to use it on a hydro plane. But once developers realized what they could achieve by using the Super NES' custom graphics processors, a new generation of sports games quickly redefined what a sports video game could be. Super NES sports games are now technically advanced, more realistic, and there's more of them. And where's Sega? Let's just say that they're somewhere without a paddle.



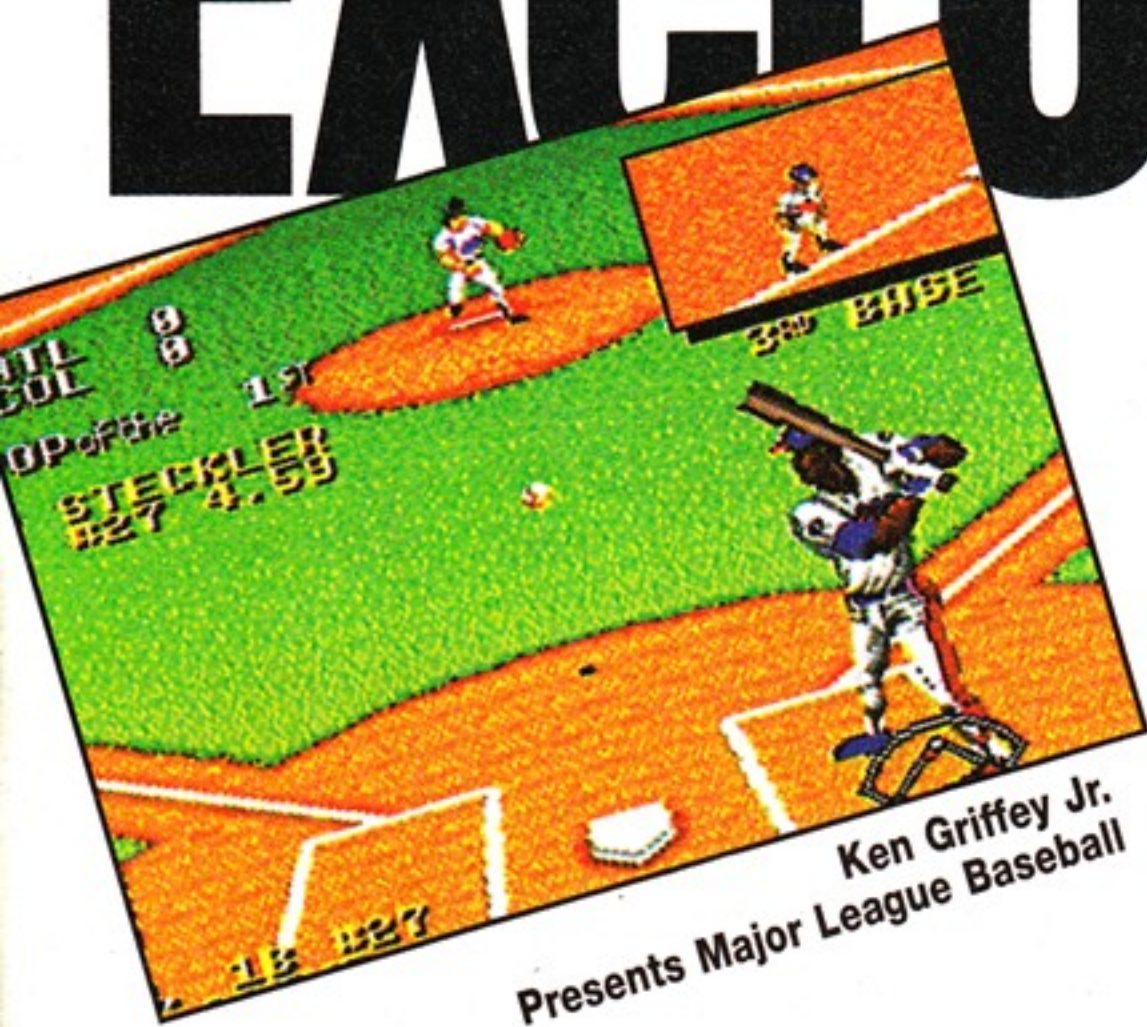
# HEAD-TO-HEAD COMPETITION

Many games from sports software leaders like EA Sports, Acclaim, Sony, Accolade and Tecmo are now custom designed for both 16-bit game systems. Even when the screen perspective and play characteristics are the same, the larger number of colors on the Super NES, its Mode 7 capabilities and its superior sound processor allow for more realism in the Super NES versions. The differences are dramatic in some titles, like Tecmo's new *Tecmo Super Baseball*. The Super NES version gives you a unique, rotating fielder's point of view that is missing from the Genesis game. The simple fact is that you get more with most Super NES sports games—more color, more sound, more realism.





# SUPER NES EXCLUSIVES



Ken Griffey Jr. Presents Major League Baseball

The most realistic sports games available are found only on the Super NES. Why? It's not just a matter of licenses. The name on the box doesn't put fun in the game. The reason that Super NES sports games play more like the real game, look more like the real game and sound more like the real game is due to the custom hardware inside the Super NES control deck. The Super NES' two graphics processors contain special graphics modes including Mode 7 which allows for the easy manipulation of objects in a 3-D environment. Sports take place in three

dimensions, not two. The Super NES's ability to rotate perspective and scale objects lets designers create realistic fields, courts, race tracks and even mountain slopes. Imagination is the only limitation. The Genesis, on the other hand, is limited because it doesn't have the custom graphics processors or a 16-bit sound processor, which means that Genesis sports games simply can't compete on a level playing field with Super NES games. They're behind from the very start.

Tommy Moe's Winter Extreme



NHL Stanley Cup



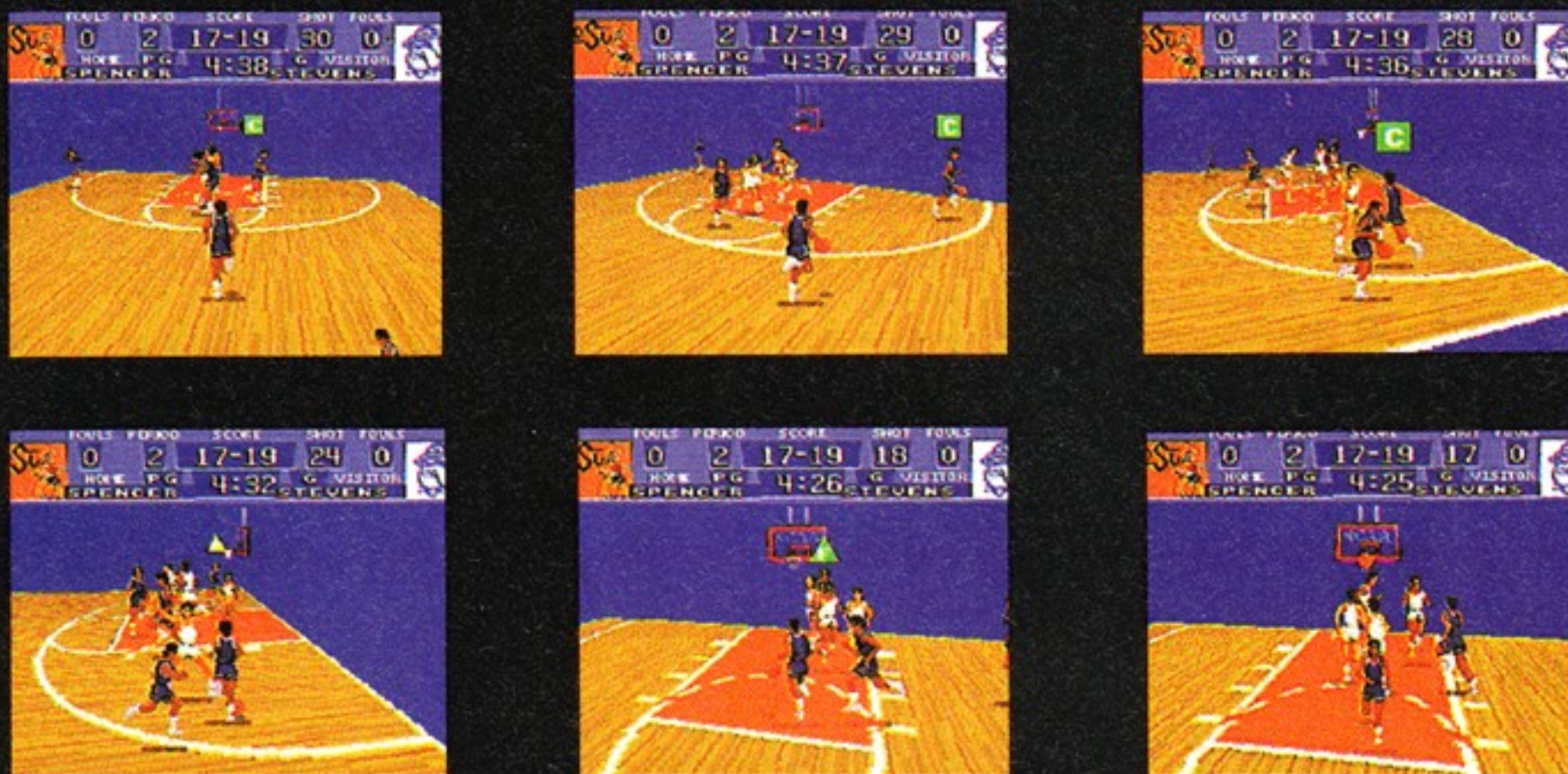
## Box Scores

Nintendo holds the edge on sports titles.

Nintendo	Sega
Baseball 15	Baseball 7
Football 15	Football 12
B-ball 10	B-ball 8
Hockey 7	Hockey 4
Soccer 11	Soccer 5
Racing 27	Racing 13
Golf 9	Golf 6
Boxing 4	Boxing 4
Other 19	Other 15
<b>Total 117</b>	<b>Total 74</b>

Figures taken from Spring issues of Nintendo Power Game Pak Directory and Sega Soft Newz. (Does not include future sports titles.)

## SUPER NES 3-D ROTATION & SCALING



When Nintendo's *NCAA Basketball* took to the court in 1992, the radical behind-the-player perspective "KO'd" the competition and the critics. No one had ever seen such a realistic video game. The perspective produced the closest experience to actually playing the sport. Since then, Super NES sports games have explored many new arenas of realistic sports action—arenas where Genesis titles have never gone.

INFO TRAK



We got the line on everything that's important to all you gamers out there — Earthworm Jim goes Hollywood, as does

Street Fighter, your games get rated, new systems get unveiled... and more! Check it all out, here in Infotrak!

TALL TALES AND TRUE LIES




After the release and subsequent failure of *The Last Action Hero*, many thought Arnold Schwarzenegger had lost his reign as the king of the action picture genre. Not so. With *True Lies* expected to earn well over 100 million dollars, both Schwarzenegger and Acclaim have smiles on their faces; Schwarzenegger, because he continues to reign over the box-office, and Acclaim, because it has the rights to *True Lies* — which happens to be the first video game produced under the licensing agreement with director Jim Cameron's Lightstorm Entertainment. Other Cameron projects that Acclaim has first dibs on include *Spider-Man*, a multi-million dollar special effects powerhouse that will begin filming in January.



THE RATINGS GAME

First your music, now your games. What's next, your life?

by Vince Matthews

The prayers of concerned parents and senators everywhere will be answered this November 1st, when a standardized video game rating system goes into effect in retail stores all over the country. The rating system was presented during a Senate hearing by an independent trade group called the Interactive Digital Software Association. Members of the association include Sega, Nintendo, Atari, Acclaim, Capcom, Crystal Dynamics, Electronic Arts, Konami, Phillips, Sony, Viacom and Virgin. The ISDA ratings board will show submitted cartridge, diskette and CD-ROM based games to three "ordinary" people who decide a rating. Sega has already shown its support for a rating system with its own existing system, which will be replaced by the new ISDA rating system. The ratings break out into five different categories:

-  **Early Childhood: (3 and up)**, Sega's *Kid's Club* games would fit into this category.
-  **Kids to Adults: (6 and up)**, *Sonic* or *Mario*-like games would fall into this category.
-  **Teen: (13 and up)**, animated fighting or action games like *Street Fighter II* and *Contra: Hard Corps* would fit here.

-  **Mature: (17 and up)**, games like *Night Trap* or *Mortal Kombat II* that specialize in digitized video.
-  **Adults Only:** There currently aren't any carts that would fit into this category; however, there are PC or CD-ROM titles that might get the label.

**Retailers like Wal-Mart, K-Mart, Toy's 'R' Us and Babbages say they will support the system and will only carry rated games.**

The rating system would also have additional descriptions for actual game content, including:

violence, nudity, sex and language. All software publishers are expected to comply with the system. The ratings will also accompany any advertising or related marketing materials. Retailers like Wal-Mart, K-Mart, Toy's 'R' Us and Babbages say they will support the system and will only carry rated games.

READER FEEDBACK

We randomly polled 100 of our subscribers via phone to get their feedback on the ratings system. A handful of those polled had no idea the Senate hearings had even taken place. Here are the results:

- Care about ratings: . . . . . 76%
- Don't care about ratings: . . . . . 20%
- Don't think ratings will help regulate violence: . . . . . 9%
- Ratings will help me make a better buying decision: . . . . . 54%

Timeline

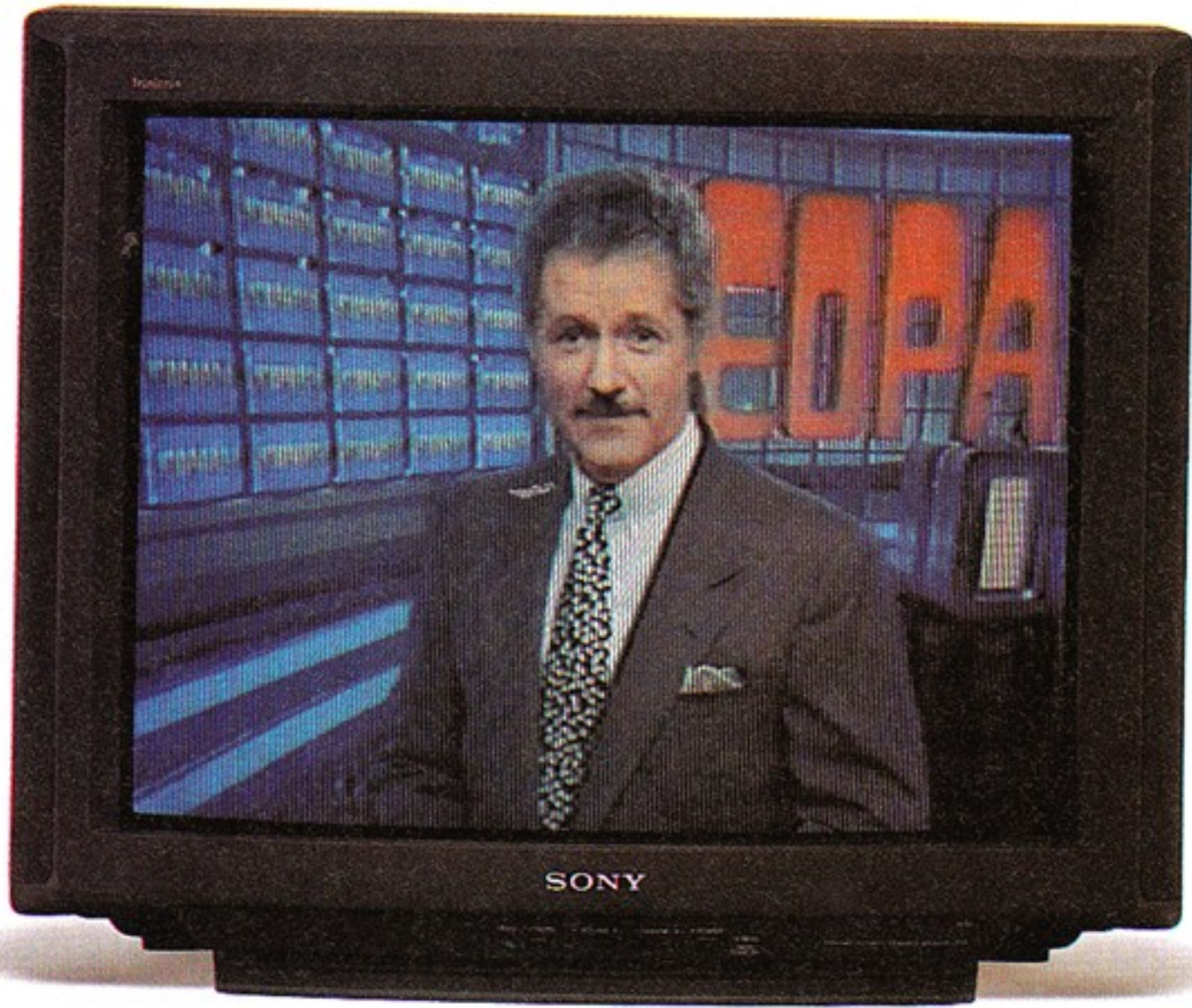
Here are the games you'll be playing in the upcoming months...

SEPTEMBER

- Addams Family Values.....SNES
  - Aerobiz Supersonic.....SNES
  - Baby's Day Out.....GB
  - Ballz.....SG
  - Battletech.....SG
  - Blackthorne.....SNES
  - Bonkers.....SNES
  - Bonk's Revenge.....SNES
  - Bubsey II.....SNES
  - BWCF '95.....GB
  - Contra Hard Corps.....SG
  - Cybernauts.....SG
  - CyberSlider.....SG
  - Demolition Man.....SG
  - Double Dragon V.....SNES
  - Dragon View.....SNES, SCD, SG
  - Dungeon Master II: Skullkeep.....SG
  - Dynamite Heddy.....SNES
  - Flying Nightmare.....SCD
  - Hockey '95.....SG
  - Home Improvement.....SCD
  - Illusion of Gaia.....SG
  - John Madden.....SG
  - LaRussa Baseball.....SNES
  - Links.....GB
  - Marko.....SG
  - Mighty Max.....SNES
  - Mortal Kombat II.....SG, GG, SCD,
  - Panic.....SNES, SG
  - Power Rangers.....SNES, SG, GB, GG
  - Shien's Revenge.....SCD
  - Soccer 3D.....SNES
  - Sparkster.....SG
  - Super Bomberman 2.....3DO
  - Tennis.....SG
  - The Great Circus Mystery.....GB
  - Starring Mickey Mouse.....SG
  - Tiny Toons Adventures: ACME All-Stars.....SNES
  - Top Gear 2.....SG
  - Troy Aikman Signature Football.....SG
  - Urban Strike.....SG
  - URSHA Monster Truck Wars.....SNES, SG
  - Warrior of Rome 3.....SG
  - Wildsnake.....SNES, SG
  - Wolfenstein 3D.....SNES
  - Yogi Bear.....SNES
- OCTOBER**
- ACME Animation Factor.....SNES, GB
  - Berenstein Bears.....SG
  - Starring Mickey Mouse.....SG
  - Sega of America.....GG, SG







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**Impress your dog.**

**JEOPARDY!**

NOW YOU CAN PLAY NEW JEOPARDY!® ON SEGA CD IN THE COMFORT OF YOUR OWN LIVING ROOM. WITH ALEX TREBEK FULLY DIGITIZED AS YOUR ALL-KNOWING HOST, YOU'LL ENDURE

MIND-WRENCHING TENSION, ACCOMPANIED BY THE FAMILIAR THEME MUSIC. THE INCREDIBLE CD DATABASE IS CRAMMED WITH OVER 2,000

MORE QUESTIONS THAN ANY CARTRIDGE VERSION, SO YOU'LL NEVER PLAY THE SAME GAME TWICE. YOU MAY NOT IMPRESS THE

NATION WITH YOUR BRILLIANCE, BUT YOUR DOG WILL LOOK AT YOU WITH A NEWFOUND RESPECT.

*(sure, it's just a game.)*



## ON THE SIDELINE

### Earthworm Jim Gets Re-rendered

After the huge response Shiny Entertainment received at the summer CES for *Earthworm Jim*, Shiny re-rendered several graphics in the SNES version of the game.

"We felt after seeing *Donkey Kong Country* that there was a lot more we could do with the game," said David Perry, Shiny's Big Cheese. Still not satisfied with re-rendering the SNES version, they also beefed up the meg size on both carts. Now both SNES and Genesis versions of *E.J.* clock in at a whoppin' 24-megs.

### Game Gum

It tastes great, and loosens your fillings! Amuro! the same folks who made a breakthrough in bubble gum technology with *Bubble Tape* has just released *Game Boy Bubble Gum*. The gum comes housed in a small plastic replica of a Game Boy, including four trading cards featuring Nintendo characters like Mario and Kirby with game tips on the back of the card. The gum retails for just under a dollar.

### Sega's 32X-TC

Sega estimates that sales of its much-anticipated 32X, scheduled for November release, will reach 2.5 million. For those of you who have been in a daze for the past few months, the 32X attaches to the Genesis and upgrades its graphics and sound to 32-bit in the process. *Doom*, *Super Afterburner*, *Super Motocross*, and *Virtua Racing Deluxe* are expected to be among the first dozen or so titles released when the system launches, and games such as *College Basketball* and *Wirehead CD* will hit shortly thereafter.

### Tide Rolls In For Wavefront

Time Warner Interactive has purchased ten licenses of Wavefront Technologies' GameWare graphics and animation development software for use in developing innovative arcade games for its coin-op division. Wavefront's GameWare runs on Silicon Graphics workstations and provides designers with the tools to create realistic 3-D objects, terrain, animated synthetic actors, and special effects. Acclaim, Capcom, Electronic Arts, Sega, and Williams Entertainment are among the long list of Wavefront customers as well.

### Jaguar Preying on Holiday Season

Atari's Jaguar should receive a shot in the arm this holiday season with the release of two add-on products and games such as *Doom* and *Allens vs. Predator*. A \$199 CD-ROM attachment should hit shelves late this year with the support of titles like *Jack Nicklaus Cyber Golf*, *Highlander*, and *Demolition Man*. A modem is also planned for the system that will enable players to converse and compete via phone lines.

# Alpex Sues the Pants Off Mario



Did you ever wonder how the controller finger moves you do during the course of a game translate into your character running and jumping all over the screen? Maybe you should ask Alpex Computer Corporation. A New York district court awarded \$208 million in damages to the defunct Alpex Computer Corporation in a patent infringement brought by Alpex against Nintendo. The trial was held on June 2; Judge Kimba Wood presided.

Alpex claims the infringement was for a patent that helps video game characters move and interact.

Nintendo claims none of their products use the technology. The verdict stunned Nintendo "We have always stringently adhered to a policy of respecting the intellectual property rights of others," Nintendo stated recently. At press time Nintendo had asked the judge to overturn the verdict and if that doesn't happen, Nintendo will appeal. Nintendo stated that, "While Nintendo continues to believe in the fairness of the American jury system, this irrational verdict against a Japanese company and its U.S. subsidiary, together with a damage award which literally defies belief, is unfortunate because it inevitably lends substance to foreign distrust of the American legal system."

Alpex filed litigation against 73 companies, including Nintendo. Some have settled with Alpex out of court. Alpex Computer Corporation has been in bankruptcy liquidation since October of 1983.

## Reach Out and Punch Someone

Do you enjoy playing video games with your friend but can't stand the smell of his house? Soon you can challenge him from the comfort of your own home, thanks to Catapult's new modem and network service, X-Band, that allows Genesis and SNES players to play against each other over phone lines.

The modem, which will retail for approximately \$60, is scheduled to be introduced into larger markets this November and will be released nationally in 1995. The product resembles a cartridge, in that it plugs directly into the normal game slot of either 16-bit machine, but it also has a phone line

connection. A pre-programmed cart, such as *NBA Jam*, would then plug into the modem. In order use the service, participants will dial an 800 number to access the network, then will be connected via a non-network line with another player who is interested in playing the same title. Monthly network access fees will range from \$5 to \$10 for a predetermined number of connections, and additional matches will cost about 25 cents apiece.

Catapult is hoping to establish dense areas of users so that long-distance calls are not required. X-Band will work with any multi-player game on the market.

## DECEMBER

Ardy Lightfoot.....	Titus.....	SNES
Bases Loaded 3: Licence to Steal.....	Jaleco.....	SNES
Bobby's World.....	Hi Tech.....	SNES
Death and Return of Superman.....	Sunsoft.....	SG
Demolition Man.....	Virgin Interactive.....	SG
Bloodshot.....	Domark.....	SCD
Fatal Fury Special.....	JVC.....	SG, SCD
Home Improvement.....	Absolute.....	SCD
Indy Car Racing.....	Acclaim.....	SG
Izzy's Olympic Quest.....	US Gold.....	SNES, SG
John Madden Football '95.....	EA Sports.....	SNES, SG
Loony Toons: Hoop It Up.....	Sunsoft.....	GG
Marko.....	Domark.....	SNES
Mega Man: The Wiley Wars.....	Capcom.....	SCD
Metal Morph.....	FCI.....	SG
NHL Hockey '95.....	EA Sports.....	SNES
PGA Tour III.....	EA Sports.....	SNES
Pitfall.....	Activision.....	SG
Race America.....	GameTek.....	SCD
Radical Rex.....	Activision.....	SNES
Samurai Showdown.....	JVC.....	SG
Saturday Night Slam Masters.....	Capcom.....	SCD
Shockware: Mission Disk.....	Electronic Arts.....	SG
Side Pocket 2.....	Data East.....	3DO
Sim City 2000.....	Imagineer.....	SG
Star Trek: Generations.....	Absolute.....	SNES, SCD
Sterling Sharpe: End to End.....	Jaleco.....	GB, GG
Super FX Motocross.....	Electro Brain.....	SNES
Tarzan.....	GameTek.....	SNES
TNN Bass Tournament of Champions.....	American Softworks.....	SNES, GB, GG
Ultima: The Black Eight.....	FCI.....	SG
Wario's Woods.....	Nintendo of America.....	SNES
World Champions Rally.....	JVC.....	SNES, NES
<b>JANUARY 1995</b>		
Battletech.....	Absolute.....	SCD
Demolition Man.....	Virgin Interactive.....	SNES, SG
Justice League.....	Sunsoft.....	SNES, SG
Myst.....	Sunsoft.....	SCD
Phantasy Star IV.....	Sega of America.....	SG
Rise of the Robots.....	Absolute.....	SG
Rise of the Robots.....	JVC.....	3DO
Time Cop.....	JVC.....	SCD
Urban Strike.....	T.H.Q.....	SCD
X-Men.....	Capcom.....	SNES

KEY:  
 SCD: Sega CD  
 GG: Game Gear  
 Jag: Jaguar  
 SG: Sega Genesis  
 GB: Game Boy

Note that release dates are tentative and inclined to slip — especially at this time of the year!

**"...Spike McFang is the man!"** Game Players Magazine,

June 1994 **"Editor's Choice - Gold!"** Electronic Gaming Monthly,

June 1994 **"Spike McFang is the best,"** i, playful

game Game Pro Maga-

zine, April 19 into this

video game like any

hero you Nintendo Power,

June 1994 "... excellent

lent story and awesome graphics!"

Electronic Gaming Monthly, June 1994 **"...Spike McFang is the**

**game you want to play."** Video Games Magazine, March 1994



Use Spike's lightning hat and spinning cape to destroy his enemies.



Protect your friends along the way —you'll need them later!



Snapping Piranhas have razor-sharp teeth and their lunch menu says "vampire sandwich".

## We couldn't have said it better ourselves!

Searching for a new **action adventure** game? Well, look no further. Introducing **The Twisted Tales of Spike McFang**, the game the critics fell for head-over-cape. **Talking rocks**, fire-breathing zombies, killer garlic and a hip vampire with a **deadly hat and cape**. Don't miss this classic **battery-backed** adventure in the tradition of **Zelda®**.

Visit your local retailer, or call 24 hours: **1-800-695-GAME** (USA and Canada).



**Bullet-Proof Software**

8337 154th Ave. N.E., Redmond, Washington 98052 (206)861-9200

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# Truly Terrific Top Tens!

Here we are again! Another month and another set of Top Ten listings that have the lowdown on just what games are selling the best in the US and across either ocean!

## SOFTWARE ETC'S TOP TEN LIST

based on unit sales for August (all formats)



GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1 <b>SSF II</b>	98%	7,#7	SNES	Capcom
2 <b>Rebel Assault</b>	72%	7,#8	Sega CD	JVC
3 <b>SSF II</b>	96%	7,#7	Genesis	Capcom
4 <b>NHL Hockey '94</b>	91%	6,#11	Genesis	Electronic Arts
5 <b>Hardball '94</b>	85%	7,#8	Genesis	Accolade
6 <b>NBA Showdown '94</b>	94%	7,#4	Genesis	Electronic Arts
7 <b>World Series Baseball</b>	90%	7,#5	Genesis	Sega of America
8 <b>FIFA International Soccer</b>	87%	7,#1	SNES	Electronic Arts
9 <b>Madden NFL '94</b>	87%	6,#11	SNES	Electronic Arts
10 <b>Soccer World Cup</b>	81%	6,#12	Game Gear	Tengen

Well, once again, Software Etc's Top Ten is dominated by sports games. While some of the names might have changed, the proportions haven't. There are still seven sports games on the chart, just as there was last month. What is interesting to notice is that while sports games dominated the top three slots last month, this month those slots were taken over by a fighting game and a space adventure. The previous month's holders of those slots have left or dropped down quite a bit!

## Over Seas

## TOP TEN FROM JAPAN

based on unit sales for August (all formats)



GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1 <b>Zero Four Champ</b>	n/a	n/a	S. Famicom	Media Ring
2 <b>Super Street Fighter II</b>	n/a	n/a	S. Famicom	Capcom
3 <b>Women's Pro Wrestling</b>	n/a	n/a	S. Famicom	Human
4 <b>Shining Force</b>	n/a	n/a	Megadrive CD	Sega
5 <b>Sansaara Naag 2</b>	n/a	n/a	S. Famicom	Victor
6 <b>Dragon Night</b>	n/a	n/a	PC Engine	NEC Avenue
7 <b>Chogenjin</b>	n/a	n/a	S. Famicom	Hudson Soft
8 <b>Space Invader</b>	n/a	n/a	S. Famicom	Taito
9 <b>Suu Paa Buyo Buyo</b>	n/a	n/a	S. Famicom	Banprest
10 <b>Final Fantasy VI</b>	n/a	n/a	S. Famicom	Square Soft

This is the Top Ten list from the country that Godzilla loves to crush: Japan. Once again, a racing game has topped the charts. A little lower down on the chart is something I don't believe we've had much of over here: a women's wrestling game! You've got to wonder just how a game of that caliber would do over here. Aside from *Final Fantasy VI* and *Space Invader*, all of the other games are new entries on the Top Ten.

## BABBAGE'S TOP TEN LIST

based on unit sales for August (all formats)



GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1 <b>SSF II</b>	98%	7,#7	Genesis	Capcom
2 <b>FIFA International Soccer</b>	93%	7,#5	Genesis	Electronic Arts
3 <b>Star Wars: Rebel Assault</b>	72%	7,#8	Sega CD	Electronic Arts
4 <b>World Series Baseball</b>	86%	7,#5	Genesis	Sega of America
5 <b>NBA Jam</b>	91%	7,#2	Genesis	Acclaim
6 <b>Shock Wave</b>	n/a	n/a	3DO	Electronic Arts
7 <b>Super Metroid</b>	97%	7,#5	SNES	Nintendo of America
8 <b>Mario Andretti Racing</b>	77%	7,#7	Genesis	Electronic Arts
9 <b>NBA Showdown</b>	94%	7,#7	Genesis	Electronic Arts
10 <b>Ken Griffey Jr. Presents:</b>	90%	7,#6	SNES	Nintendo of America

There does seem to be some sort of trend developing here. Sports games have gained one more slot on this list, pushing the total number of sports games to six, or, more than half! Another thing to notice would be that *Mortal Kombat* for the Sega CD has completely dropped off the list this month. Maybe it was just the hype from the SNES version that was carrying the game! Or could it be that folks are gearing up for *MK II*?

## OUR OWN DELUXE TOP TEN!

based on our reviewers' rantings and ravings!



GAME	SCORE	REVIEW	SYSTEM	PUBLISHER
1 <b>SSFII</b>	98%	7,#7	SNES	Capcom
2 <b>Super Metroid</b>	97%	7,#5	SNES	Nintendo of America
3 <b>Eternal Champions</b>	97%	6,#11	Genesis	Sega of America
4 <b>NHL Hockey '94</b>	96%	7,#3	Sega CD	Electronic Arts
5 <b>Aladdin</b>	95%	7,#2	Genesis	Sega of America
6 <b>Shining Force II</b>	95%	7,#8	Genesis	Sega of America
7 <b>NBA Showdown '94</b>	94%	7,#4	Genesis	Electronic Arts
8 <b>FIFA International Soccer</b>	93%	7,#5	Genesis	Electronic Arts
9 <b>NFL '94 w/Joe Montana</b>	93%	7,#2	Genesis	Sega of America
10 <b>Metal Combat</b>	92%	7,#4	SNES	Nintendo of America

Well, the group of escaped mental patients we like to call our reviewing staff has struck again! There's been a few changes to the Top Ten since we last took a look, but the top three have yet to be bumped off. The major change seems to be the inclusion of more sports games into our list. Last month, only one game listed was a sports game, *FIFA International Soccer*. While this game has kept its eighth place ranking, it has been surpassed by *NHL Hockey '94*, which came in at number four, and *NBA Showdown '94*, which came in at number seven. *NFL '94 with Joe Montana* also makes its appearance on the list, coming in at number nine. Let's see how long these sports games can hold out against the new slew of games coming up!

## TOP TEN FROM THE U.K.

compiled by Gallup Polls



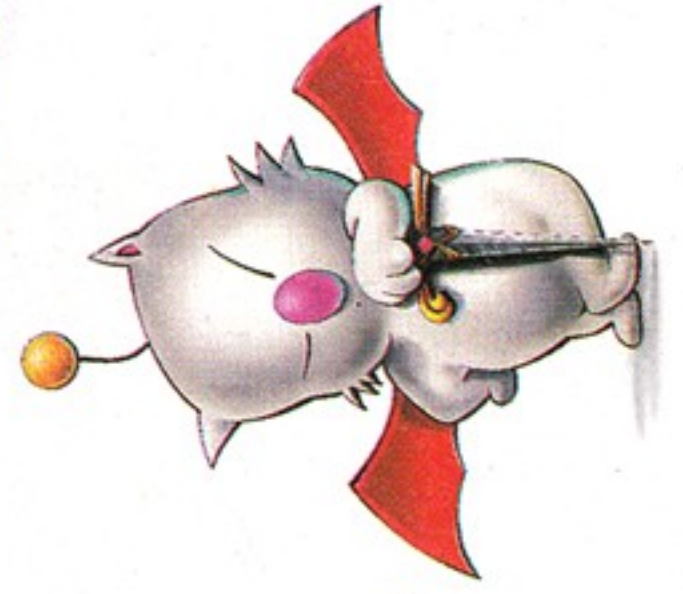
GAME	SCORE	ISSUE	PUBLISHER
1 <b>FIFA International Soccer</b>	93%	7,#5	Ocean (by E.A. in the U.S.)
2 <b>World Cup USA '94</b>	n/a	n/a	US Gold
3 <b>Rock 'n' Roll Racing</b>	n/a	n/a	Interplay/Ocean
4 <b>World Cup Striker</b>	n/a	n/a	Elite
5 <b>Clay Fighter</b>	88%	7,#8	Interplay
6 <b>Sim City</b>	n/a	n/a	Nintendo
7 <b>NBA Jam</b>	91%	7,#2	Acclaim
8 <b>Starwing (Starfox)</b>	n/a	n/a	Nintendo
9 <b>Kevin Keegan's Player Manager</b>	n/a	n/a	Imagineer
10 <b>Super Mario Cart</b>	n/a	n/a	Nintendo

When you think of the UK, you think of the Battle of Britain, Winston Churchill, and the Knights of the Round Table, right? Well, after compiling my second Top Ten list from England, all I can think about is soccer! Four out of the ten games listed above are soccer games. While that's down one game from last month, you'd think they'd be tired of kicking that ball around all the time. The only other game that involves a ball is *NBA Jam*, and that's down three slots from last month. Any bets on how long it takes an American football game to get on the chart?





It doesn't seem fair does it?



It doesn't seem fair does it?

# Gaming Gossip

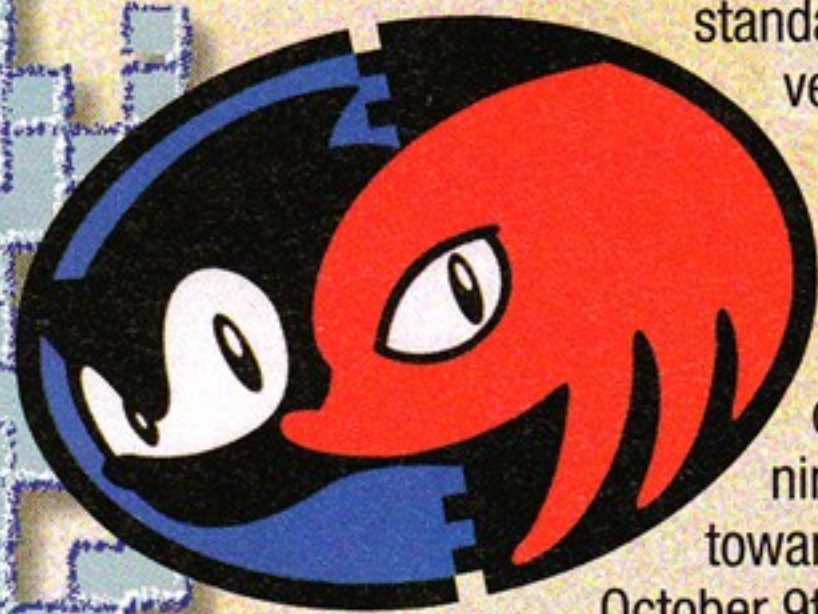
**Greetings, gamers! The fantastic future is just a listen away! If only half of what you read here comes true, then tomorrow is the place to be for glorious gaming and fantastic fun! These are just rumors, but remember, the truth is often stranger than fiction!**

## Ya Pays Yer Money And Ya Takes Yer Chances...

Can't get enough Capcom coin-op news? We've got more! How does an *X-Men* fighting game sound? All of Prof. X's top students will be included, and we hear the programming was done by the boys who did *SFII*! Capcom also plans to produce at least four more titles using the *SFII* engine. One of which, we hear (however, not from Capcom) is *Street Fighter III*. Ken, Ryu, and Sagat will be the only fighters to return.

## Doom Crashes Through, Sonic 2 Doesn't Crash...

In hardware news, the 32X is set to debut on Wednesday October 19th. *Doom*, the lead 32X title, looks smoother and better than the PC version, featuring bigger characters. Other 32X titles like *Super Motocross* are coming along well, but *Virtua Fighter* has been canned. Apparently *VF* can't be done to the arcade standards on 32X, so we'll have to wait for the Saturn version which debuts this November in Japan, and next year in the U.S. Finally, when you see *Virtua Star Wars* in the arcade, look closely — the nuts and bolts of the machine is supposedly a 32X.



In the *Sonic & Knuckles* department, Sega is running full steam ahead towards its Monday October 9th release date. This is good news, considering that the game was rumored to be having program bugs. Supposedly, the game glitched up whenever the backwards-compatibility feature was linked to *Sonic 2*. We recently had a chance to play for ourselves, and the feature, which allows gamers to play as *Knuckles* in *Sonic 2* or *Sonic 3*, works without a hitch.



## I Have A Dream...

In 3DO news, it looks like Electronic Arts will continue to support Trip Hawkins' dream. Take, for example, *FIFA Soccer* for 3DO, which looked incredible at its unveiling during a recent press reception. *Road Rash* for 3DO is equally hot, as well as *Turn 'N' Burn* (tentative title — didn't Absolute have a flight sim with the same name?), which is an *Outrunner*-ish, 3-D, mind-blowing racer. Sources say it looks just as good as Sega's *Daytona USA* coin-op (that's high praise, indeed). Finally, the 3DO *Street Fighter* game will come packaged with a six-button controller. In this day and age, why didn't the 3DO controller have six-buttons to begin with?



EA's *Shockwave* for 3DO shows just how spectacular 3DO games can look.

## Cleaning Our Plate...

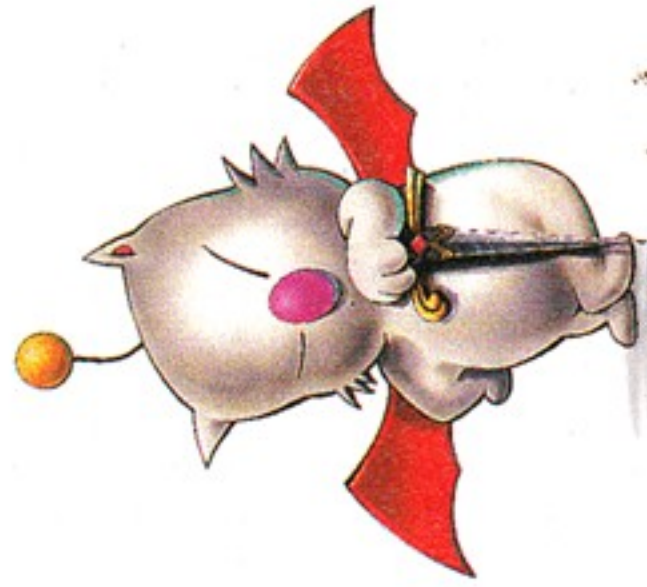
In the miscellaneous news department, Capcom's *Mega Man: The Wily Wars* compilation for Genesis is on hold indefinitely due to graphics problems. A *Neo-Geo* version of Tecmo's *Ninja Gaiden* is in selected test sites, but the *Final Fight*-style game has only received a so-so response. Also, insiders in Japan expect a Neo-Geo CD attachment with around 20 titles at launch. The CDs are rumored to hit at around 8,800 yen (\$75-80) a pop. No official word on the U.S. release. Maybe the inexpensive CD format will give the Neo-Geo a fighting chance. The animated *Street Fighter* movie is now out in Japan, but no plans have been announced about bringing it to the States. Hard-core *SFII* fans might try looking to mail-order video houses for a copy.

On the *Jaguar* front, it's highly likely that Atari will develop *Primal Rage* for the Jaguar. Atari did the programming for the arcade game. *Primal Rage* is currently one of the hottest arcade titles.

Nintendo doesn't plan to monkey around when it releases *Donkey Kong Country* this holiday season. Nintendo plans to sell well over 2 million units, and in an unprecedented move they have even promised to buy back what the retailers don't sell.

And finally, the question that's been on everyone's mind: how in the world does Nintendo plan to deliver **Ultra 64 for under \$250?** An impossible task if you add up all the chip costs — or is it? Supposedly the main processor for the machine (i.e. the SGI chip set) costs less than \$50 bucks! **Silicon Graphics** attribute the incredibly low cost to new manufacturing techniques. We're wondering how many developers will choose to develop for Ultra 64. Since the system is still chip based, it's looking like cart prices are going to weigh in at around **\$80 a piece!** At this price, many publishers just won't be able to sell enough units to make a decent profit, so we could see them focusing all their attention on CD-based systems, like Saturn and PS/X. Only the future will tell. **GP**

**Whew! A lot of news this month. Make sure you tune in next time for even more hot gaming gossip!**



W h o s a y s l i f e i s f a i r ?

The wait is over. Final Fantasy® III is here and it's fair to say that it'll blow you out of your shorts. The critics at *EGM* report, "This huge 24-Meg cart boasts some of the most amazing graphics ever. The soundtrack is better than anything we've ever heard before." And *Die Hard Game Fan* writes, "I kneel in reverence to the brilliance shown by the programmers at Square." [ **SQUARESOFT**® ] Go ahead, give your SNES the ultimate Fantasy. Coming October '94.



©1994 Square Co., Ltd. All rights reserved. Squaresoft® and Final Fantasy® are registered trademarks of Square Co., Ltd. Nintendo, Super Nintendo Entertainment System and the Official Seal are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc. All rights reserved. Illustrations based on the original creations by Yoshinaka Amano.

# FINAL FANTASY III



**He crushed Godzilla, ate some raw fish, and watched old Kung Fu episodes. Now Mike Salmon is import god!**

**T**he import world is awaiting the arrival of the Japanese Sega Saturn and Sony Playstation. The Japanese get these systems a full year before the U.S. release. However, **Game Players** is doing all we can to acquire the Japanese systems by Christmas '94, which means we'll be test drivin' the Saturn and Playstation right here soon. What this means to you is the most extensive, reliable, and entertaining coverage of the next generation of video gaming.

In other import news, *Dragon Ball Z* is coming around, hoping the third time is the charm. Judging from the hype *Dragon Ball Z 3* is getting, it could be. By the time this issue rolls

out, *Dragon Ball Z 3* should be selling like crazy, so if you want a chance at tackling this game you better act fast.

Well, I'm gonna finish my sushi, put my shoes back on, and dig into some more American games, but like Arnold says, "I'll be back".

**Gotta play these games?**

For \$25 you can get a converter to play imports on SNES and Genesis machines. Sega CD converters are \$50. Both are available from Dragon Video and other importers — check their ads in this month's issue.

This month the software covered here was provided came by Dragon Video, call (919) 954-0880).

**Yu-yu Hakusho 2**

**Publisher: Namco • Genre: fighting • \$89.99**

**W**hat if games were judged by name alone? I certainly wouldn't have bothered with this clumsily named fighter. No matter how awkward the name is, *Yu-Yu Hakusho 2* is a fast moving slick fighter, with all the special moves and speed needed to make fighting fans cheer. However, the graphics are average, the backgrounds are blah, and the story is — well — Japanese. While this isn't the best import game I've

come across, it's better than some of the stuff released over here.



This little guy is having a real bad hair day but that still doesn't stop him from finishing this larger opponent.

This stylish fighter has some killer moves and tough opponents like this overgrown rose! Watch out for those thorns!

**Demon's Crest**

**Publisher: Capcom • Genre: action/adventure • \$80-90**

**T**his monster game is drawing many comparisons to *Super Metroid*. As you move through the hellish backgrounds, you gain power-ups and demonic morphing ability. This game is really spooky!

The import version should be available this month, with a U.S. version due in a couple months. Keep looking for more details on this hot new title. **GP**



Soon enough, you can strap on some wings and start flying this demon.



Check out the sweet back-grounds in this scene.



Does it have bosses? Don't be silly, of course it does. Check out this heinous winged creature!

**TOP TEN IMPORTS**  
The Japanese imports selling most in the U.S.

GAME	SYSTEM
1 <i>SSF II</i>	Super Famicom
2 <i>Dragon Ball Z 2</i>	Super Famicom
3 <i>Ranma 1/2 part 3</i>	Super Famicom
4 <i>Yu-Yu Hakusho 2</i>	Super Famicom
5 <i>Final Fantasy 6</i>	Super Famicom
6 <i>Fighter's History</i>	Super Famicom
7 <i>Monster World 4</i>	Mega Drive
8 <i>Heavenly Symphony</i>	Mega CD
9 <i>Popful Mail</i>	Mega CD
10 <i>Macross: Scrambled Valkarie</i>	Super Famicom

**WHAT'S A FAMILICOM?**

A quick key to let you know what is what and who is who!

- Super Famicom **SNES**
- Famicom **NES**
- Mega Drive **Sega Genesis**
- Mega CD **Sega CD**

# TECH TALK

Welcome back to Tech Talk, the monthly column that fills you in on all that's happening, hardware-wise, in the games industry. This month we peek in on Acclaim's Advanced Technologies Division and preview the kidney punches available from the Aura Interactor. Ouch!

## Aura Interactor

Price: \$99.95 • From Aura for Genesis and SNES.



The Aura Interactor. Too bad this wasn't around at the time of the Spanish Inquisition.

Ever wanted to feel more a part of the games you're playing? Thanks to the Interactor, now you can. This piece of hardware receives sound cues from your video-games and triggers an actuator inside the Interactor that vibrates the backpack. If an on-screen character is punched, kicked, shot-down or blown-up, the player 'feels' a corresponding jolt. Since background music also triggers the Interactor, you must adjust the sensitivity to filter out unwanted noise.

The pack responds like it should, but after trying several titles that were suggested for use with the unit, including *NBA Jam*, *Greatest Heavyweights* and *Mortal Kombat*, it left our resident lab monkeys queasy and ill. With *NBA Jam* you feel the pound of the ball against the parquet floor and rim-rocking slams, but crowd noises and background music cause the backpack to vibrate constantly. We tried adjusting the filter and volume controls but nothing seemed to work. Games with options that enabled us to turn the background music off worked better.

This technology is already used in the 'Theatre of Time' attraction at the Luxor casino in Las Vegas but like most high-end applications, the Interactor loses a lot of its 'umph' in the conversion to home use. So, the final verdict? The concept is good — but you don't get a rating on concept, and we've seen Virtual Reality game wear before in the form of something called a Powerglove.

**GP Rating: 54%**

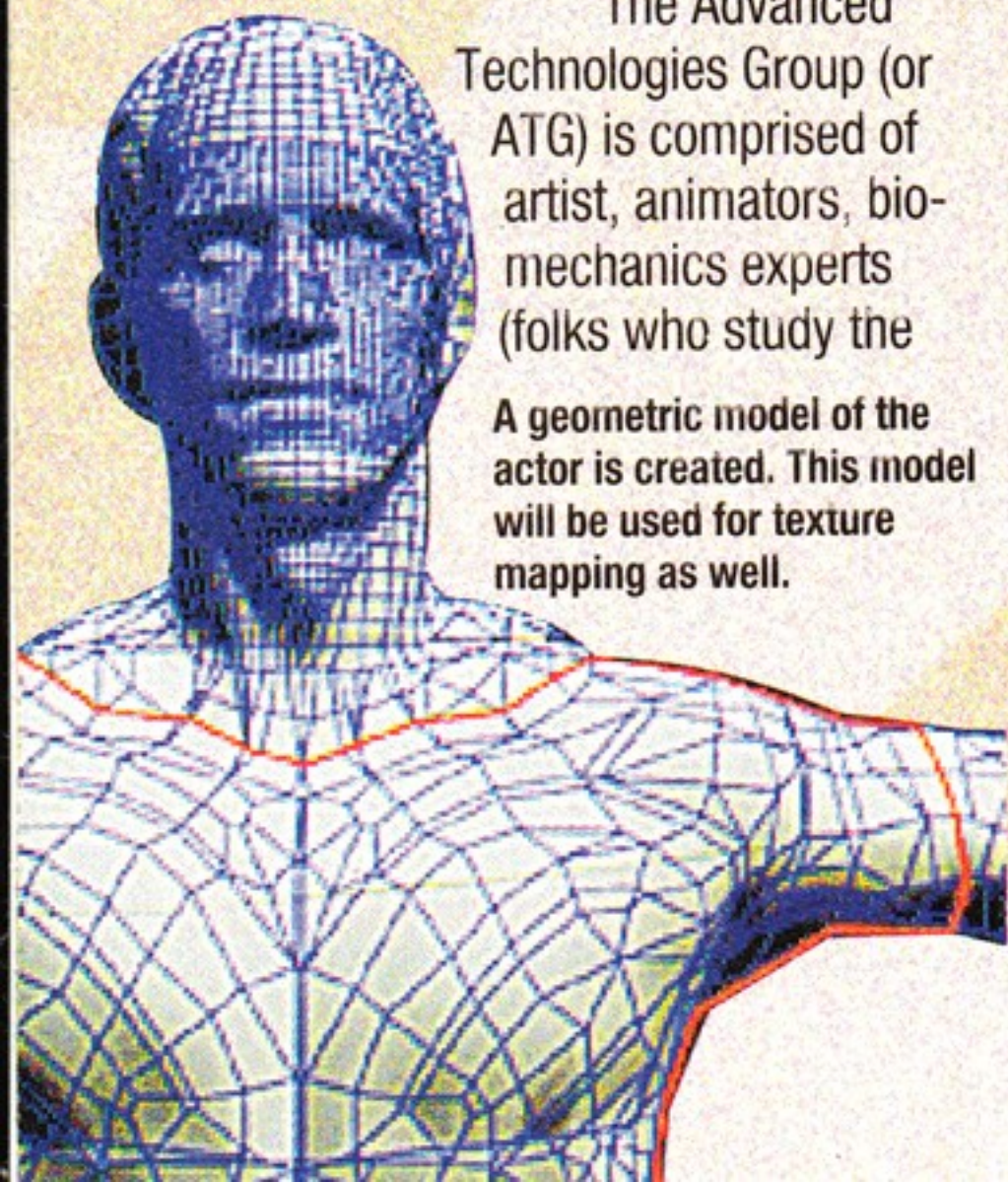
## Reality Bytes

Soon the video games you play will be more realistic than ever before.

When Acclaim's Advanced Technologies Division was established in 1991, it was to help Acclaim's independent developers produce software in a more efficient and cost-effective way. What began as a way to save money, has turned into ground-breaking stuff.

The Advanced Technologies Group (or ATG) is comprised of artist, animators, bio-mechanics experts (folks who study the

A geometric model of the actor is created. This model will be used for texture mapping as well.

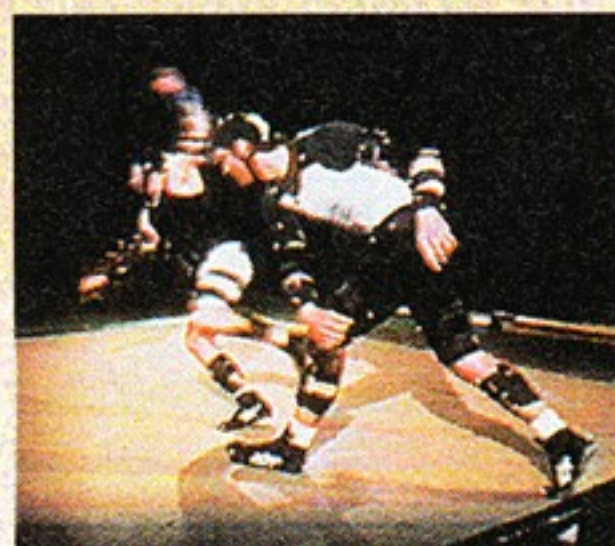


workings of the human body), computer engineers, and finally game designers who work together to create 'digital actors'.

Currently their main goal is to create a new animation process that's easily translated into other entertainment media.

It all begins by scanning an actor's image into the computer's memory, the computer then 'maps out' a geometric model of the actor and then covers it with a digital 'skin.' Separately, in Acclaim's studios, motion is captured using a proprietary motion capture process. The system captures more than 50 rotations simultaneously at 30 frames a second. The captured motion can then be modified using special editing techniques developed for the system. With this technology Acclaim can create a realistic 3-D character and put him in any game or surrounding!

Look for Acclaim's Advanced Technologies in *Aliens Trilogy* for Sega's 32X (due in '95) and *Turok the Dinosaur Hunter*, coming to Nintendo's Ultra 64 in 1995. **GP**



The actors' movements are then captured and the data is plugged into the computer.



A wire-frame model is created using the motion capture data.



All the elements are then added together. Digital 'skin' is applied to the wireframe models, backgrounds are finished and the final frame is created. This is for 'The Duel', a special video preview that shows off the technology.

# Coin-op Crazy

Arcade veteran **Chris Slate** hits the road in search of the ultimate coin-op experience, blowing buckets of company quarters along the way.

Greetings, fellow arcade dwellers! If you're like me, you've got a bad habit of cashing the rent money in for game tokens. And who can blame us? Record breaking series like *SFII*, *Mortal Kombat*, and *NBA Jam* have made the arcade the place to be for hard-core gamers. And with titles like *Street Fighter III*, *Mortal Kombat III*, and the coin-op version of Nintendo's Ultra 64 looming in the not-too-distant future, the scene is only getting hotter.

Which brings us to *Coin-Op Crazy*. Here we report on the biggest and best games coming down the line, from previews to reviews to the technology shaping our coin-op gaming future. If it's turning heads in the industry, you're gonna see it here in **Game Players**

So read on and enjoy! We've got one helluva game to christen the column with, and you won't want to miss what's coming in the months ahead. Start saving that lunch money!

## DARK STALKERS: THE NIGHT WARRIORS

**Game Players** recently paid a visit to the Capcom offices in lovely Sunnyvale, California, for a hands-on test of their next big beat-'em-up.



Titled *Dark Stalkers: The Night Warriors*, the game reflects the 'darker' side of the *Street Fighter* series. When the sun goes down and the World Warriors go to bed, the *Dark Stalkers* rise from the grave to fight.

The game play is exactly like *Street Fighters*, with the addition of a 'Special' meter across the bottom of the screen. The player fills the meter up by pulling off several attacks. When it's full, the player can perform a massive super attack, and many of the

character's normal moves are juiced up as well. There are ten player characters plus two bosses. Each has a ton of wild attacks, with many more special moves than their *Street Fighter* counterparts. You've really got to see some of these moves to believe them!



While it isn't the *SFIII* that everyone's been waiting for, *Dark Stalkers* provides the same top-notch action Capcom fans are used to with a totally new game. And what a game it is! Call your local arcades and find your version of *Dark Stalkers* now!



Demitri is the character most *SFII* veterans will flock to, because he plays a lot like Ryu and Ken.



Both the female characters wear next to nothing, making them the obvious choices for young men everywhere.

The characters' shapes and sizes change dramatically with each attack. You never know what's coming!



Expect John Talbain, the Werewolf, to be among the most popular characters. He just looks so damn cool!

## DA MOVES!

Get a jump on the competition with **DARK STALKERS** secret attacks!

DEMITRI	<b>Vampire</b>
	Chaos Flare ○○○○ + P Demon Cradle ○○○○ + P Bat Spin ○○○○ + K * Negative Stolen / rotate once + P
	<b>Werewolf</b>
JON	Beast Rush (horizontal) ○○○○ + P (into the air) ○○○○ + P (in mid-air while jumping) ○○○○ + P Climb Laser ○○ + K * Wild Circular ○○○○○○ + K
	<b>Frankenstein</b>
	Gyro Crush ○○○○ + P Giga Burn ○○○○ + K Giga Hammer ○ pull ○ + P Giga-buster ○ pull ○ + K
VICTOR	<b>Zombie</b>
	Death Hurricane ○○○○ + K Skull Javelin ○○ + K Hell's Gate ○○○○○○ + K * Skull Punish ○○○○ + P
	<b>Succubus</b>
LORD	Soul Fist (on the ground) ○○○○ + K (in mid-air while jumping) ○○○○ + P Shadow Blade ○○○○ + P Shell Kick (in mid-air while jumping) ○○○○ + K
	<b>Mummy</b>
	Echo Back (to suck in your opponent's shot) ○○○○○○ + P (to return the shot) ○○○○ + K Royal Judgement Day (while jumping) ○○○○ + P Coffin Dance PPP or KKK
MORRIGAN	<b>Cat Woman</b>
	Rolling Scratch ○○○○ + P+P (repeat) Rolling Buckler ○○○○ + P+P Delta Kick ○○○○ + K Sand Splash ○○○○ + K
	<b>Samurai</b>
ANAKARIS	Quick Slash ○hold○ + P or K Snap Sword ○○○○○○ + P Flip Sword (during sword hit) ○○○○ + P Storm Wind (during sword hit) ○○○○ + P Seal of Death (while jumping vertically) ○○○○ + P
	<b>Merman</b>
	Poison Breath ○○○○○○ + K Sonic Wave ○○○○ + P Screw Jet ○○ + P Trick Fish (during back dash) K
FELICIA	<b>Bigfoot</b>
	Big Snow ○○○○○○ + P Big Typhoon ○○○○ + K Big Towers ○○ + PPP * Big Shake ○○○○ + P * Big Brunch ○○○○ + K

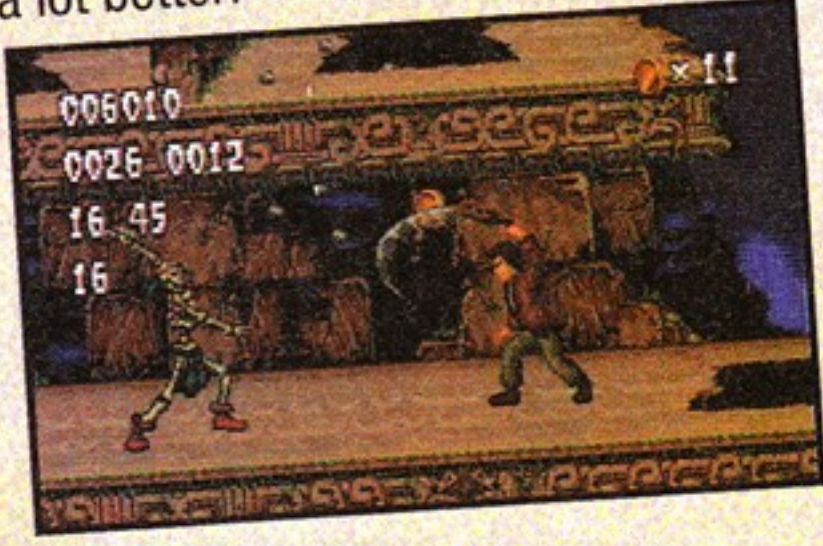
\* — do these moves when you're close to the enemy.

# SNEAK PEEK

Sometimes all we know about a game is what we get from press releases and screen shots. Here's a first look at games in development...

## PITFALL HARRY

Activision for SNES and Genesis  
Before Indiana Jones, before Nintendo, there was Harry. *Pitfall Harry* has been around since the Atari 2600 and Intellivision days and now it's making its way into 16-bit gaming. You're still jumping on crocodile heads, except that now the crocodiles look a heck of a lot better.



## PANIC!

Data East for Sega CD  
Puzzles, laughter, and chaos are all promised in *Panic!*, a game where you try pressing the right buttons, only to see what happens when you don't. It's totally original and

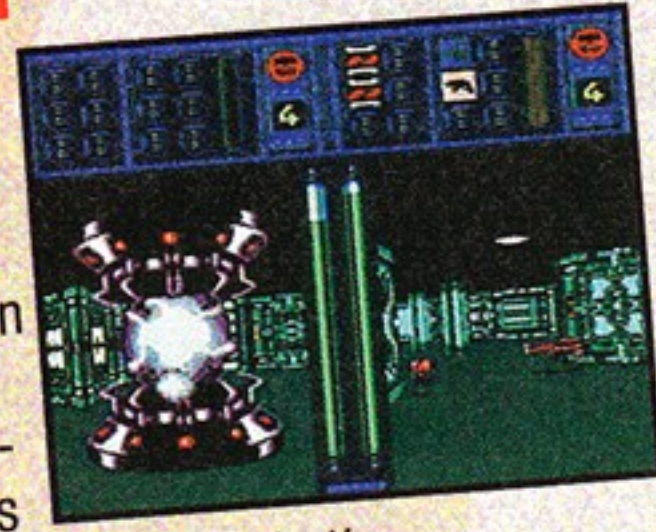
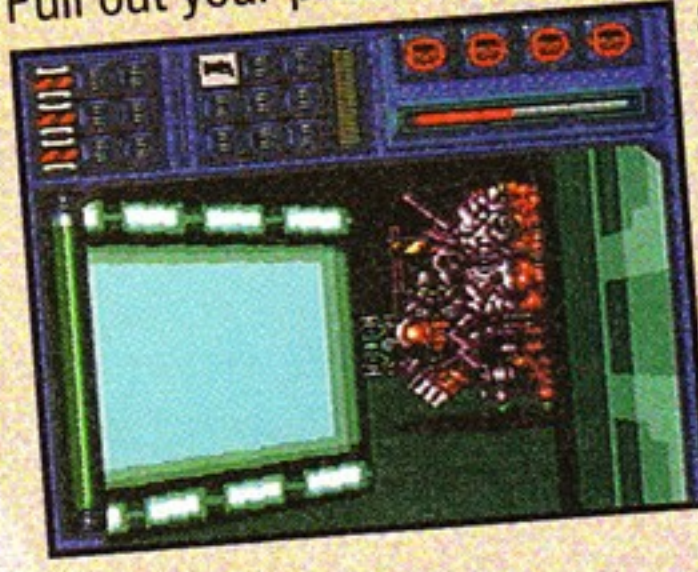
totally new. Stay tuned for further details on this hip-looking game.



## BLOODSHOT

Domark for Genesis

Pull out your plasma guns and get ready to fry some aliens. This 3-D point-and-shoot game, set in the future, also features two-person simultaneous play for some serious *Bloodshot!*



## GENERATIONS LOST

Time Warner Interactive for Genesis

Travel through the forest smashing birds, climbing trees, and shocking monkeys. *Generations Lost* tries a different storyline and sharp graphics to keep from getting lost in the pack of side-scrollers.



## FLYING NIGHTMARES

Domark for Sega CD

Wake up, flight sim fanatics! You're not dreaming! There's a flight sim coming to Sega CD soon. Domark hopes the translation of their PC game to Sega CD

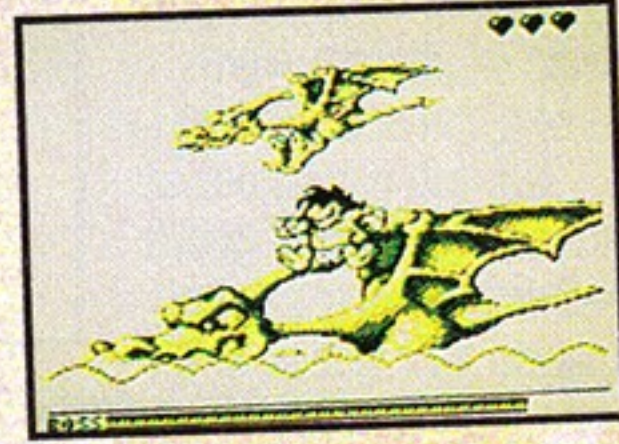


will be the standard for flight sims on home systems.

## PREHISTORIK MAN

Titus for Game Boy

Get out your club and your leopard skin sarong! It's time for some caveman action on your Game Boy. Some of the biggest bosses to grace the Game Boy screen are among the many things that Titus is counting on to keep *Prehistorik Man* from becoming extinct.



## OTHERS IN THE WORKS

They're not ready yet, but we still managed to wrestle a screen shot from the developers (we're so cool).

### VIEWPOINT

Sega of America/Genesis



### POWER INSTINCT

Atlus/SNES



### X-MEN: THE GAME MASTER'S LEGACY

Sega of America/Game Gear



### MIGHTY MORPHIN' POWER RANGERS

Sega of America/Game Gear



### SINK OR SWIM

Titus/SNES



# LOOK TO THE FUTURE

There's a ton of new games coming. Here's a glimpse at some of the hottest titles you'll be playing soon. As ever, remember to catch our review BEFORE you buy.

**Y**ou're seven, you look kinda like Calvin (from the cartoon Calvin & Hobbes), you've got a magic soccerball and you're off to save the neighborhood. Sounds perfectly plausible to me.

That's the story in the newest release from Domark. *Marko* is an action-adventure game starring the adorable little tow-head Marko (his own game, and it took Michael Jordan over 20 years to get his). What we have seen of *Marko* thus far has been delightful. There's solid game play, great graphics, depth, cuteness and then there's more cuteness. *Marko* is no 'quick make

# Marko

The ONLY way to control a seven year-old!



With the help of his magic soccerball, Marko could be a hidden character on *NBA Jam*. Check out the vertical!

me a game' effort, judging from the stunning backgrounds. Someone at Domark, obviously spent a great deal of time perfecting *Marko's* bouncy, little world.

## GENESIS info

PUBLISHER	Domark
DEVELOPER	Domark
DATE	September
GENRE	action/adventure



Marko's a kid, Mario's a plumber, Sonic's a hedgehog, and just like Mario and Sonic aren't just for plumbers and hedgehogs, *Marko* should appeal to more than kids. Look for a full review on *Marko* next month!



Slimed! Now how are you going to explain this to your mom?

Look at that background detail! By the way, who would let their seven year old chase slime monsters in the sewers, besides me?

# Street Racer

Rev Up Some Excitement For Your SNES

**E**ver drive down the beach whacking people with a hanky?

Yeah, me too, but here's a chance to do it in a video game. *Street Racer* is on the way, and it's bringing eight distinct characters, eight courses, and action galore.

Ubi Soft has come out with a racing game it hopes reminds folks of the smash hit *Mario Kart*. However, it's gonna be perfectly happy if *Street Racer* does half as good as *Mario Kart*. *Street Racer* is a racing game and a fighting game (a ragting game). You drive along a selected course, racing for first and shoving your opponents, who try anything to get you out of the lead. Some cars fly, while some have guns. Each



There you are on the beach, cruisin' for the title, and whacking people on the head. Aah, memories!

character has his or her own strengths, weaknesses and special moves. Wait... hold on, this is starting to sound like *Super Street Fighter*, not *Street Racer*. Actually, that's exactly what Ubi Soft is trying to do: combine a racing game with a fighting game (*Speed Racer* dukes it out with *Sub-Zero*).

This game looks fun, but with the four player multi-tap it gets out-of-hand. Look for the review on this hot-looking new game next month.

## SNES info

PUBLISHER	UBI Soft
DEVELOPER	UBI Soft
DATE	November
GENRE	racing/fighting



Four player madness and small screens equal big fun!



Play soccer? What? Hey, it doesn't cost you any extra!

PLACE	DRIVER	POINTS
1ST	SUNO SAN	21
2ND	FRANK	19
3RD	SURF	12
4TH	SUZUKU	8
5TH	BIFF	7
6TH	HELMUT	3
7TH	HODJA	1
8TH	RAPHAEL	1

NEXT RACE: HODJA 3

Think you're man enough? Take it all the way to the championship! The computer keeps track of your circuit standings.



# Kawasaki Super Bike Challenge

Drive that bike right through the door!

Can't get enough racing games... need more speed... must have speed! If that's your problem, take a valium and chill, or, you could wait for Time Warner Interactive's *Kawasaki Super Bike Challenge* to come to your Genesis or Game Gear. High speed, sharp corners, screeching tires and fierce competition are the siren's song of this motorcycle racing game.

There's a stadium full of racing games already out there, but only a handful of biker racing games. The bikes aren't Harleys, but I still donned my beat-up motorcycle jacket as I weaved in and out of the competition.

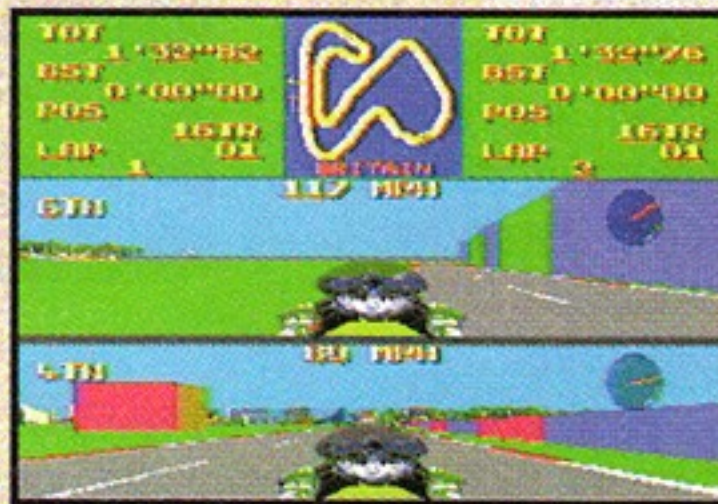
*Kawasaki* also boasts of a two player mode, where you and a friend can put 200 pounds of cold steel between your legs and zip down the road to see who can handle the heat.

Got an itchin' for some screeching action on two wheels? If so, put the Huffy back in the garage and try a *Kawasaki* on for size. Once the finished product is in, we're gonna give you a full road test on this sizzling new racing game.

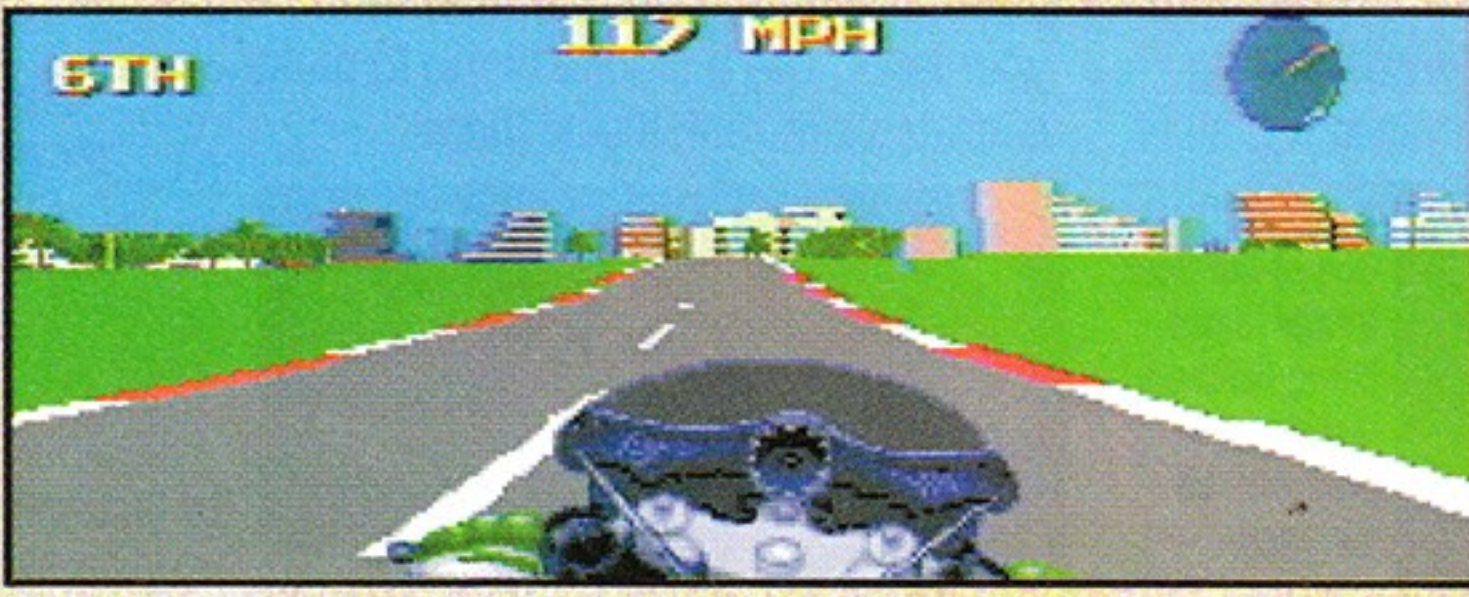


What's a racing game without a selection of courses? Here's a look at the Kawasaki circuit.

GENESIS info	
PUBLISHER	Time Warner
DEVELOPER	Domark
DATE	November
GENRE	racing



Two players, split-screen, and some unfriendly competition. My heart is going pitter, patter.



One player mode gives you a better look at the city in the distance. Hey, is that London?

# Red Zone

Seein' Red In The Combat Zone!

Hey, how 'bout blowing up some tanks, burning some people, and saving the world from nuclear destruction for a little fun? Sign me up and give me my cammies. You've got three characters to choose from and one mission: demolish the bad guys. This kind of game

has been done before — many times — but an early look at *Red Zone* shows that Time Warner does it better than most others.

You have a full world to travel around in, by air or by land. Fly your chopper around, finding targets and lighting them up, then hop out of your chopper and go face to face with the enemy. *Red Zone* is like

two great games in one. You have a well-done helicopter attack game and a sharp gun-to-gun combat game.

Time Warner has put together an elementary, but sound storyline. Great action, graphics, and adventure make *Red Zone* a game worth waiting for. Not to worry though, it's gonna be here soon enough! When we get the finished version we're gonna give you an in-depth review. Until then, hold onto your grenades and stop torching the neighbor kid, even if he does deserve it.

GENESIS info	
PUBLISHER	Time Warner
DEVELOPER	Time Warner
DATE	November
GENRE	war/action

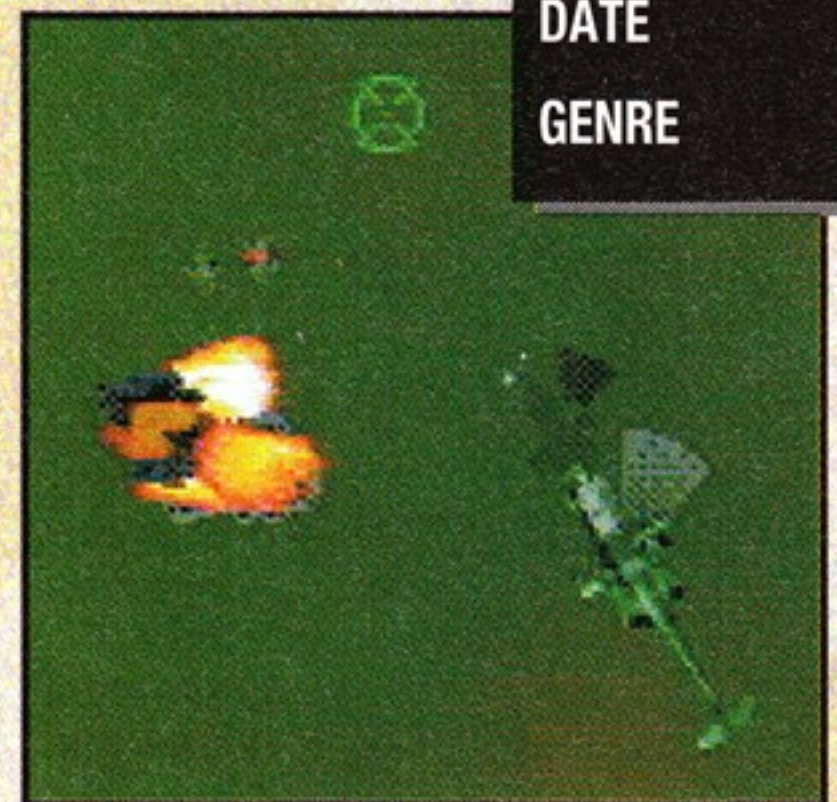
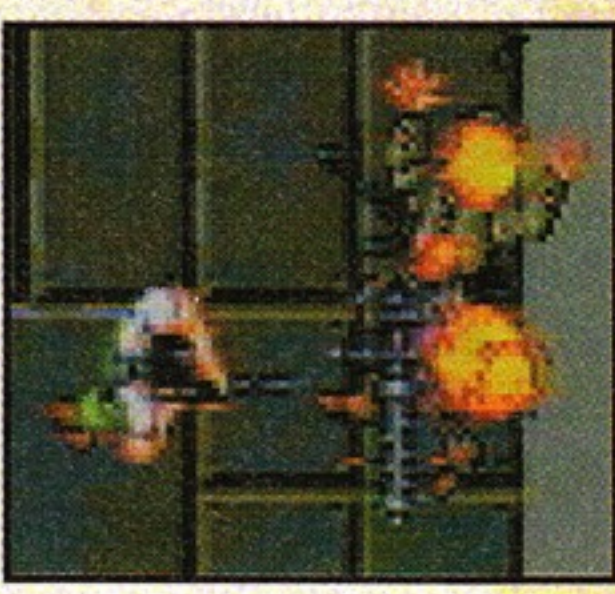


Get out of your chopper and those little guys on the ground start to look a lot larger.



Guide your chopper to their bases and destroy strategic targets, or destroy everything in site and hope one of them was strategic. Now that's strategy!

Burn, baby, burn! Fry your opponents like a greasy potato! Add some salt and you're good to go.



Didn't you see the sign, 'No Parking In The ? That's the last time that tank parks there!

ON THE HORIZON

# The Adventures of Batman and Robin

He's the Dark Knight, the Caped Crusader. He's also completely nuts!

Finally, *The Adventures of Batman and Robin* (formerly known as *Batman: The Animated Series*) is hitting the video game screen and, from the looks of it, this may be one of the Caped Crusader's best games yet.

Each stage is based on an episode from the highly successful afternoon show and includes several of Batman's deadliest foes, from the wisecracking Joker to the voluptuous Poison Ivy; all of

SNES info	
PUBLISHER	Konami
DEVELOPER	Konami
DATE	November
GENRE	action

whom spell trouble for the denizens of Gotham City. The Cowled One can expect to put in a little bit of overtime.

It's a tough job, but you won't have to do it empty-handed. You've got the entire

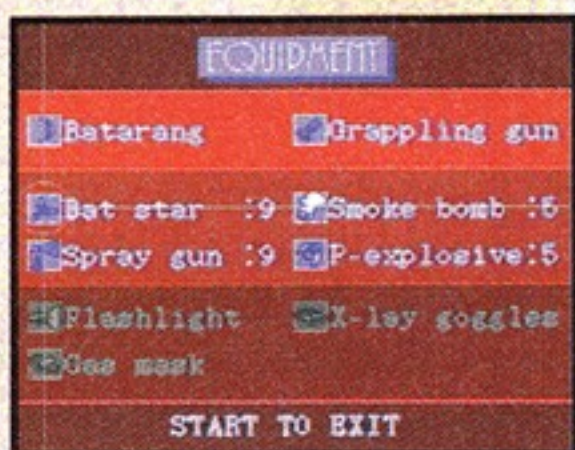
contents of Batman's Utility Belt at your disposal. Nail the bad guys with a Batarang. Swing through the city on your Batline, or, if the numbers aren't in your favor, use a smoke bomb to make a strategic retreat. It's all there!



'Who are you?' 'I'm Batman'.



Gas! Hit the floor, Caped Crusader!



One of the best things about being Batman is getting to play with all his toys!



The Grappling Gun plays a big part in the action, just like it does in the TV show.

# Fire Team Rogue

Tons of features and an epic storyline make this one to keep an eye on.

SNES & GENESIS info	
PUBLISHER	Accolade
DEVELOPER	Accolade
DATE	November
GENRE	action



Choose from several different characters. Each of them has their own unique skills and powers that lend themselves to certain missions.



Woah! Some of these guys are pretty big.

Your mission: find and destroy an artifact known as the Dark Talis before it falls into enemy hands. Piece o' cake. Yeah, right.

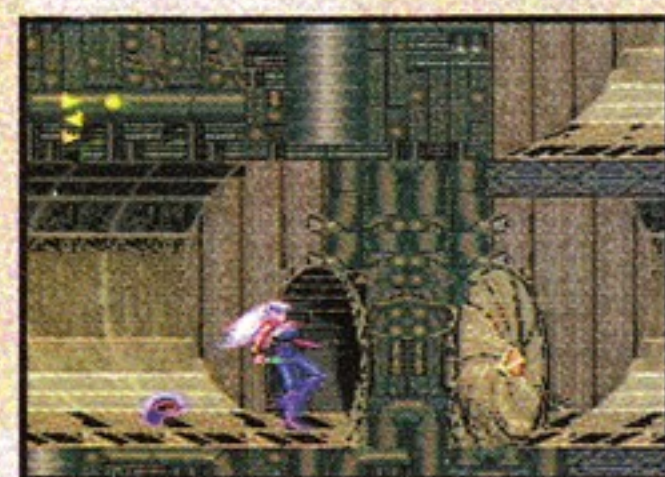
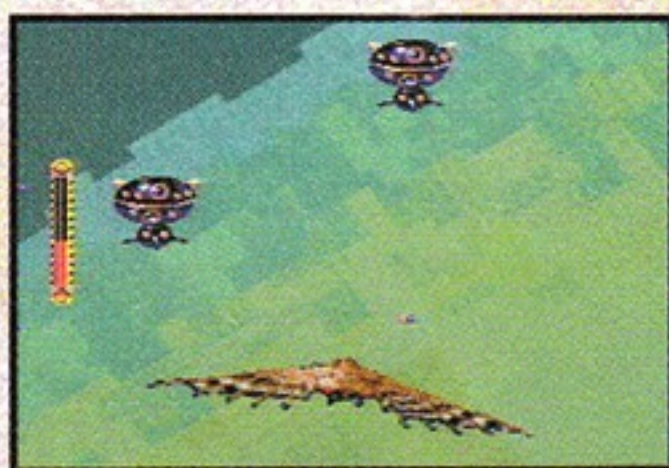
To make the immense world of *Fire Team Rogue* realistic, the designers at Accolade created an entire culture and history written to the finest detail. The game-playing public won't see a lot of their work, but they wanted their story set in a complete living, breathing universe. This also paves the way for future sequels or other *Fire Team* projects.

For the most part, the game follows

the familiar side-scrolling action format. Players choose the character best suited for a particular mission, and enter any of four different worlds in their search for the Dark Talis. There's also a 3-D flight sim which puts you in the cockpit of a Kierion Battle Wing.

Accolade's hoping to turn a few heads with this new project. If all goes well, *Fire Team Rogue* could play host to several other games as well. We'll see.

This very early version of the flight sim is just a taste of what's to come.



There's lots of space to cover in each of the four gigantic areas. Don't leave any stone unturned!

# PUSH YOUR SEGA CD TO THE MAX!



## FLYING NIGHTMARES

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

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

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

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

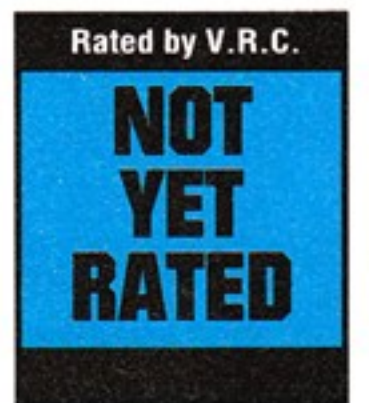


This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA CD™ SYSTEM.



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# Jurassic Park: Rampage Edition

Still no movie sequel, but you can return to Jurassic Park.



Welcome to Jurassic Park! From this map screen you get to choose where you want to go.



Just like in the first game, you can be the Raptor.

Talk about being stuck between a rock and a hard place! Sheesh!



Judging by the blockbuster success of the first *Jurassic Park* for Genesis, and the fact that the video release is right around the corner, it looks like Sega has another hit on its hands. Players everywhere just can't get enough o' them dinosaurs!

*Jurassic Park: Rampage Edition* plays exactly the same as the first

game, with Dr. Grant running and jumping through the jungle and fighting off dinosaurs. Or, players can once again choose to be the Raptor, who runs, jumps, and fights off dinosaurs. While our early peek doesn't show anything new, we'll hold off judgement until we get a chance to really dig in and play through the game.

## GENESIS info

PUBLISHER	Sega of America
DEVELOPER	Blue Sky Software
DATE	November
GENRE	action



It's the age-old battle: Grant vs. Raptor! Who will win? Will Grant resurface as dino-excrement?

# Shaq Fu

Wanna pass? Wanna shoot? Wanna Flying Dragon-Kick?

Originally signed to do a basketball game that could've been called *Shaq Vs. Jordan*, NBA sensation Shaquille O'Neal wound up doing something totally different — a martial arts fighting game.

And who's dumb enough to pick a fight with Shaq?

Nobody on this planet. During a tour with his team, O'Neal is transported to another dimension. There he finds fighters that are crazy enough to go up against his 7'1", 303 pound frame. He must defeat them all to stop an evil Warlord from returning to earth.

While the characters are slightly smaller than in most fighting games, Delphine hopes to make up for it with animation that's twice as smooth as the competition. The Genesis cart will clock in at 24 megs with 12 characters, while the SNES version will be trimmed to 16 megs



The characters may not be very large, but the animation is superb!

Hey, it's Lil' Shaq! Use the map screen in the story mode to travel from fight to fight.

## SNES & GENESIS info

PUBLISHER	Electronic Arts
DEVELOPER	Delphine Software
DATE	November
GENRE	fighting

with 8 characters (you can thank the money-grubbing guys at Nintendo for the difference).

Can Shaq rock the video game industry? Only time will tell, but if the big guy himself has anything to say about it, you can bet *Shaq Fu* will be a top seller.



Shaq don't take no lip, not even from a Cat Woman!

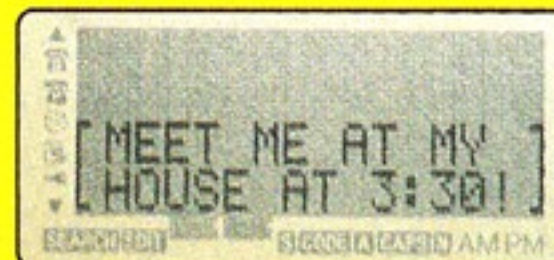


Mephis is a fairly nasty opponent, thanks to his 'Raiden-esque' control of lightning. Kick his ass, Shaq!



**IR 7000**  
GET THE MESSAGE

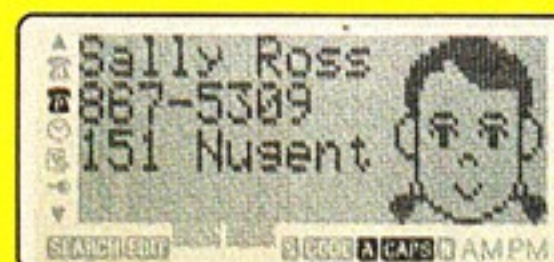
WHISPERING IS  
FOR GUTLESS  
WEASELS.



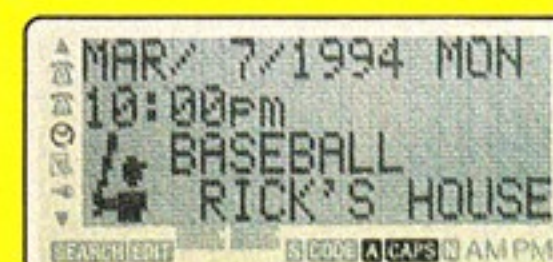
*Send messages up to thirty feet away, safe and private-like.*



*Play the Brain Drain game against the computer, or with a friend.*



*Record your friends' numbers and create faces to match.*



*Organize every minute of your day, or at least the important ones.*

Whispering's pathetic. Exactly why Sega made the IR 7000, **with fourteen different features**. So you can communicate with your friends in class without making a sound, via its invisible infra-red beam. You can even play a game with someone across the room. Plus, the IR 7000 keeps numbers, addresses, has weekly and monthly calendars, speaks ten languages, and more. So check out Sega's IR 7000. Unless, of course, you like to whisper. Yeah, right.

**SEGA™**

# SONIC AND KNUCKLES

Gimme an 'E!  
Gimme a 'C!  
Gimme an 'H!  
Gimme a... aw, the hell with it — he's an echidna, OK? And Jeff Lundrigan knows how to handle echidnas.



expected confrontation just never happened. *Sonic and Knuckles* picks up immediately after *Sonic 3*. Robotnik has survived, and he's still after the Chaos Emeralds. However, having once tricked Knuckles into believing that Sonic was a bad guy, Robotnik tries to eliminate the Echidna Warrior before he can find out the truth — big mistake.

You can play as either Sonic or Knuckles, and you get a different game, with a different ending, depending on who you take. Knuckles has most of the same abilities as Sonic —

## SPIN A BLUE STREAK

He's bad, he's blue, he's got the world by the short hairs! You know him, you love him — Sonic the Hedgehog!



Never one to let evil stand in the world, Sonic is always ready to battle the nasty and environmentally unaware Robotnik — again and again if need be, until the money stops coming in.

**B**ack, and blue as ever, is Sonic the Hedgehog in his second game of 1994 — and this time, he's not alone. Knuckles the Echidna has rolled out a game of his own — well, half a game anyway — and he's every bit as hip and attitude-ridden as the blue spiny one himself.

We all saw him first hassling the Hedgehog King in *Sonic 3*, and if you're like me you were a little disappointed at the end of the game when their



## GENESIS info

PUBLISHER	Sega of America
DEVELOPER	Sega of Japan
DATE	October
GENRE	action

Sonic's got all the moves you've seen before, plus a whole crop of new gadgets and odd stuff to spin through and run around — make 'em beg, oh spiny, blue one!



## RED AND READY TO ROLL!

You may have seen him before, but never quite like this. The last survivor of an ancient civilization of Australian spiny anteaters, it's Knuckles!

Ladies and Gentlemen, in case you missed him the first time, let me introduce you to the one and only Knuckles. He can spin and he can dash, and he's got attitude to burn. He may also be the first echidna in history to sport dreadlocks — way cool!



# MUSHROOM HILL ZONE

You gotta hand it to the folks at Sega, every new Sonic game looks better than the last one — and *Sonic 3* was gorgeous! *Sonic and Knuckles* is amazing.

seems an echidna can do a Spin Dash attack just as well as a hedgehog — but he also has a few new tricks. He can fly for short stretches, climb walls like a mountaineer, and his knuckles can bash through 'most anything. Although he's not as fast as his blue buddy, he can go plenty of places Sonic can't.

Which bring us to the most exciting news: If you think back to *Sonic 3*, more than a few readers noticed obstacles that sure seemed like they might have something on the other side, but there was no way Sonic could get through them. The fact is that Sonic can't — but *Knuckles* can!

In a gaming first, *Sonic and Knuckles* will be 'backward compatible' with earlier Sonic carts, allowing you to play both *Sonic 3*, and even *Sonic 2*, as Knuckles the Echidna! With his new abilities, Knuckles can bash through or climb over those treasure-hiding obstacles in *Sonic 3*, and give you whole new strategies for getting through the trickiest zones of *Sonic 2*.

Sega is keeping the exact details under tight wraps, but even though we can't show it to you yet, we've seen it work, and it all fits in a single \$69, 16-meg cart! Keep reading *Game Players*, 'cuz we've always got the inside line! **GP**



Sonic runs across a whole plethora of new stuff to hold him up and help him out — sticky vines and floating mushrooms are the least little things he has to worry about.



And what the heck is this? I mean, it's a handy thing to find, but you gotta wonder why such a large, mechanical device is just lying around in the forest like this!



Of course, it's also possible to play through the game as Knuckles, in which case you're relatively hassle-free — just doesn't seem fair, does it?



At the end of the level, Sonic chases Robotnik's mean machine through the forest. These latest two Sonic games use 3-D rendered graphics, and it all looks really cool!



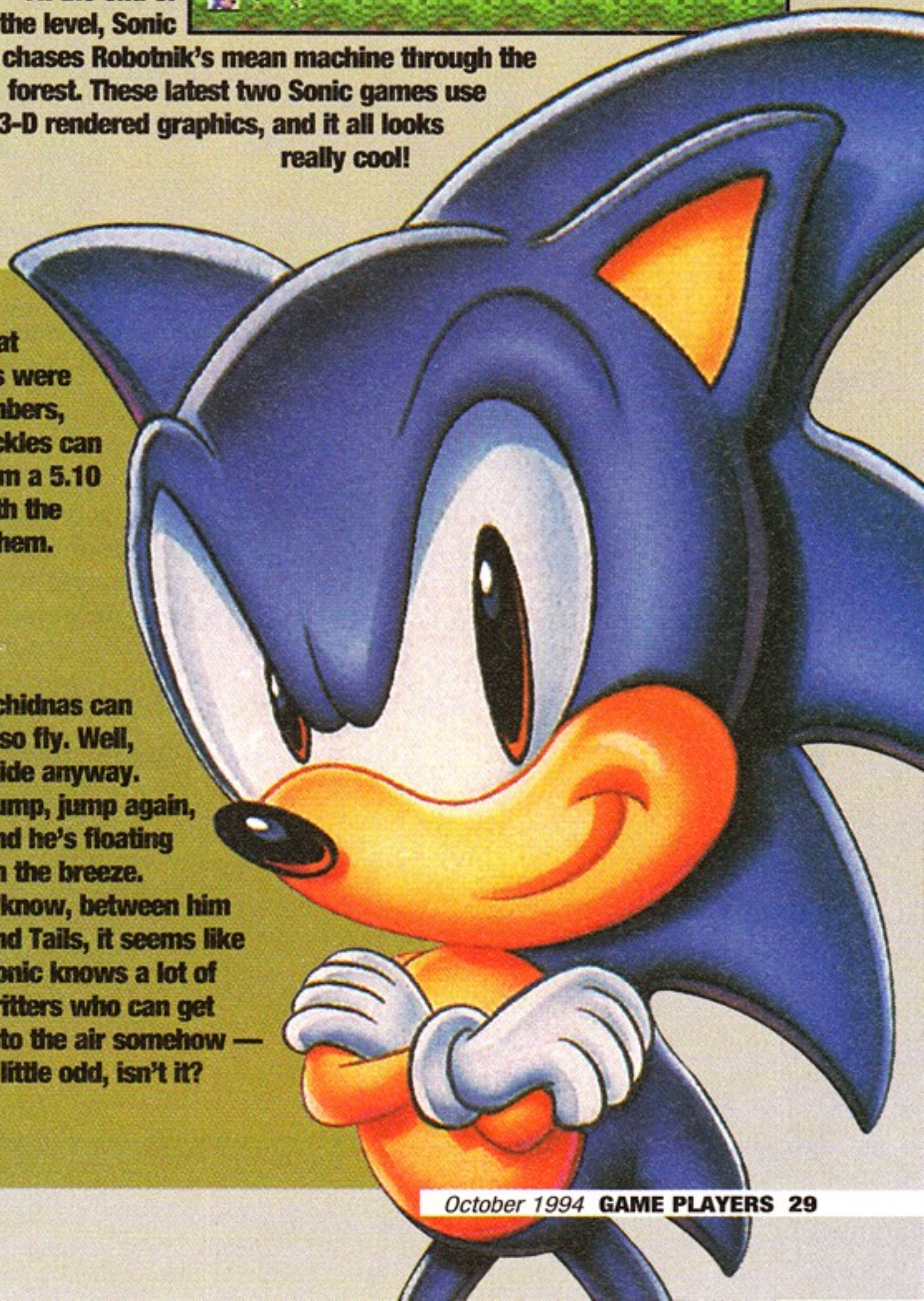
He's not as quick on his feet as Sonic, but he's still got a few tricks up his bright red sleeve. For a start, Knuckles has a manly pair of knuckles — he can smash through walls that would stop a speedy, blue hedgehog!



I didn't know that echidnas were avid climbers, but Knuckles can finger jam a 5.10 pitch with the best of them.

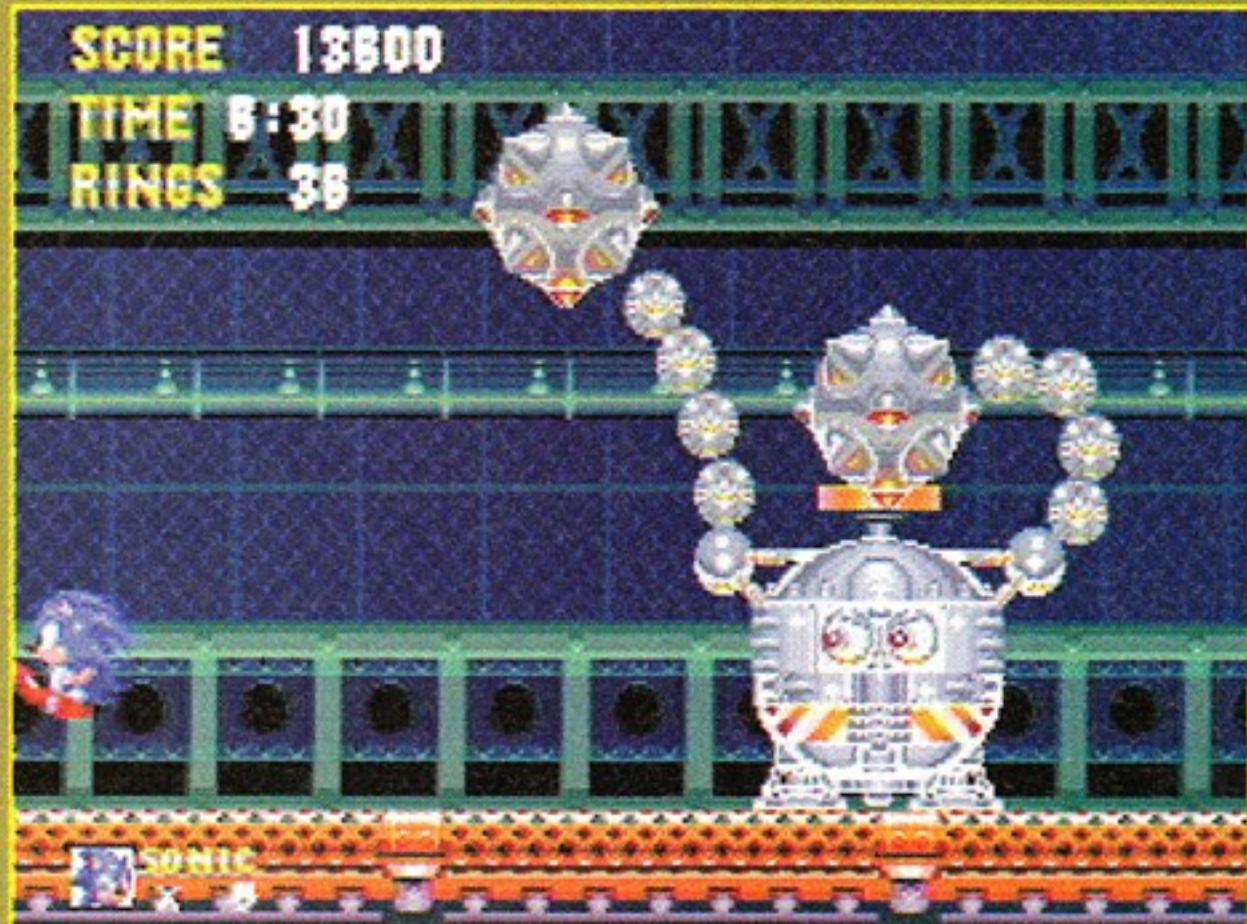


Echidnas can also fly. Well, glide anyway. Jump, jump again, and he's floating on the breeze. Y'know, between him and Tails, it seems like Sonic knows a lot of critters who can get into the air somehow — a little odd, isn't it?



# FLYING BATTERY ZONE

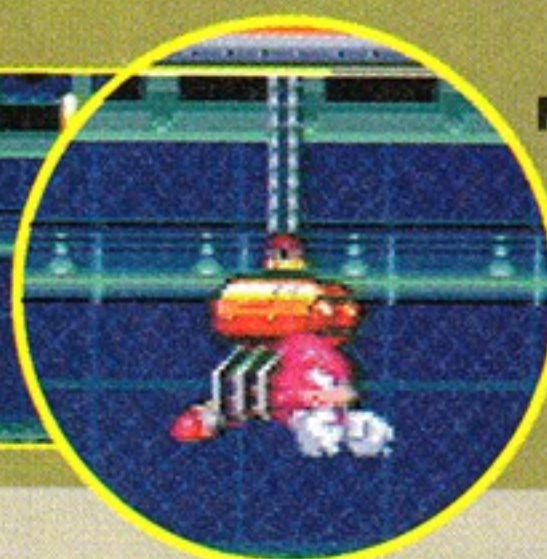
Never one to fear competition, Sega throws this ringer of an entry into the 'Level Names That Make No Sense' sweepstakes.



This level's sub-boss isn't too bright: you beat him by tricking him into bashing himself on the head!



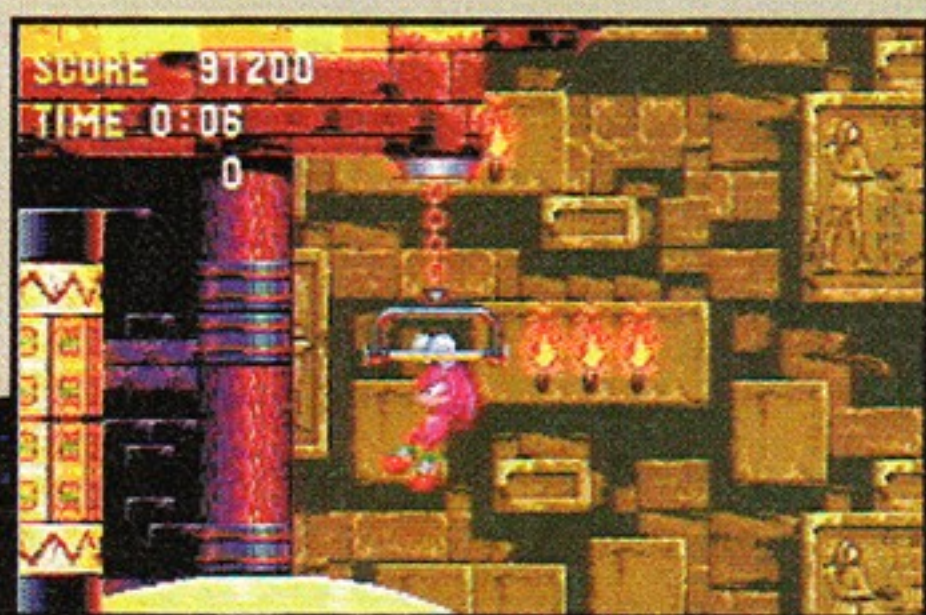
Most of the level is spent avoiding or using various gadgets, which is something Sonic should have plenty of experience with. Knuckles is a rookie to all this, but that doesn't seem to slow him down.



New stuff to watch for includes swinging arms with magnetic knobs on the end, and an echidna-nabbing crane. As painful as it may look, the crane actually helps old Knuckles to get by!

# SANDOPOLIS

The adventure continues, rolling through the haunted tombs of an ancient ruin. Spooky!



The tombs are haunted. When the lights go out, watch for the angry ghosts. Fortunately, there are big pull-chains here and there so you can turn the lights on. Whew!



Some areas can only be reached by cracking open these odd valves and letting a whole bunch of sand fill the place — just don't get caught!



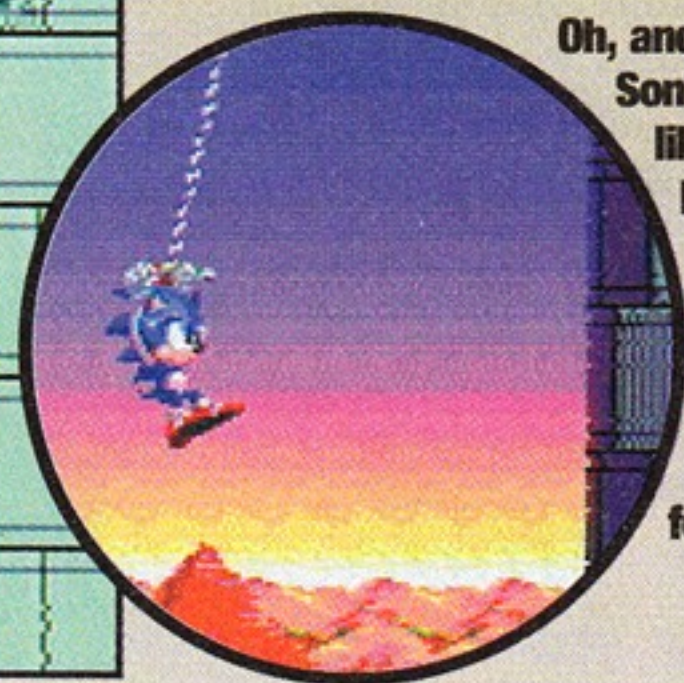
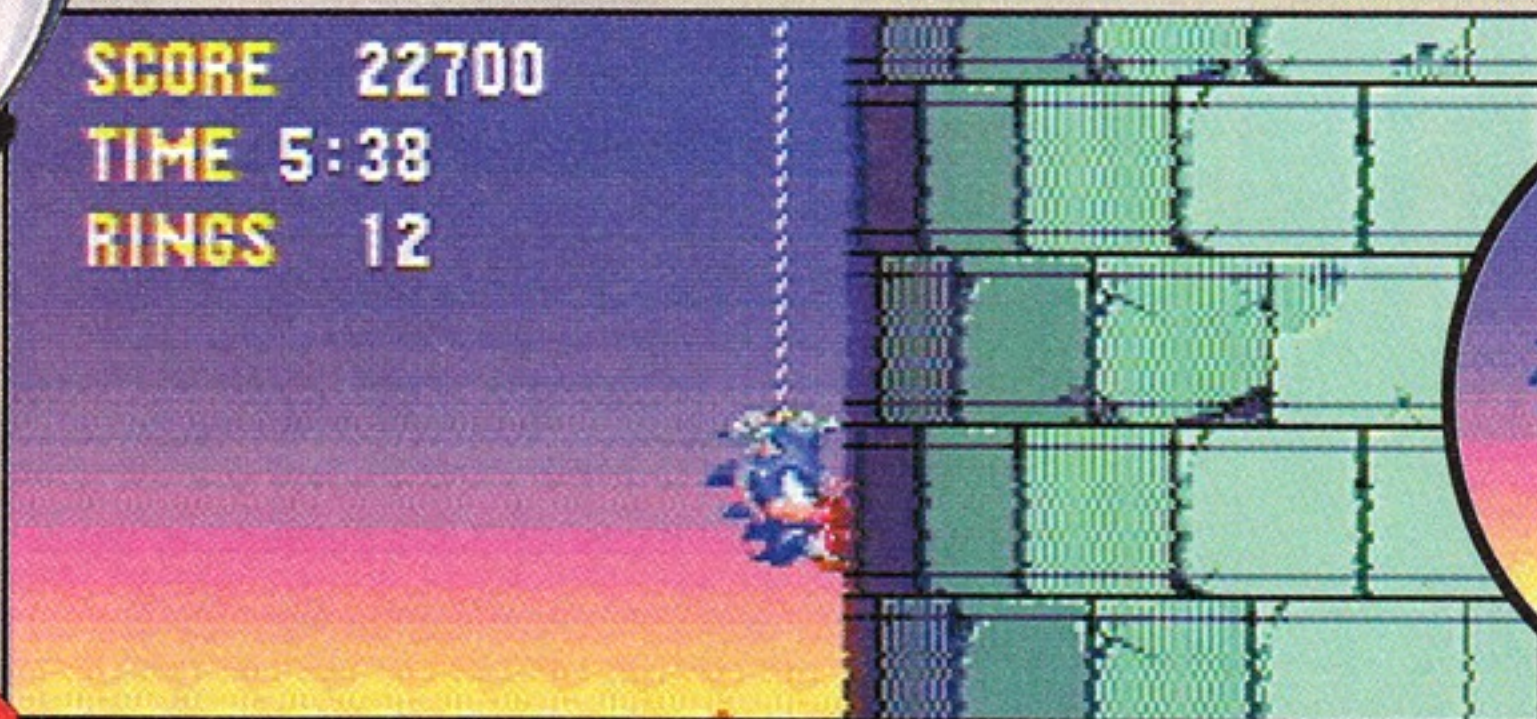
The sub-boss is a big, invincible rock guy. You can't beat him with brawn, so you have to out-think him. Considering he's made of granite, that shouldn't be too hard.



Watch out for robo-scorpions. Fortunately, one of Knuckles' many talents is to hit things on the fly. Way to go!



SCORE 22700  
TIME 5:38  
RINGS 12



Oh, and even though Sonic can't climb like Knuckles, he still manages to get in a good rappel every now and then. Good for him.

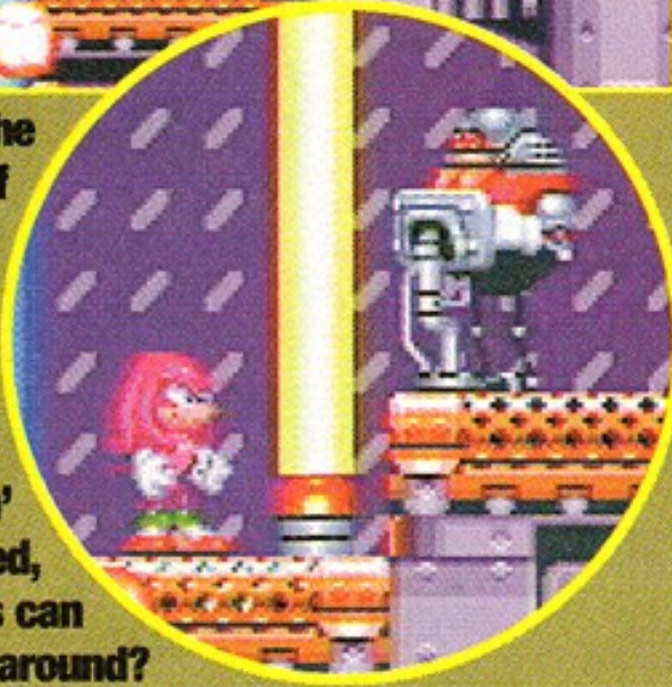


# LAVA REEF ZONE

We're talking major hot. When you wake up next to a pool of lava, go back to bed, because this isn't going to be a good day.



Robotnik waits at the end of the level, of course. Notice when you play as Knuckles, Robotnik wears a mask to disguise himself. I don't know who he thinks he's foolin' — how many other red, round, armored villains can be running around?



The caverns of the Lava Reef Zone are big and dangerous. As you can see here, it takes almost all of Knuckles' skills to get to the bonus stuff — way to go, little red guy!



Judging by the size of his mechanical hands, it's probably just as well the sub-boss of the lava reef never comes up to say 'hi!' Geez, he's big — I mean really big!

# HIDDEN PALACE

After the lava level, the story splits, depending on whether you're playing as Sonic or Knuckles. Let's see what happens if we follow Knuckles...



After defeating another boss, Knuckles finds a mystic orb, which shoots him high above his island to a Hidden Palace in the air.



There he meets an old enemy of Sonic's — what's an echidna to do? Can he defeat the metal monstrosity known as Metal Sonic? Well hell, what do you think!

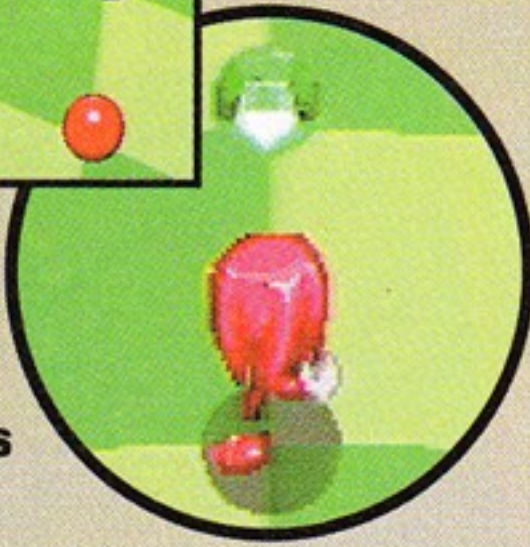
# THREE TIMES BONUS!

Lots of special and bonus stages have always been a Sonic trademark, and if you think they're gonna quit now, you're nuts!

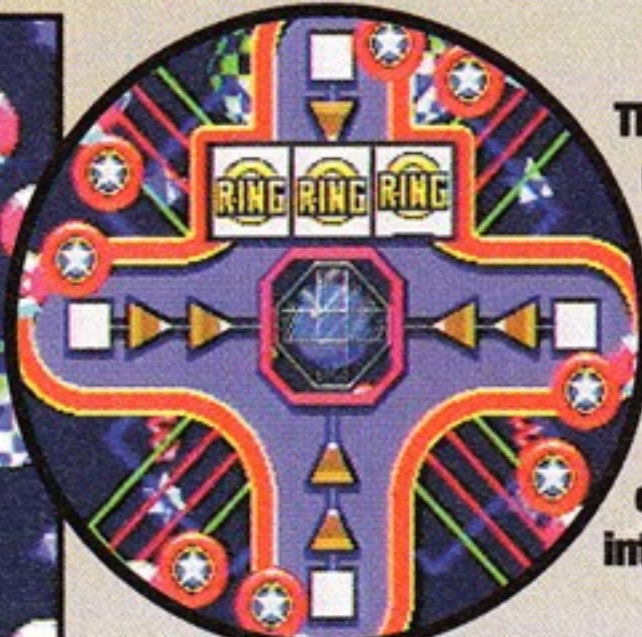


If you can collect all the blue spheres — and that's a big 'if' — you gain a fabled chaos emerald!

Hey, recognize this? That's right, the Special stages from Sonic 3 are still hanging on — and they're twice as tough as before! The horror, the horror!



There's also a couple of new bonus rounds: one is a weird sort of giant pinball machine (actually, it looks more like a pachinko machine, but never mind).



The other bonus round throws our spiny hero into a giant slot machine, where he can get tons of extra rings if you can just get him into the coin slot!

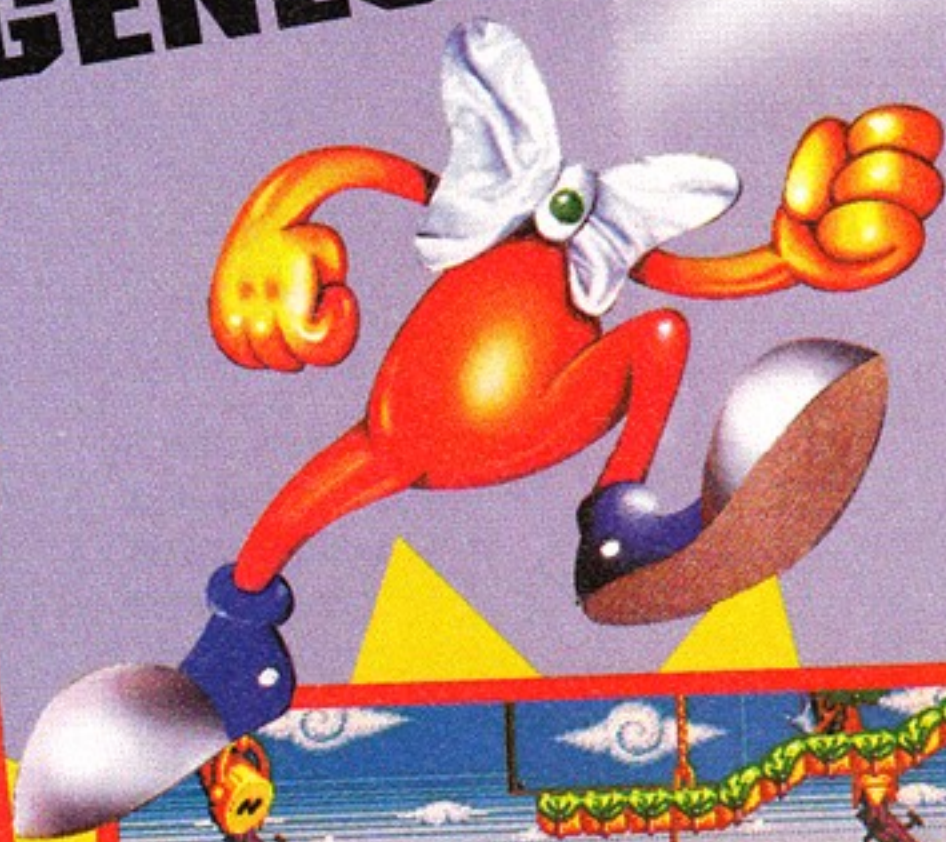
Knuckles' game finishes here — sort of. Playing as Sonic gets you through three more levels Knuckles can't reach: Death Egg Zone, Doomsday Zone, and a super secret Final Zone that Sega won't even let us have a peek at yet! Has this little preview whetted your appetite (huh, that's a good one, it's four pages long!)? Are all of you drooling and dreaming of the Blue Hedgehog? Do you want to see more? Then pick up the next issue of *Game Players*, when we run a full review next month!



# DYNAMITE HEADDY™

## THE ULTIMATE HEAD TRIP!

MEET AN ALL-NEW HEADCASE — AND LAUNCH INTO HEAD-SWAPPIN', EYE-POPPIN' ACTION!  
 When the Dark Demon dishes out his dastardly deeds, this noggin-knockin' hero is up to his neck in trouble. Switch heads to match the job as you suck 'em up, squeeze 'em in and smash 'em down through a series of sharp-shooting action and mind-bending mazes. Then hang on for the ultimate heads-up adventure!  
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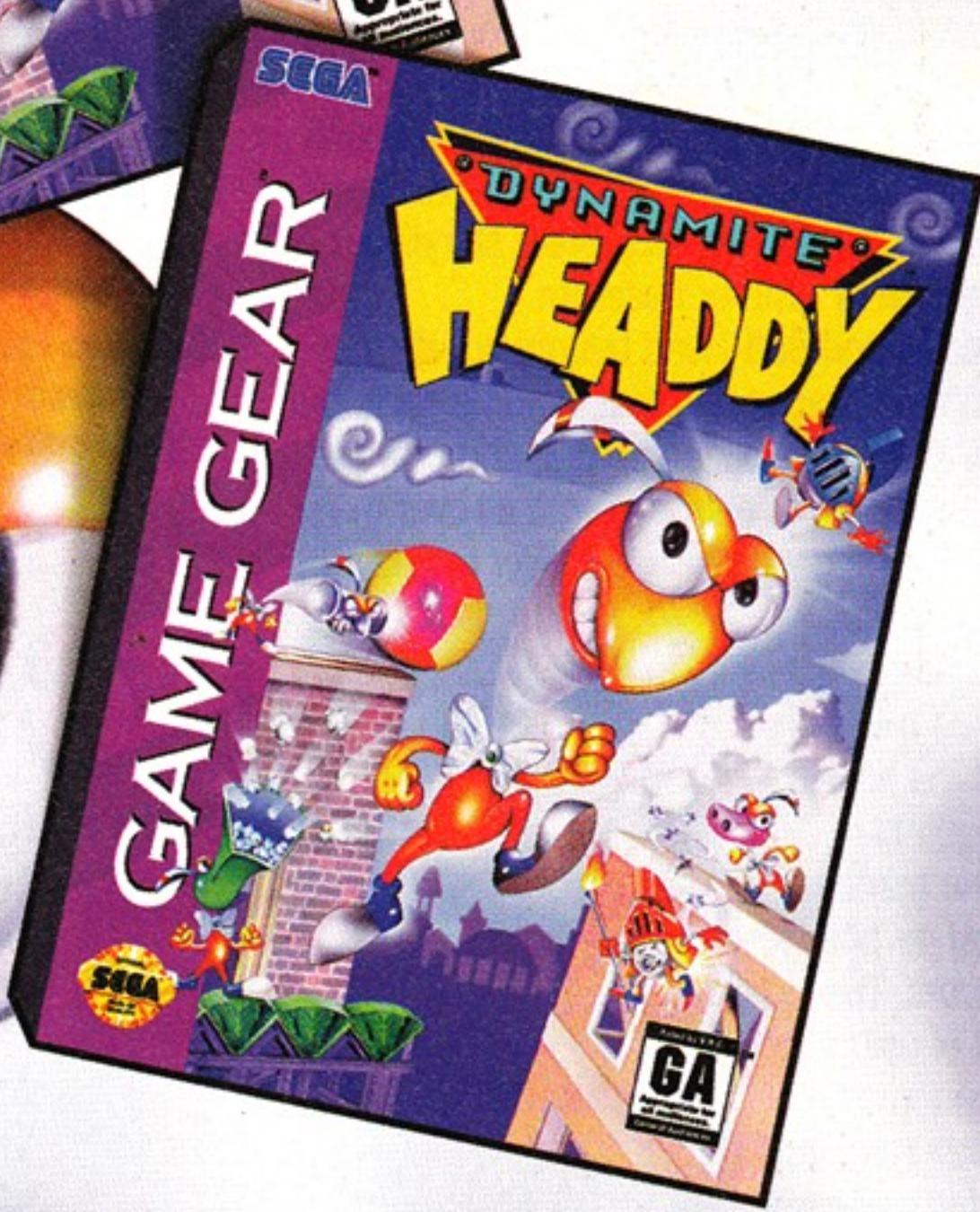


**MOVE 'EM OUT!** USE YOUR HANDY **SLAMMER HEAD** TO REALLY GET THINGS ROLLIN'.



**SUCK 'EM UP!** **VACUUM HEAD** GETS THE BAD GUYS OUT OF YOUR WAY— WHILE YOU SCOOP UP ALL THE BONUS POINTS YOU CAN SWALLOW!





**SPIN INTO 3-D ACTION!** ATTACK FROM ALL SIDES WITH FULL 360° ROTATION! NOW THAT'S A WELL-ROUNDED HEADDY!



**STICK IT TO 'EM!** USE **SPIKE HEAD** TO BUST 'EM AND DUST 'EM — TALK ABOUT MAKING A POINT!



**HOOP IT UP!** NOCCIN'-KNOCK YOUR BEST SHOT IN THE HEAD-BOPPIN' SPECIAL BONUS ROUND!

**SEGA™**

# AHEAD of the GAME

# Beavis and Butt-head

*Is that like, a game? Whoa! Why don't we get like, Jeff Lundrigan to preview it or something.*

## GENESIS info

PUBLISHER	Viacom
DEVELOPER	Viacom
DATE	November
GENRE	graphic adventure

**T**ruly, these are the End Times. Mike Judge's animated (well, sort of animated anyway) duo are invading your very homes this fall, thanks to Viacom New Media. The Genesis version combines a graphic adventure with action — sort of like *Maniac Mansion*, except it has different characters, a different storyline, and no sense of taste or decorum.

Beavis and Butt-Head bought tickets to a Gwar concert ('cause, after all, Gwar is cool), but a bunch of stuff happened to 'em, and now the tickets are in pieces and scattered all over the place. If they're gonna have a prayer of getting into the show, they're gonna have to find the pieces and put the tickets back together.

The game is designed for one or two players. The thought of using your brain in anything even remotely connected to Beavis and Butt-Head is pretty darn bizarre, but we can honestly say that the puzzles and obstacles are real stumpers — twisted, sick, and depraved stumpers, but a serious challenge all the same.

Hell, any game that you can totally annoy your parents with is good enough for us! **GP**

'Hey dude, pull my finger!' 'No way!' 'Come on Beavis, pull it!' 'OK...' 'Huh, huh, huh — that was cool!' 'Fartknocker!' The game uses a lot of digitized voices from the show.



## GWAR! GWAR! GWAR!

What if they're like, not wearing costumes?



Whoa! Tickets to a Gwar concert! That's cool!

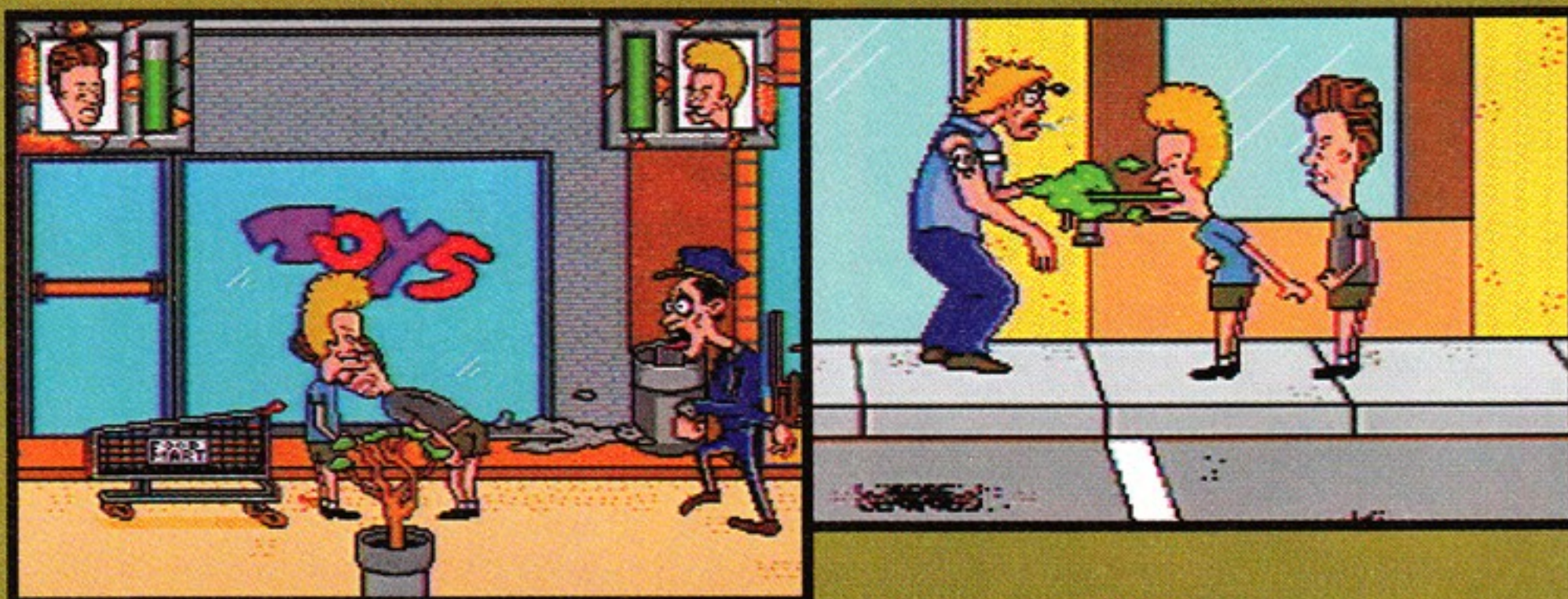


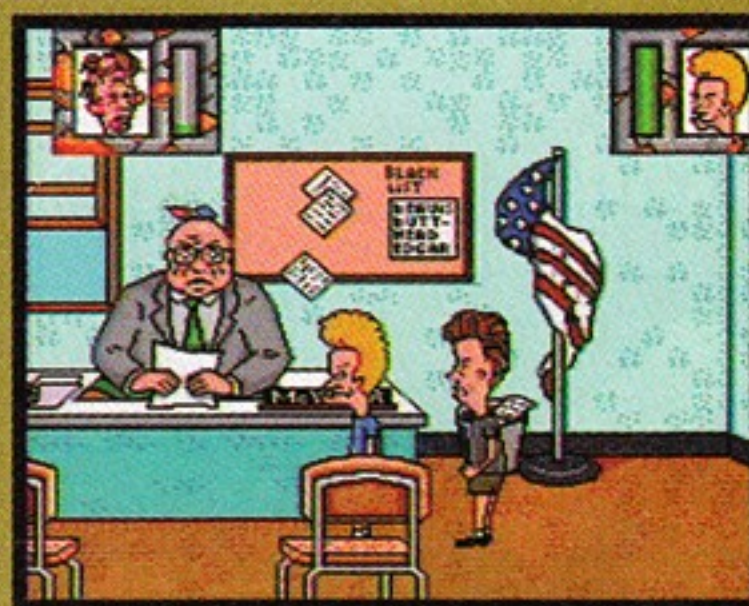
Then some sucky stuff happened. A dog ate the tickets, then vomited the tickets, then a lawn mower chopped 'em up. This sucks!

## COOL STUFF

If you can't fart, start running!

As in any game with action, the main character has to be able to defend himself. Share a warm moment with Butt-Head, who earns his MA-13 the honest way (those of you who are offended by flatulence, please avert your eyes).





The pieces of the tickets are all over the place. How are they gonna get that ticket off the principal's head? Uhh, I dunno...

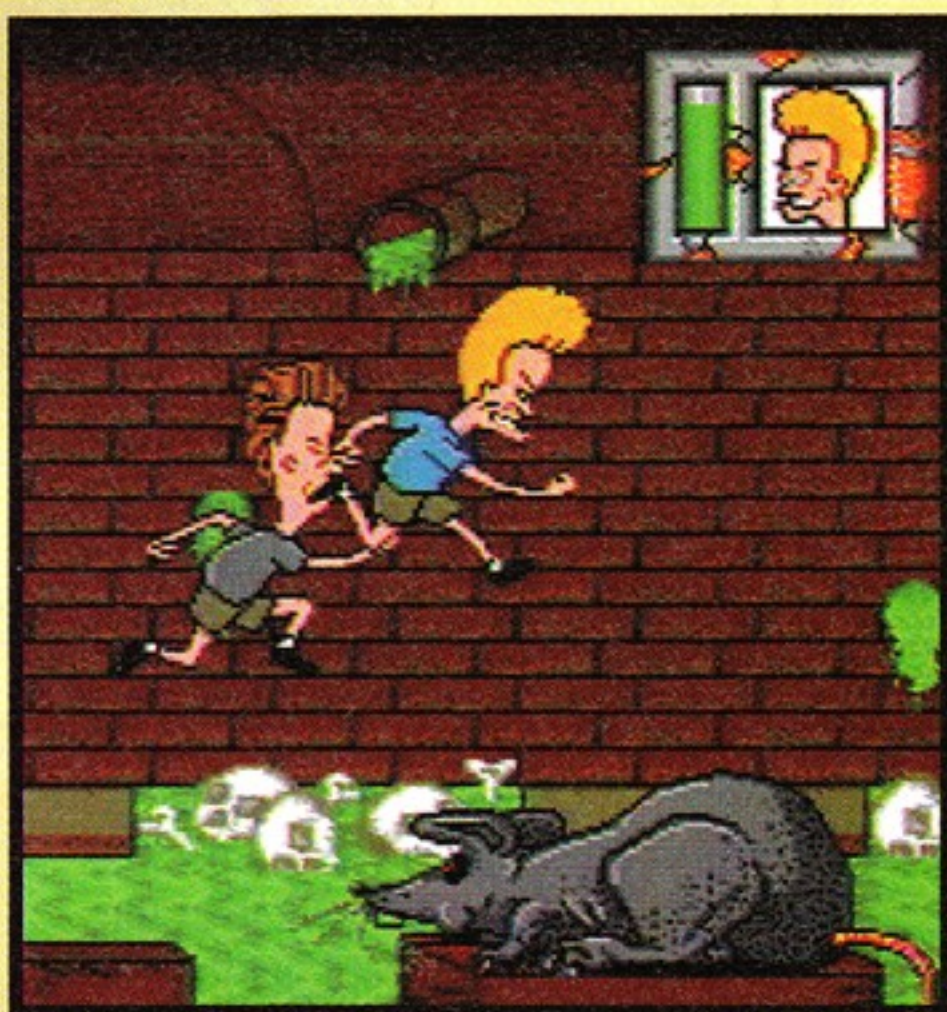
When self-defense fails, running is always an acceptable alternative to conflict — AAAAAK! This sucks! This sucks!



Fans of the show should love this game. Parts of it are based pretty closely on the cartoon. Here our heroes deal with an unruly and demanding Burger World patron.

**COOK! COOK!  
COOK!**

How are we gonna get the tickets, dude?



Other parts of the game are more straight-on side scrolling action. Getting through the sewers is tougher than it looks.



With the help of some deceased local fauna from the garbage bin out back, the boys cook up a tasty treat for the unsuspecting blowhard.



One Mouseburger later, the hapless customer regurgitates a precious piece of the Gwar ticket, and learns an important life lesson in the process. Nice going boys, a warm round of hugs for everyone.

# Beavis and Butt-head

They're in your hands now!

Um, there's also like, uh, a Game Gear version, or something. It's like, all action, OK? And like, it's sort of cool, if like, it's all you have around, since it's got Beavis and Butt-Head in it too and stuff. So, um, check it out, OK?

GAME GEAR info	
PUBLISHER	Viacom
DEVELOPER	Viacom
DATE	November
GENRE	graphic adventure

They also say how bad it sucks when you take damage.



The Game Gear version is a side-scrolling action game, just like many others.

# AHEAD of the GAME

## Vortex

*While not a geometry pro, Mike Salmon had no problems dealing with these polygons!*

**W**elcome to your nightmare! It's fifth hour Geometry class and you're postulating the theorem of the circumference of a group of attached integers — Eeks! Not to fear. Soon enough you're gonna be able to race home and revenge your confusion by pulverizing polygons in Electro Brain's (makers of *Star Fox*) newest game, *Vortex*.

You're in charge of the Morphing Battle System, and you gotta save the world. Sure, saving the world can be awfully tiring but you've got the power of the ultimate Morphing Battle System at your disposal. Storm through the icy world of Cryston destroying the enemy, while searching for keys, power-ups and elevators. *Vortex* is packed full of different perspectives which make this game appear like

no other. The Morphing Battle System can transform into the Sonic Jet, the Walker, the Landburner, or the Hard Shell, and each mode has its own strengths and weaknesses.

*Vortex* was developed utilizing the latest version of the revolutionary Super FX chip, which is a definite improvement on the earlier FX chip. The FX chip gives *Vortex* the speed that's necessary for a game

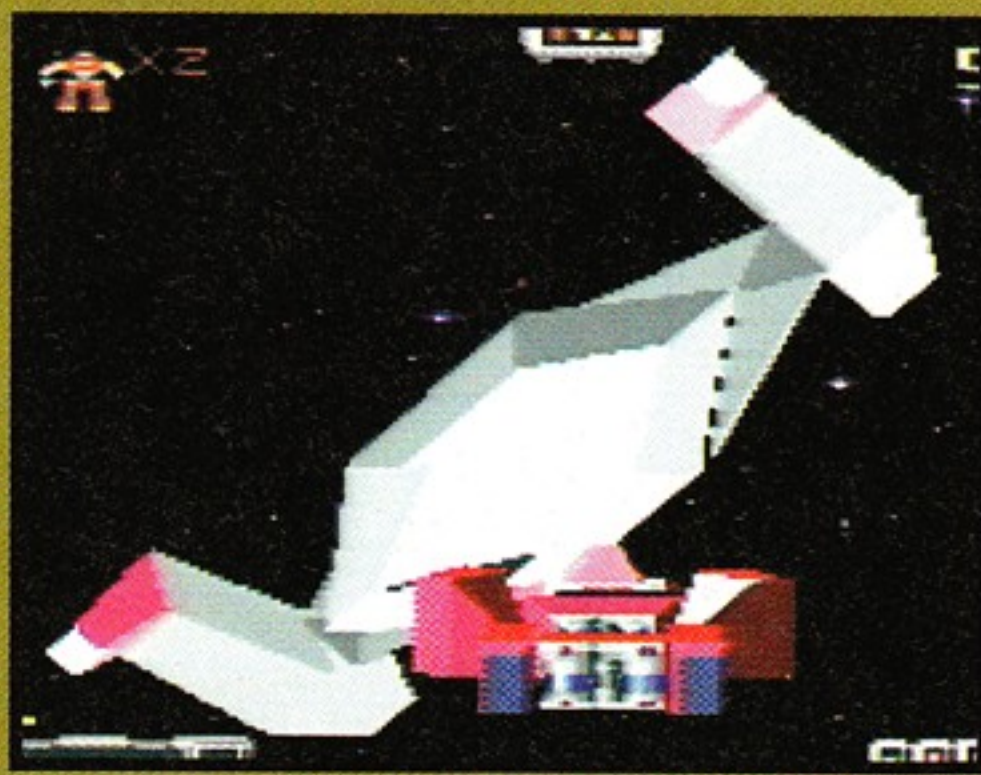
**The Walker mode is the most versatile offensive mode. A wide array of weapons including cannons, lasers, missiles, and rockets make this a walking war wagon.**



of this nature. However, because of the pricey FX chip, *Vortex* is only four megs in size so that it could be affordable for consumers. Hats off

to the programmers for packing so much gameplay into 4-megs. I just wish they could have had a full 16- or 24-megs to work with.

### THE MORPHING BATTLE SYSTEM

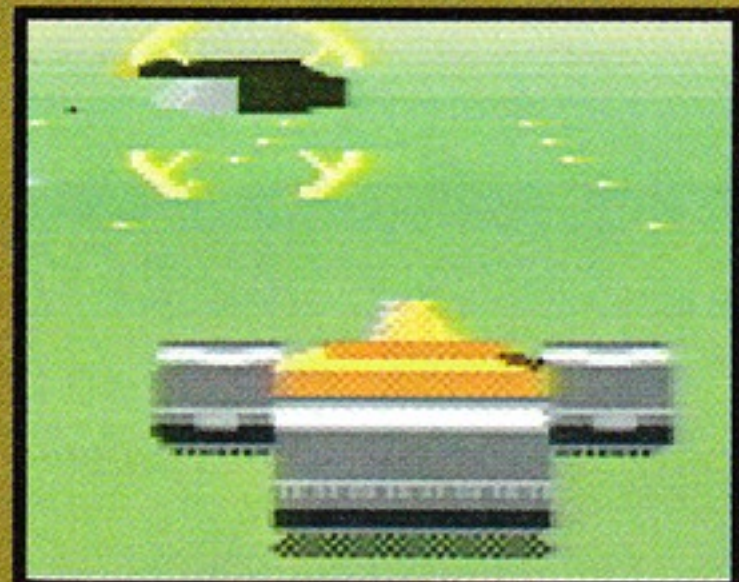


Knowing when to change into what can be the difference between life and death.

The Hard Shell mode is the best defensive mode and great when you are being mass attacked, it's also a good mode to start off in against bosses like this one.



The Sonic Jet mode is best for a quick escape, flying over traps, or reconnaissance missions, but it's a gas waster and has weak defenses.



The Landburner mode is best when searching the land for keys and power-ups, but it has trouble handling an aerial assault.

As you may have guessed by now, I can't wait for the finished version of *Vortex* to come in the mail! When it does, I get to review this polygon bustin', shape-changin', speed-burnin' mother of a game! Keep your eyes peeled for the smokin' review in the next issue of *Game Players*. **GP**

### SNES info

PUBLISHER	Electro Brain
DEVELOPER	Argonaut
DATE	October
GENRE	action/adventure

### WORLDS APART

*Vortex* is full of views and lands, with one thing in common: you shoot the polygons.

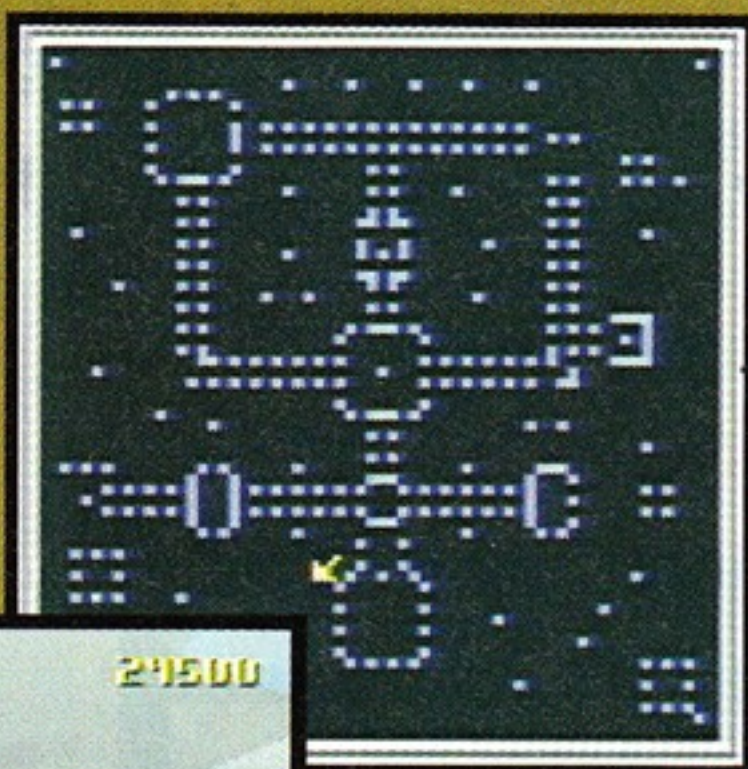


Hey, is this a flight sim? No, it's the Sonic Jet Mode!

This *Doom* perspective gives the game a different look.

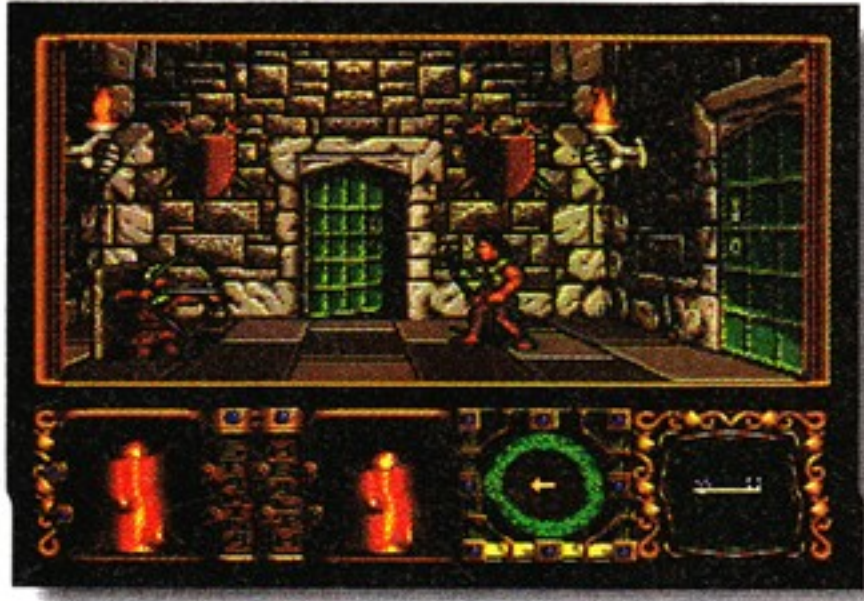


A little stroll through the streets of Cryston ain't no walk in the park.



Lost? No problem. Just pause and get a map that shows where you are.

A once peaceful land has gone stark raving mad.



The precious Gems of Tranquillity have fallen into evil hands. Now darkness and chaos rule the kingdom of Obitus. Your challenge is to find the four lost gems and return them to the Dark Tower, restoring light and harmony to the crippled kingdom.

- ▶ Dozens of weapons and magical items.
- ▶ Battery backed to save your progress.
- ▶ Hoards of brutish beasts to battle!



Chaos rules and survival is up to you.

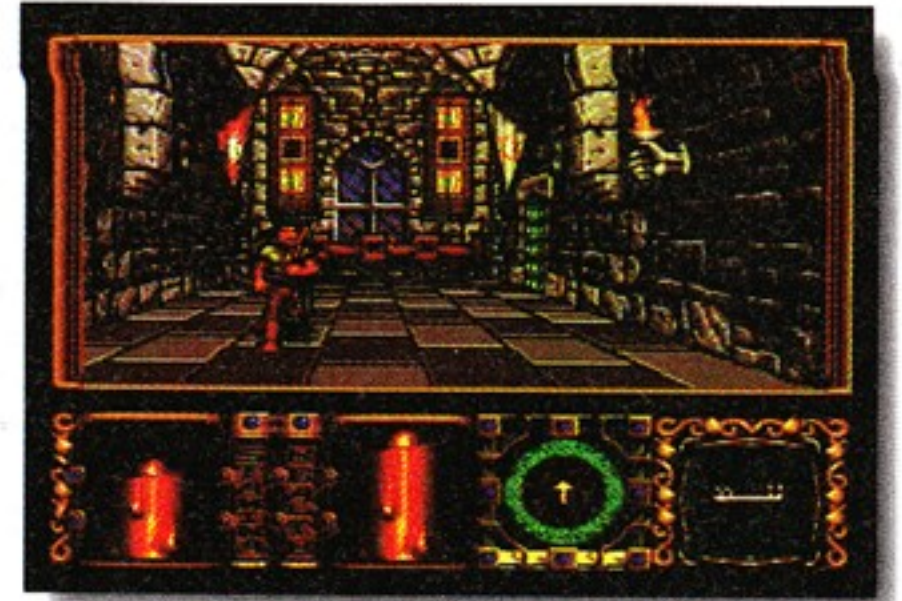
In forests, castles, dungeons and catacombs, you'll find clues that will lead you to the gems while deranged creatures stand ready to put a gruesome end to your quest. The unequipped adventurer won't get far however. So, stay alert and search every nook and cranny for the items that will assist you in your quest.

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Discover the secrets of the Dark Tower.

Step into a world of dark mystery.

Awesome first person perspective view lets you experience this perilous adventure first hand. And 3-D action view screens will show you what's really going on! Make sure you know who your friends are—not everyone is who (or what!) they seem.



- ▶ First-Person and 3-D action view stages.
- ▶ More than 12 adventurous areas, including forests, dungeons, castles and catacombs.

Detailed maps and strategies included.

Unleash the power of a legend.

Take the challenge.

Find the gems and you'll be a hero. Make one too many mistakes and well... nice to know you.

*The kingdom of Obitus is depending on you. Is the adventurer inside you ready?*



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**ARRRGHH!!** ONE FALSE MOVE AND WE'RE HISTORY, TOAST. END OF STORY. **GAME OVER!!!**



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**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



SHOULD HE ATTACK WITH A BAND OF **EIGHT** VALIANT WARRIORS OR SHOULD HE PULL UP HIS ASBESTOS UNDERWEAR AND SET FORTH ALONE KNOWING HIS NEXT STEP MAY BE THE LAST??

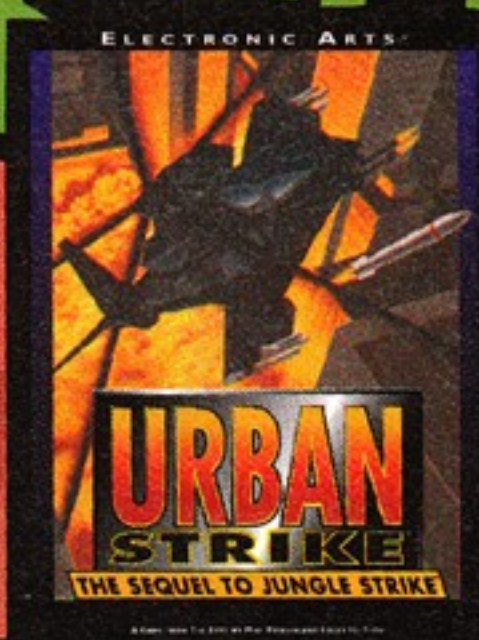
WILL OUR HERO SURVIVE?  
**ONLY YOU** HOLD THE ANSWER...

YOU THINK THIS IS  
**JUST A GAME?!**



**3/4-BATTLE PERSPECTIVE!  
ANIMATED MONSTERS!  
NOW YOU'RE PLAYING  
WITH FIRE!!!**

**BREATH OF FIRE,**  
A RED-HOT 12-MEG  
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"WHAT RPG FAN CAN'T  
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...COULD EASILY END  
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**MAY '94**



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New York has more terrorists than rats. New transport chopper and ground assault vehicle aid in massive exterminations.



Added firepower of next-generation attack chopper guarantees invading terrorists will leave more than their hearts in San Francisco.



First-ever fight-on-foot capabilities with grenade launchers show the enemy they're gambling with their lives. Viva Las Vegas!



More levels than before including occupied Baja oil rigs. Good thing you've got enough vicious weapons to make the North Koreans jealous.

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For Play on the Sega™ Genesis™ System.



# TRICKS AND TIPS

## DYNAMITE HEADDY

You're gonna blow your top if you don't keep ahead of the game with our explosive techniques!



## DONKEY KONG

Don't monkey around! Our riveting strategy has you going ape with barrels of hot advice.



## MAXIMUM CARNAGE

Cripple the creeps with our crushing clues!



## SHINING FORCE II

May the Force be with... Ah, we can't say that. Time to rise and shine with these terrific tactics!



## SKULLKEEP

Don't give yourself a headache! Our strategy lets you keep your head when all others are losing theirs.



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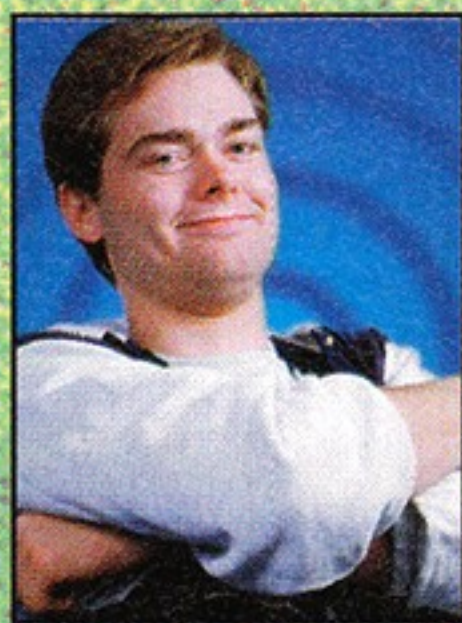
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ENTERTAINMENT GROUP

# Don't Lose Your Head, Blow Your Top Instead!

# DYNAMITE HEADDY

Be ahead of the game with



**Heads up! Chris Slate has a few hints for those of you about to embark on Part One of Dynamite Headdy's first adventure.**

**B**y the time I'd finally played all the way through *Dynamite Headdy*, I was seeing that goofy cat 'Trouble Bruin' in my nightmares. What a tough game! Those first levels are a breeze after a couple times through, but those last few stages will really test your skills.

But you don't have to 'lose your head' (ouch!), because we've decided to give you guys some early tips to get you 'heading' in the right direction (argh!). This month's guide will help you through the first half of the game, with strategy on the remaining levels to come next issue. Are we the best, or what?

So make good use of the knowledge on the following pages, and most importantly, 'use your head' (ugh!). Once you've figured out what's needed to win, it's only a matter of time before you're on to the next challenge. Go on out and get 'em, Headdy! **GP**

*Dynamite Headdy* reviewed on page 74.

## STAGE 1

Short and sweet!



Stage 1 only has one area, and there's only one Secret Bonus Point. To get it, stand under the robot and continue to pound away at it from underneath. You must destroy it before you reach the end of the level.

GENESIS	
INFO	<b>PUBLISHER</b> Sega of America
	<b>DEVELOPER</b> Treasure
	<b>SUGG. RETAIL</b> \$59.95
	<b>GENRE</b> action/adventure

## HEADDY! MEET TROUBLE BRUIN

This is the guy behind all Headdy's problems. This cat has a seriously twisted mind.



When the cat begins to draw his power, stay away! You can't hurt him now, and you take damage if you stand too close.



When he's finished powering up, the cat charges at you. Jump to the right and over him...



...and then run back to the left and underneath him after he bounces off the wall.



Wait for the energy balls to fall, then jump close and smack the cat while he's resting — this is the only time that he's vulnerable. Now repeat the pattern once more — it only takes two hits.



Watch for the Bonus Game icon — you need to find every one.

## THE BONUS GAME

When Headdy isn't fighting the evil cat, he likes to hoop it up.



Play it cool and stick with one cannon. Stand directly in front of it and only go after the balls that fire straight up. Hit them at the height of your jump and aim for the top row — this lessens the chance of you knocking a ball in the wrong basket.

# STAGE 2

## Great Balls of Fire!



After honing your skills with the practice games in area 2-1, nab this 500 point bonus in the upper-left corner at the start of 2-2.

You can destroy this tower by dropping a huge red ball on it, but use your head to knock this soldier off first — you earn a Secret Bonus Point.



There are two red balls in area 2-2. You use the first to smash the tower. Move the second ball to the platform just below and to the left, then jump off the ball to reach the 1-up at the upper-left.



Walk to the right and hop through this wall to find a hidden room containing a banana. Mmm!



# THE CRAZY GUY ON THE CAGE

This guy is tougher than normal soldiers, but still a cake walk if you keep your head.



Near the end of 2-2, you're offered two paths. If you decide to take the high road, you'll need the Spike Head to climb the wall.

Once you've reached the top, jump through the wall to the left to find some bonus points. Now go through the left wall of the hidden room...



...to drop down to another hidden room for more bonus points!



This guy is in your way, and he won't fight you unless you knock his cage into the pit to the right.



As soon as he jumps off his cage, hit him! He jumps at you. Take a step back, and hit him again as he lands. Continue this simple pattern.



When he finally reaches the left side he tries to pull Headdy in with a tractor beam. Keep running to the right to pull away.



After you defeat him, immediately run to the far left to avoid getting hit by the animals which will spring from the cage.



...grab the Pin Head and collect the power-ups in the miniature maze to the lower-right.

After finding the bonus points in the secret rooms, you've got to make a choice: either you grab a new spike head and climb back up the wall to fight a dragon for a Secret Bonus Point, or...



# MAD DOG AND HEADDY

Great jumpin' weiner dogs! This time that cat's gone too far.



The dog's weak spot is the sphere at the end of his tail. Jump up and hit it when he begins to wag his tail.

# STAGE 3

Try to keep ahead of the game.



Dealing with the shifting perspectives in 3-1 can be a pain. Stand on a level with the enemies' shadows to land your blows.



During the "Backstage Battle", grab the Super Head to increase Headdy's range. Fire inwards at the cat as he spins you around, and also look out for odd-looking green cats for Secret Bonus Points.

# THE PUPPET'S PUPPET

Hey — just who's pulling who's strings here?



Headdy is forced to enter "The Battle Show" in area 3-3. Attack the bottom puppet first, from as far back as possible.

Now go for the top puppet. He's easy to beat if you don't let him grab your head. If he does, just run around until he drops it.



# STAGE 4

The bigger they are, the harder they fall!



This big lug from 4-1 is a cinch with the nearby War Head. Just stand over him and let your weapon do the work. Just be sure to avoid the robot's crosshairs.



You come across a number of power-ups and bonuses in 4-1, which are all trapped within walls. Don't worry, there's always a Vacuum Head close by to grab 'em with.



Watch Beau for the boss' random weak-spots, and grab the War Head to inflict maximum damage. He only takes damage when he's without a costume. Aim for his heart.

# HIT THE HAPPY CAMPERS

It's okay, those guys can take it.



When the dog leaps off-screen, watch for this arrow. You want to run immediately to the opposite side of the screen.



Hit the Happy Campers onto the horizontal pole to the right as they pass in front of Headdy.



Once they've filled the pole, jump on top of them to reach the ledge above.



Now go to the left and knock the remaining Campers onto the other pole. Finally, hop over to grab a 1-Up!



Grab the War Head as soon as it's available, but be careful to avoid the Head Trip, which is offered at the same time.



Next is this tank. Wait until it's moved all the way back, then knock the cannonball it fires at a diagonal up/right angle. It sticks to the spikes, then drops on the tank soldier's head as he passes underneath, blowing him to smithereens.



There's no boss in 4-4, but stick around and you find this window cleaner, who gives you a Secret Bonus Point if you beat the stuffing out of him.



You need the Slammer Head to grab most of the goodies in area 4-2. Look for it near the bottom of the room.

Be Here Next Issue For More Dynamite Tips!!!

# Skullduggery!

## WHY *DUNGEON MASTER II: SKULLKEEP* IS A CLOSE SHAVE!



**Frustrated, infuriated, and just plain mad, Mike Salmon tries to make your stay in Skullkeep a little more pleasant than his!**

Reviewed: 7#9, Score: 74%

**W**hat's *Dungeon Master II*? Oh, it's a game where you stroll around in dungeons. Wrong! One of the most difficult parts of *DM II: Skullkeep* is actually finding and getting to the dungeon. I spent sleepless nights, days, weeks, trying to guide my hapless characters towards the gates of *Skullkeep*, to no avail. Finally, after count-

less hours of adventuring, experimenting, and crying in fury, I have prepared a small gathering of advice to help you reach the mighty gates of *Skullkeep* before losing your patience and tossing your Sega CD through an antique window.

I love a game with a challenge almost as much as I hate a game with a challenge. I'm frustrated and excited, all in one breath. I'm willing to part with a few tricks I discovered, but you've still got plenty to uncover for yourself. After all, what's the fun in an RPG when you know all the answers? You want to know, but then again you don't. The deeper I delved into the dingy depths of these dungeons, the more desperate I became. If you bought this game and you're frustrated and disappointed, don't throw it out yet, 'cuz the farther into *Skullkeep* you go, the more exciting it is. I hope you can use my help to find and retrieve the four clan pieces, and enhance the enjoyment of *Skullkeep*. **GP**

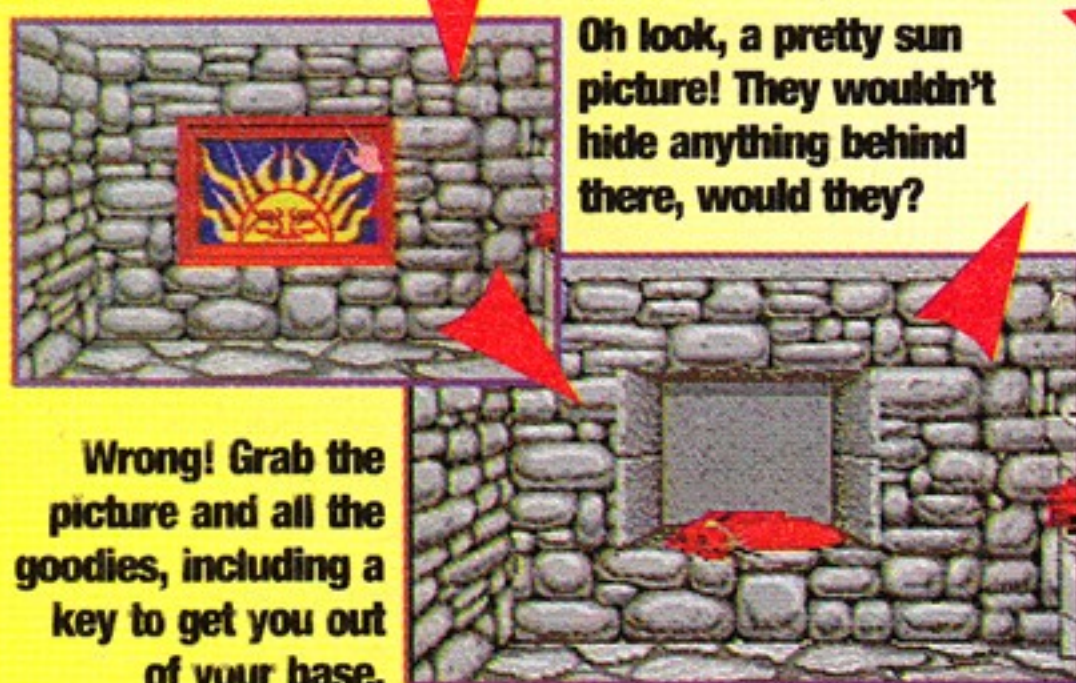
SEGA CD	
INFO	PUBLISHER
	JVC
	DEVELOPER
	JVC
	SUGG. RETAIL*
	\$59.95
GENRE	
RPG	

**CLAN PIECE #1**  
Compared to the others, this one is a piece of cake!

### The Way To Go About It



Move this table aside by selecting it with the A button, then moving it sideways.



Oh look, a pretty sun picture! They wouldn't hide anything behind there, would they?

Wrong! Grab the picture and all the goodies, including a key to get you out of your base.



Head northwest until you reach this fountain. Now you're in the middle of a shopping mall. To each side there are different shops: armor, weapons, and, of course, a pub.



First things first, go to the pub. Head right once you're inside and you see some wooden tables.

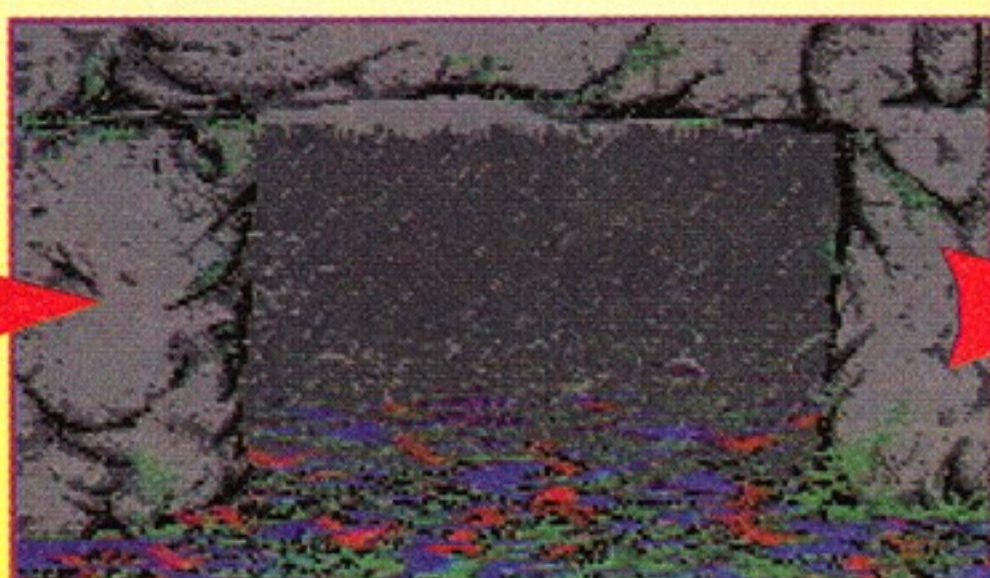
Move the tables until you can grab the key off this table, then grab the key and you're on the way (Beer is optional).



Head southeast until you hit this gate, insert your key and move on to your next destination.



Now search around until you find this section with the mystic clouds. Head in and go towards the rock formation.



Look, it's Stonehenge! Go along the edge until you find an archway, then pass through that.



Now you see a stone table which holds Clan piece #1 and a lightning key for the next gate. That wasn't so hard, was it?





If you see this Jello mold of a monster, attack him with lunges and melees and he should quickly evaporate.

## Dealin' With The Beasts



This worm can be tough before your characters have gained levels or gotten good weapons, so be a little cautious. When you kill him you all get to chow on worm rounds, yum!

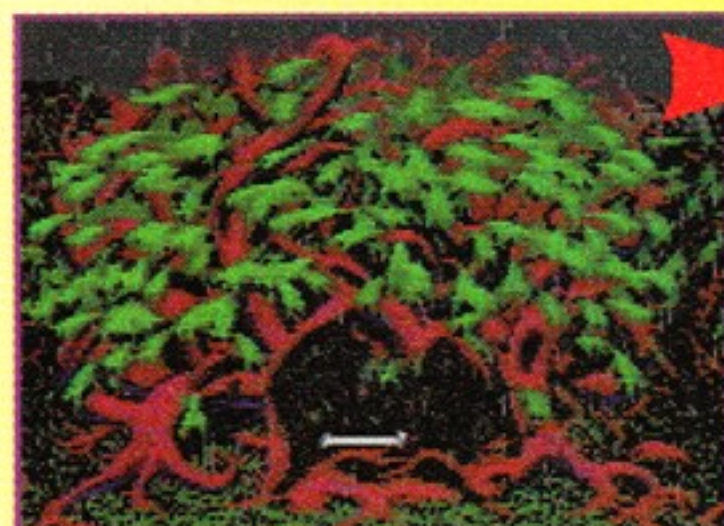


Run away! Run away! These big monsters travel in herds and just one is enough to destroy your party, but they are slow, so run around them and you're fine.

## CLAN PIECE #2

*It's a dog-eat-dog world (and I was wearing Milkbone underwear)*

This section requires extreme patience, precision, and quick thinking. Panicking only causes certain death for the entire party, so keep a cool head, despite the clunky control.



Once you've reached the dogs keep moving, and looking for this bone, 'cuz it is your only chance of getting to Clan piece #2 alive!



Follow this path to the land of the dogs. Use your map so you don't get lost.

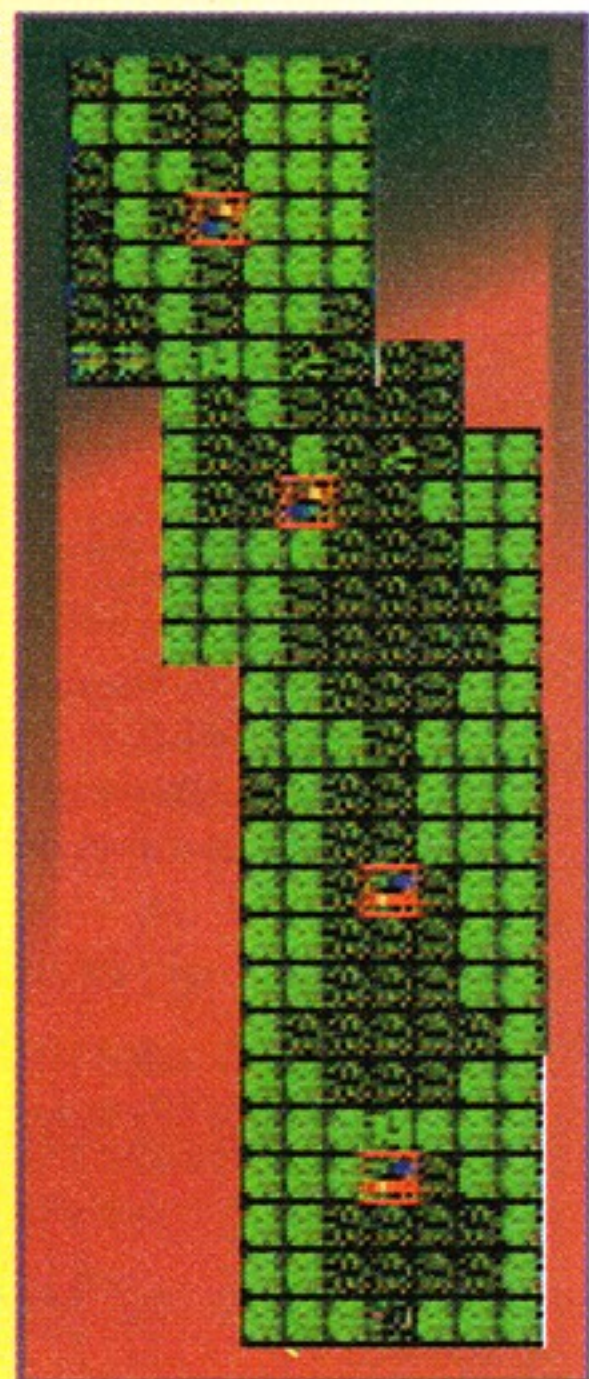
Take your newly found key to this gate, then proceed through it and onto the ruff, ruff world ahead.



Follow the corridors around until you find this stone, and on top of it is Clan piece #2, and the next key needed.



Also look around for this less fortunate traveler. And since he can't take it with him, you might as well. Rummage through his chest (treasure chest, not chest cavity... yuck!) until you find all the goodies you can.



## Give Them Doggies A Bone

Of course, none of this traveling around is quite as easy as it sounds, unless you dispose of those mangy mutts. Which, thanks to my expert advice, can be done.



The ferocious dog's poised and ready to treat your party like a helping of Alpo.



Toss that puppy a bone and watch the frightful pooch turn into a playful puppy, and, while he's playing with that bone, crush him before he remembers he doesn't like you.

Toss that puppy a bone and watch the frightful

## CLAN PIECE #3

*Knowing when to fold them*

Every warrior wants action, and a huge battle, but when the odds are insurmountable it's time to lace on the high-tops and start running like a coward. In this section, it's better to avoid confrontation, so you can live to fight another day.

## Stop Thief!



This cute little guy steals the coat off your back if you give

him a chance. Try fighting him and he takes all your weapons, so you're left trying to pummel him with your fists, while he attacks you with your own weapons.



Avoid contact with this little pilferer, but if he starts to take your good weapons chase after him and after several hundred punches he falls, and you can get all your stuff back. What a pain!



Aaah! It must be that little guy's dad. This guy takes your weapons and he's tougher than his smaller counterpart. However, he is slower and easier to escape from.

Use your scout minion to find piece #3 and you can avoid much trouble. Send out your scout until he finds a stone circle in the middle of a large field like this.



## SCOUTIN' FOR PIE



Now send your party towards the stone, run in, grab the clan piece and all the other items. You notice there are now several giants around you, so run, run, you fool!

# THE FINAL PIECE

*Last, but certainly not least!*

You've got three pieces, just one more measly piece to go and you're finally in that damn castle. However, this final piece is harder to get than the first three put together, so plug in your nite-lite and listen up.



Whew! You're out of that awful graveyard and into a stately forest with beautiful trees shaped kind of like...

AAAAAAHHHH!

Run, the tree's alive and he's tough. Another opponent that is much better to run from.



Run left until you reach this not-so-safe looking entrance.



Use your key and head into the dark, eerie world of ghosts and such.



Get to this graveyard, but don't hang out long or you join the others. As soon as you enter run straight, then left to the other exit.

## Surviving The Trap House



Hmmm, what's this? Press it with your hand and you uncover a hidden room!

Now turn left, forward, turn right, forward into this secret room complete with a key, and a magic box that can certainly come in handy.



Now exit the room, turn right, forward.



There are trap doors everywhere! This is what you do — turn right, forward, turn left, forward, turn right.



Keep your key at the ready so you can get through the door before the traps catch you.

Once you're in, follow the winding hallways until you reach a door; open it (duh!)



Once the mummies have been destroyed, head back down the winding hallways to the trap room. Now, with your new key in hand, head for this door.

And you're by the stationary traps. Turn on your magic map and watch the black squares (moving traps) move around. Wait for an opening and make a run for a door on the right.

Pick up the sword, turn around, and start torching the mummies you unknowingly awakened. With the fury sword, they fall easily.



Oh, a beautiful tapestry, and you almost got killed for it! Look behind it

and find another key and a fury sword, which you need right away.



You're in and the final piece is just sitting there all alone on a table; this is too easy. Just go around to the other side.



Hey, it moved to the other side! And no matter how you try to approach it, it's always on the other side. (It was at this point I started crying. Shhh! don't tell anyone).

Finally, I asked my girlfriend what she'd do. She said, "I'd buy it". Yeah, like that's gonna work. Well, I tried it and it worked! Just put a copper piece on the table and a ghost merchant shows up to pass the final piece to you.



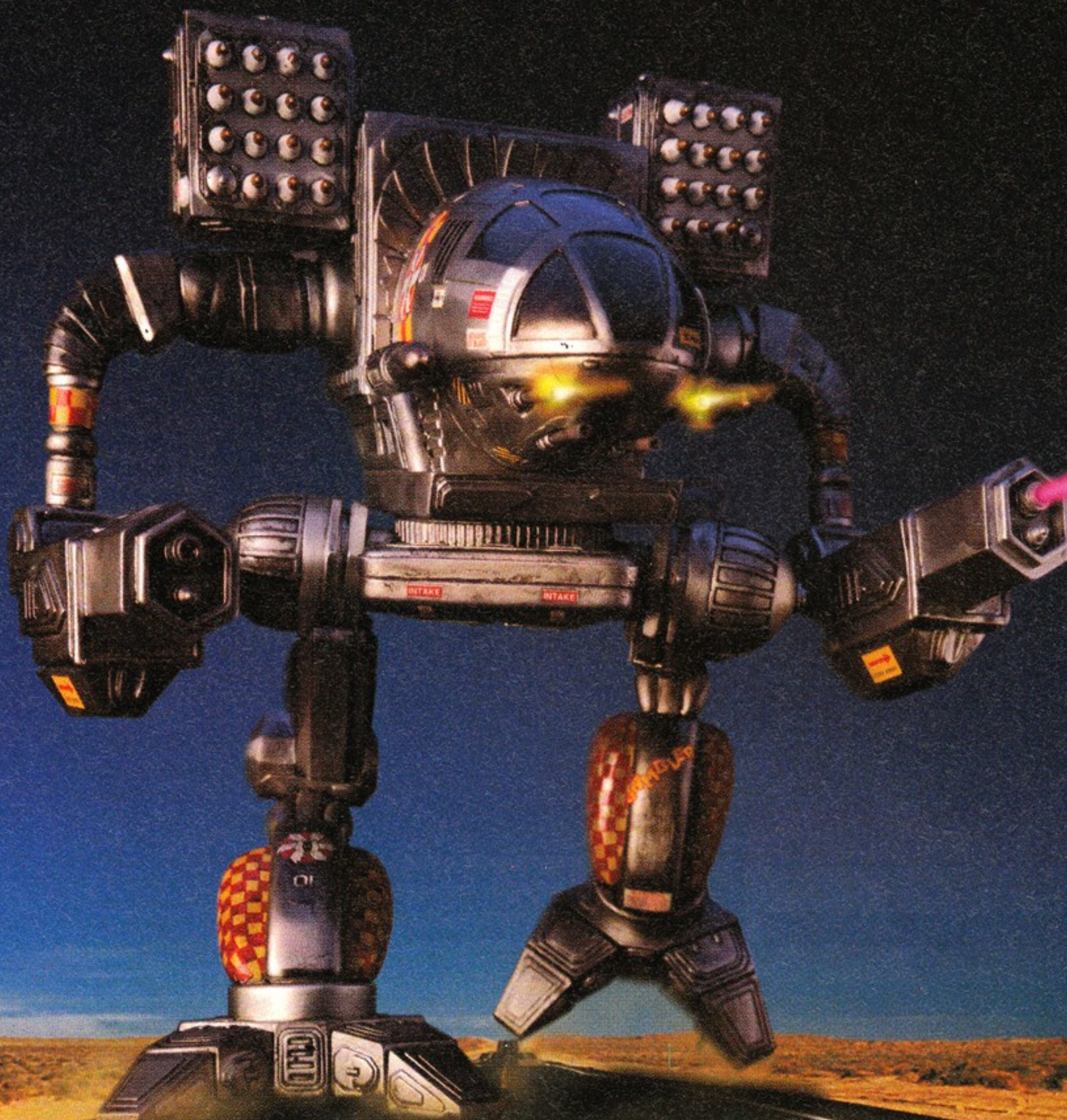
## Putting The Pieces Together

Now move towards the gate, and put your pieces in place!



Voila! The gates are open and you're in — slam! Oops, the gates are closed behind you and you're stuck inside. Have fun stormin' the castle, and good luck, 'cuz you're gonna need it. Ha, ha, ha, ha, ha!!!

It Can't Drive 55,



But It Can Blow Up Your House.

**BATTLETECH**<sup>®</sup>  
A GAME OF ARMORED COMBAT

TAKE IT FOR A SPIN IN SEPTEMBER 1994.

GENESIS™

FASA  
CORPORATION

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Extreme  
ENTERTAINMENT GROUP™



Who said that super heroes are really super? Chris Slate takes on the best that Ravencroft has to offer and comes out a winner.

**R**avencroft's two least favorite inmates, Carnage and Shriek, are loose. And to make matters worse, they've recruited Doppelganger (Spider-Man's evil twin), Carrion (a genetics experiment gone awry), and Demogoblin (a demon version of Hobgoblin, another Spidey foe). What a motley crew!

To help the Wall-Crawler on his adventure, we've provided tips on fighting all of the Super-Villains. These are the guys that undoubtedly can cause you the most problems, as you tangle with them over and over, level after trying level.

The Super-Villains get faster and learn deadlier moves as the game progresses, so don't be surprised if they don't give you everything they've got during your first encounter. Also, the rules of the fight change depending on your location. For instance, you can normally pick up and throw Shriek, but when you meet her on a rooftop, you can't. I guess the programmers didn't want Spidey to end the fight too soon by tossing her off the side. Oh well. **GP**

## SHRIEK The Psionic Psychopath



**HORIZONTAL BOLT (25%):** Can hit from any distance. When she pulls her hands back and they begin to glow, immediately move up, down, or jump to avoid the blast.

**VERTICAL BOLT (25%):** She mostly uses this move to move around, but she can also use it to knock you off a wall.



**PUNCH (10%):** Her weakest attack, but deadly when put into a combo with an Uppercut.

## DEMOGOBLIN The Hell-Powered Hobgoblin



**GLIDER CHARGE (5%):** Not very threatening, but it can knock you over an edge.

**UPPERCUT (20%):** Almost as mean as her Bolt, but she has to be right next to you to do it. Don't let her get in close!



**STRATEGY:** Webs affect her, but she quickly breaks out when you tie her up. You can also web-swing to clear her horizontal bolt, which also puts some breathing room between you. Sneak up on her from above or below, grab her, punch her a couple of times, then throw her. You can also reel her in with a web-line. This works very well and should finish her off quickly.

### SNES

### INFO

**PUBLISHER**

Acclaim

**DEVELOPER**

Software Creations

**SUGG. RETAIL**

\$59.95

**GENRE**

action

# A WEB-SLINGER'S GUIDE TO SURVIVING MAXIMUM CARNAGE

# BRING ON THE BAD GUYS!

© Marvel comics

**PUNCH (5%):** Normal punch — not a problem.



**KICK (10%):** A normal front kick that has a slightly longer range than Demogoblin's punch or claw rake.



**PUMPKIN BOMB (25%):** Does a little damage when it first hits, but causes major injuries when it explodes. You have plenty of time to get away, though.

**STRATEGY:** Wait for Demogoblin to toss a pumpkin bomb, then rush in and deliver a few quick punches. He's not very hard to beat as long as you stay on him and avoid his Pumpkin Bombs.

## CARRION

### The Living Disease



**LIFE DRAIN (25%):** Carrion attacks from above with this lethal attack. To avoid it, simply stay out from underneath of him. If he does manage to grab you, quickly shake free and run away.

**STRATEGY:** Watch Carrion's shadow to determine where exactly he is in relation to you — you need to be on his same level to attack. Use standing and running jump kicks, and try to fight him at the top of the screen to keep him on your level.

## CARNAGE

### The Super-Powered Serial Killer



**CEILING CLIMB (10%):** Not as damaging as his other attacks, but this move knocks Spidey off a wall if he tries to climb.

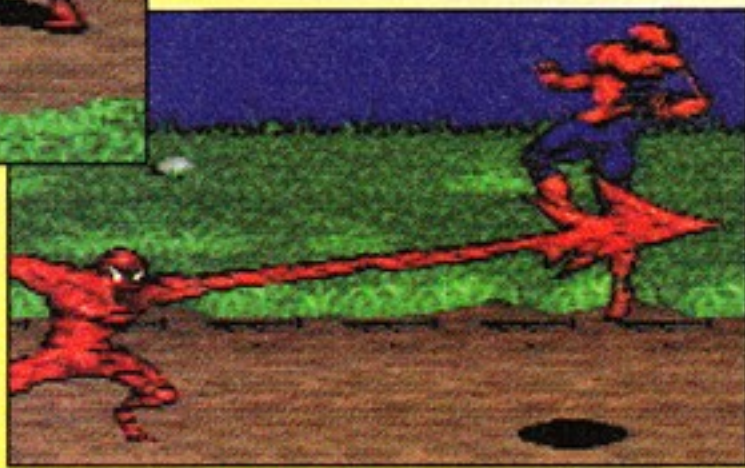


**TRIDENT (20%):** Geez! How many long distance attacks does he have?



**CLAW SWIPE (20%):** Another good reason not to stick near Carnage, as if you needed one.

**AXE SLASH (45%):** A devastating punishment for sticking too close for too long. A couple and you are history.



**BLADE WHIRLWIND (75%):** Ouch! The most powerful attack in the game. You can't hurt him during this move — just step aside quickly.

**STRATEGY:** Carnage is one tough cookie. He has more attacks than anyone else, and virtually all of them do a ton of damage. The key to beating him is learning these attacks and his patterns. Don't try to take him head-on, instead, think carefully about each move and don't stay close to him for too long. Find an opening and strike quickly.

**AXE STAB (20%):** Another vicious long range attack.



**SPEAR (20%):** One of Carnage's many long range attacks. Don't stand on level with him at any distance until you're ready to strike.

## DOPPLEGANGER

### The Evil Twin



**LEAPING CHARGE (10%):** Doppleganger's favorite move. Stay out from in front of him or he kills you with it.

**GRAB & PUMMEL (25%):** He grabs you and starts punching.



**WEBBING (10%):** Six strands of webbing fire from any distance. Simply step aside.



**SWING KICK (20%):** Doppleganger can come out of nowhere with this advanced move. Watch for it.

**PUMMEL:** If he gets in close, Doppleganger bashes you with all six arms.



**ROLL KICK:** A sneaky move that he doesn't use often. Not strong, but it knocks you down.



**STRATEGY:** Web-lines & Web Shield have no effect, so stick with the normal attacks. Also, you can't grapple with Doppleganger. Simply stand a few steps above or below him and continue to rapidly hit the punch button. He walks in front of you, getting hit with the punches before he can attack.

# Shining



Tired of getting the point? Sorcerer got you by the shorts? Let Trent Ward show you how to deal with evil in this hint-packed strategy for *Shining Force II*.

Reviewed: 7#8, Score: 95%

**F**inding it hard to get going in Sega's new *Shining Force II*? Follow along for a concise guide to the first eight battles fought along the way. **GP**

GENESIS	
<b>I N F O</b>	<b>PUBLISHER</b> Sega of America
	<b>DEVELOPER</b> Sega of Japan
	<b>SUGG. RETAIL</b> \$55-\$65
	<b>GENRE</b> RPG

## HE'S DEALIN' IN HEALIN'

What you may be needin' after you be bleedin'!



After winning a battle, you should make a beeline for the nearest temple. Though he may look a little weird, the cleric is definitely an adventurer's best friend. From the church, you can resurrect felled companions, cure poisoned comrades, promote the experienced, and most importantly, you can save your game. If you don't take the time to save, you find that an unexpected disaster may cost you several hours of play.

## THE KEY PLAYERS

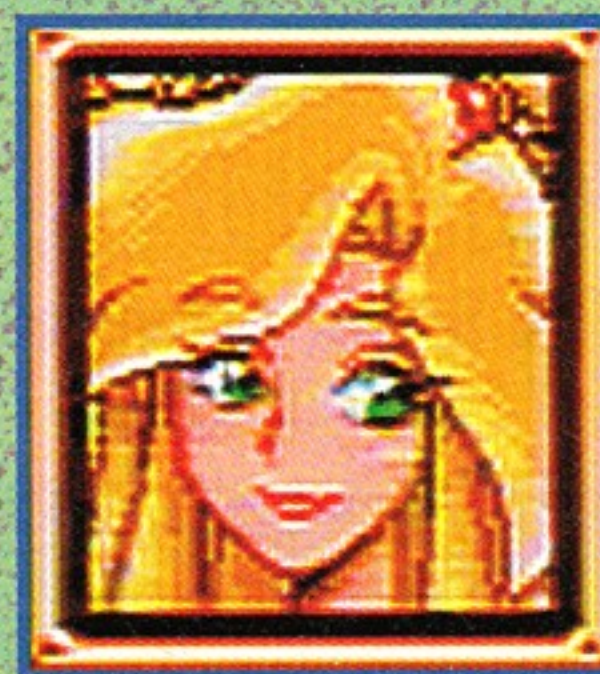
Love 'em or leave 'em, this is the home team!



Sir Astral is not only your mentor, but also one of your oldest friends. Trust him with your life, and attempt to protect him at all costs.



The king may be a little scatter-brained, but he's still the ruler of Granseal. As his loyal servant, you should follow all of his orders explicitly.



The Princess is both beautiful and brave, but no amount of courage can save her from the dark fate that lies ahead.

## THE BLADE TRADE

I can get it for you, wholesale!

Throughout the land, merchants wait in towns to provide you with the latest in assault weaponry... for a price. Make sure to upgrade to the best weapon you can as soon as you have the funds. By waiting too long to improve your fighting technology, you can end up outgunned in battle when your future hangs in the balance. The charts below tell you where to find the item you're looking for, and how much you should expect to pay for it.

### Granseal

Short Sword	140
Short Spear	120
Short Axe	120
Wooden Rod	60
Short Knife	70



### Galam

Short Sword	140
Short Spear	120
Bronze Lance	260
Short Axe	120
Wooden Rod	60
Short Rod	130
Short Knife	70



### New Granseal

Short Sword	140
Middle Sword	340
Bronze Lance	260
Spear	460
Short Axe	120
Hand Axe	340
Wooden Rod	60
Short Rod	130
Short Knife	70



### Ribble

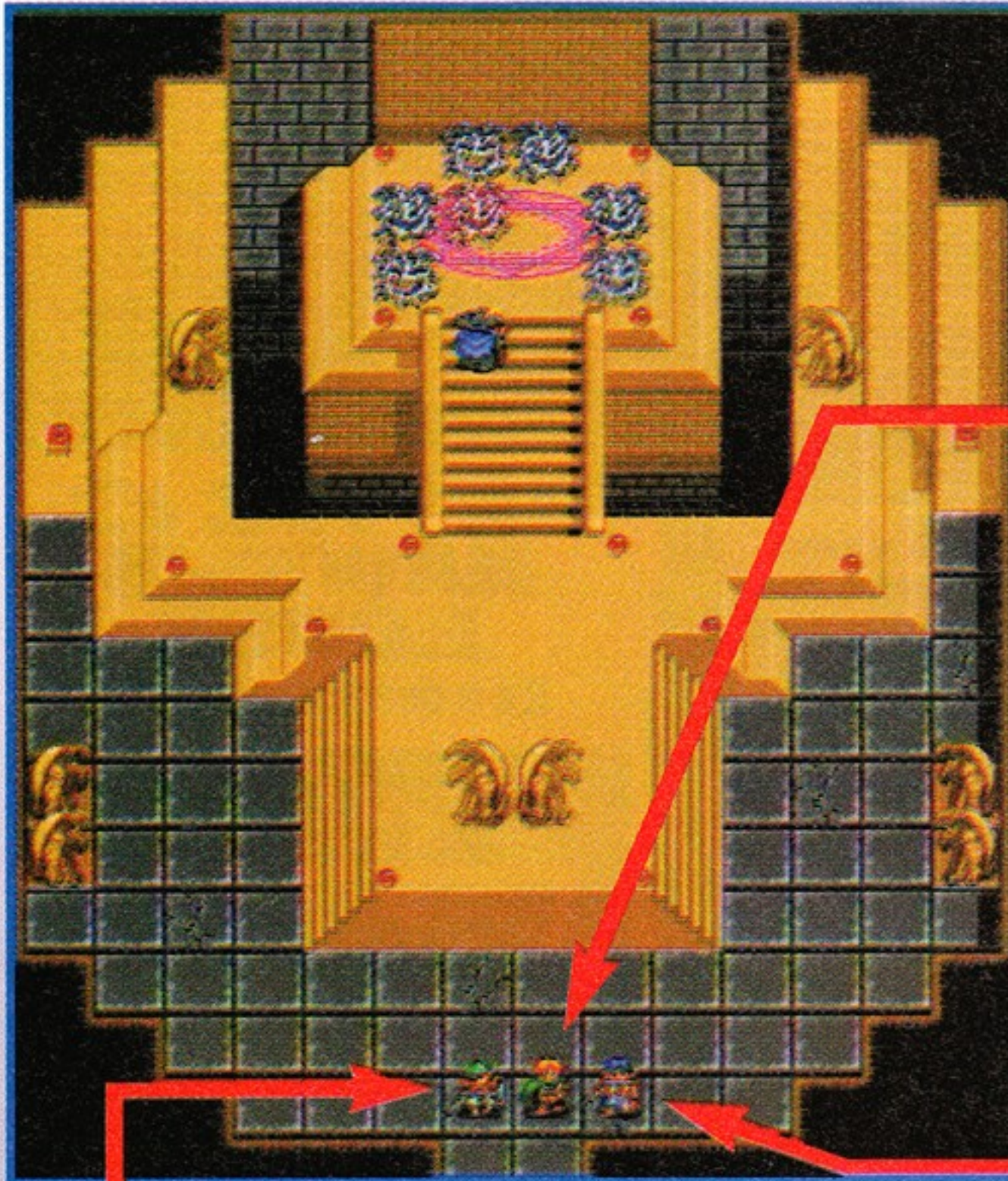
Short Sword	140
Middle Sword	340
Bronze Lance	260
Spear	460
Short Axe	120
Hand Axe	340
Wooden Rod	60
Short Rod	130
Short Knife	70
Dagger	320
Wood Arrow	250



# Force II

## BATTLE #1: THE LURKING EVIL

These guys should be Number One on your Hit List!



Investigating the king's weakness leads you to the strange tower behind the castle. Once inside, events unfold that lead you on the most demanding quest of your life.

Paka SDMN L12		
MAGIC	RESIST	ITEM
Level 1	Level 1	Antidote
		Heal Pot
		Drop
		Cheer Pot
		Break
		Wield
		Sword
NAME	CLASS	LEV EXP
Paka	SDMN	12 16
Sarah	PRST	6 46
Huey	KNTE	12 96
Taja	WARR	12 30
Kaz'in	MAGE	8 94

**Bowie:** Though you may have named him something different, round these parts, we know him only as Bowie. Skillfully wielding his mighty sword, Bowie can be very useful in combat, but remember... if he dies, your game is over!

<b>Swordsman</b>	Level-1
Attack-9	Egress Spell
Defense 4	Wooden Sword
Agility 4	
Move 6	
HP 12/12	
MP 8/8	

Sarah PRST L6		
MAGIC	HEAL	ITEM
Level 1	Level 1	Short Rod
DETOX	Level 1	Medical Herb
		Medical Herb
		Medical Herb
		Medical Herb
NAME	CLASS	LEV EXP
Paka	SDMN	12 16
Sarah	PRST	6 46
Huey	KNTE	12 96
Taja	WARR	12 30
Kaz'in	MAGE	8 94

**Sarah:** She's quiet, she runs fast, and she doesn't pack much of a punch, but Sarah is probably second in importance only to Bowie. As a priest, Sarah can heal the wounds of your characters in combat, insuring that you don't have to spend a fortune on resurrections.

<b>Priest</b>	Level-1
Attack 9	Heal Spell
Defense 5	Wooden Rod
Agility 5	
Move 5	
HP 11/11	
MP 10/10	

Huey KNTE L12		
MAGIC	RESIST	ITEM
Level 1	Level 1	Antidote
		Range 1
		Wield
		Spear
		Medical Herb
NAME	CLASS	LEV EXP
Paka	SDMN	12 16
Sarah	PRST	6 46
Huey	KNTE	12 96
Taja	WARR	12 30
Kaz'in	MAGE	8 94

**Huey:** Of the original three, Huey is without a doubt the best fighter. His ability to use the spear allows him to attack squares that aren't adjacent to him, and his impressive defensive ability keeps him from taking as much damage as his peers. As he gains in experience, Huey becomes a force to be reckoned with.

<b>Knight</b>	Level-1
Attack 8	No Magic
Defense 5	Wooden Stick
Agility 7	
Move 7	
HP 11/11	
MP 0/0	



This Gizmo is nothing but trouble. Once he is discovered, he brings several of his friends out to fight with you. After the battle is over, this foul beastie shows that he's got more tricks up his sleeve.



# BATTLE #2: OUTSIDE GRANSEAL

So, you're trapped like rats? Speak for yourself!



On the outskirts of Yeel, you meet Kazin, a student of Sir Hawel's. Follow him to his master's house, but don't expect too much help from him yet.



Welcome to Yeel! Actually, this small village really doesn't have much to offer. Just follow the trail, and for heaven's sake, leave those chickens alone!



## FUTURE FRIENDSHIPS

Birds of a feather, flock (and fight!) together.

As you travel through the various towns and villages, you meet plenty of new friends who are willing to help you fight the evil that permeates the land. Look carefully in every town, or you may miss a potential member of the Shining Force.



**Kazin:** Somewhat reluctant to join the team, the death of Sir Hawel proves to Kazin that there is no other alternative. His magic isn't very powerful at first, but as he gains in experience, it becomes a vital part of your battle strategy.

<b>Mage</b>	Level-4
Attack	9
Defense	7
Agility	10
Move	5
HP	13/13
MP	13/13



**Jaja:** The strongest member of your team, Jaja joins up with you shortly after your very first battle. He may not be very smart (after all, he did come a little late for the fight), but there's no better fighter outside of Granseal.

<b>Warrior</b>	Level-1
Attack	14
Defense	7
Agility	4
Move	5
HP	9/9
MP	0/0



**Jippo:** Not much of a hero, this Robin Hood wannabee. Jippo is responsible for unleashing evil on the land. To make matters worse, Jippo isn't much good in combat either. Keep him near the action, but not on the front line where he might be killed.

<b>Thief</b>	Level-5
Attack	14
Defense	10
Agility	10
Move	7
HP	12/12
MP	0/0



**Kiwi:** Right after you rescue him from war-torn Granseal, Kiwi doesn't seem like much of a fighter, but a little patience pays off big in this situation. Once promoted, Kiwi is almost impossible to injure, and can trade licks with the best of them.

<b>Turtle</b>	Level-7
Attack	16
Defense	23
Agility	10
Move	5
HP	7/7
MP	0/0



**Peter:** The first friendly creature you meet in Paramacia is the somewhat smug Peter. Though he is controlled by computer for the first few battles after joining your party, you eventually get full control. His vocal attack is devastating.

<b>Phoenix</b>	Level-9
Attack	26
Defense	16
Agility	12
Move	6
HP	22/22
MP	0/0



**Machilda:** Hanging out in the quiet town of Ribble has gotten too quiet for this wild fighter. When she joins up with the party, her archery ability adds a whole new dimension to the strategy of RPG warfare.

<b>Ranger</b>	Level-10
Attack	24
Defense	12
Agility	14
Move	6
HP	18/18
MP	0/0

## BATTLE #3: HAWEL'S HOUSE

It's a dead man's party...



More of the woodland creatures are determined to make your journey a little more difficult. Like always, stay tightly grouped, and kill the heavy opponents first.



When his master dies, Kazin decides to travel with you back to Granseal. Fortunately for you, he never decides to leave...





NAME	BAT
LV	N/A
HP	10/10
MP	0/0
EX	N/A
MAGIC	ITEM
	Nothing

**Huge Rat:** Carrying more punch than anything you've faced so far, this rodent can kill Bowie if he manages to get a back-to-back attack opportunity. Handle with care...

NAME	Ooze
LV	N/A
HP	9/9
MP	0/0
EX	N/A
MAGIC	ITEM
	Nothing

**Ooze:** What can you say about Ooze? It's slimy, it's slow, and it wants to hurt you. As long as they don't double team you, these drips should be no problem.

Take full advantage of Jaja's powerful attacks by placing him at the forefront of the melee. Use him to whittle down the more powerful opponents to the point where they don't pose too great a threat for Bowie.



## BATTLE #4 RETURN TO YEEL

With a rebel Yeel, they cried more, more, more!

The path to Yeel is blocked by the same group of soldiers who just cruelly murdered Sir Hawel. Instructed by their mysterious leader to take you alive, these soldiers are a whole new fighting experience.

This is your first shot at a real battle, so be a little more careful than you were in the first fight. Slowly advance towards the nearest Ooze, and try to kill it before the Huge Rat has a chance to attack you. Make killing this beast your next priority. Like your first fight, try to stay together.

NAME	BAT
LV	N/A
HP	11/11
MP	0/0
EX	N/A
MAGIC	ITEM
	Nothing

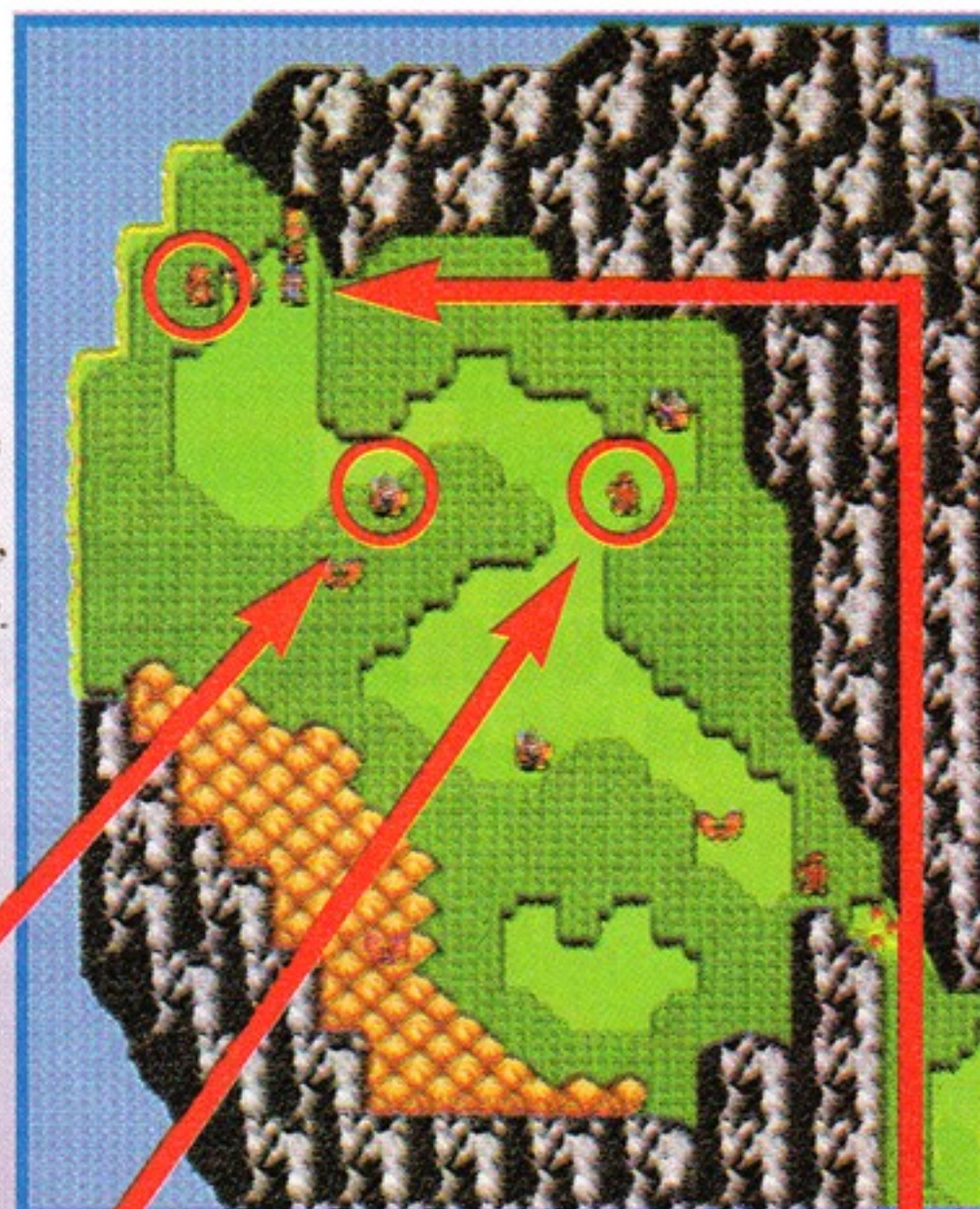
**Huge Bat:** Sort of a big rat with wings, the Huge Bats also have the ability to put you to sleep (much like the young Chris Slate). Wait until you can have several members of your team attack at once before approaching this one.



Keep Sarah close to Bowie whenever possible. If he slips to within ten points of death, immediately have her heal him, or you run the risk of losing the battle by default.

NAME	GOLDM SOLDIER
LV	N/A
HP	11/11
MP	0/0
EX	N/A
MAGIC	ITEM
	Nothing

**Galam Soldier:** The basic grunt troop, these armored troops can hit pretty hard. Try to team up and kill the closest troops quickly, and don't let them tie you up for the archers.



NAME	GOLDM ARCHER
LV	N/A
HP	15/15
MP	0/0
EX	N/A
MAGIC	ITEM
	Nothing

**Galam Archer:** The first example of a projectile opponent you may face, the best way of handling these skillful opponents is to rush them with the whole team. In this battle, rubbing out the archers MUST be your first priority.



An example of why you need to avoid the bat until the last possible minute. Even without the sleep spell, this winged furball can lay a whoopin' on ya.



After entering the small hut, the team discovers a mortally wounded Sir Hawel being tormented by Galam soldiers. With his dying breaths, he tells you to return to Granseal and restore the Ground Seal.



The powerful Lemon has good reason to seem wishy-washy, but don't expect him to listen to your pleas. He is a ruthless opponent, and far stronger than you are used to facing.



This is your first opportunity to let Kazin's magic work for you. In every battle, try to use up all of Kazin's magic points by the end of the battle, so that he gets as many opportunities to gain experience as possible.

# BATTLE #5: ESCAPE FROM GALAM

Or, how you do the voodoo that you do so well!



*Jippo sticks a short wire into the keyhole.*

Jippo helps out by busting the party out of jail. Once you start to leave the room, he offers a more subtle plan for escape.

In spite of your daring victory, Lemon overpowers the team, and drags you off to rot in Galam's Dungeons. Sigh, there's just no justice in life.



*That lad is their leader. Take him!*

During your escape, you overhear two knights discussing the recovery of one of the two magic gems. While you are distracted, a battle begins. Watch out for the mages, and save some energy for those knights.



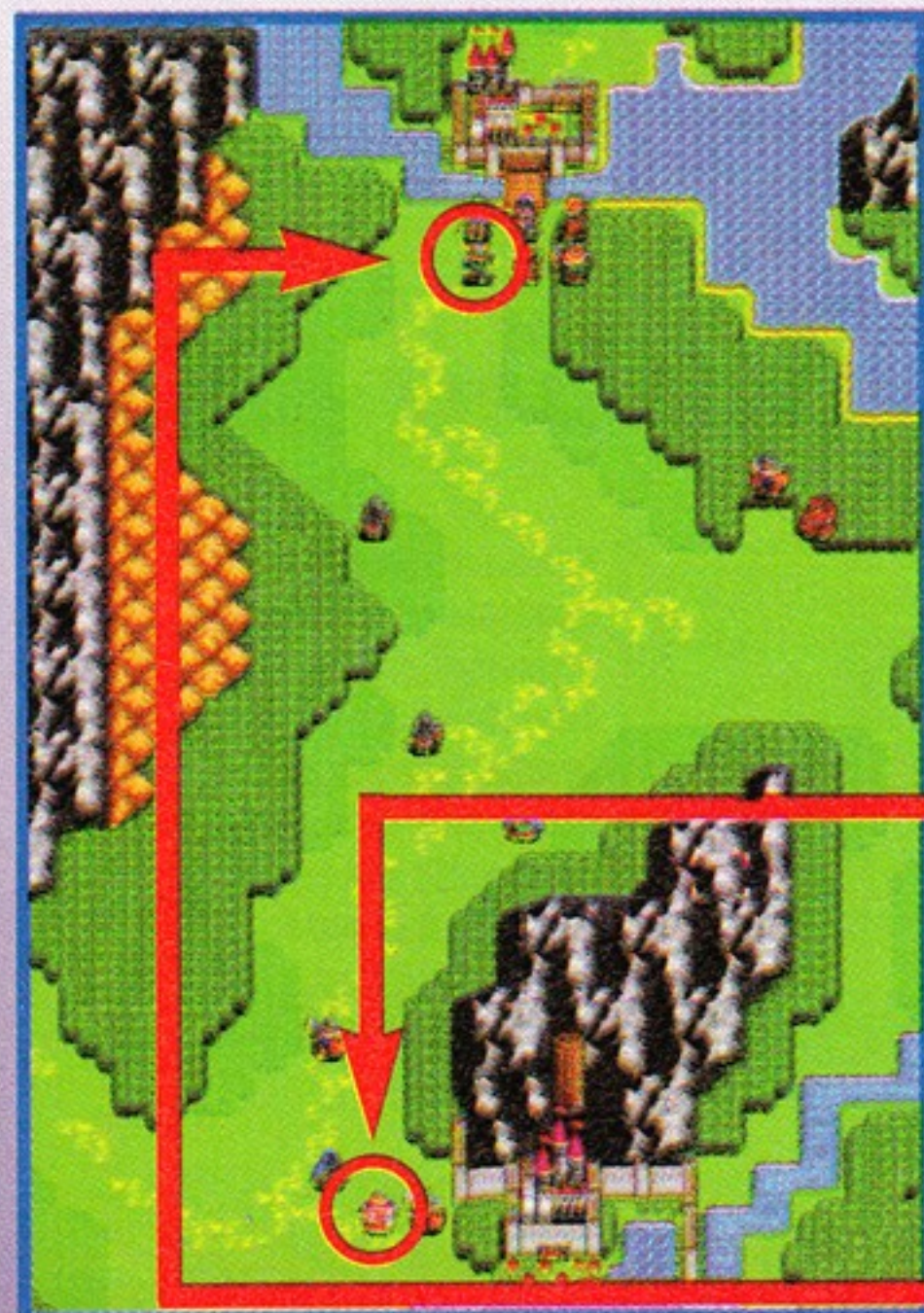
**Galam Knight:** In many ways the evil counterpart of Huey, these warriors are both heavily armed and armored. Keep in mind that since they are using spears, they do not need to be adjacent to your characters to attack.



**Galam Mage:** This is your first experience at dealing with enemy magic. Fortunately, these somewhat dim mages can only attack one opponent at a time, so staying grouped together is still a good idea.

# BATTLE #6: HOMEWARD BOUND

Hail, hail, the goons all here!



Attempting to sneak past the guards outside of Galam won't do any good, and you have to face-down yet another goon squad. Pay careful attention to the Dark Cleric at the bottom of the screen. His healing spells can undo a lot of your party's hard work, so when you reach the bottom of the screen, attack him first.



Like Kazin, the enemy mages attack with fire. Be careful! Characters who normally aren't hurt too much in combat may fall before the power of black magic.



**Dark Cleric:** These poisonous pagans give you no end of trouble. In addition to being able to heal enemy units of the damage you have inflicted, they can also slam you physically for some major damage.



Jippo isn't the greatest fighter, but he can be of some help in combat. Try to have him sneak in and finish off enemies, so that his experience goes up quickly.



Before you go into the castle, search this small storage room and you find a hungry and scared Kiwi. This little lunk is going to make an excellent addition to the force.



Use a technique like this one to surround these knights. By getting your party together like this, you should be getting at least three attacks on each of your foes.



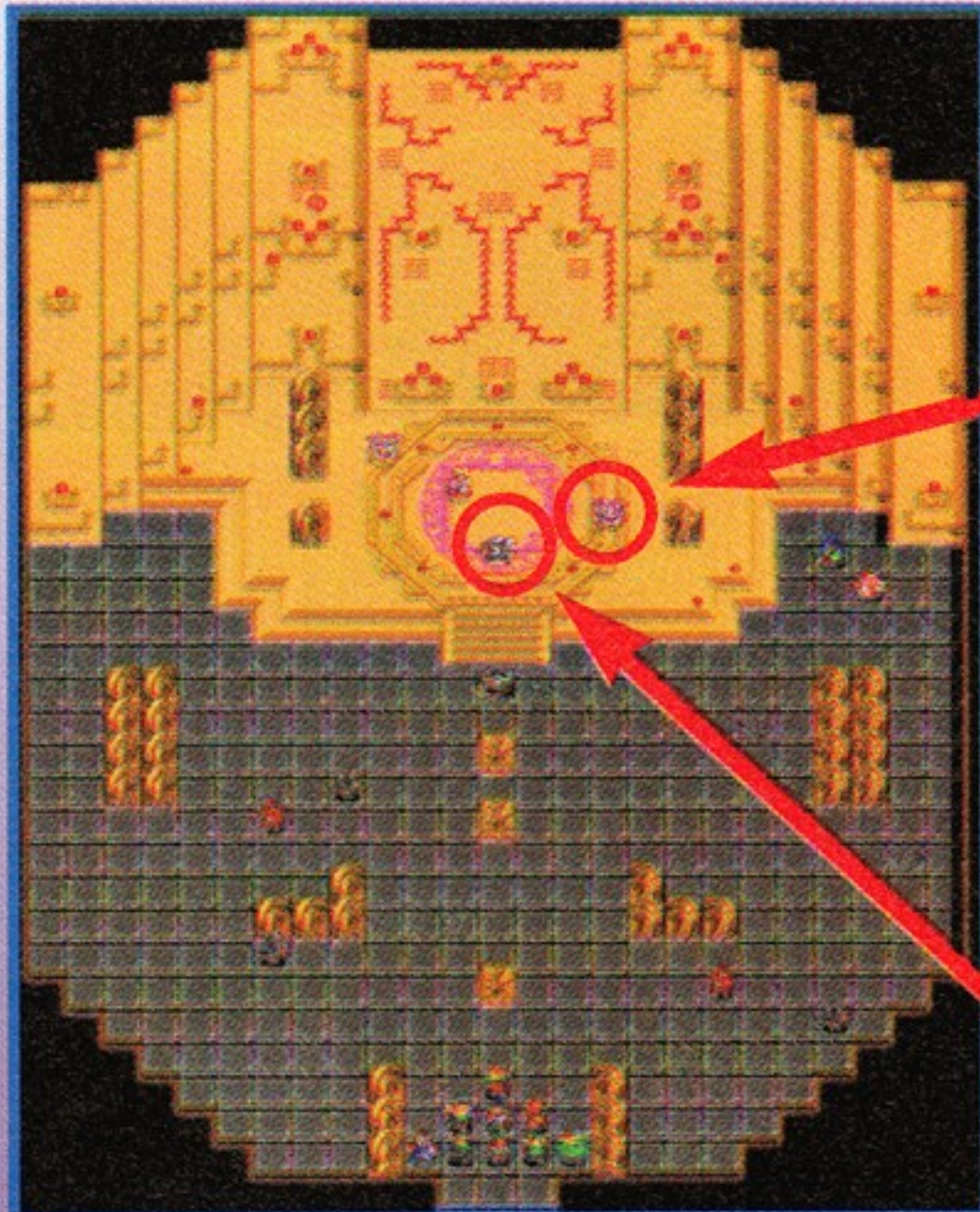
*See, see! Galam destroyed the cages here!*

Those villainous Galam soldiers had done one good thing — now that the cage is broken, those mistreated animals are free to return to their homes.

# BATTLE #7: TOWER TROUBLES

What goes up, must come down.

After the battle between the two mages, Galam orders the darkest of his minions to attack the force. Stay calm, you can do it!



**Dark Smoke:** They may look like Gizmos, but these suckers are ten times as mean. Watch out for their life sapping strength, and their ability to attack twice in some combat rounds. Try to have an area cleared before you have to fight these monstrosities and conventional troops at the same time.



By moving in Jippo when the big enemy's hit points get low, you can help him gain enough experience to raise his level.



Oh...  
Go and save her...



In front of the tower, you find the loyal Lemon breathing what seems to be his last breath. It's too bad he had to be on the wrong side of the fight for so long.

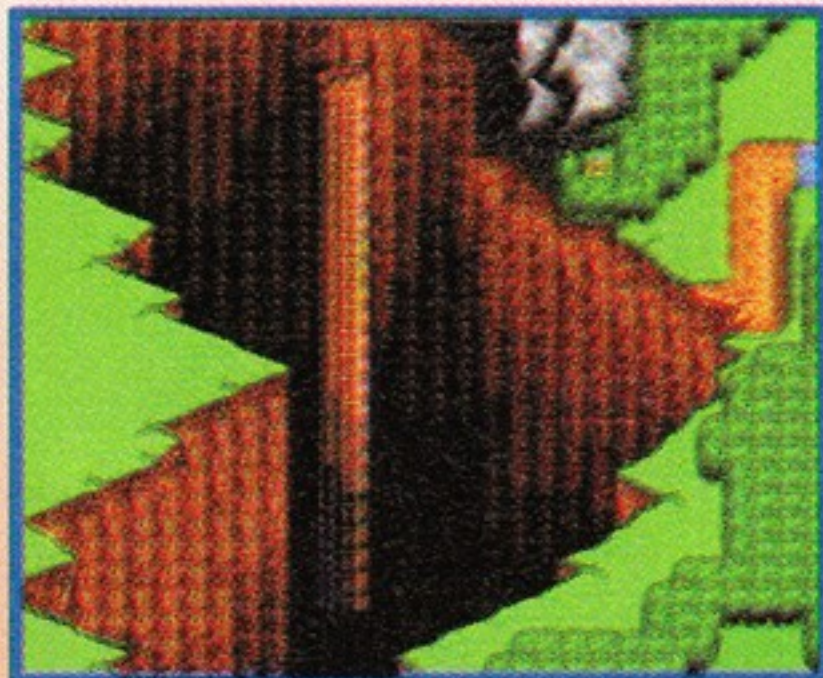


Reentering the castle, it's obvious that the Galam army has beaten you home. The peaceful tower guards didn't have a chance...

It all comes down to this... does your team have the muscle to power your way past the minions of the possessed king? Don't worry about interference from Galam. Thanks to Astral's spell, he's unable to move. Stay close, and don't advance in more than one direction at a time. Once again, have Sarah stick to Bowie like glue.

# BATTLE #8: A WHOLE NEW WORLD

Just when you thought things were going to slow down a bit...



After the opening of the door to the evil world, the city of Granseal begins to tear apart. Flight is the only answer.



The eastern continent of Paramecia promises to be a wonderful new home for the people of Granseal. The only problem is that in order to create a new town, they must tear apart their only means of returning home.

Shortly after reaching the new land, new troubles begin. As the ship's resident hero in training, you're kind of obligated to do what you can.

On this mission of mercy, you come up against an all-new cast of baddies. Take the bottom path around the lake, and attack the northernmost monsters from the east. From here you're on your own, but by now your characters should have the strength to survive with little or no trouble.



**Witch:** Another spell-slinger, the witch uses frost instead of fire to do her dirty work. Her spell is a lot more deadly than anything you've faced yet, so try to stay out of range until you're fully prepared.



Would you go to the north cliff to check on his friend?



**Goblin:** The basic land-fighter of Paramecia, the goblin is fairly slow, but has considerable strength and shielding.



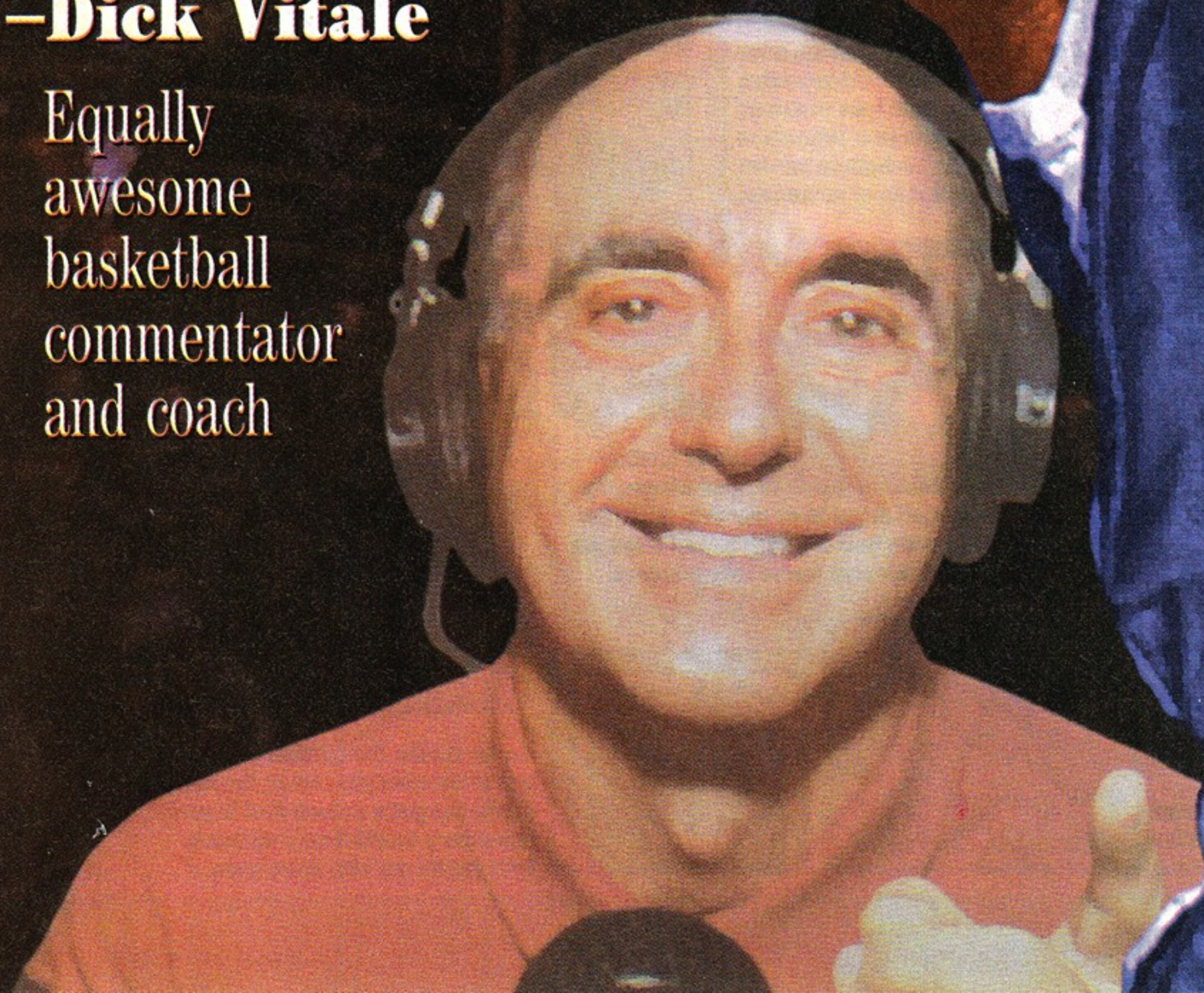
**Hunter Goblin:** The continent's equivalent to the standard archer, the Hunter Goblin can put a serious dent in your character's health from a distance. Take great care with these guys...



***“AWESOME,  
BABY!  
ANY WAY  
YOU LOOK  
AT IT!”***

**–Dick Vitale**





Equally  
awesome  
basketball  
commentator  
and coach



# Here's the only Genesis™ basketball game with a 3-D rotating court – and me, Dick Vitale!

I live and breathe college hoops. I eat it, I sleep it, I drink it, I love it, I need it. And now you can too – 24 hours a day, 365 days a year. The folks at Time Warner Interactive have created a college basketball game that's so much like the real thing, I can't believe it!

The game's so awesome, I'm proud to have my name on it. Just check out all the prime time features of *Dick Vitale's "AWESOME, BABY!" College Hoops*:

-  A 3-D scaling and rotating court puts you *in* the game, not just watching from the sidelines.
-  Real on-court sounds and commentary from yours truly. You can even use my plays from my college and pro coaching days.
-  Real college basketball action and rules with 32 teams in 4 conferences. Choose from Tournament, 2-on-2 Slamfest and Single game modes with 6 speeds and 3 difficulty settings.
-  5-man teams with real moves: ball stealing, behind-the-back passes, lay-ups, hook shots, power slam dunks, reverse slams and monster 3-pointers.

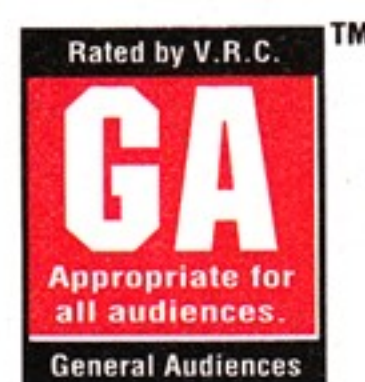
Play it and you'll be screaming, *"Awesome, Baby – with a capital A!"*

*Dick Vitale*



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INTERACTIVE

675 Sycamore Drive  
Milpitas, CA 95035  
408.473.9400



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# Don't Go Ape!

## THE PLUMBER'S ON THE WAY!



Despite warnings to 'quit your monkey business,' Doug Brumley persevered and now owns the world's most lucrative simian corporation.

### PART I

## COME ON DOWN!

You're the next contestant on 'The Kong Show!'

Bonus stages offer up a bit of game show atmosphere and, when it comes to extra men, you can be a big winner.

Be sure to get all three items — the parasol, hat, and bag — in each level, so you can visit the bonus rounds.



When playing the slots be sure to notice which item is just below the item you want to stop on so you'll know when it's coming around.

## DONKEY KONG'S ON THE LEVEL!

Reviewed: 7#9, Score: 93%

So what if you could play for days on a quarter? You may have mastered *Donkey Kong*, but the Super GameBoy version is an entirely different barrel of monkeys.

The game requires you to draw on your action-game reflexes, as well as your puzzle-game problem solving, in order to help everyone's favorite plumber, Mario, tackle this 101-level towering beast.

You can't finish this game or this strategy in one sitting. We're gonna get that monkey off your back when we give you Part Two next month. **GP**



On the spinning wheel, press the button when the cursor is one space before the spot you're really aiming for.

### GAME BOY

INFO

**PUBLISHER**

Nintendo of America

**DEVELOPER**

Nintendo of America

**SUGG. RETAIL**

\$39.95

**GENRE**

action/strategy

## STAGE 1: THE BIG CITY

Kong takes a bite of the Big Apple!

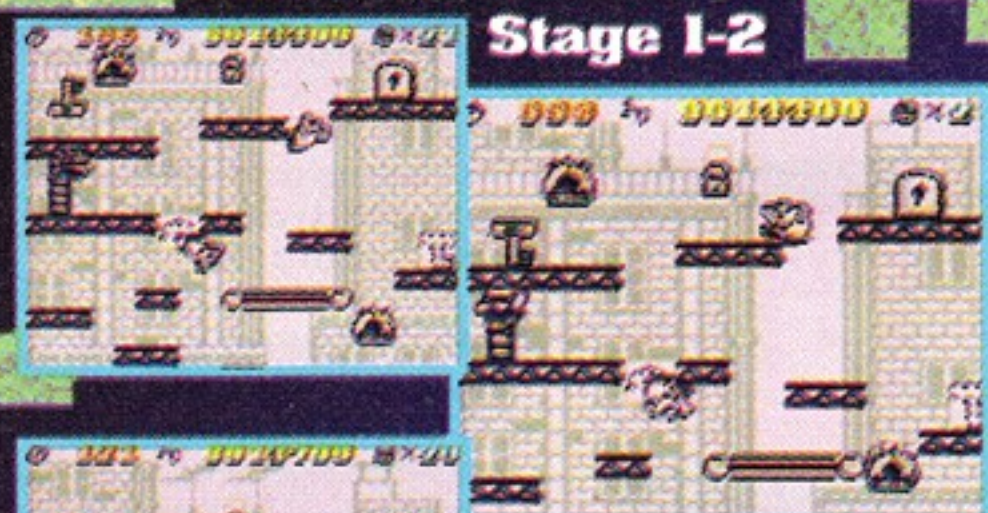


Here's where you get to perfect various skills and familiarize yourself with items and obstacles you encounter in later stages.



**Stage 1-1**

Always pay attention when Pauline screams at the beginning of a level. In later stages there are many false or invisible doors that try to mislead you, but she's always behind the one she yells from.



**Stage 1-2**

You have to get used to letting go of a key, moving around an obstacle, and then picking it up again before it returns to its original spot on the level.



**Stage 1-6**

This level gets you acquainted with the uses of moveable ladders and roads. You can place them anywhere on your screen but you'd better hurry because they only last for a short time.

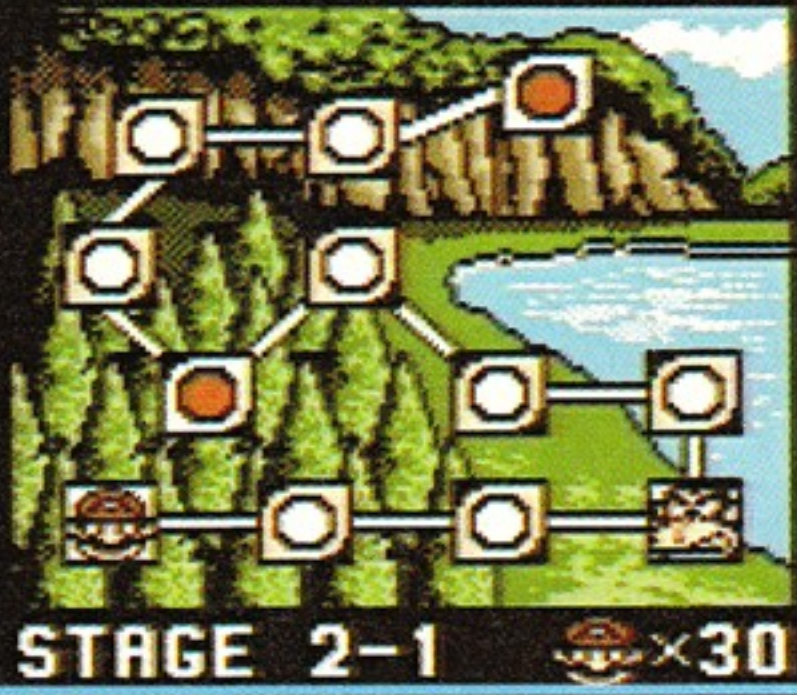


**Stage 1-8**

Throughout your journeys you have several encounters like this one with Donkey Kong. Stand on top of the barrels to pick them up, then carry them to the top and toss them at Kong. It only takes three hits to finish the job.



FOREST



STAGE 2-1 x30

**STAGE 2: THE FOREST**

Or, where does a 600 pound gorilla go to the bathroom?

Lions and tigers and bears — oh, my! Well maybe not, but you encounter everything from ladybugs to Mario-eating fish in this stage.



**Stage 2-6**

For a shortcut through this level, ride a ladybug up the right side of the screen. Throughout the game you can ride on the backs of creatures to reach higher levels or avoid certain obstacles.



**Stage 2-7**

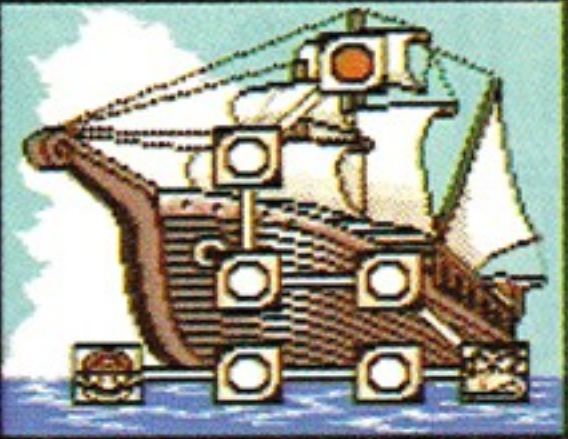
This level's key is to flip the switch until there's a ladybug moving up the right side of the wall located at the upper-right portion of the screen. Then flip switch back to cover the spikes. Now ride the ladybug up the wall.



**STAGE 3: THE SHIP**

In which Kong is nautical, but nice!

SHIP



STAGE 3-1 x30

Arrr, ya beasty! Safely navigate your way through the bowels of this ship or Donkey Kong's gonna be swabbin' the deck with ya!



**Stage 3-1**

Use the frowning wooden blocks to move across the spikes to the next safe platform.



Place the road so that it connects the lower platform of spikes with the trapped wooden block.



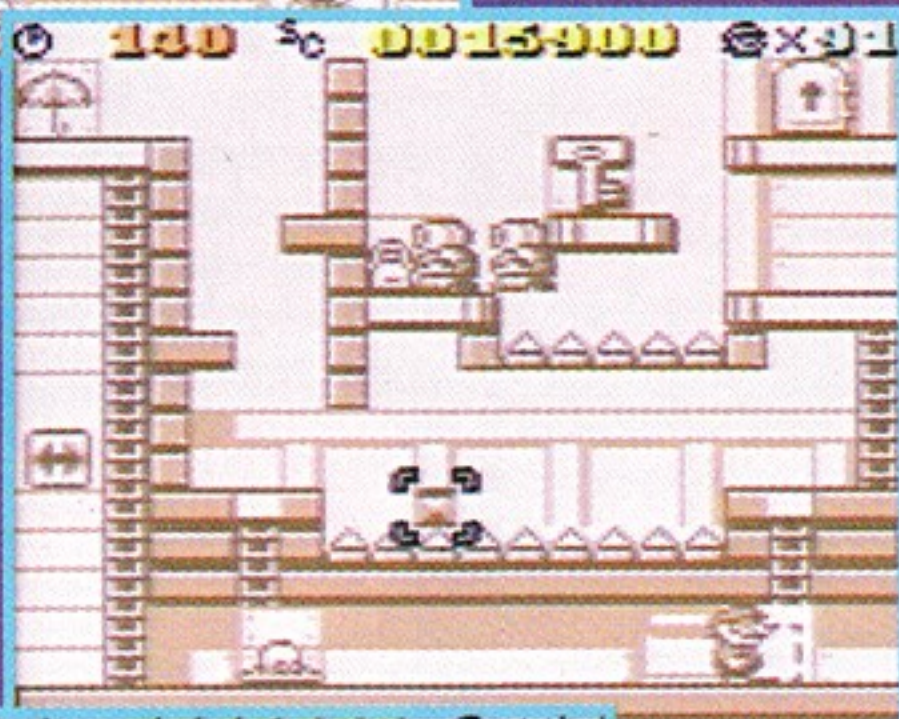
Now you can reach the key by riding on the block.



**Stage 3-6**

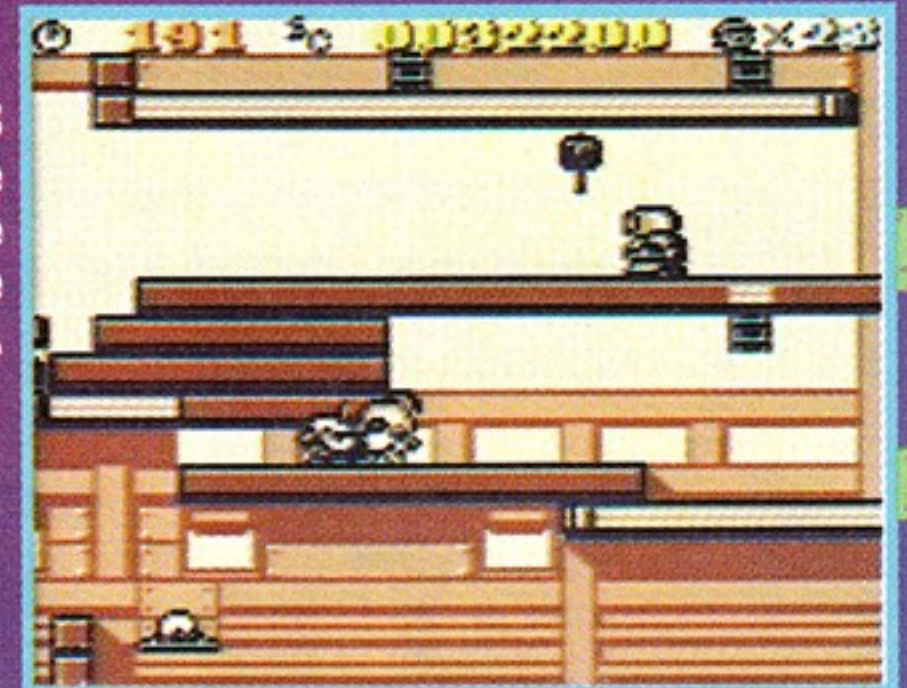
First put the bottom road over the high set of spikes and wait for it to expire. Then put the same road over the lower spikes. Jump off the ladder to get the second road

and put it under you. Resume your climb from the platform.



**Stage 3-3**

These creatures sure are pushy. Duck just before the ceiling lowers and you're gonna be pushed through.

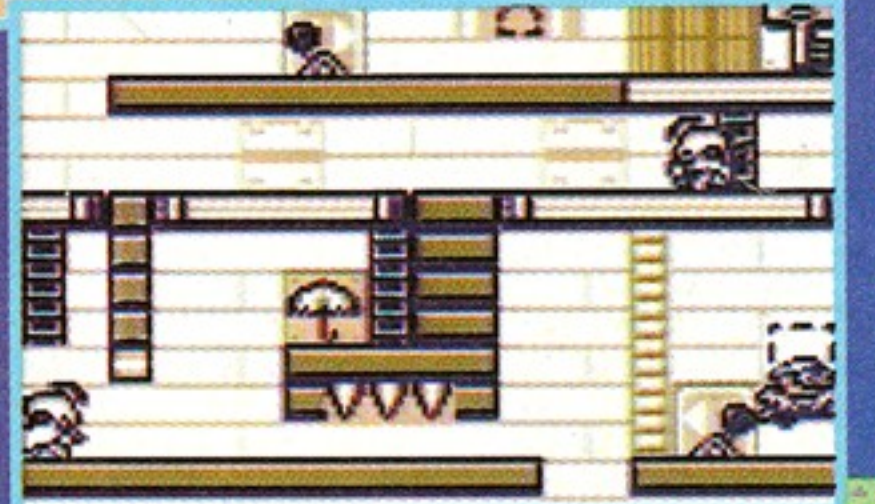
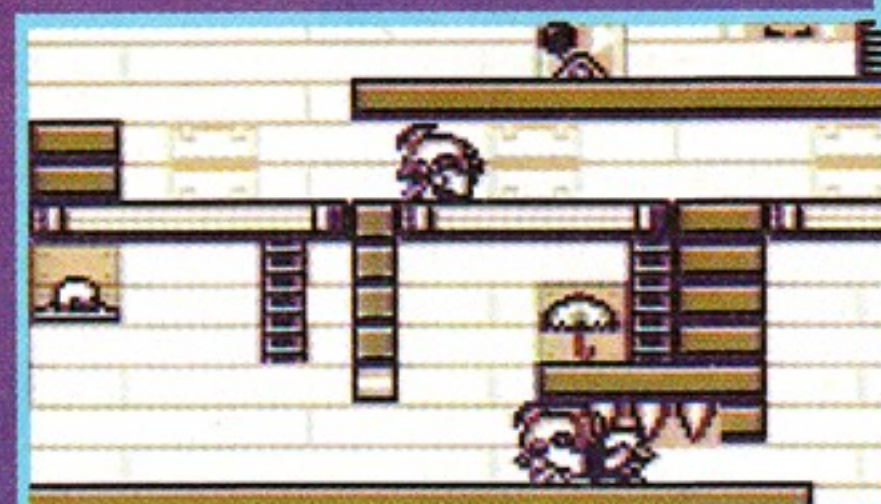


Don't forget about the 1-Up which can be reached by executing a simple super backflip.



**Stage 3-7**

Climb to the top switch and flip it. Wait until the creature is on the platform, then flip it back. He drops a level and can now push you through the short section to the other switch. Then put the ladder just to the left of the switch.



**JUNGLE**



**STAGE 4-1** x92

Donkey Kong runs to his old stomping ground in this stage, which resembles the *Donkey Kong Jr.* arcade game.

**STAGE 4: THE JUNGLE**

Back to the old neighborhood!



**Stage 4-6**

Blocks have three uses in this level: to reach an item, to climb from one platform to the next, and to connect platforms to move bugs out of your way.



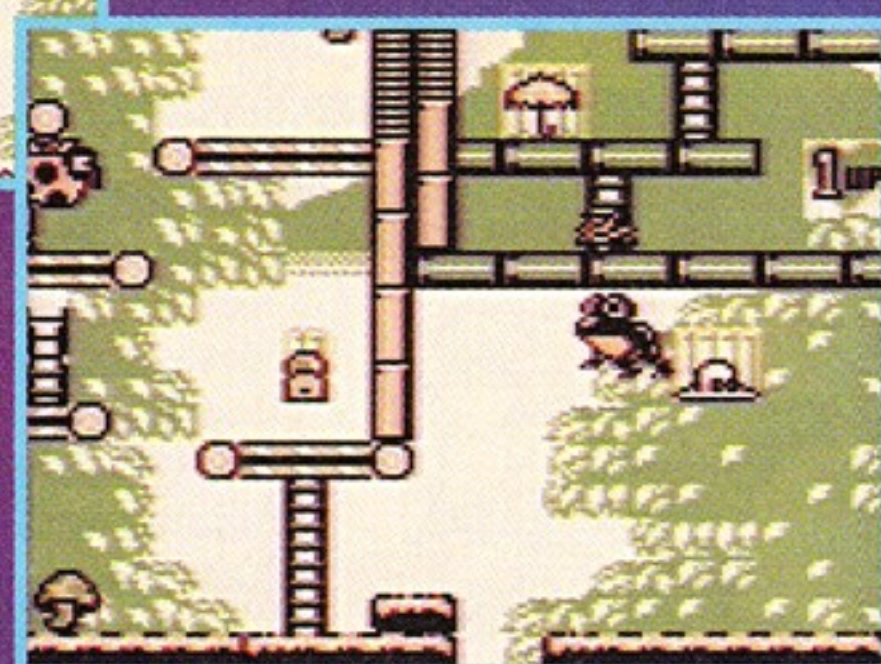
**Stage 4-9**

Eventually it looks like you're stuck on the right side of this level. Flip the switch on the right side of the screen when the monkey is on the temporary platform. He falls onto the lower level and carries you over spikes. Before you leave though, flip it back to open the lower door to the key.



**Stage 4-11**

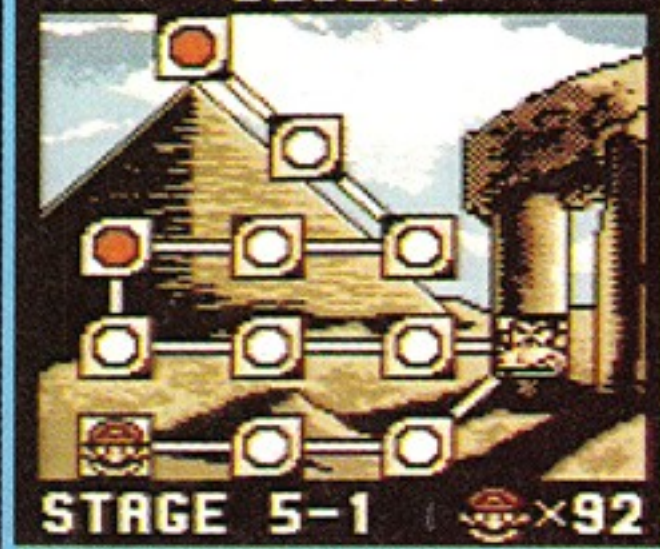
Let a mushroom shrink you, then stand on the frog to the right. Since you're lighter, the frog can jump higher and you can now reach the boxed-off area.



**STAGE 5: THE DESERT**

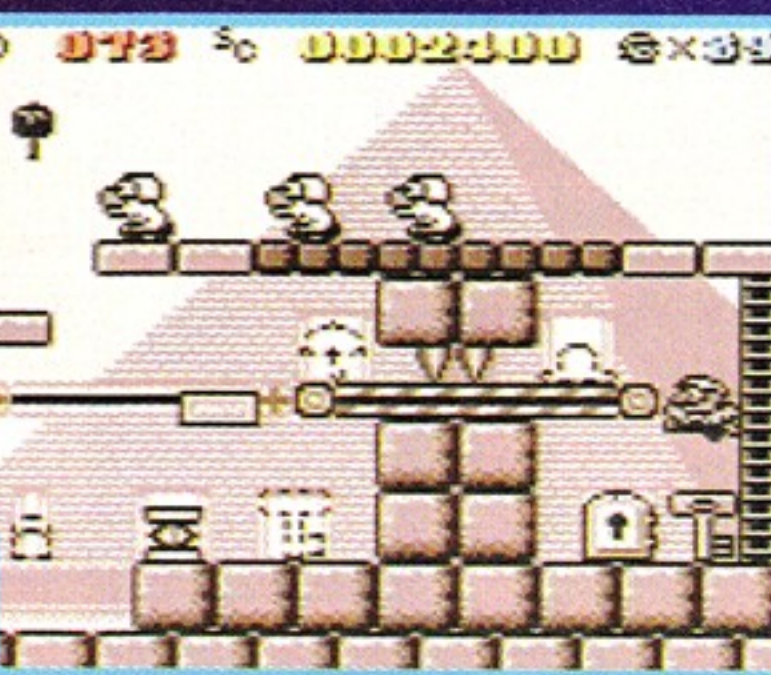
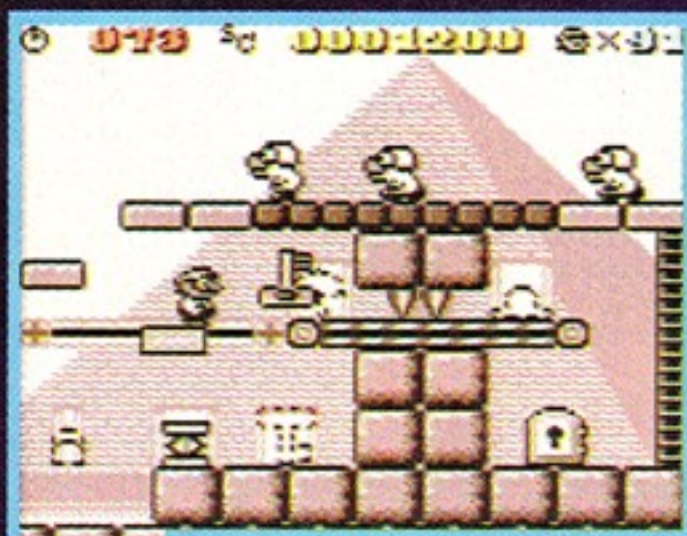
Not exactly what you had in mind for an after dinner treat!

**DESERT**



**STAGE 5-1** x92

Make good use of the block-breaking super hammer as you come face to face with mummies and bone-spitting skulls. Don't forget to drink plenty of fluids!



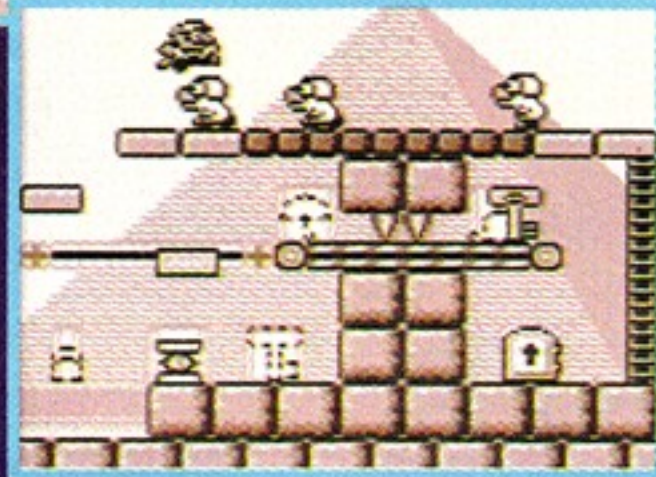
**Stage 5-5**

First get all the items, then go for the key. Put the key on the conveyor, then race across the top. Climb about halfway down the ladder, jump off, and grab the key before it disappears.



**Stage 5-9**

To get past this complicated level, first flip the switch above your starting position, then the switch to the upper right, and then the remaining switch.



Be sure to stand under the rock when you throw the key straight up, then climb the ladder.



**Stage 5-10**

Here's how to use the platforms, springs, and ladders to get the key to the door.



**Stage 5-11**

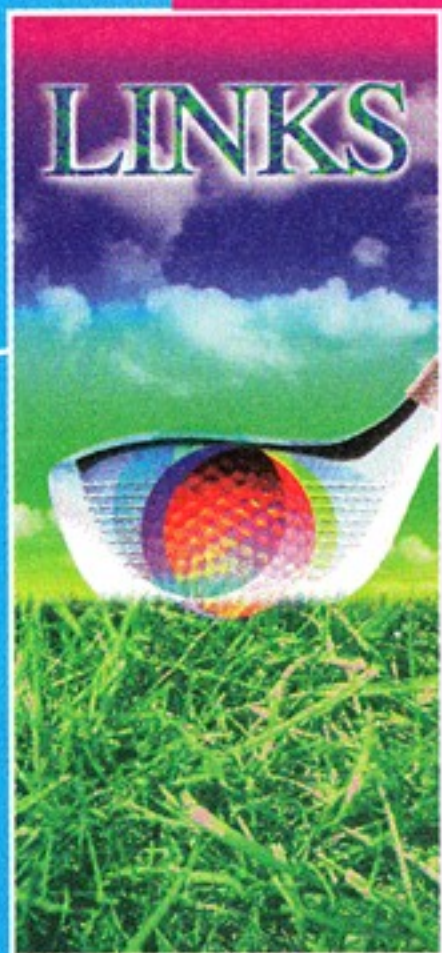
Use a block. Jam one of the closing doors so that when you flip the switch, you can still exit the confining chamber.



Get the key and take the right elevator up. Reverse the right hand switch and then the middle switch.

Take the elevator up again and walk across the top of the level. Ride the left elevator down, then drop to the door.





We're still working on the  
"Golf Cart Joy Ride & Crash" feature.  
Other than that, it's perfect.

# LINKS

the challenge of golf

**Links** for **Sega CD**™ is the most near-perfect, outrageously realistic golf game available.

How perfect is **Links**? The course mimics Torrey Pines exactly—incredible, 35 mm photography places you behind every tee, fairway, water hazard and bunker, wherever the ball lands, and gives you an accurate view of your next shot. It's so life-like, you can almost smell the green (that's a good thing).

And as you'd expect from any decent golf game, **Links** features

- Tournament play
- Practice mode, Front 9, Back 9
- Instant Replays
- Save player info

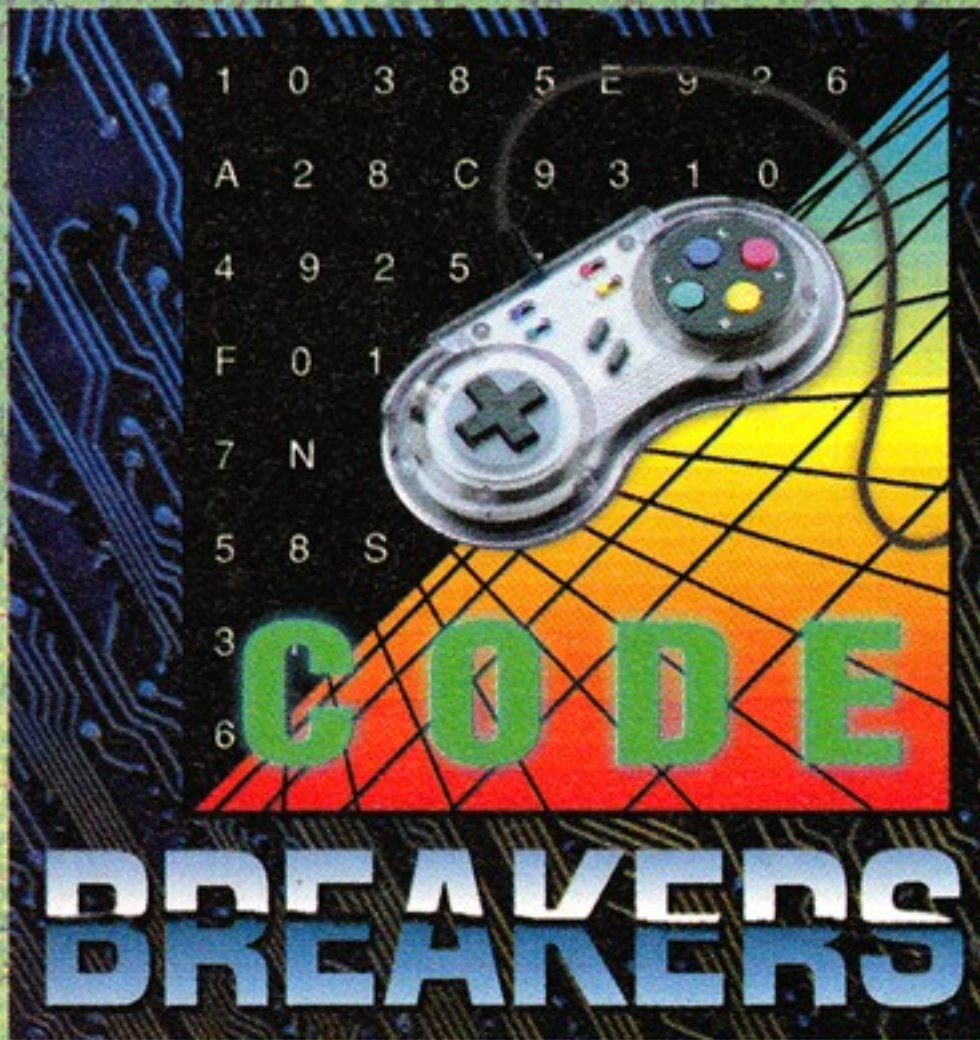
But then, **Links** goes far beyond any other golf games to give you in-depth golf features like

- 1 to 6 players (sorry, other games can only handle up to 4)
- Full support of TeeV Golf Club™ for the most accurate, realistic and fun golfing experience available
- Aerial fly-overs of each hole so realistic you may get airsick
- Running stats on how many fish you tag when your ball lands in the water.

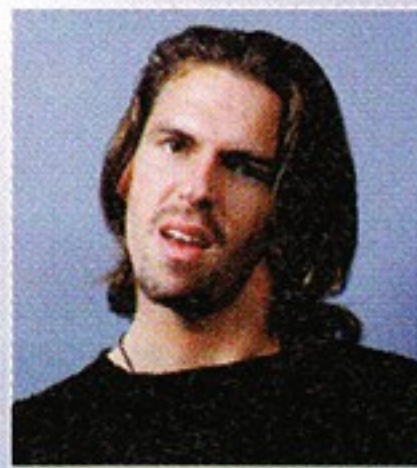
Okay, we're just kidding about the last feature.

But as you can see, **Links** for **Sega CD** is the closest thing to perfection when it comes to golf games. So you can bet that if any game comes out with a "Golf Car Donuts On The Fairway" feature in the future, it'll be **Links**.

Virgin



He found Al Capone's body, Charles Lindburgh's baby, and Mike Tyson's brain. Now Mike Salmon searches for truth, justice, codes, and the American Way.



The search continues for that elusive code. In the code business we all dream of finding the code that will change the world. Until then I don't sleep, I don't eat, I just search endlessly in my enormous piles of mail.

Help me! I NEED CODES! Not just any old code, I need some kickin' codes on the latest games and I need them fast!

I have a dream where children play level after level of the toughest games with only a copy of GP Codebreakers as their guide.

Together, we can do it! Don't send any more old *NBA Jam* or *Mortal Kombat* codes. We need NEW codes, not old or made-up stuff. This month's codes are good and useful, but from now on we are going to join forces to find every code imaginable. I can't do it alone. I need your help.

I NEED YOUR CODES!!!

## READER TIPS

### SUPER EMPIRE STRIKES BACK

Lucas Arts for SNES

#### Who Needs The Force?

Force? We don't need no stinkin' force! With this code for *Super Empire Strikes Back* you can fight the empire with ease. **Joey and Paul Wantland of Louisville, Kentucky** spent hours and hours with their eye-lids taped open to bring us this secret debug, so join me in giving them a big thanks. (Oh, and guys, you can take the tape off your eye-lids now)

At the start screen press **A, B, Y, X, A, B, Y, X, A, B, Y, X, X, Y, A, B, Y, X** (whew!)



Now you see the full cheat options, pick your level, give yourself 99 lives and the best weapon.

Go to whatever level you want and you now have infinite thermal detonators and full-force power. Now light 'em up!



## SHADOWRUN

Sega of America for Genesis

### Run for Cover!

Having trouble running around in Seattle? Well, we've got the cure for what ails you. With this code you can uncover a debug mode and maybe avoid the same fate as some other Seattlites.



At this screen enter **A, B, B, A, C, A, B.**

Now start the game as normal, then go to your pocket secretary. Go down to the invisible option below the Save/Load option. Select it.



Here's your choices. You can only pick one per game, so test each out and see what you like best.

Choosing the walk fast option certainly helps you stay away from your empty-handed opponents. Very useful.



## REBEL ASSAULT

Lucas Arts for Sega CD

### Rebel Codes

You can take your pilot to any level you like with this batch of passwords. This is your key to the empire, on any difficulty. It's not a hard game, but if you only have ten minutes to destroy the empire these could come in handy. Have fun trashing the empire and remember Luke, "Use your Fork".

#### Beggars Canyon

Difficulty Code

**EASY BOSSK**

**NORMAL BOTHAN**

**HARD BORDOK**

#### Asteroid

Difficulty Code

**EASY ENGRET**

**NORMAL HERGLIC**

**HARD SKYNX**

#### Canyon Run

Difficulty Code

**EASY RALRRA**

**NORMAL LEENI**

**HARD DEFEL**

#### Star Destroyer

Difficulty Code

**EASY FRIJA**

**NORMAL THRAWN**

**HARD JEDGAR**

# MORTAL KOMBAT II

Acclaim for Genesis

## NOOB, Noobie, The Noober, Noob A Doob A Do, The Noobster!

Despite the much exaggerated rumors of his death, Noob is here. We sent *MKII* home with Mike Wilmoth, an art guy here at GP, as a gesture of kindness and friendship. He came back after a week-end, bragging he had seen Noob. Of course, we all laughed. After all, if someone was going to find Noob it would be us, the

Then, after he kicks the stuffing out of you, you can try another 25 in a row and give him another shot!



Win 25 matches in a row and you get the privilege of facing the faceless warrior Noob.



game players; not an ART guy. Sure enough, the rumors were true. He had found Noob. Our pride is damaged, our souls are troubled, but we are big enough to admit we're not perfect. So here's how you get to meet the Noob.

# READER TIPS

## STUNT RACE FX

Nintendo of America of SNES

### Special FX

You can read the review this month. We already found codes, thanks to Ben Hale, of North Middleton, New Jersey! Man, we are good. Check out these little helpers and see if they don't make this game even a little more enjoyable.



This is the view you usually get in *Stunt Race FX*. Kinda hard to see, huh? Simply press **L, R**, and select simultaneously (at the same time).



Ta da! Now you've got a little better look at the track to help you navigate the many sharp turns. Do it again to return to close-

Enjoy a visit from from the Star Fox Airwing in with this timely trick.



In the *Night Cruise* section run into this Star Fox billboard, then continue racing.



Look up there! It's a bird, it's a plane, no, it's a flying polygon. A visit from the past brings you two blue boost power-ups. What a mind bender, man.

### Tattoine Attack

Difficulty	Code
<b>EASY</b>	<b>LARRA</b>
<b>NORMAL</b>	<b>LWYLL</b>
<b>HARD</b>	<b>MADINE</b>

### Death Star

Difficulty	Code
<b>EASY</b>	<b>KLAATU</b>
<b>NORMAL</b>	<b>JHOFF</b>
<b>HARD</b>	<b>IZRINA</b>

### Asteroid Field

Difficulty	Code
<b>EASY</b>	<b>DERLIN</b>
<b>NORMAL</b>	<b>MAZZIC</b>
<b>HARD</b>	<b>TARKIN</b>

### Death Surface

Difficulty	Code
<b>EASY</b>	<b>IRENEZ</b>
<b>NORMAL</b>	<b>ITHOR</b>
<b>HARD</b>	<b>KARRDE</b>

### Imperial Walkers

Difficulty	Code
<b>EASY</b>	<b>MOLTOK</b>
<b>NORMAL</b>	<b>JULPA</b>
<b>HARD</b>	<b>MOTHMA</b>

### Chapter 13 Surface Cannon

### Cannon

Difficulty	Code
<b>EASY</b>	<b>LIANNA</b>
<b>NORMAL</b>	<b>UNWAK</b>
<b>HARD</b>	<b>VONZELL</b>

### Storm Troopers

Difficulty	Code
<b>EASY</b>	<b>MORAG</b>
<b>NORMAL</b>	<b>MORRT</b>
<b>HARD</b>	<b>GLAYYO</b>

### Power Relay

Difficulty	Code
<b>EASY</b>	<b>PAKKA</b>
<b>NORMAL</b>	<b>ORLOCK</b>
<b>HARD</b>	<b>OSSUS</b>

### Transport

Difficulty	Code
<b>EASY</b>	<b>TANISS</b>
<b>NORMAL</b>	<b>MUFTAK</b>
<b>HARD</b>	<b>OTTELZA</b>

### Trench Run

Difficulty	Code
<b>EASY</b>	<b>NORVAC</b>
<b>NORMAL</b>	<b>NKLLON</b>
<b>HARD</b>	<b>??????</b>

### Yavin Training

Difficulty	Code
<b>EASY</b>	<b>OSWAFL</b>
<b>NORMAL</b>	<b>RASKAR</b>
<b>HARD</b>	<b>RISHII</b>

NOTE: These passwords get you past the level, so if you want to go to the Storm Trooper level put in the password for the Imperial Walkers.



# READER TIPS

## ROCKO'S MODERN LIFE

Viacom for SNES

### Rocko's Modern Passwords

Thanks to Jason Palmer of Stillman Valley, Illinois for giving us these thoroughly modern codes!

#### TRASH-O-MADNESS

GUIDE SPUNKY THROUGH THE DANGERS OF THE JUNKYARD TO THE FOUR GOLDEN HYDRANTS. USE CONVEYORS, MAGNETS AND OTHER JUNK TO HELP HIM SURVIVE!

Stage two is COMICS.

#### ICE SCREAM

GUIDE SPUNKY THROUGH THE DANGERS IN THE BACKYARD TO THE FOUR GOLDEN HYDRANTS. USE SPRINKLERS, WRENCHES AND OTHER OBJECTS TO CLEAR THE WAY!

Stage three is MELBA—.

#### UNBALANCED LOAD

GUIDE SPUNKY THROUGH THE DANGERS OF LAUNDRY LAND TO THE FOUR GOLDEN HYDRANTS. USE ELEVATORS, PULLEYS AND OTHER DEVICES TO KEEP HIM ALIVE!

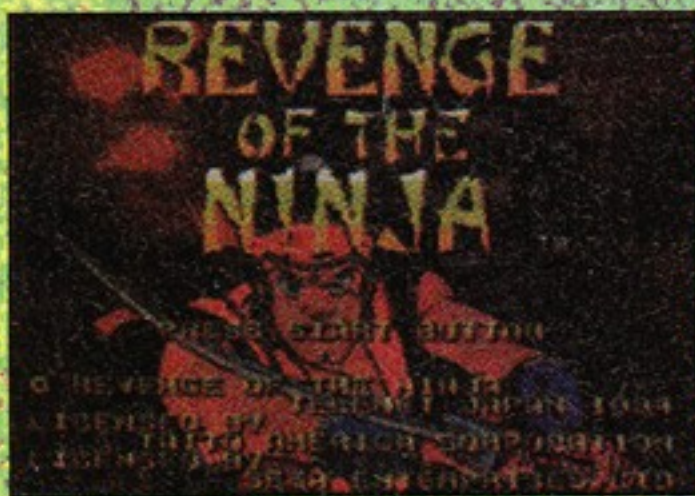
Stage four is HIPPO—.

## REVENGE OF THE NINJA

Renovation for Sega CD

### Testin' and Jumpin'

Check out all the scenes without playing with the test mode. Then start playing, clear a level and jump around randomly to different levels. You still have to clear all levels though.



When new option test mode appears, select it.

At the game start/options screen press **Right, Left, Up, Down, Right, Left, and Up.**



Now you can view scenes like this without the worry of dying, that is, until you start playing.

Also, after clearing a level press **A, B, C** in one motion and you won't go to the next level, but you can jump around to different ones.

## WORLD HEROES 2

Takara for SNES

### Silver Heroes

With this code you can call upon two extra characters in *World Heroes 2*. You know, I think it's getting just a little too easy to be classified as a World hero.



At the title screen press **Select, A, Up, R, Up, Select.** If done correctly you will hear a ding.

Start the game in 1p mode, then at this screen press **Select** and either **R** or **L** depending on which character you want to be.



**Select** and **L** gives you Dio. Enjoy all his weird noises and slick appearance.

**Select** and **R** gives you Neo Geesus, who looks a little like an Oscar Award (careful or Tom Hanks will take you home and put you on his fireplace).



Neo Geesus is a silver liquid (T2), and when he loses his head comes off, that's cool!

## BLACKTHORNE

Interplay for SNES

### No more Blackthorne in your side!

You've been hacking your way through Interplay's *Blackthorne* and you need a little help. We're here to help you 'cuz we love ya (ooh yuk, I hated saying that). Here's a complete list of radical, sawed-off Passwords.

	Mine Level 2	FBWC
	Mine Level 3	QP7R
	Mine Level 4	WJTV

#### A look at Mine Level 3

	Tree Level 1	RRYB
	Tree Level 2	ZS9P
	Tree Level 3	XJSN
	Tree Level 4	CGDM

#### A look at Tree level 4

	Sand Level 1	TJIF
	Sand Level 2	GSG3
	Sand Level 3	BMHS
	Sand Level 4	Y4DJ

#### A look at Sand level 2

	Castle level 1	HCKD	
	Castle level 2	NRLF	
	Castle level 3	J6BZ	
	Castle level 4	MJXG	
	The final level!	Castle level 5	K3CH

## YOUR GOLDEN OPPORTUNITY

We wanna give you guys a brand spanking new controller so we spoke to ASCiiWARE to persuade them to give away one of their cool controllers to the person who provides us with the best Codebreakers tip every month. This month, **Ben Hale** from **New Jersey** wins a controller for his *Stunt Race FX* codes.

So, if you want to be a contender for this contest, remember to include the system you own, and the controller you want to win (from those shown alongside), along with your codes.



What a slick stick! The **Fighter Stick** takes the pain out of getting through those games.

Now you've got no excuse not to submit your codes! The **ASCiiPad** is the ultimate in controller action.



## GIVE US A HAND

You've gotta be a real game addict to discover those secret tips and tactics — that's why we're so smart. But we want every game code we can get, and we can't do it all on our own. We're giving away a T-shirt for the best reader

tips and you get your name in print, too. So, if you've discovered a cheat, or another way to beat a game besides actually beating it, get it down on paper and get it straight in the mail to us at: **Codebreakers; Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010.**

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the average bear.



*(Yogi™ Bear)*

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don't settle for  
some bogus Yogi™.  
Help America's  
favorite cartoon  
bear save  
Jellystone Park™  
from a grizzly  
end. Report to  
your local GameTek  
retailer for Yogi™ on  
Super NES® and Game  
Boy®...smarter than  
the average game.



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He wandered in the California desert for forty days and forty nights, but instead of a new name, all Jeff Lundrigan got was the usual — a bunch of gamers in dire need of his special talents.



### PLAY THE NAME GAME!

Hey folks! Got them 'Please help me' blues again. Listen, in September, after moving almost three thousand miles and changing my zip code, we obviously couldn't call this section 'GP 27407' any more. 'GP 94010' sounded crappy, so last issue we started a 'name that

column' contest. In case you didn't catch it (the ad ran on the very last page of the book — I don't see how you could have missed it or anything), we're still taking entries. So anybody who wants to help ol' Lucky rename his monthly gig, get your idea in an envelope and send it on. If we use your title, we'll send you an as yet unspecified game for the system of your choice. Get crackin'!

— Jeff

### RISE OF THE DRAGON

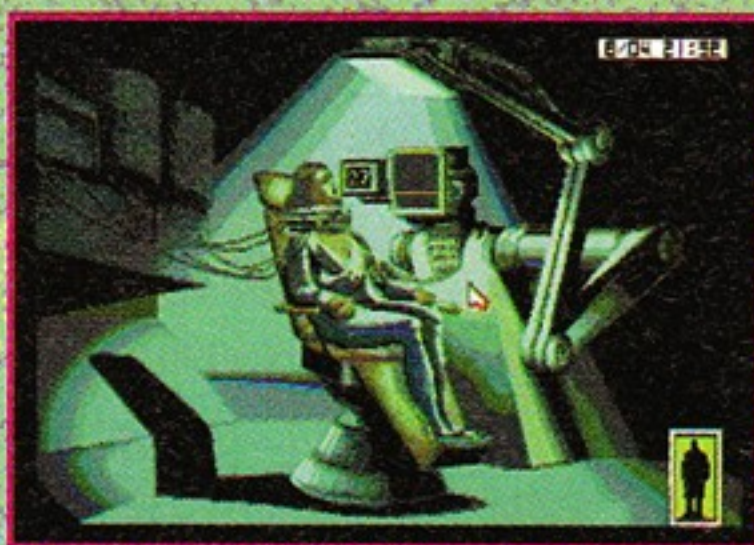
Dynamix for Sega CD

I would like to know how to free Karen at the end of the game.

Jed Bowman  
Crossville, TN

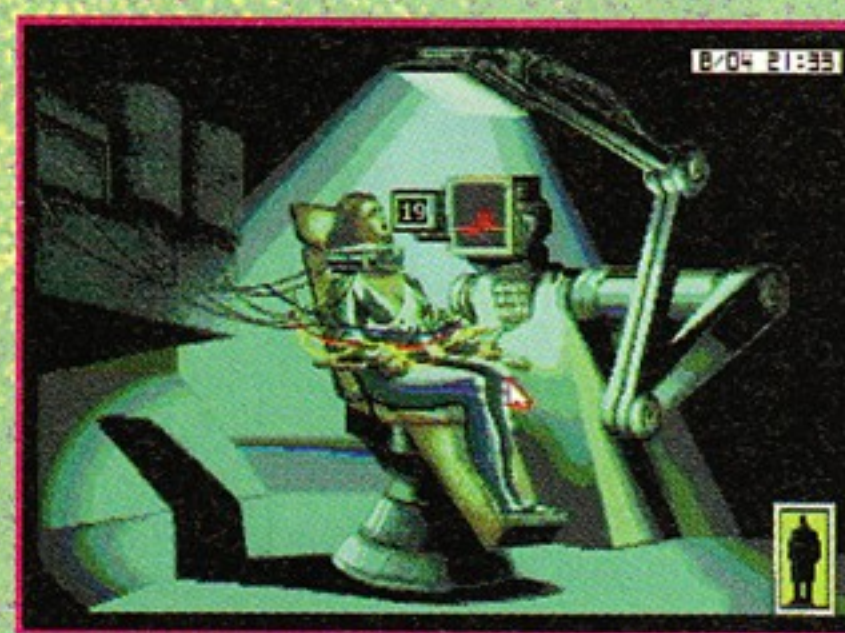
That's the kind of letter I like: short and to the point. If you try to open the collar, you trip the trap and Karen dies. A dead girlfriend is like, really depressing, OK? So, get a few items from the janitor's closet up the hall, then come back and fool the collar into thinking it's still on.

Hold on Karen I'll save you! Go back into the hall and enter the janitor's closet.



Open the panel and shut off the power with the top switch.

Grab the screwdriver and use it on the bottom panel. Grab the loose wires and go back to Karen.



Place the wires over her lap. They should bypass the injection collar.



Close in on the collar and yank out the wires — hurry!

Congratulations, your girlfriend isn't dead. Ain't life grand?



## LUCKY'S Helpers

### SONIC CD

Sega of America for Sega CD

The Time Attack mode hides some great options, but if you're having a hard time reaching them because your times aren't low enough, then I have the solution for you. Enter the sound test by pushing **Down, Down, Down, Left, Right**, and **A**, then enter the Debug code (FM: 40, PCM: 12, DA: 11), and go straight to Time Attack. No matter how long it takes you to finish a zone, your final time is always zero as long as you're in the Debug mode! Race through all of the zones in the Debug mode, and you can enter D.A. Garden, Visual Mode, and the Special Stage Time Attack! Warning: Do NOT press the B button while racing the Time Attack in Debug mode. If you do, you find yourself going straight through springs and rings, and won't be able to make it through the zone.

Chris Wunder  
Tucson, AZ

Sounds good to me.



Put in the debug code: **Down, Down, Down, Left, Right, A.**

Enter FM: 40, PCM: 12, DA: 11



Now when you go through a Time attack, your times will always be zero!



### SUPER METROID

NINTENDO OF AMERICA FOR SNES

Hey guys, here's a *Super Metroid* question for you. I've heard there's more than one ending for the game. Is that true? If it is, what are the endings?

P.S. Tell Chris I think he's really cute and has the best opinions, especially about *Super Metroid* and *Mortal Kombat CD*.

Valerie Eisenberg  
Flossmor, IL

Oh, shucky darn! I spend all my time helping folks out, never asking for anything, and Chris gets the fan mail. No justice under the sun.

But I digress. *Super Metroid* actually has three endings, depending on how little time you manage to use up getting through the game.

Samus wears less and less the faster you beat the game. The best ending requires a total playing time of less than three hours.



## JURASSIC PARK

Sega of America for Sega CD

Lucky, I've got a problem. Help me! My problem is that I can't get past the T-Rex the second time. If I grab his eggs, he chomps me up. If I don't, he chomps me up. I just can't figure it out. Please, you gotta tell me, where am I going wrong?

*Zac Sullivan II  
Birmingham, AL*

For starters, recognize that not many critters who have laid eggs can be called 'he'. Second,



Here's the T-Rex pen. Note the eggs, the bearhorn is behind you.

use the bear horn. When you come up to the T-Rex nest, grab the eggs, then turn and grab the bear horn. After the T-Rex comes running up, hit the gate switch. The gate sticks, but the noise makes her (ahem) attack the gate. Hit the switch a second time so she hits it again and the gate opens, then use the bear horn. She backs up long enough to let you zip by and go through the gate. Well, that was simple, wasn't it?

When the T-Rex attacks, hit the gate switch. She attacks the gate. Hit it a second time, and this time it opens when she attacks. Hit her with the bear horn, then quickly run past!



## CASTLEVANIA: BLOODLINES

Konami for Genesis

How do you beat the red dragon in stage 3-9?

*Adam Hakari  
Barron, WI*



'Young man, who do you think you are, climbing up to the top of my tower?'  
'Shut up you old bat, I'll show you what for!'

There's not a lot of room on that roof to move around, but stay out of his way while he's zooming around. Then when he stops and hovers, jump straight up and attack with both your regular weapon and whatever special weapon you've managed to bring along. The key here is not to panic and keep away from the edge — you'd make a pretty splash at the bottom!

## REN & STIMPY SHOW: VEEDIOTS

T\*HQ for SNES

I'm having trouble with the fourth part of Stimpy's Invention. I can't beat the level because of the double metal doors. They just won't open. Could you please help me?

*Bradley Wilkerson  
Las Vegas, NV*

Sure man, no problem. The trick here is proper care and maintenance of a blowtorch. As you whiz through the level, you need to occasionally re-light the thing from a couple of Bunsen burners. Also, as you put the torch down and pick up

other stuff, make sure the torch doesn't go off the screen — if it does, it disappears and you've got to go all the way back to the beginning of the stage to pick it up again!



Every time you put the torch down, you have to find some place to light it again. No problem, just don't let it out of your sight for the rest of the level, or you have to run back to the start to pick it up again!



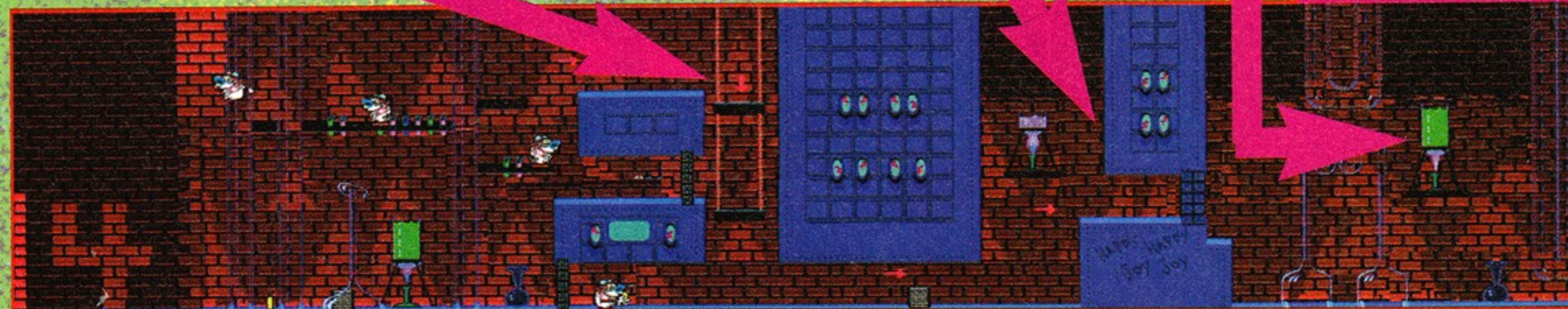
Grab the blowtorch, light it from the Bunsen burner, and use the torch to burn through the ropes.



You have to put the torch down to move the spring. Then you have to light the torch again to burn through the next gate.



Here's section four of Stimpy's Invention. Lots of folks can't figure it out, but don't worry, Lucky's here.







## STAR TREK: THE NEXT GENERATION

Interplay for Genesis

I am having a hard time with the mines on Orientis Gamma IV. I have seen maps of them in other magazines, but they were for the SNES version, and were not very helpful on the Genesis version. Please help!

Also, I find myself running out of photon torpedoes very quickly. I would like to know the locations of the three starbases in this game (202, 205, 220). I've tried looking for them myself and have been unsuccessful.

Bradley Gusler  
Rocky Mount, VA

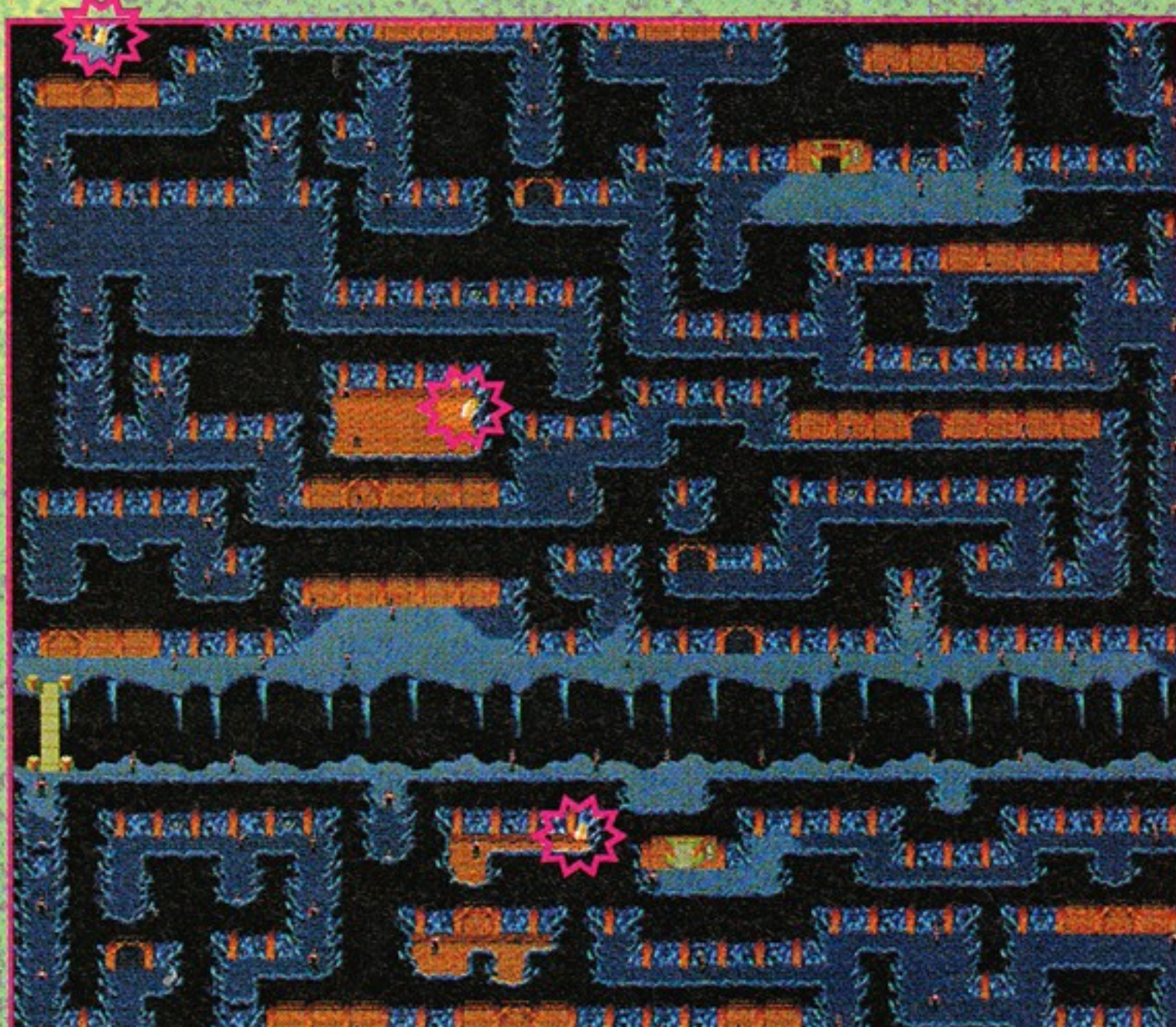
Lots of letters about this and every single one of you wants a map! Hey, I am not made of maps! They don't exactly grow on trees, you know? What do you mean, you read other magazines? We've got everything you need, right here!

The locations of the Starbases, by the way, can be found by going to the Conn and laboriously checking through every single star system. If you don't feel like doing that, thank your Lucky stars that I've done it for you:

Starbase 202:  
*Codis Zeta V*  
Starbase 205:  
*Signus Beta IV*  
Starbase 220:  
*Pintor Alpha VIII*

## LEVEL 2

MINER

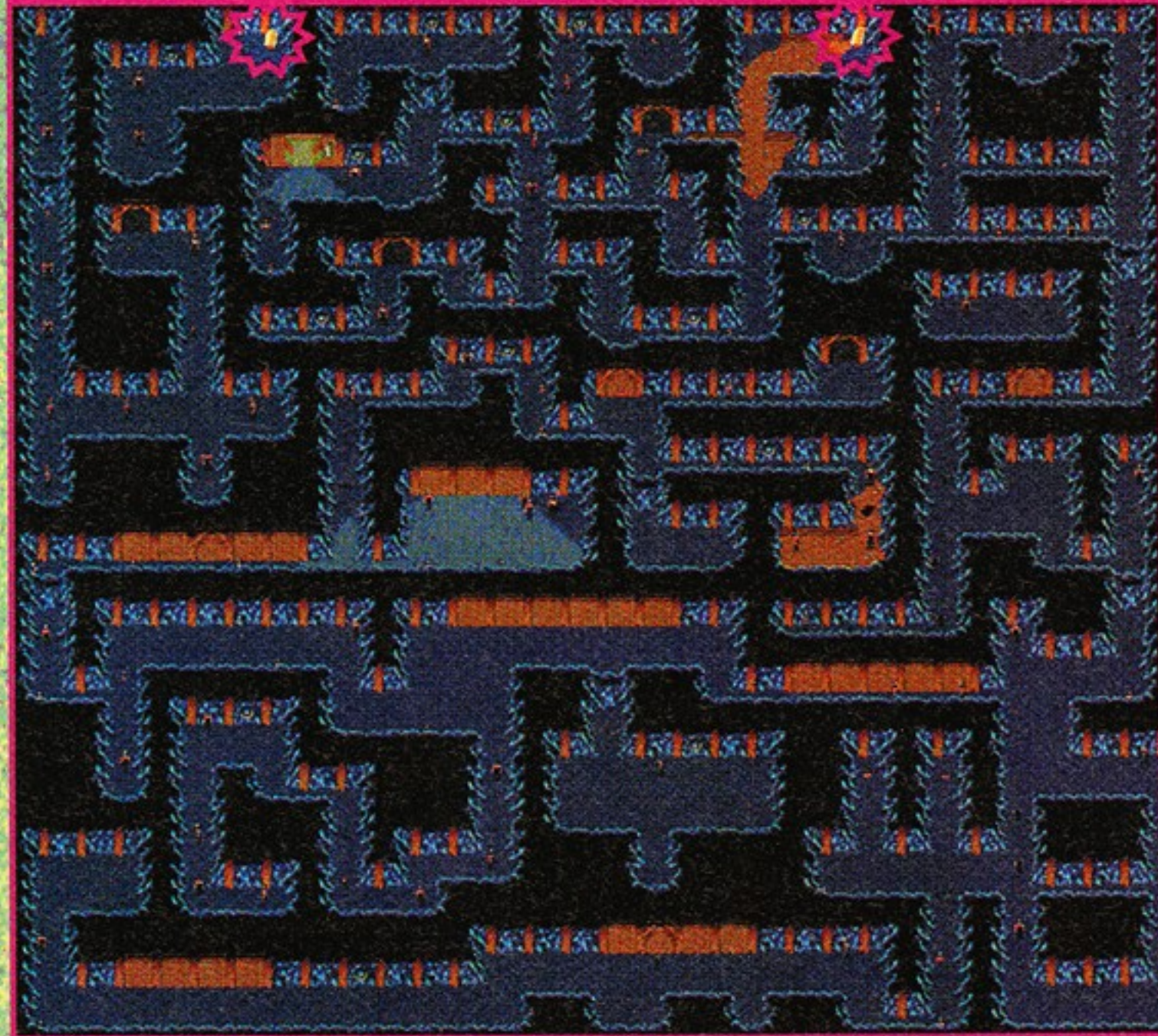


LEVEL 4



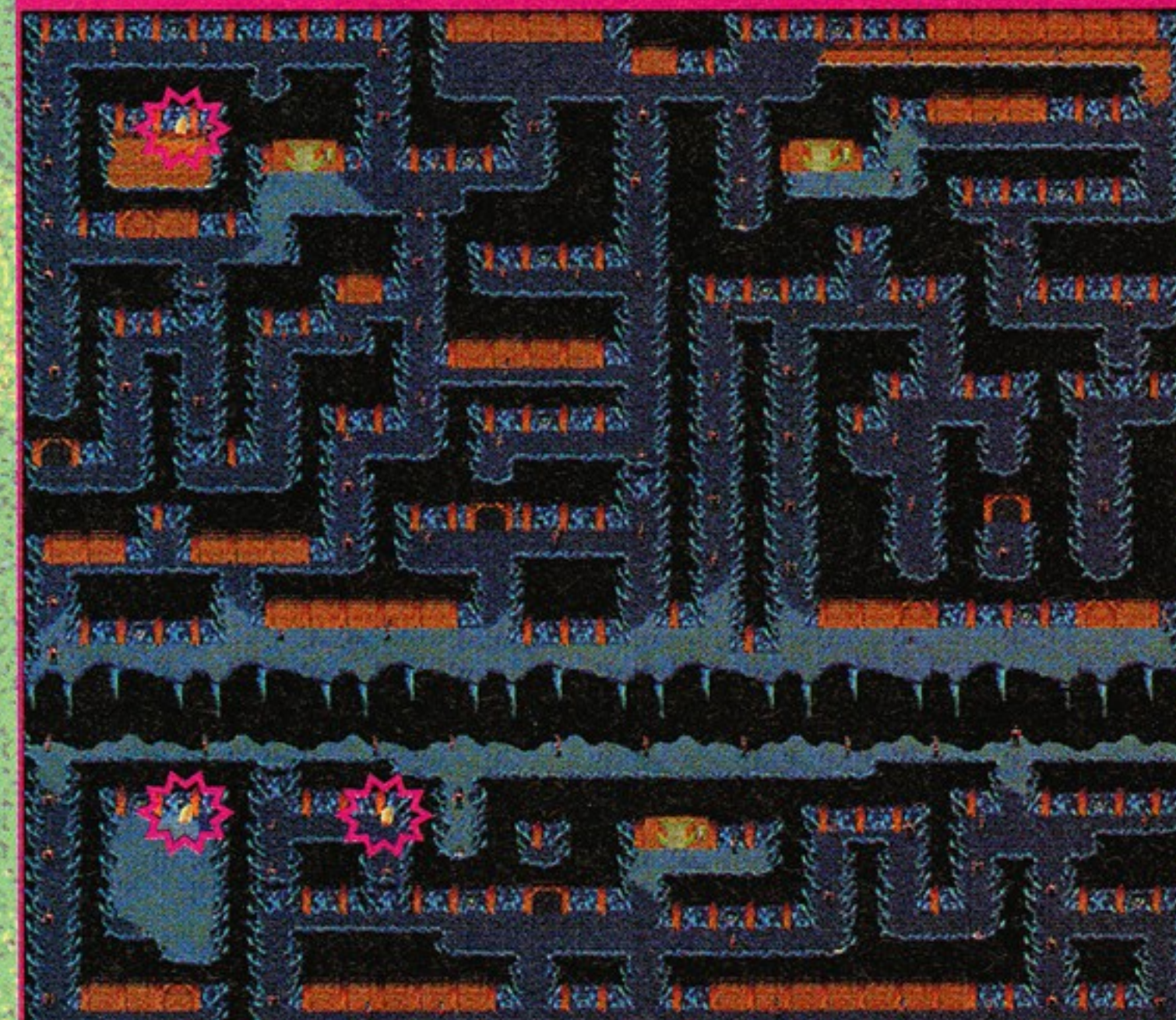
## LEVEL 1

MINER



## LEVEL 3

MINER



To reach the southern area of level three, you've got to take the elevator down to level four, then come back up.

## KEEP IN TOUCH

Send your game questions — or any top secret tips — to Jeff at the new address

**Game Players**

1350 Old Bayshore Highway

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# BEAVIS AND BUTT-HEAD™ the game

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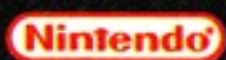


Hey Beavis.  
Anybody who plays  
this video game gets  
to act as stupid  
as you do.

Heh-heh.  
Hm... yeh... uh...  
Shut up, nimrod.

Introducing the game that actually lets you control  
the destinies of America's leading morons.

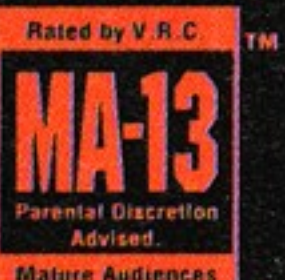
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WE'VE FOUND

A NEW TARGET



The Cold War's over, and we've got some time to kill.

So we got our scientists going on a good sugar

high, threw them in a lab filled with

top-secret, kill-you-if-we-told-you

technology and what squirted out

the other end is something that's

going to jump out and kick

today's video games

right in their saggy

little butts.



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Interactor.

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Your video games will thank you.

And you'll thank your soggy undies

for world peace.

AURA™  
**INTERACTOR™**

# BRUTAL

## Paws of Fury



SNES



SEGA GENESIS



SEGA CD

Soundtrack available  
on Uno Mundo Records



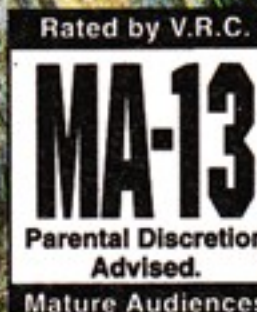
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Primal power. Ancient wisdom. GameTek unleashes tournament beasts of the martial arts in cinema-style, full-screen animation. Focus strength. Transcend weakness. Jam with the wild things. Get your paws on this cool new game. It's so cool, it's Brutal.



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# REVIEWS

Alright... listen up! You mow lawns, deliver papers, clean your rooms and walk dogs to get the coin for your games. Don't blow your dough! Read all about the best (and worst) the gaming industry has to offer right here in these pages!

## INFO BOXES

How big, how bad, is it garbage, is it rad?

## RE-VIEWER

This guy may look like a used car salesman, but he really knows how to make a game fly... or cry!

## OPINION

Is it game of the year, or just another adventure in Dweebland?

Publisher & Developer: Sega of America • available September • \$59.99

**GENESIS review**

# TAZ

## IN ESCAPE FROM MARS



A blow to the chest from a martian ray gun puts a hurtin' to the devil.

Carbon-like effects hide Taz as he shrinks, thanks to a handy-dandy shrinking ray!

When we asked Vince DiMiccio to tame the Tasmanian devil, he was left wondering "just what the devil is going on here?"

We are surrounded by imports. The Japanese ship us cars. Columbians send us coffee. But none of these products are more popular than the one we get in a simple wooden box from Tasmania: Taz, the little devil. Why would Marvin the Martian try to do what we couldn't cage up the walking what the viewing public? Because if he did, we wouldn't have a game, stupid!

So here's Taz, sitting in a cage at a zoo on Mars. Your job is to get him out and control Marvin himself. It's not a simple job. Taz in Escape From Mars isn't the easiest game to play. It's kinda hard controlling a waster that spins in a whirl of dust, destroying all in his path. Getting from one level to the next took more time than I expected. But it's all worth it. This game is, quite simply, fun to play and watch. While you're playing this game, your friends are going to have as much fun

If he can't climb 'em, Taz spins into his tornado and bounces up those tunnels.

A 'grow ray' creates an oversized taz who is totally invincible—but it only lasts a few moments!

Taz doesn't like it when you take too long to decide where to go!

Turkey anyone? Taz devours 'em in one bite to increase his power bar.

But if he eats a bomb, he turns to dust.

Killing enemies is easy with flame-throwing breath, courtesy of a gallon of gasoline.

**GENESIS info**

GENRE: action

PLAYERS: 1

DIFFICULTY: medium

SAVE FEATURE: none

MEGS: 16

**RATINGS**

**GRAPHICS**

9 Has the look and feel of a real Warner Brothers' cartoon.

AND it's just as funny as a real Warner Brothers' cartoon!

**MUSIC & SOUND FX**

7 The spin noise kept me holding down the button to see how high it would get.

The music was definitely not up to Warner Bros. standards.

**BELLS & WHISTLES**

8 There are endless noises and effects that bring a smile to your face.

The limit on times you may continue the game might upset you.

**CONTROL**

7 Taz triggers his normal speed when in his famous spin mode.

Unfortunately, you miss a lot if you consistently torpedoes through everything.

**REPLAY VALUE**

9 You won't get bored trying to finish this game; it's gonna take some time.

Who could get tired of controlling the uncontrollable eating machine!

**OVERALL**

# 85%

## GAMES REVIEWED

Battlecorps .....	106
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### GAME PLAYERS ULTIMATE AWARD



When you see this, it means just one thing — the game isn't just any game that wandered down the pike. The game has to score 90% or more with our ruthless reviewers to get the ultimate thumbs-up!

## OUR SCORING SYSTEM

*The government isn't this tough!*

**Graphics:** Are the screens hot, or do they look like they were drawn by your baby sister while she was throwing a temper tantrum?

**Music & Sound FX:** Does the music make you wanna get down... or just throw up?

**Bells & Whistles:** When you finish the bad guy, does he spew blood all over the place or does he just say 'Ooops' and disappear?

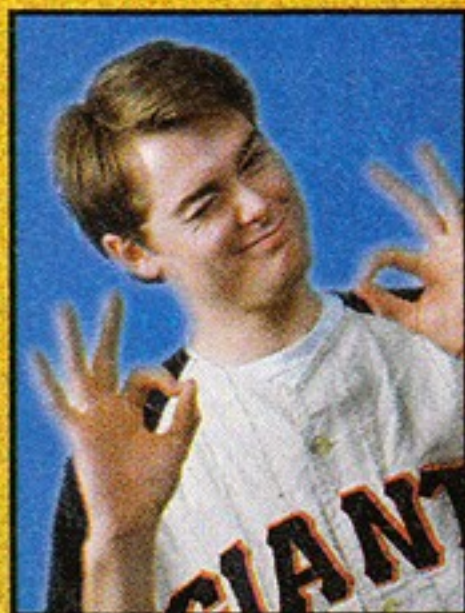
**Control:** Does the little guy go where you want him to, or does he just walk into walls?

**Replay Value:** Does it make you wanna romp through it again, or just stomp on it?

**Overall Score:** Facts, just the facts:

100% Flawless	60% Not Bad
90% Excellent	50% Average
75% Very Good	30% Just Rotten

October 1994 GAME PLAYERS 77



Accustomed to banging his head against a wall, Chris Slate was the obvious choice to review

Dynamite Headdy. Ouch!

**Publisher:** Sega of America • **Developer:** Treasure • now available • \$59.95

## PRACTICE, PRACTICE, PRACTICE!

Level two starts with a trip through town, where Headdy can brush up on his skills.

There are three different training houses in town, each designed to improve a certain skill.



During the game, Beau points out the bosses' weak points. Here he tests Headdy's reflexes.



The game starts with the action already in progress, as Headdy and his fellow puppets run for their lives!

# DYNAMITE HEADDY

**CHECK OUT PART 1 OF OUR IN-DEPTH DYNAMITE HEADDY STRATEGY GUIDE ON PAGE 43!**

## AIR HEADDY

Is it the head?



In the bonus round, Headdy must sink the required number of shots. It gets harder each time you win.

If you succeed, you're given a secret number. Beat all of the bonus games and put the numbers into a secret screen after the ending for a surprise.

**YOU MADE 05 SHOTS! CONGRATULATIONS!**

**REMEMBER**

**S**onic is cool 'n' all, but let's face it — he's not getting any younger. Those trips through Green Hill Zone keep taking longer, and rumors have already begun to circulate about spine tucks. Sega needs another mascot. Not to replace Sonic — no one could ever replace Sonic — but to help carry the huge burden that comes with being an official Sega spokesperson. Someone with a good head on his shoulders.



There's lots of secret stuff to find in *Headdy* — a trademark of all great platform/action games.



The Pin Head shrinks Headdy down to the size of a, well, pin's head. Now you can pit an itty-bitsy Headdy against itty-bitsy bad guys!

## GENESIS info

GENRE	action/adventure
PLAYERS	1
LEVELS	9 + sub-levels
DIFFICULTY	hard
SAVE FEATURE	none
MEGS	16

Enter *Dynamite Headdy*, the newest and brightest star in Sega's holiday line-up. Now, he may not be able to run fast like Sonic, or jump around like Sonic, but





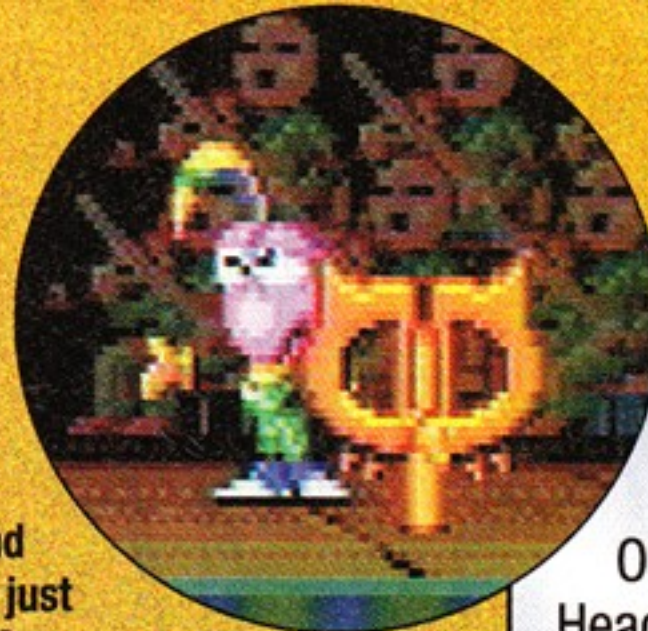
You need a lot of Hangman's help throughout the game. He helps you climb to higher areas.



Headcase supplies Headdy with new heads. There are 18 different heads in all. The training room enables you to familiarize yourself with their powers.



The mine stage is an early example of the game's impressive 3-D technology. Those guys at Treasure sure are crafty!



Just who is the mysterious and exotic Heather? And what does she want with Headdy's keys? And why does she look just like a male puppet?

he can toss his head around like a freakin' boomerang. Let's see the old blue guy try that one.

It would be easy to plunk down the same, tired action cart and toss Headdy in. Thankfully, Headdy's unique abilities are fully integrated into the game play, making for some wildly innovative and massively fun action. Every level has something new!

This makes the second great action cart I've had the privilege of reviewing this month, the other being *Mickey Mania* from Sony. I've thought and thought about it, and I simply can't decide which is better. So they tied. Personally, I prefer Headdy because of its tougher challenges and more involved game play. Mickey is no push over, but younger players might find it more appealing.

Sega really hit the mark with *Dynamite Headdy*. Congratulations are certainly in order for Treasure, the development team that created the little guy in the first place. Let's hope we see more of Headdy in the future — on Genesis, 32X, and (dare I say it?) Saturn! **GP**

## A SECOND OPINION

Oh man, Headdy is cool! I liked the 'it's only a movie set' background and all the puns for the level names, based on movie titles ('Toys in the Hood', indeed!). When you play as many games as we do, it takes one that's either very challenging, has a loopy attitude, or has unique game play to catch our attention. I can say, without fear of contradiction, that *Dynamite Headdy* has all three. It's not a question of whether you should check it out, but how badly it makes you wish for *Headdy 2!*



— Jeff

## RATINGS

### GRAPHICS

8

- ◆ The attention to detail is excellent, and you won't believe the 3-D effects!
- ◆ Everything looks and moves great, but the visuals don't shine as still pictures.

### MUSIC & SOUND FX

8

- ◆ The explosions, voice samples, etc. all sound great, especially in stereo!
- ◆ The tunes are average, but the game lacks a catchy Headdy title song.

### BELLS & WHISTLES

10

- ◆ Power-ups, bonus games, changing perspectives, and hidden rooms!
- ◆ All of the above great stuff, plus Headdy gets himself a gal!

### CONTROL

9

- ◆ Controls just like a puppet with a detachable head should.
- ◆ Walking, jumping, attacking — it all works without a hitch.

### REPLAY VALUE

10

- ◆ You couldn't ask anything more of a platform action game.
- ◆ You won't whiz through the game in a few hours, either. It's one tough cookie!

## THAT'S A BIG DOG, MAN!

The boss of stage two grins and rolls his eyes as he stomps on you.



As the fight begins, watch Beau to find the dog's weak point — it's his tail!

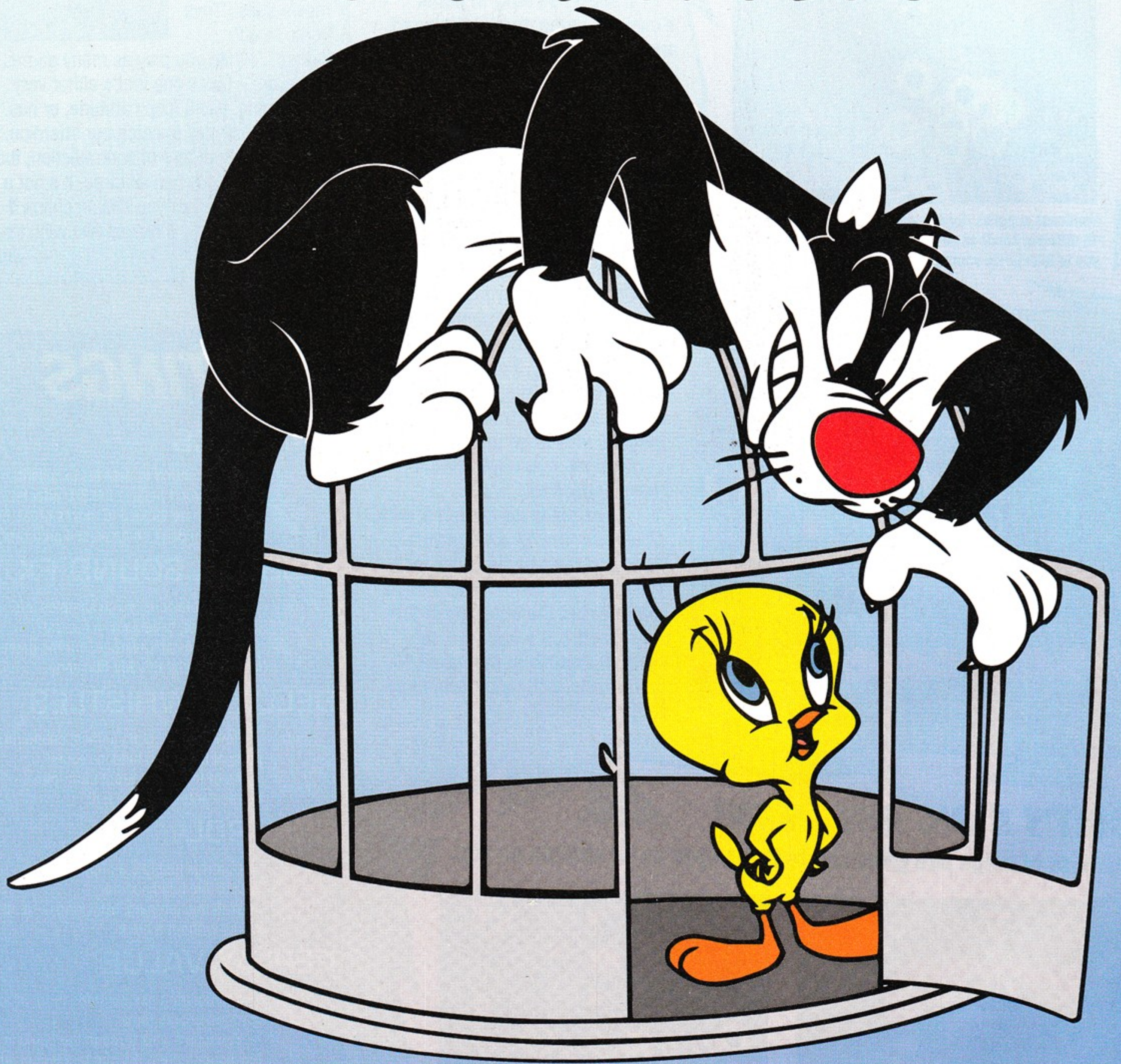


After beating the bosses, they explode. Collect the debris to earn continues, which the game is very stingy with.

OVERALL

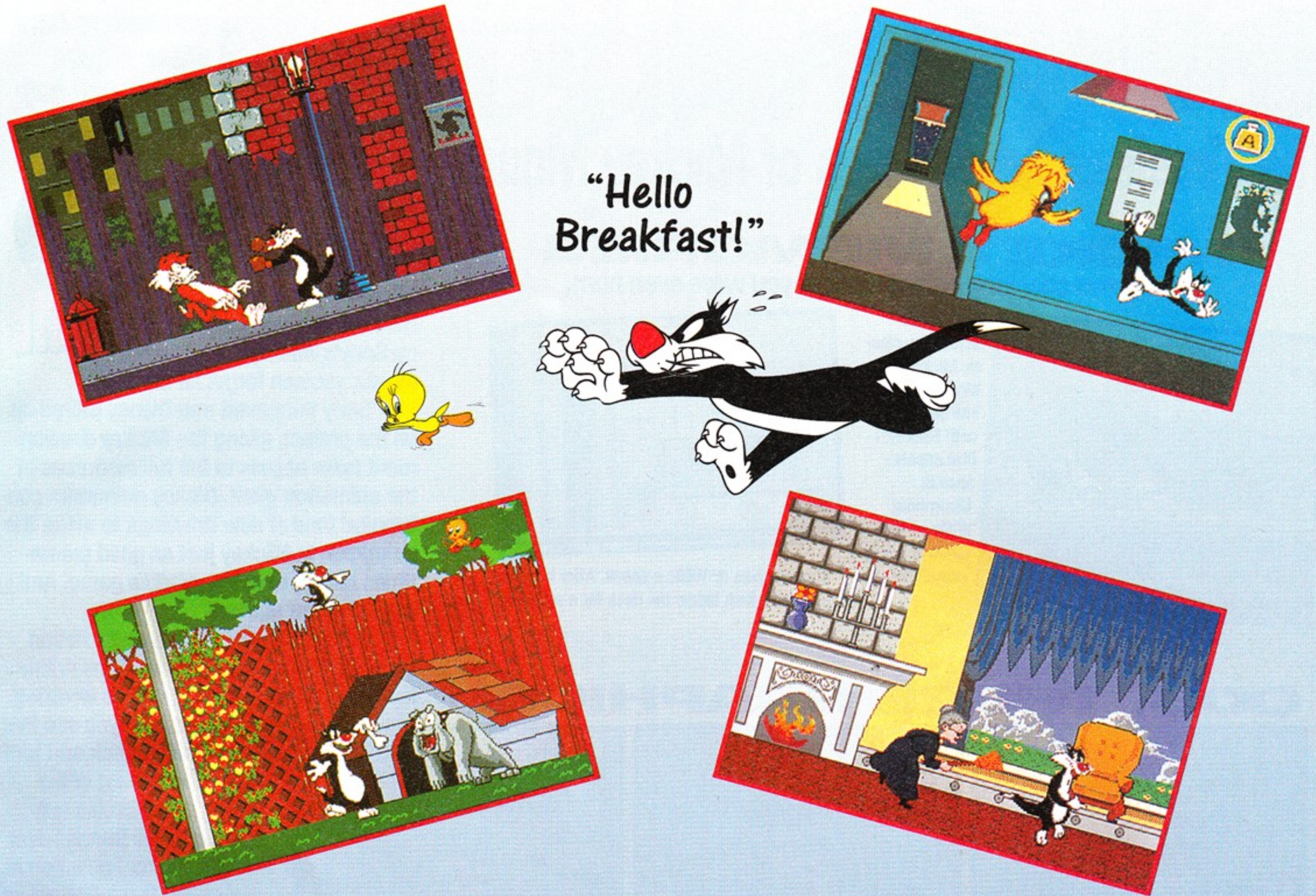
96%

# Sylvester and Tweety IN CAGEY CAPERS



**"BAAD OL' PUTTY TAT!"**

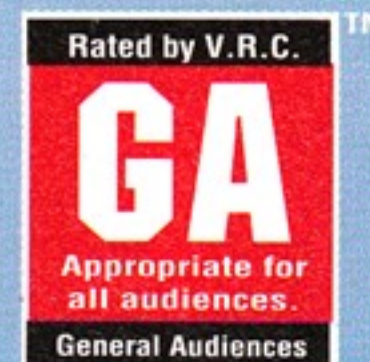
**S**ylvester is at it again! His favorite meal (Tweety) is so close he can taste it – but there’s a slight catch. He has to get past Granny, Spike, Hippety Hopper the Kangaroo and more to get his paws on Tweety. It’s amazing what this cat will do for a bite to eat.



- ▶ Use helpful Acme items like pogo sticks, binoculars, and superhero suits to avoid trouble.
- ▶ Full animation and cartoon like graphics and voices bring this hysterical “Toon” adventure to life!
- ▶ Multiple levels of difficulty adjust play for all ages and abilities!
- ▶ Use Sylvester’s patented evasion maneuvers to hide from Tweety’s protectors!
- ▶ Grab items found in the background to make difficult, but climbable stacks!



**Time Warner  
Interactive, Inc.**  
675 Sycamore Drive  
Milpitas, CA 95035-0782



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# MICKEY MANIA

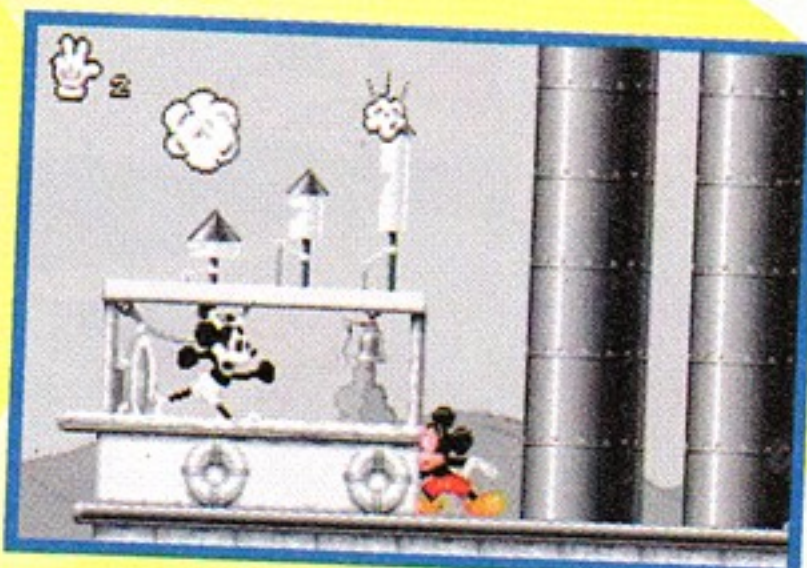
## The Timeless Adventures of Mickey Mouse

### MICKEY MEMORIES

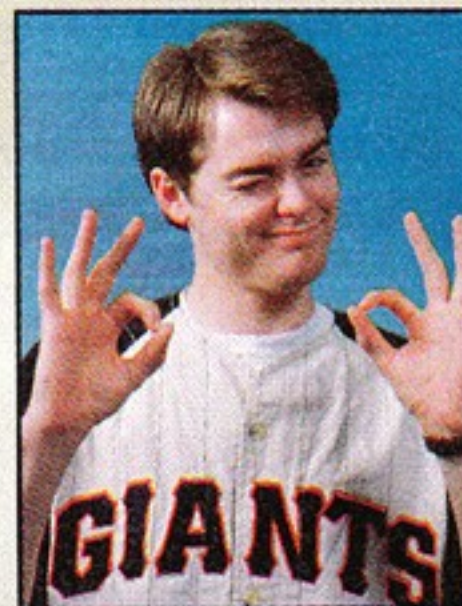
Mickey was cool long before most of you were even born.



Each level is based on a classic Mickey Mouse cartoon. The game starts with Mickey's first appearance in *Steamboat Willie* — the detail is totally incredible!



Mickey gives ol' Willie a spook. After he runs away, take a look below the deck for a surprise.



Fresh from his bloody stint on MK II, we figured it might be a good idea to hand this one over to Chris Slate. Maybe Mickey can help

restore Chris' lost morals and family values.

There have been plenty of games to feature Mickey Mouse, but from the first time you pick up Sony's *Mickey Mania*, you can forget all the rest.



Sony Imagesoft and Disney paired up on the project, giving the *Mickey* development team access to the full resources of the animation giant. Disney animators contributed tons of new drawings to make the animation in *Mickey* just as good (sometimes better) than the *Aladdin* game. And that's just for starters.

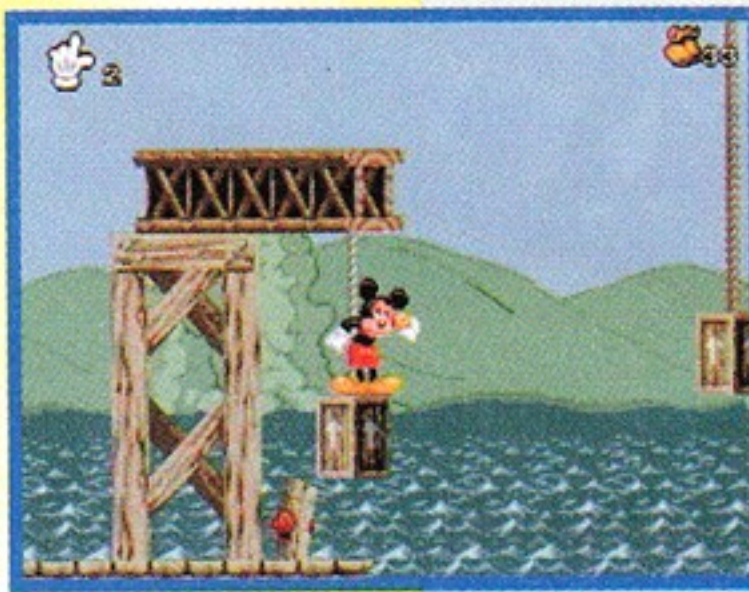
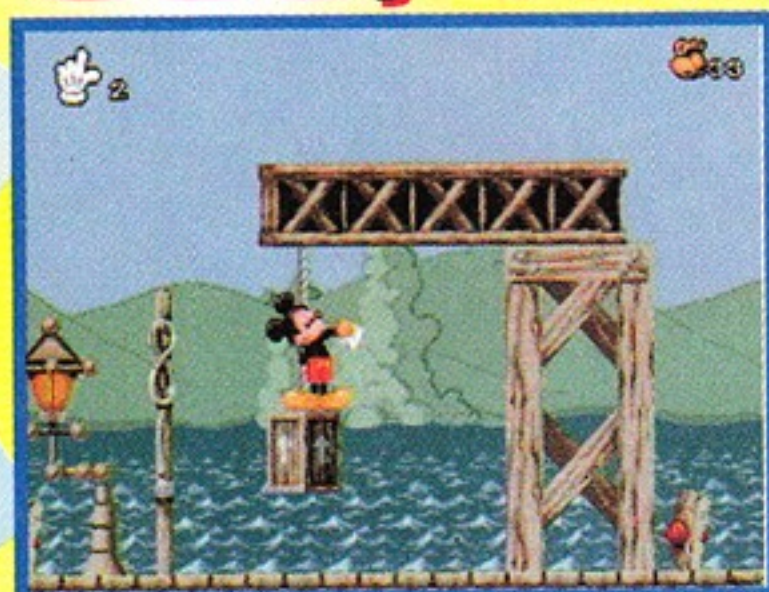
Incredible new scaling and rotation technology was used to give items within the game a 3-D feel that really is amazing.

Just wait until you see the crane swing back and forth in the *Steamboat Willie* stage, or the crates spin around in the Bonus Level.

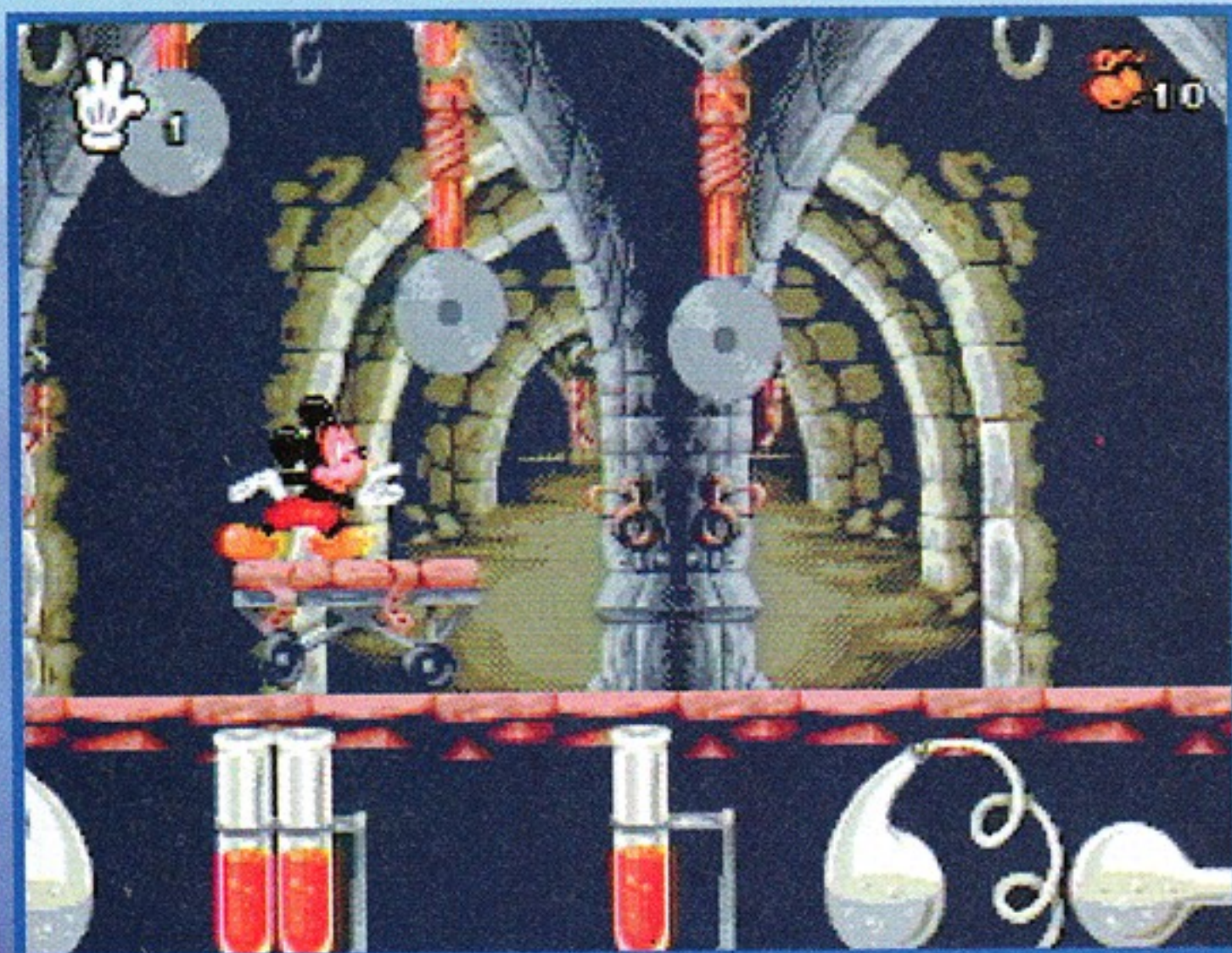
But the real question is, 'How does it play?' Just as good as it looks. Each level is interesting and fun to play, with an odd twist

thrown into every stage to vary the action.

### OOO, THOSE GRAPHICS!



Disney's character animation is great, but the 3-D scaling blows your lid!



The out-of-control trolley cart can be pretty tricky, but don't worry — if you can't beat it, Mickey goes on to the next level, anyway.



These darn rotating towers have been popping up in a bunch of games lately. Dodge the barrels and be careful not to slip into the fire!

This elevator stage can be a real pain if you're low on ammo. Better find some, and quick!



### LOTS O' VARIETY

The great thing about *Mickey Mania* is that there's always something new for you to do around every corner.

## GENESIS info

GENRE	action
PLAYERS	1
LEVELS	24 + bonus stage
DIFFICULTY	2 settings
SAVE FEATURE	none
MEGS	16

For example, in one level Mickey's running toward you (a video game first) as a hot-headed moose charges at you. In another level you must mix up a potion to blow open a door. The Ghost House finds Mickey treading water on top of a floating barrel. The bottom line is that there's always something new and interesting around every corner.

Disney improves its video game track record to 2-0 after the success of *Aladdin*, and with Virgin's *Lion King* not far ahead, it looks as if their win streak will continue. And for Sony Imagesoft, they've finally got themselves one gem of a game. I don't care how old you are, if you're an action fan, you can't afford to miss *Mickey Mania*. **GP**



"Hey, that rope is pretty darn big — something tells me that I'm not in Disneyland anymore..."



There's even a special Bonus Level for Mickey to kick around in. It's pretty difficult, so only those of you with the adult-sized mouse ears should try it.

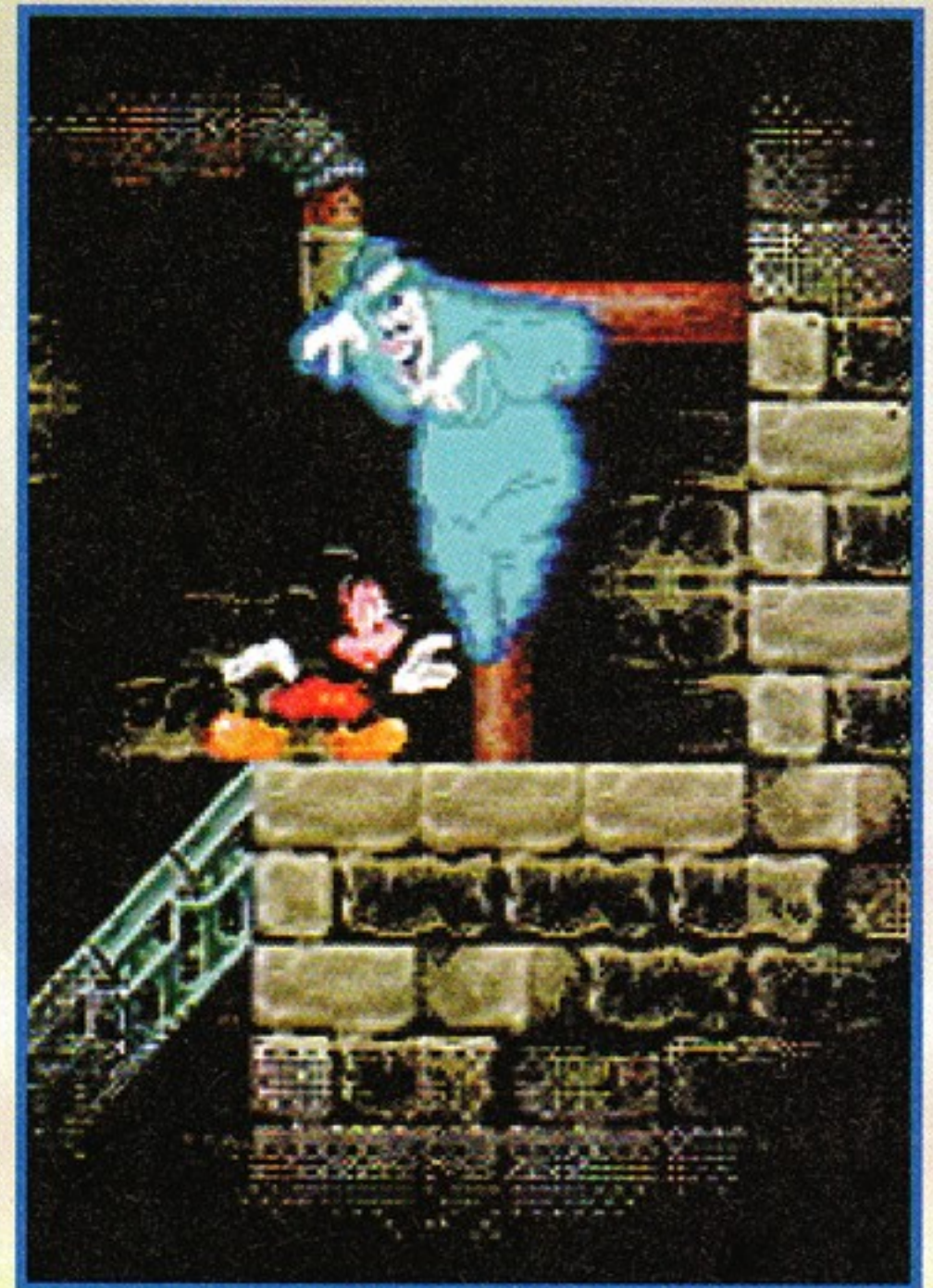


This "coming at you" moose chase scene is a lot of fun, and a video game first (although *The Lion King* has a similar scene hot on its heels).

## A SECOND OPINION

This is one amazingly hot game. I loved the way the levels let us see how much Mickey has changed over the years, and the action is top notch. At first I went, "Oh great, another side-scrolling action game," but the designers came up with some great ways to vary the action from level to level, and I don't know how they managed to squeeze that much color out of the Genesis color palette. It just goes to show you — at Disney, nobody messes with The Mouse!

— Jeff



There's not much light to see by in the ghost house. This whole level is particularly well done, from the 3-D entranceway to the collapsing steps.

## THE BIGGER THE BETTER

Mickey re-lives another classic — Mickey and the Beanstalk.



No time for cheese, Mickey — there's a giant wasp on your tail!

## RATINGS

### GRAPHICS

10

- ◆ The scaling and rotation is absolutely unbelievable. A new level for Genesis!
- ◆ Disney animators drew each frame of animation. 'Nuff said.

### MUSIC & SOUND FX

9

- ◆ Those happy-go-lucky tunes will have you tapping your toes and whistlin'.
- ◆ The sound FX are great, and Mickey's digitized speech sounds good!

### BELLS & WHISTLES

9

- ◆ Each level offers a twist to the action, from mixing potions to riding barrels.
- ◆ A running-toward-you stage, and whirlwind bonus level add variety.

### CONTROL

8

- ◆ Mickey moves and feels smooth as you hop around from level to level...
- ◆ but he could stand to jump higher. It's also hard to tell when you're getting hit.

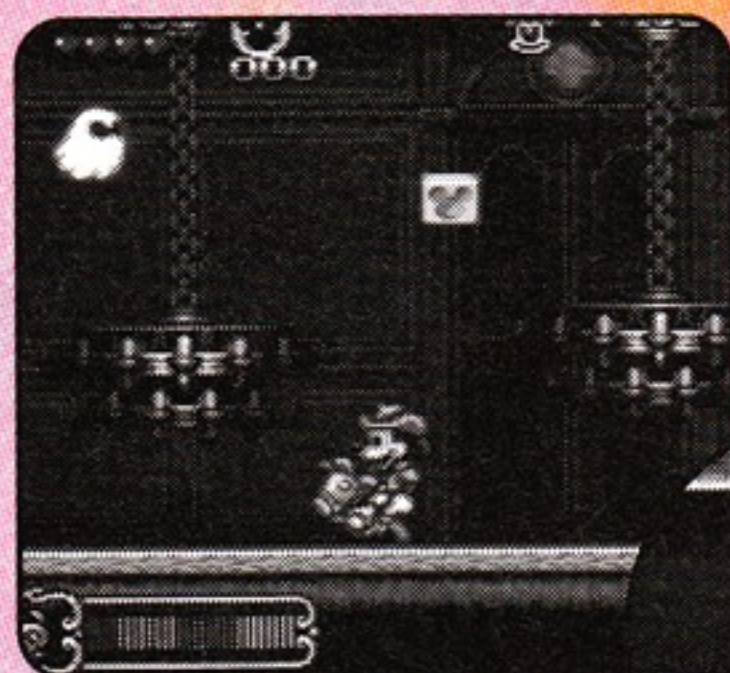
### REPLAY VALUE

9

- ◆ Over 24 challenging stages to keep players of all ages busy for some time.
- ◆ This game is great — easily the best Mickey Mouse game ever!

OVERALL

96%



Mickey can change into any of his four different outfits behind a curtain to avoid embarrassment.

Hop-along Mickey!! Cowboy Mick can shoot corks at bad guys as he bounces along at a steady trot.



Mickey dressed in his best — the safari suit lets the Mick swing from vines and climb over obstacles.

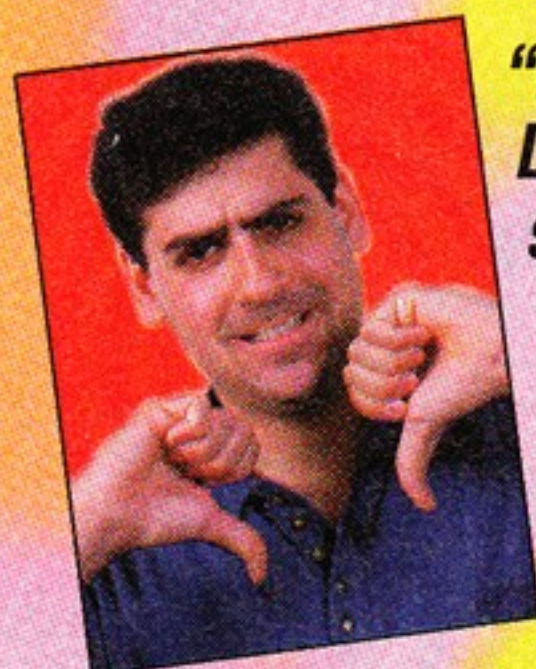


This boss may be allergic to mice, but he's not at all afraid of them!

**Publisher & Developer:** Capcom • available October • \$59.95

# The GREAT CIRCUS MYSTERY

Starring Mickey + Minnie



"No, no, not Disneyland!", screamed **Vince DiMiceli**, after beating this so-called "mystery" in no time flat.

**W**as Mickey Mouse ever cool? I don't think so. I think if he ever had to match wits with Bugs Bunny, he'd end up stuffed in a rabbit hole.

Mickey has always been thrown at us as if he were



Mickey finds Donald, who gives him his sweeper suit — now bad guys can be sucked away.

tosses blocks at demented circus creatures, spins them around, and tosses them off the screen. When he loses a life, he looks at you as if to say 'whoops.' How cute can you get?

Control of Mickey is also a problem. While hanging in the air, you can move either left or right, doing the impossible. Mickey's different suits are difficult to change into, and doing so slows up the

the god of cartoon land.

His popularity over the years has never ceased to amaze me, but I wasn't too surprised when he showed up in another video game.

This time Mickey and Minnie have had their visit to the circus thwarted by a vicious takeover. Goofy explains that the

circus is in shambles. As Mickey and Minnie go to investigate the cause, the adventure begins.

It's not much of an adventure at all. Mickey strolls through the game with a dumb smirk on his face. He

action. Even with these difficulties, the game is not challenging at all.

The only fun in this game is in finding hidden rooms and bonus prizes that add to your score and number of lives. Without these perks, the game would be a walk in the park — and a very short walk at that.

This is a game for your little brother. You don't want him playing it on your video system all the time, do you? That wouldn't be cute at all. **GP**

## RATINGS

### GRAPHICS

6

- ◆ All the characters have that Disney look, and pleasant colors.
- ◆ The scenery inside the circus leaves something to be desired

### MUSIC & SOUND FX

5

- ◆ Some of the noises upon hitting an enemy brought a smile to my face.
- ◆ The music was boring and repetitive — I eventually turned off the sound.

### BELLS & WHISTLES

7

- ◆ It's always good to have Donald, Goofy, and Pluto drop by.
- ◆ They're not in the game long enough for you to appreciate them.

### CONTROL

4

- ◆ If you like changing direction in midair, then this is for you!
- ◆ Constant costume changes really slow this game to a standstill.

### REPLAY VALUE

4

- ◆ Think of the warm feelings you get when your brother wants to play again.
- ◆ Unfortunately, your little brother is the only one who wants to play it again!

## SNES info

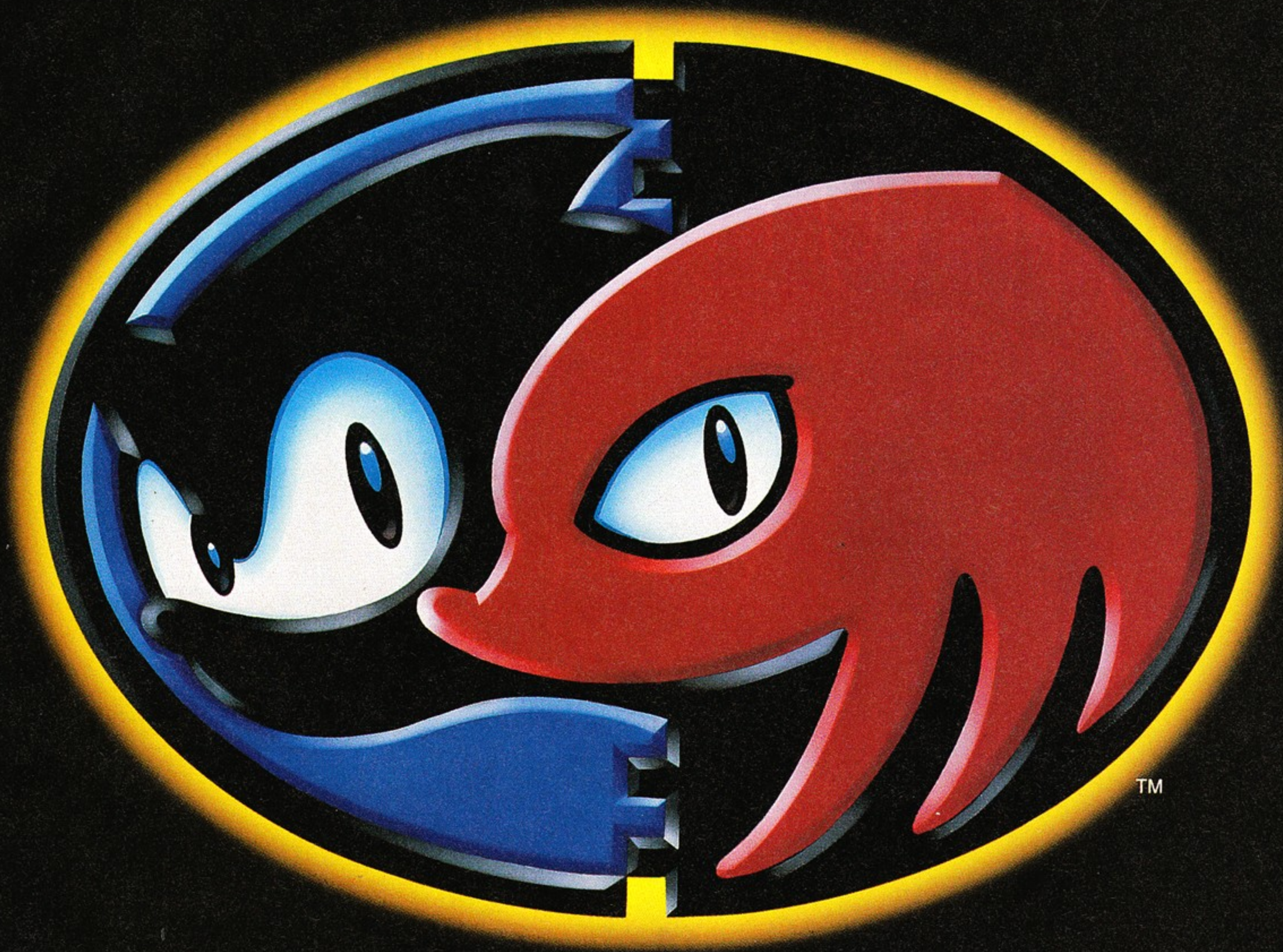
GENRE	action/adventure
PLAYERS	1 or 2
LEVELS	6
DIFFICULTY	medium
SAVE FEATURE	password
MEGS	12

OVERALL

58%

J O I N I N G F O R C E S

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# SONIC & KNUCKLES



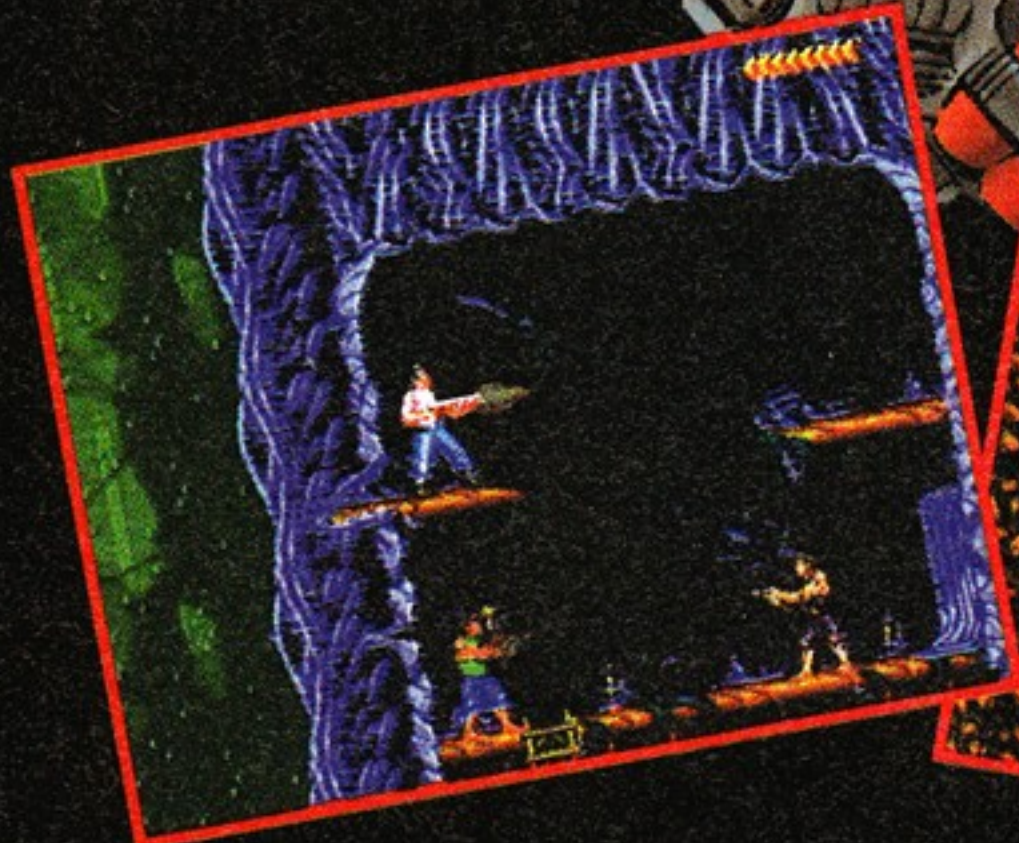
PLAYING WORLDWIDE OCTOBER 18, 1994 ON SEGA GENESIS

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TM

# BLACKTHORNE



You are Kyle Blackthorne, mercenary and long lost Prince of the war-torn planet Tuul and one mean machine. Mysteriously you are summoned back from Earth to liberate your people from Sarlac and his foul forces of evil.

Armed with brute strength, animal cunning and a lead-spewing shotgun you'll face lethal Rock Beasts, perilous Eekers and other monstrosities. All blasting at you in full-motion cinematic animation and digitized sound - so real that you'll think you've lived it.



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# He's Here To Take Out The Trash.

MY ENEMIES ARE MORE EVIL AND  
REPULSIVE THAN I EVER IMAGINED.  
THEY ARE BRUTAL, HIDEOUS CREATURES  
WHO DELIGHT IN BUTCHERING THE  
INNOCENT, THE UNARMED... MY PEOPLE  
I GROW IMPATIENT TO AVENGE THE  
VICTIMS IN THIS HELLISH PLACE. THERE  
HAD BEEN MUCH BLOODSHED, BUT THE  
NIGHT IS YOUNG. AND IT'S TIME THEY  
MET BLACKTHORNE.

Kyle

Win a limited Print of the  
Blackthorne Art Work  
signed by Jim Lee the artist!

JIM LEE

See your local retailer for details.

*Interplay*

Or don't play at all.



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17922 Fitch Avenue  
Irvine, CA 92714

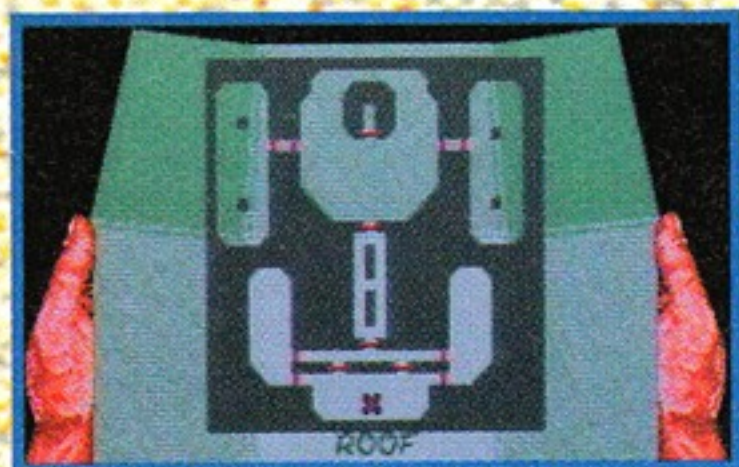
# ZERO TOLERANCE



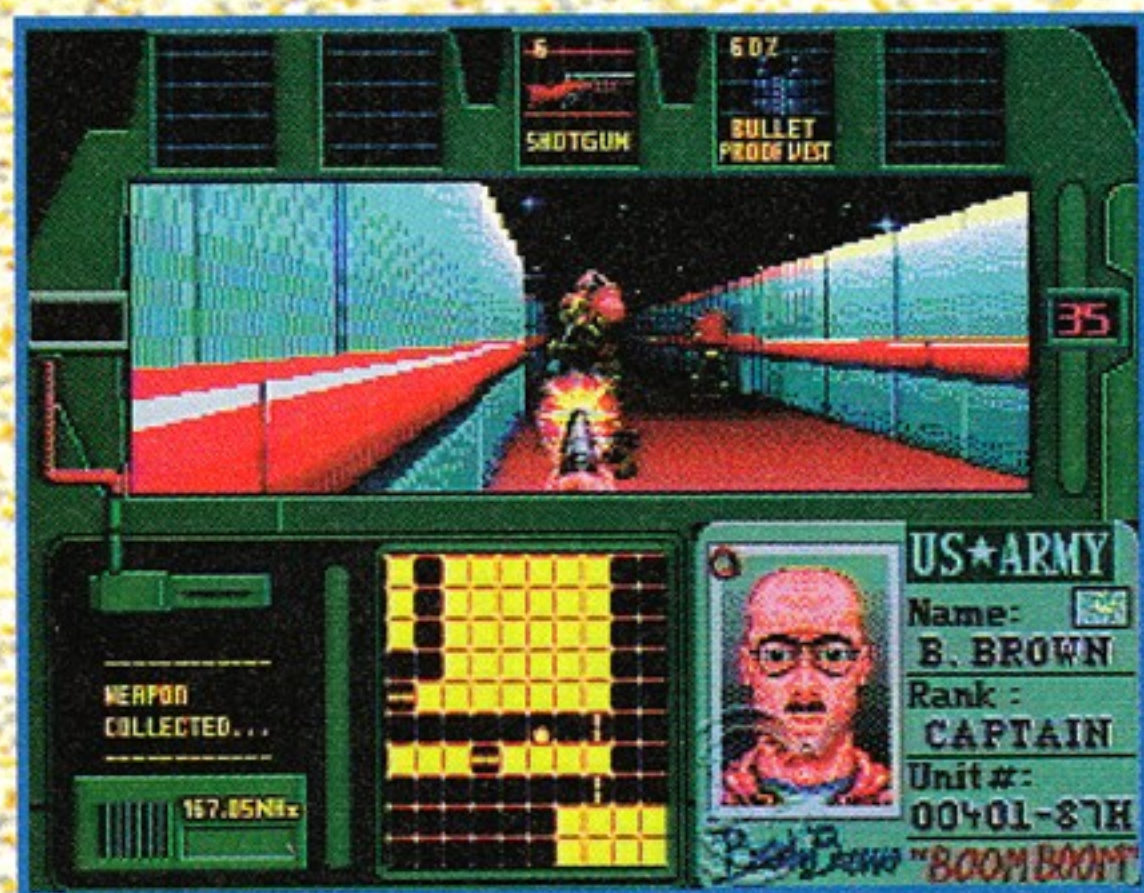
With five weapons at his belt, gun nut Vince DiMiceli was eager to take on the aliens. But he found that the weapons used in this shooter were loaded with blanks.

Yeah, there's nothing like the smell of fresh gun powder, with just a hint of the scent of decaying flesh. To me, there's nothing more enjoyable than spending an evening at home, armed with an arsenal that would make General Colin Powell proud.

Check out *Zero Tolerance*. It's got firepower, lots of it. The blood is there, by the gallons, as is the mass extermination of the Bad Guys, who, as we all know, really deserve what they get. What more could you ask for in a game? Well, I've got a question



This handy-dandy map helps make the going much easier.



Ah—there's nothing like the raw power of a shotgun. Forget the flame-thrower, I like the shotgun!



Wearing night-vision glasses seems like a good idea, but it does little to improve game play.



If you run out of ammunition, you can always try to kick your way out of it, but it isn't enough to stop the mutant onslaught.



### GENESIS info

GENRE	action
PLAYERS	1 or 2
LEVELS	45
DIFFICULTY	medium
SAVE FEATURE	password
MEGS	16

Firing a rocket launcher too close to yourself can hurt you as much as it hurts your enemy.

— why does *Tolerance* always seem to leave something to be desired?

It's simple. First of all, the graphics are below par. You never get to see a clear enemy face.

Secondly, while the rocket launcher and flame-thrower caused noticeable differences in carnage, all of the projectile weapons caused the same simple hole-in-the-goblin effect. There was no difference between the shotgun and the pistol.

Finally, the game lacked good ideas. Take the main screen — outside of the viewfinder that shows where you are, the rest of the screen is useless junk.

Now I'm not saying this is a terrible game. With all of its problems, it's still fun to play. It's just that it could have been much better.

If you like blood, guts and plenty of action from less than unexpected intruders, give it a shot. The action is there, but if you're tired of the shooter genre, let this one slide. **GP**

Freshly-killed bad-guys leave behind cool blood stains that seep down the wall, and weapons for your own personal use.



## RATINGS

### GRAPHICS

**5** ▲ The background views of the city and outer space did catch my eye.  
▼ Enemies were fuzzy and hard to distinguish — you might need glasses.

### MUSIC & SOUND FX

**6** ▲ The sound of the shot gun blast echoed in my brain as I slept.  
▼ Music is non-existent, but I guess it wasn't really necessary.

### BELLS & WHISTLES

**3** ▲ There are 13 different pieces of equipment you can pick up along the way.  
▼ You can only hold five at a time, and you're not allowed to drop anything.

### CONTROL

**8** ▲ Moving around via the viewfinder is much akin to driving a '95 Caddy Allante.  
▼ Trying to use the map reminds me of an '80 Mercury Capri I used to drive.

### REPLAY VALUE

**8** ▲ You may never get bored with all this wonderful firepower!  
▼ Boring graphics and displays may urge you to reach for the power button.

# OVERALL 65%



**Finally,  
A Game With  
the Right Kind  
of Bugs!**

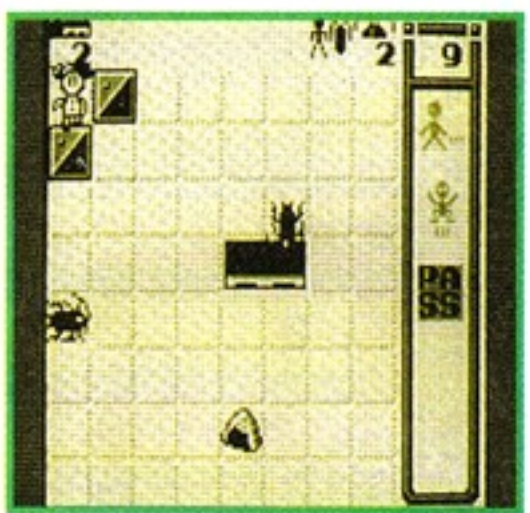


**STOP THAT**

**ROACH!**



Smash'em with a slipper



Set a trap roaches can't escape from



Victory is sweet!

There's always a chance a video game will make it to market with bugs. In Koei's newest Game Boy title — **Stop That Roach** — we're making sure our game has lots of bugs (roaches, that is). As either Ken or Lilly, it's your job to battle those nasty critters that have invaded your kitchen and are eating all your snacks.

Pick up the nearest household item, be it a broom or bedroom slipper and smash the bugs flat. But watch out, these roaches have a serious attitude and aren't afraid to fight back! Once you have corralled a group of roaches, lure them into a trap or eliminate them using bug spray. In all, the roaches have 100 different strategies for getting past you and at the food. What are you waiting for? Arm yourself and enter the kitchen swinging. We guarantee you'll find bugs!

- 100 challenging puzzles to solve
- Battle roaches as either Ken or Lilly
- Draw from an arsenal of items including a broom, bedroom slipper and roach trap to combat those pesky bugs
- Beware of roaches that bite
- Password option allows you to play puzzles you've already solved
- Get helpful hints to plan your next move

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**GAME BOY**



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**Nintendo**

# CONTRA: HARD CORPS

**Publisher:** Konami of America  
**Developer:** Konami of Japan •  
 available October • \$55-65

## FOUR FOR DESTRUCTION!

In this latest *Contra*, you've got four soldiers to choose from, and you get different weapons, and a different ending, with each one.



*Big guns? Loud explosions? Hideous mutants? Evil robots? Let's give this one to Jeff Lundrigan, maybe he might like to enlist for this one.*

Oh boy! Another entry in Konami's signature action series, this time for Genesis. You've seen 'em, you've played 'em, and you've loved 'em for years — well, I'm pleased to report that *Hard Corps* isn't about to let you down! It's everything a *Contra* game should be, and that's plenty!

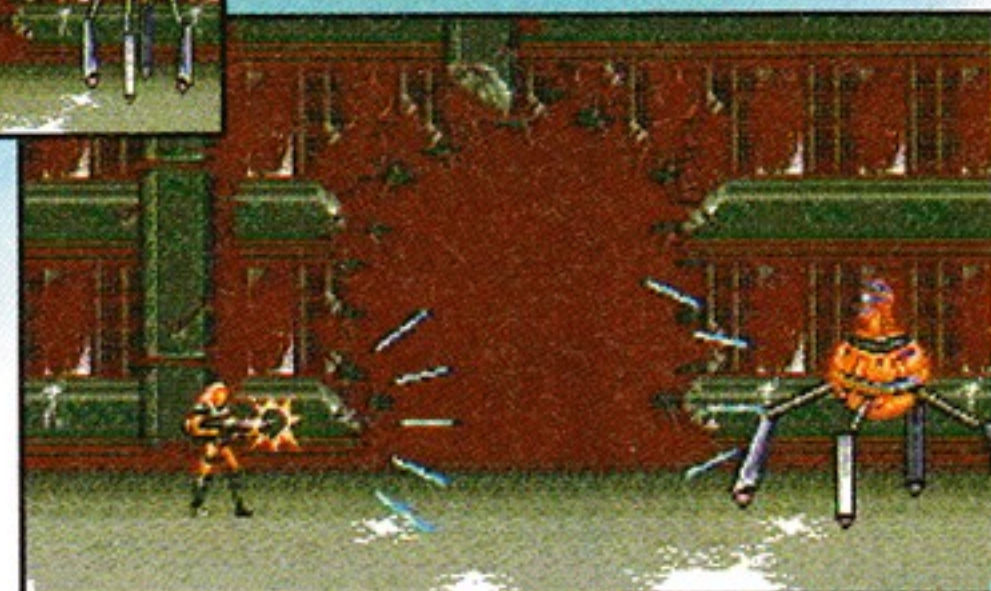
This time around, you've got four characters to choose from, each of which handles his (or her) power ups in different ways. This goes a long way toward breaking up the action and putting in a little more strategy than usual — not that you really have to think much, mind you. Generally you can get away with just blasting everything that moves!

The game is a little short, but this isn't big problem. At certain points in the game, you're given a choice between two courses of action — for instance, do you chase down an escaping bad guy, or try to head off an assault on your base? There aren't really any 'wrong' choices, but you go to a different stage depending on what you decide. Basically, instead of making one long game, Konami has given us two shorter ones.

This is easily the most challenging *Contra* yet. Sure, some bosses have predictable patterns, but then there are those who attack you six different ways in no particular order! The learning curve here is pretty steep. If the game were completely linear, with the stages following each other, I doubt anyone would get through it! **GP**



Each character uses power-ups in different ways. Ray's seeking weapon is a constant stream of missiles, but Sheena fires off a wide spread of plasma bolts!



You remember Ray. He's been around a long time. Tough, dependable, and ready to rock!



The Corps' first woman warrior. And of course it's perfectly logical to wear a pair of tight shorts into combat — all the toughest soldiers are doing it.



A little hairy, and I'd stay down wind when he gets wet, but nobody can handle a particle beam better than this capable canine commando!



And then there's Brownny, the little robot with a heart of gold and the firepower to back it up!

## GENESIS info

GENRE	action
PLAYERS	1 or 2
LEVELS	five
DIFFICULTY	challenging
SAVE FEATURE	none
MEGS	16

## BOSS ME!

They're big, they're bad and they're back!



Ah, the huge, ugly mutant boss, a hallmark of the *Contra* series. *Hard Corps* got 'em, you bet!

There's also a number of interesting new twists, like a sub-boss that's basically a giant human pyramid.

And watch out for this infernal machine that takes two monsters you've already fought and combines them into a mutant with the abilities of both. Maybe the inventor should have put in a few more fail-safes before switching it on!

## A SECOND OPINION

After I finally pried Jeff's sweaty palms from the controller, I got to jump into the Hard Corps action of *Contra*, and I wasn't disappointed. *Contra: Hard Corps* lights up the screen with boss after menacing boss. Shooters, don't fear. There's plenty-o-shootin' to be done and there's explosions that cover the whole screen. *Contra's* got it all: dancing mechanical cyclops, evil scientists, plot twists, and power-ups. All you have to do is lock and load your arsenal and start blowin' stuff away! — **Mike**

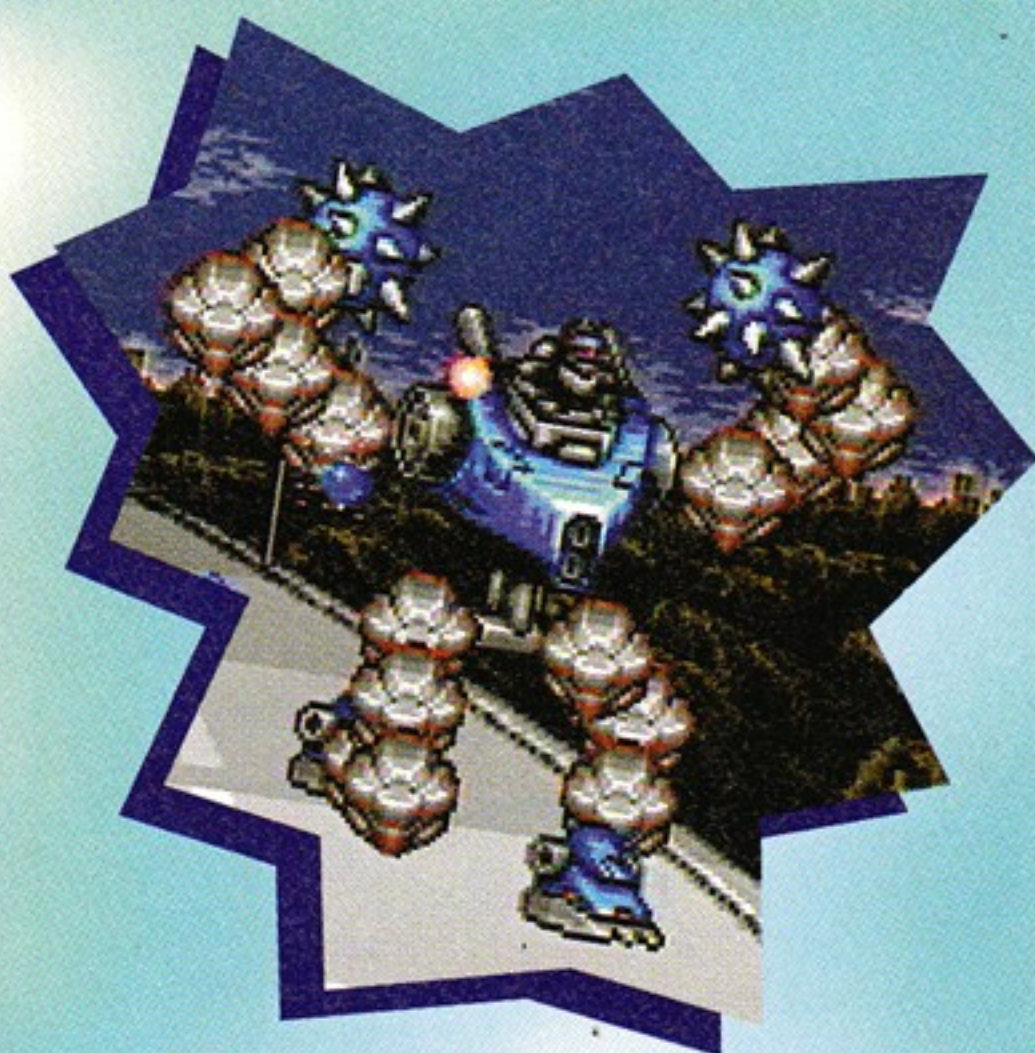


## WHERE DO YA WANNA GO?

What sort of game do you want to play? You decide!



In a *Contra* first, at certain parts of the game, you get to choose your own course of action.



Choose to chase Deadeye, and you wind up on the road facing down another mechanical threat.



Or you can try defending headquarters. It's up to you, there's no 'wrong' way to go.

## RATINGS

### GRAPHICS

- 9 ◆ Sweet graphics and wild boss animation make this one a keeper.
- 9 ◆ It does kinda look like every other *Contra* game.

### MUSIC & SOUND FX

- 9 ◆ Way cool music, and the sound effects really kick butt!
- 9 ◆ Sure the music's good, but it sounds a lot like every other video game too!

### BELLS & WHISTLES

- 9 ◆ Non-linear stage order, a bazillion power-ups, and lots of corny dialog.
- 9 ◆ The stages, while very intense, could be a little longer.

### CONTROL

- 9 ◆ Smooth and slick. Your character goes exactly where you want it to.
- 9 ◆ Climbing along walls and hanging from the ceiling is still a pain.

### REPLAY VALUE

- 9 ◆ You're gonna have to play this again — there's no way to beat it quickly!
- 9 ◆ This game may frustrate some less experienced gamers.

OVERALL

# 92%

**[ HAVE FUN NOW,  
while you can  
still chew your food. ]**



**sega!**



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outrageously **great games**

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(Alright, we'll even throw in Sewer Shark.™)

SEGA CD has **32-bit** compatibility (if you're wise enough to add a Genesis 32X™).

So it has the technological muscle to deliver the  
kind of intense, epic, **next-GENERATION**

gaming experiences you've been waiting for — on CD!

**SEGA**™

# Final Fantasy III



After finally having the cops break into his apartment to make sure he was OK, we had Jeff Lundrigan dictate this review, since we couldn't pry the controller out of his hands.

Deep inside me there was a huge, empty hole. For years I tried to fill it with alcohol, dangerous sports, faster and faster cars, loud music, and countless women. Nothing could help me, until *Final Fantasy III*. Sell the house, sell the kids. Play the game!



Seriously, I'm a big fan of RPG's. I've played 'em all, so when I say that *FF III* is the best RPG I've ever seen, you gotta realize what that means! The screen shots on this page can't begin to give you an idea of how drop-dead gorgeous the graphics are, and they sure can't help you hear the exceptionally fine soundtrack. At 24-megs, this game sets new standards for big, sprawling adventures. There's so much stuff to find, experiment with, and

## WHAT'S GOING ON?

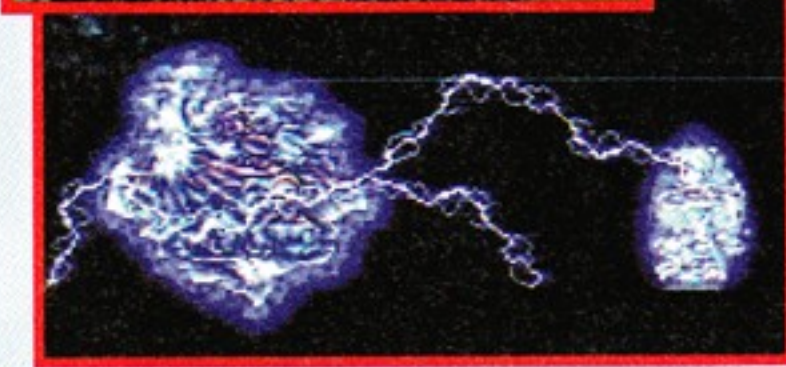
There's an epic story at work here. Let's listen in...

**WEDGE:** Not to worry. The Slave Crown on her head robs her of all conscious thought. She'll follow orders.



The story begins with Terra, the world's only sorcerer. Her mind taken over by the evil empire, she's little better than an unthinking, very dangerous slave.

**WEDGE:** According to our source, the frozen Esper was found in a new mine shaft. ...Maybe this one...



But the Emperor's lust for power was too great. He sent Terra to find the last esper, a mystic being from the time of magic a thousand years before. This didn't work out too well. Terra bonded with the esper, and was set free.

**OLD MAN:** Easy! This is a Slave Crown. The others had complete control over you while you were wearing it.



Her free will returned, but her memory was lost. The rest of the game is a struggle to regain her identity.



learn to use we could dedicate an entire issue to it.

But *Final Fantasy II* fans know that what really set that game apart was the incredible storyline. Characters argued, fell in love, even sacrificed their lives for each other. And that story doesn't begin to touch what's in store for you when you pick up *FF III*. I don't want to give anything away, but let's just say that *FF III* has more than twice as many main characters as *FF II*.

The bottom line is simple: if you're only going to buy one SNES game this year, make it *Final Fantasy III* — you're gonna need it to live. GP

## TOO COOL, TOO COOL

This game is too big, too beautiful, and too bad. How are we ever gonna find everything in here?



The battles resemble the other *FF* titles, but they've got more than a few interesting variations. The battle with the Phantom Train, as your little band is chased down the Phantom Tracks, is an early standout.

Choose with the A Button. Cancel a choice with the B Button. View the Main Menu with the X Button.



In the town of Narshe, where the game begins, is a gaming first — an RPG school! Here the teachers instruct you on everything from how to use the control panels, to advanced battle tactics. Wild!

EQUIP	OPTIMUM	BRIDE	EMPTY																		
R-hand	Koripasu																				
L-hand																					
Head	Iron Helmet																				
Body	Iron Armor		CVAN																		
<table border="0"> <tr> <td>U: 90+</td> <td>40+</td> </tr> <tr> <td>Speed</td> <td>26+</td> </tr> <tr> <td>Stamina</td> <td>33+</td> </tr> <tr> <td>Mag. Pow.</td> <td>25+</td> </tr> <tr> <td>Bat. Pow.</td> <td>182+</td> </tr> <tr> <td>Defense</td> <td>111+</td> </tr> <tr> <td>Evade</td> <td>6+</td> </tr> <tr> <td>Mag. Def.</td> <td>59+</td> </tr> <tr> <td>MBlock</td> <td>1+</td> </tr> </table>				U: 90+	40+	Speed	26+	Stamina	33+	Mag. Pow.	25+	Bat. Pow.	182+	Defense	111+	Evade	6+	Mag. Def.	59+	MBlock	1+
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Defense	111+																				
Evade	6+																				
Mag. Def.	59+																				
MBlock	1+																				

There are so many items and weapons to deal with that the Equip screen comes with a handy 'optimum' function, which automatically selects the best weapons and armor available for each character!



## SNES info

GENRE	RPG
PLAYERS	1
LEVELS	n/a
DIFFICULTY	medium
SAVE FEATURE	battery backup
MEGS	24

## EDGAR: A STUDY IN MOOD

Sure, the game uses the same cutesy, super-deformed characters you're used to seeing in an RPG, but they still manage a few emotional mood swings. Check out Edgar:



Cocky



Moody



Surprised!



Triumphant!

## AH, SWEET MELODRAMA!

What would a *Final Fantasy* game be without a few loopy storylines to keep it going? Here's a small taste:

**SABIN:** I'm outta here! I'm forsaking this war-sick realm for my dignity and freedom.

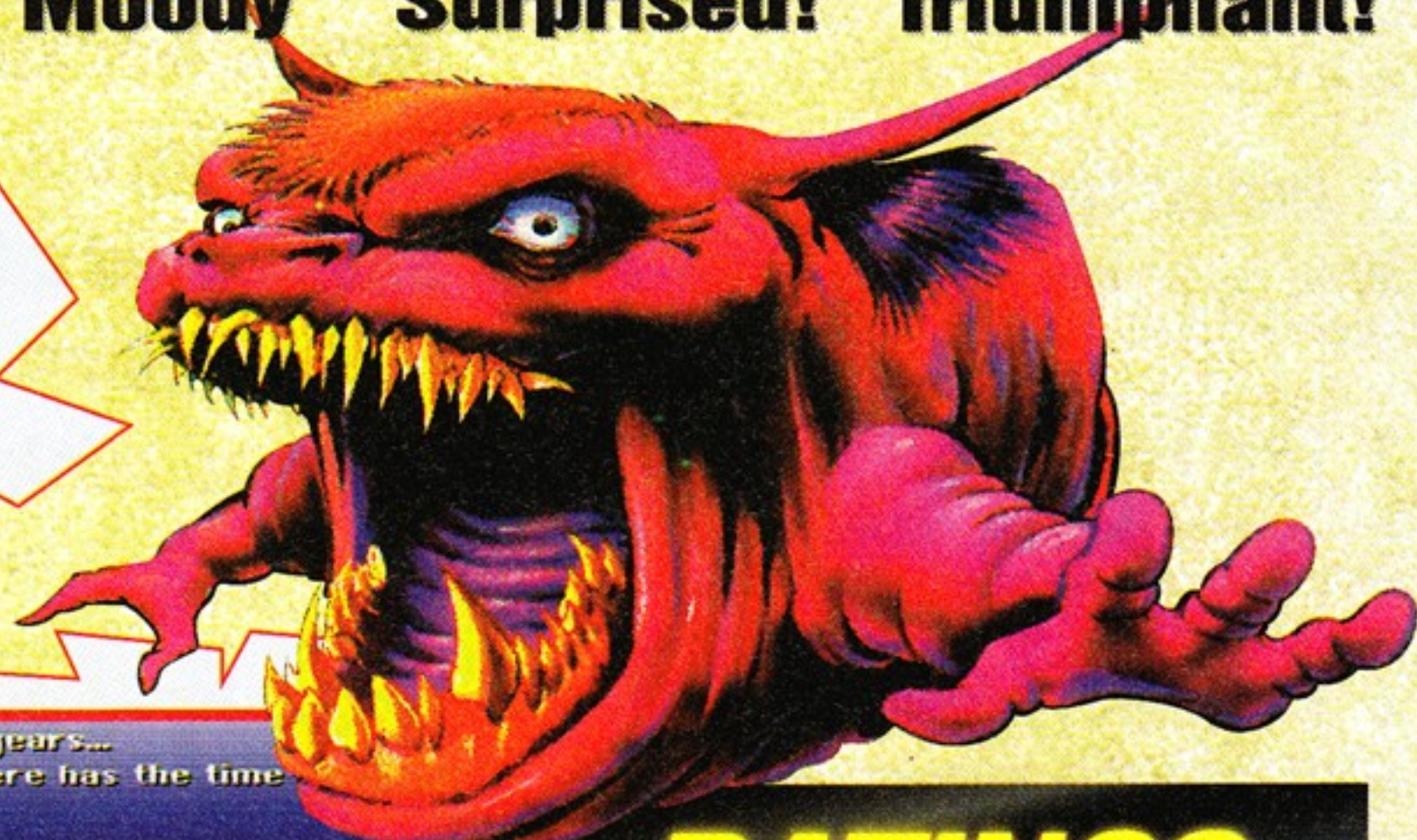


Here's Sabine and Edgar, twin heirs to the throne of Figaro Castle. Stricken with grief over the death of their father, the two decide who's gonna be king with the toss of a coin.

**EDGAR:** 10 years...  
**SABIN:** Where has the time gone...?



Sabine leaves to seek his fortune in the world. The two won't see each other again for a very long time. They are reunited only by war. Excuse me, I seem to have something in my eye...



## RATINGS

### GRAPHICS

10

- ◆ A full 256-color display makes this the best looking RPG ever!
- ◆ Hell, this is one of best looking SNES games ever!

### MUSIC & SOUND FX

10

- ◆ The music always fits the mood and fills the room gloriously!
- ◆ The sound effects are always there and always perfect. Always!

### BELLS & WHISTLES

10

- ◆ Masses of weapons and items to fool with — I could go on and on!
- ◆ Without a doubt, this is the most intricate and engaging storyline ever!

### CONTROL

10

- ◆ Every menu is laid out in the most optimum manner possible!
- ◆ You can even buy items and vehicles to move around the map faster!

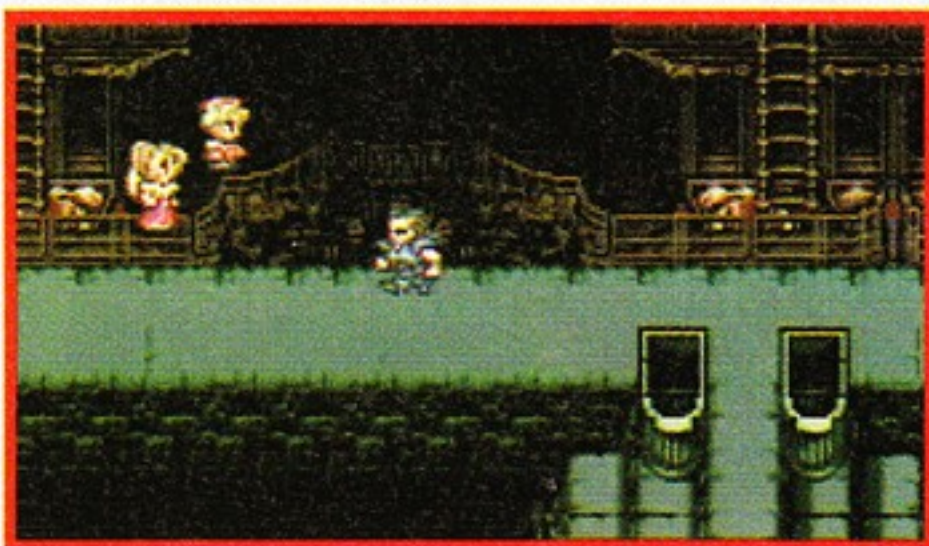
### REPLAY VALUE

9

- ◆ You're gonna miss a lot the first time, so you're gonna want to play again!
- ◆ How many times can you play a game that takes you 60-80 hours to play?

## A SECOND OPINION

Jeff is right! This game is easily the best RPG ever, and one of the best carts of all time. You'd be hard pressed to find a game that looks or sounds better. On top of that, all the new features and game play adjustments make *FF III* a natural evolution of the series — not just the same game with different characters. If you're an RPG fan, kneel before your SNES and thank your chosen god. If not, you should go out and buy this game anyway. It's the perfect example of what good RPGing is all about. — Chris



But they've got nothing on poor Cyan, who's family was poisoned by the Empire, and who gets to see them one last time, riding on the Phantom Train to the Realm of the Dead!



And then there are the Moogles, who pop in from time to time to help out. Where do they come from? Why are they here? Play the game and find out!

OVERALL

98%

## WHAT DO I GET OUT OF IT?

There's a ton of video-game magazines on the shelves. So what is it that makes **Game Players** the best? Well, for starters, how about this...

### 1 The Best Game Reviews

You can **trust** what we say about a game because our views aren't swayed by the ad bucks a company spends with us.

### 2 Hottest Tips

We can help you solve **every** game that ever caused you grief.

### 3 First News

Who else brings you **more** pictures and up-to-date information about the games you're waiting to play?

### 4 Exciting Previews

We don't waste space previewing Japanese games you'll never be able to buy. We look at the **most exciting** of the coming attractions.

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Our experienced writers play the games thoroughly to bring you the most accurate reviews and the **hottest** strategies.

### 6 Amazing Exclusives

Top **exclusives** such as Super Metroid (and a bunch of others we've got lined up) make Game Players a riveting read!

### 7 Best Graphics

Take a look at our **screen shots**. Crisp, clean, and more than any other magazine.

### 8 Coolest Readers

We've got a more **sophisticated** gang of readers — don't you want to be part of the in-crowd?

### 9 Most Attitude

We give you the **straight scoop** on hot games and industry topics... no matter who we tick off!

### 10 Awesome **FREE** Gift Pack

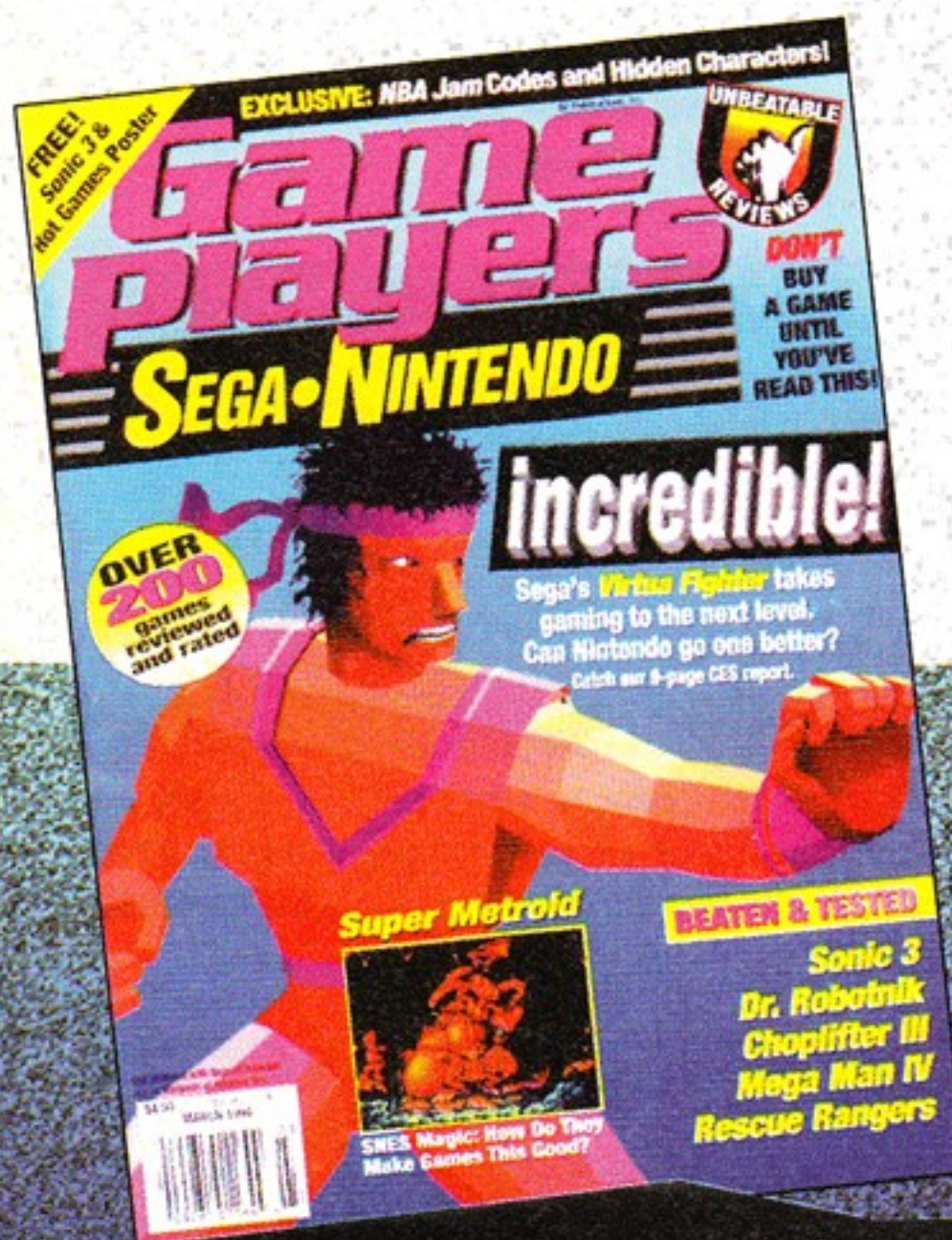
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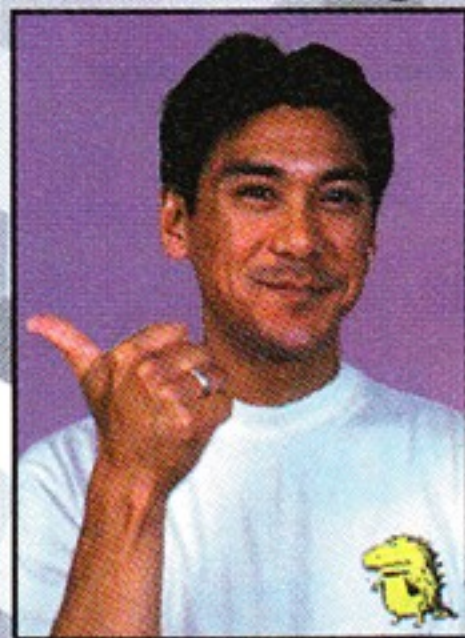
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# FORMULA ONE WORLD CHAMPIONSHIP

**Publisher:** Sega of America • **Developer:** Fuji Television • available August • \$59.95



Four speeding tickets and a burnt clutch later, **Darrell Sasagawa** crossed the finish line with this hot review.

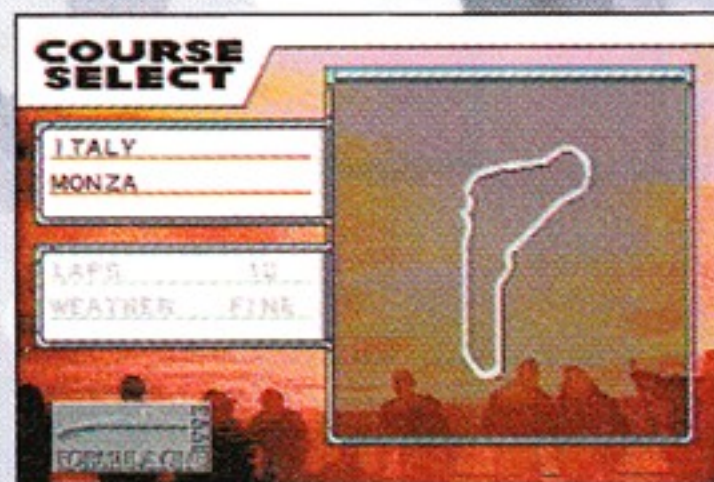
**S**trap yourself in and hold on tight 'cuz this game is not for the faint hearted. We're talking speed with a capital 'S'. This game takes some getting used to, but remember, Michael Andretti didn't finish his first three races during his rookie season.

There are two keys to success in this game. First, get used to your car. The way it performs is entirely dependent on how you set it up. You've got different tire compounds, with varying degrees of softness, and rain tires for wet weather. In addition, you can adjust the front and rear wing heights. Experiment and find out what works best on each course.

The second key is to learn all of the tracks. Get to know them so that you feel comfortable with all of the tricky turns. Use landmarks to let yourself know when to expect certain sections, so you know when to slow down to make the turn.



I feel the need... the need for speed!



The easier the course, the better your chance of winning.



Dash into the pit for a quick tire change!

## SEGA CD info

GENRE	racing simulation
PLAYERS	1
LEVELS	17 actual tracks
DIFFICULTY	medium
SAVE FEATURE	password
MEGS	CD

Once you have mastered all of that, give the Grand Prix mode a go, or try the 1993 mode and jump into to an actual race from 1993. See how you measure up against the cream of the crop. If you do well, you can race for the William's Team and get a great spot on the starting grid.

This game takes a lot of patience at first. But once you get the hang of it, it's lots of fun. Gentlemen, start your engines and and get ready to burn rubber! **GP**



Rain at the start — I hate when that happens!



Let's see, should I go Team Lola or Team Ferrari?



- TIRE
- HANDLING
- BRAKES
- F.WING
- R.WING
- STEERING
- T.MISSION
- EXIT

Being smart at setup can prevent you from smarting later!

## RATINGS

### GRAPHICS

- 8** ◆ The actual race footage used in the introduction is great.  
 ◆ The game graphics, while good, aren't exactly up to par with the introduction.

### MUSIC & SOUND FX

- 7** ◆ The earth-shaking roar of the cars rocks your world.  
 ◆ The music, unfortunately, just rocks your cradle. It's nappy time!

### BELLS & WHISTLES

- 7** ◆ The ability to race as one of the real F1 drivers is a nice touch.  
 ◆ However, those are some awfully big racing boots to fill.

### CONTROL

- 7** ◆ The cars don't handle well at first. Learn to set it up right.  
 ◆ Like I said, the car that isn't set up right doesn't really handle very well.

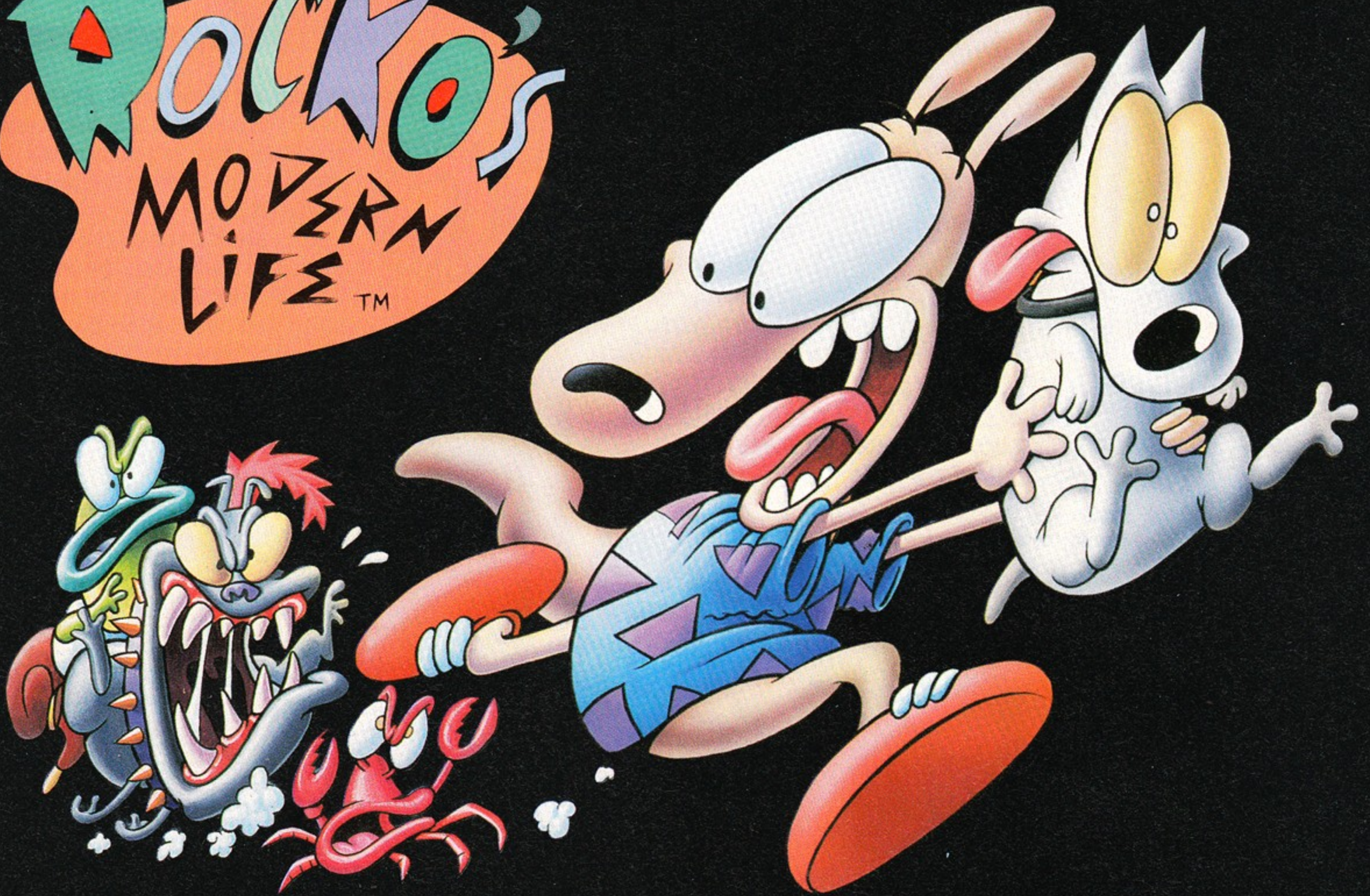
### REPLAY VALUE

- 9** ◆ Once you get the hang of the car, this game is worth racing again and again.  
 ◆ Practice makes perfect; if you wanna win, get in some time on the track.

**OVERALL 77%**

**CATS** have nine lives.  
 Unfortunately, **YOU** have a **DOG**.

**ROCKO'S**  
 MODERN  
 LIFE™



Beware of Sidney the octopus—he's well-armed.



Inflate Spunky into a balloon and hurl him over the goo.



Heffer is part steer, part trampoline.



Meet Ed Bighead—his bark is worse than his bite.

**SPUNKY** is one **dumb dog**. And O'Town is one **strange** and **DANGEROUS** place. Better get moving. **OR YOUR DOG'S HISTORY. ONLY YOU** can safely guide **SPUNKY** to the **golden fire hydrant**.

**He's YOUR dog.**



**He's YOUR problem.**

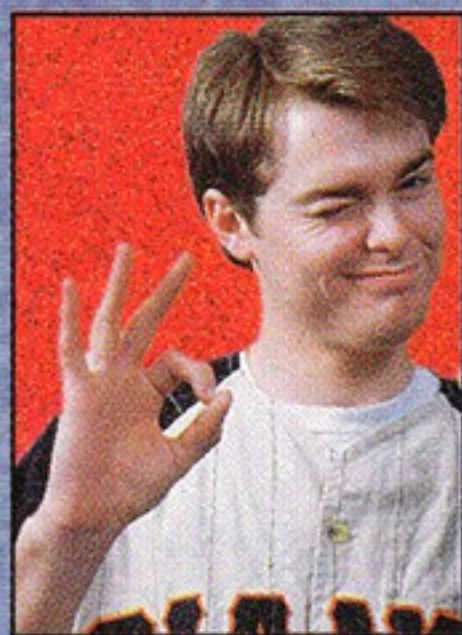
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 NEW MEDIA

# SPARKSTER

**Publisher & Developer:** Konami • available October • \$55-59



They laughed when he sat down to review *Rocket Knight Adventures*, but now **Chris Slate** returns with a virtuoso performance on his *Sparkster* review!

*They laughed when he sat down to review **Rocket Knight Adventures**, but now **Chris Slate** returns with a virtuoso performance on his **Sparkster** review!*

**O**K, I'm angry with all of you. When *Rocket Knight Adventures* was released for Genesis, it sold okay, but a great game like that should've flown off the shelves. Those of you who read my feature on it last July knew how good it was. What was the problem?

Thankfully, those big-hearted softies at Konami are giving you a second chance. *Sparkster*, the

## SNES info

GENRE	action
PLAYERS	1
LEVELS	7
DIFFICULTY	adjustable (3 levels)
SAVE FEATURE	password
MEGS	8

*opossum's* second game overall, marks his first SNES appearance. And like *Rocket Knight*, *Sparkster* is a great game. Did you catch that? It's a REALLY GREAT GAME.

Er... I admit that the story could use a little imagination: the princess has been kidnapped by the evil knight Axle Gear... again. But the



## HANGIN' WITH THE SPARKSTER

It's amazing what opossums can do these days.

Just take a look:



**Prehensile Tail:** Sparkster can climb to new heights with this handy appendage.



**Sword:** A great weapon for dealing with your average run-of-the-mill bad guys.



**Roll:** One of Sparkster's new moves for SNES. A quick-hit maneuver for attacking to the left or the right.



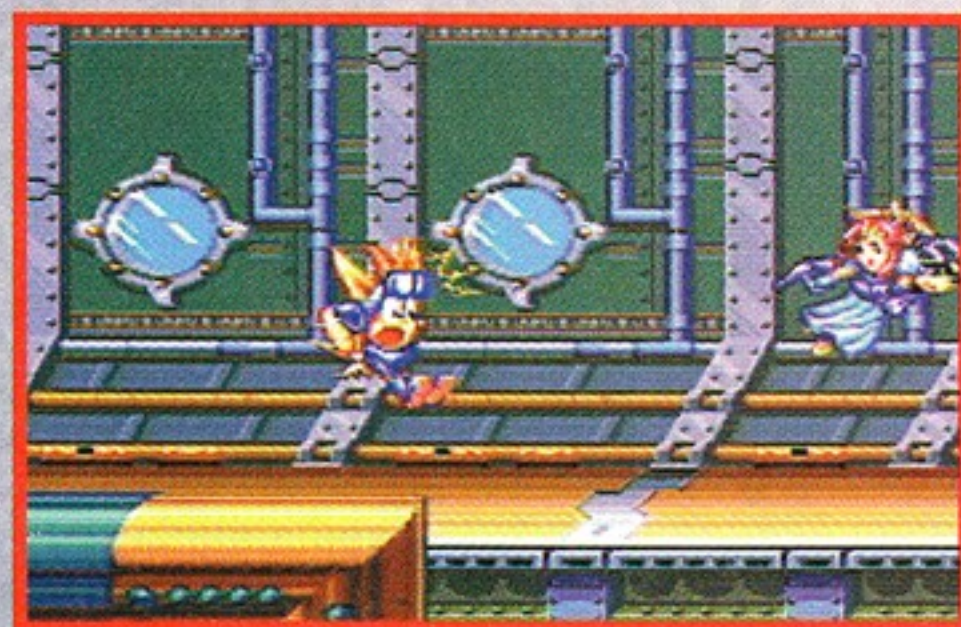
**Rocket Pack:** It's what makes a Rocket Knight a Rocket Knight. Fly through enemies and over pits with this helpful item.



**Spin:** A great defense for when enemies get a little too close. It only takes one spin to knock off most villains.



Yow! Sparkster faces a huge metal ape at the end of stage one. Take aim at his chest-plate and fire all rockets!



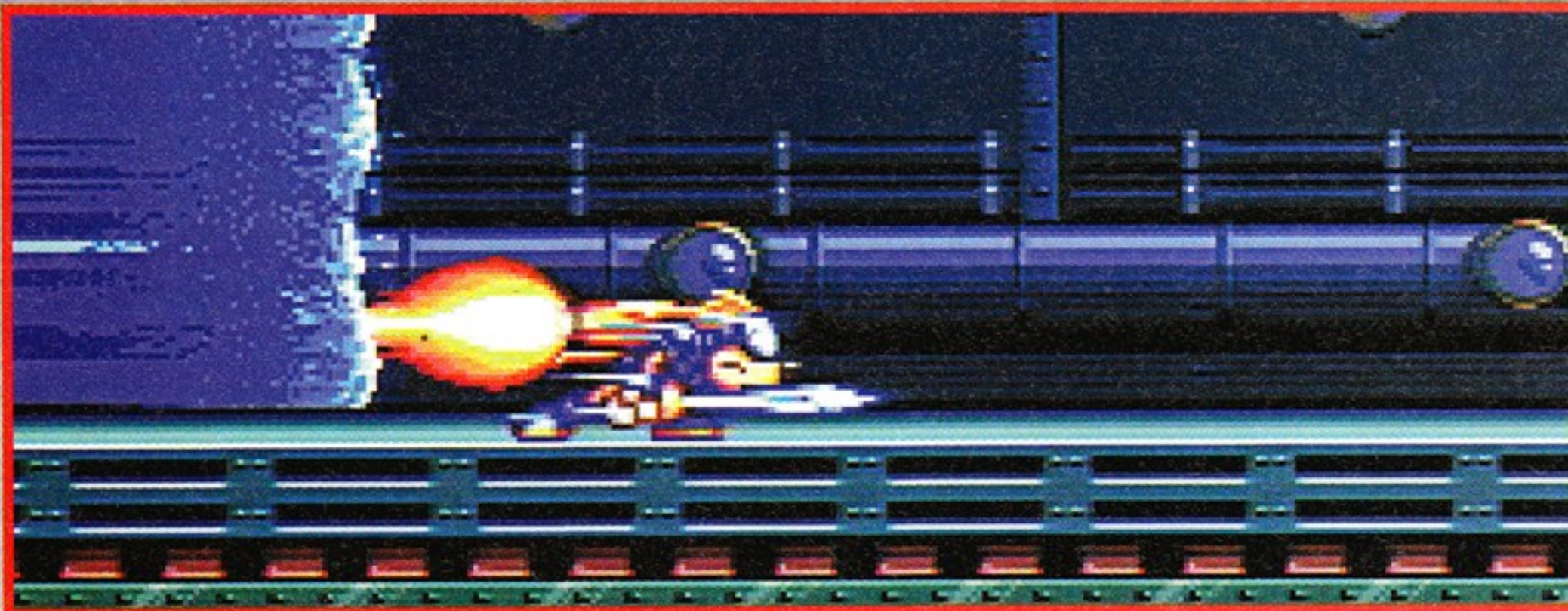
Ugh. Just pretend this shot isn't in here. It's too depressing to think that all this great action is based on another princess kidnapping.



Smack! After infiltrating the ship at the end of level two, Sparkster gets pounded by this enormous robot. The action just keeps on comin'!

You haven't felt true speed until you've ridden on the back of a mechanical ostrich.





Move your butt, Sparkster! Just a bit of hesitation gets you drowned in the waterways. Sparkster must use his Rocket Pack to keep ahead of the flood, stopping only momentarily to recharge his rocket power.

**IT'S A TANK,  
IT'S A ROBOT**  
There's more to this boss than meets the eye!

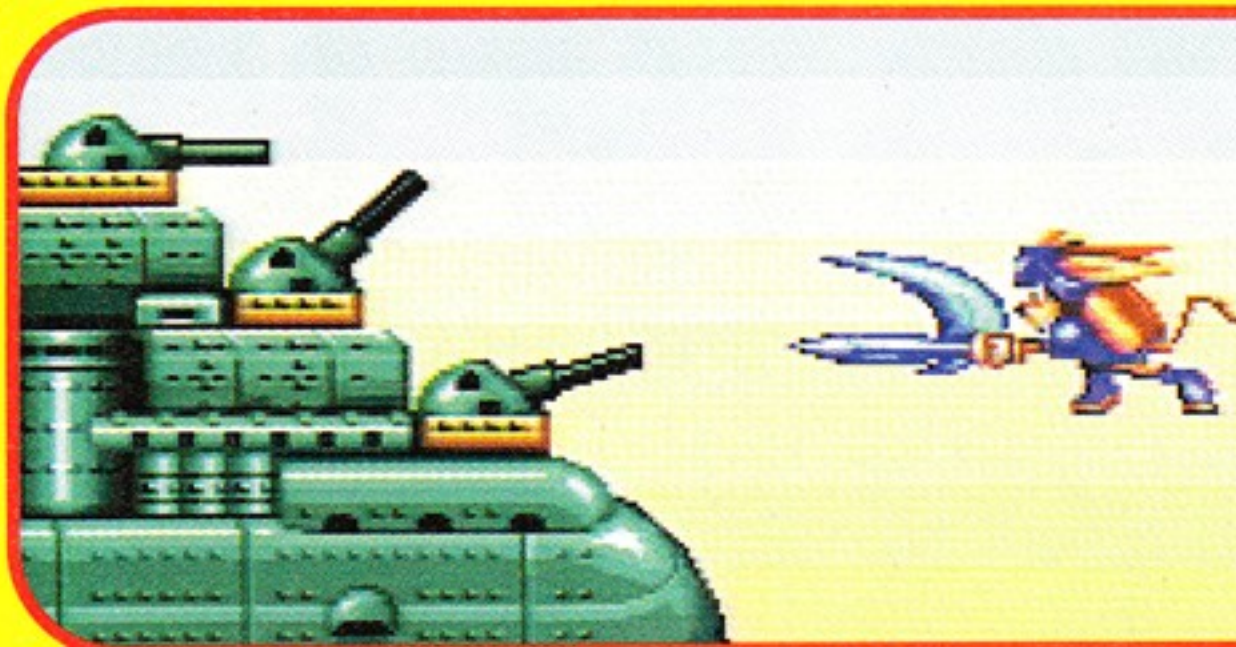
lame plot doesn't affect the all-out action. *Sparkster* succeeds by throwing a ton of stuff at you, with fresh new challenges waiting at every level. There's creativity around every corner, from the turbo-charged robo-ostriches Sparkster rides to the overhead shooter stages later in the game. Hey, I'm giving you a no-snooze guarantee, here!

You may notice that Sparkster sports a new look this time around. Konami ditched the so-so helmet in favor of a new, hip haircut. This was to give the character more of an edge, so that he hopefully makes a better connection with fans who like a mascot with an attitude. Plus, the stylish one also comes equipped with a few more standard moves than last time.

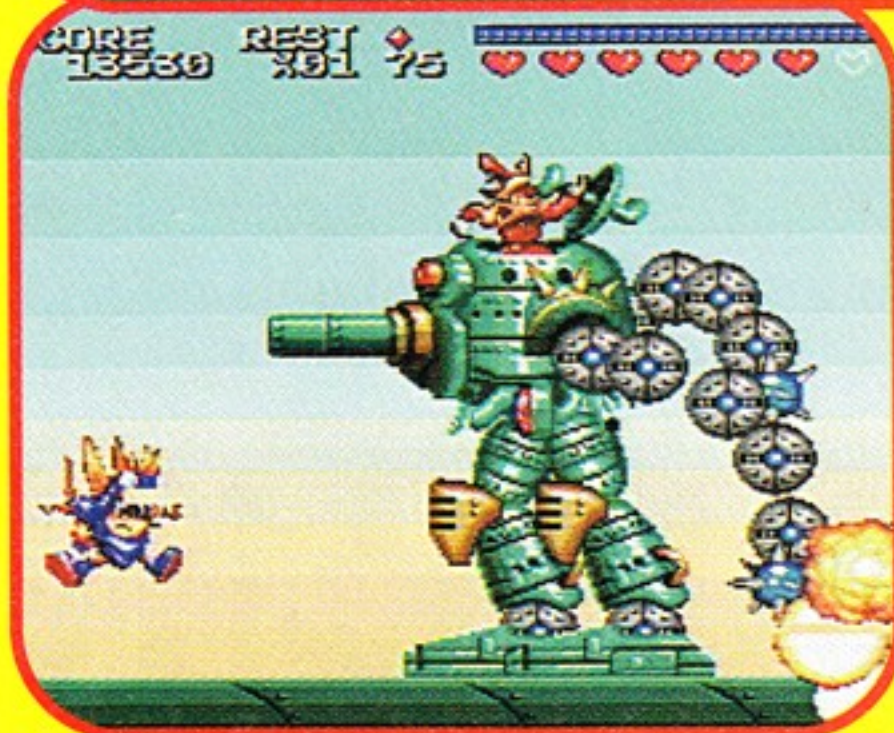
So if you're into original, fast-paced action (or you're just an opossum lover), don't miss out on *Sparkster* a second time. As for you Genesis players, go back and give *Rocket Knight* a look. It's one of the best action carts out there for Genesis, and you can find it for real cheap by now. **GP**

## A SECOND OPINION

If you can't trust Chris' expert opinion, then you should all be ashamed. Has he ever lied to you, or even tortured your pet gerbal? I for one, agree whole-heartedly with Chris and not just because his desk is right next to mine. *Sparkster* is not just another rodent out to save the world! This opossum is cooking with juicy levels, bosses, and enough action to make a hedgehog nervous. Get your hands on this game, because it's top-notch. Maybe then Chris will stop making those annoying little whimpering noises. —Mike



This tank is a breeze until you knock out all of his cannons. Then he transforms into this really mean robot. Charge into his torso to knock him out, but be careful to avoid the swinging arms. It ain't easy!



The pyramid holds many traps for Sparkster, like this Raider-esque boulder chase. Don't stop runnin'!

## RATINGS

### GRAPHICS

- 9** ◆ From rich, colorful backgrounds to the hi-tech wizardry, this game has it all.  
◆ Sparkster's hip new look is cool! It gives him more of an edge.

### MUSIC & SOUND FX

- 8** ◆ A fine score and standard Konami-quality sound effects.  
◆ Every mascot needs a catchy theme song. Where is it?

### BELLS & WHISTLES

- 9** ◆ Each level offers new challenges, like riding a turbo-speed robot ostrich!  
◆ The shooter level, while new, isn't really very much fun.

### CONTROL

- 9** ◆ All the moves are well laid out and easy to do...  
◆ but short forward vision makes mastering the rocket pack tough.

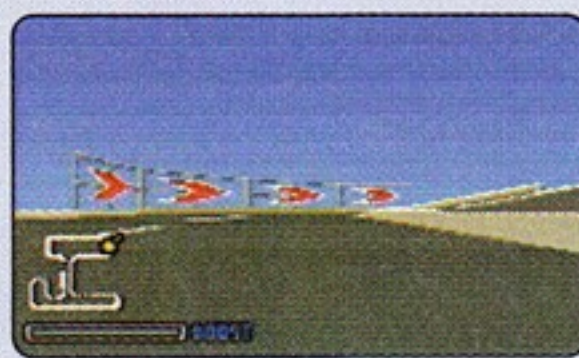
### REPLAY VALUE

- 8** ◆ The game has three difficulty levels, and is challenging even on 'normal'.  
◆ Even with a password system, you end up starting over anyway.

**OVERALL**  
**93%**

# YOU MUST BE THIS TALL TO RIDE THIS RIDE.

Several 'virtual' view modes are available to the driver, however your options vary depending on which track you're on.



Cockpit view, not available on Stunt tracks. (Don't use this view until you've become very adapt to driving.)



Long view. (Possibly the best vantage point to have, behind and slightly above the car.)



Close view.

Side view. (Available only in the bonus rounds.)



# STUNT RACE FX

**Publisher & Developer:** Nintendo of America • now available • \$59.95



version of the Super FX chip that runs 30% faster than its predecessor), a final version of *Stunt Race FX* graced my desk.

At first glance *Stunt Race FX* hadn't changed much; the controls were still difficult to use and the cartoony, unrealistic cars were still as unappetizing as they were at CES. So, just to be fair, I took the game home over the weekend to get better acquainted with it. When I returned to work on Monday morning, I ate a whole lot of



Before *Stunt Race FX*'s breathtaking action, **Vince Matthews** never needed *Dramamine* for a video game.

Nintendo has a unique way of making people eat their words. Take *Stunt Race FX*, for example. When *Stunt Race* was originally shown at last year's summer CES in Chicago, the game was sluggish and incomplete. *Stunts* was all but forgotten at the latest CES — largely due to the 32-meg monkey a few feet away. Then, a week ago, after a whole year of redesign and hardware refinement (which included an upgraded



Cut curves sharply! Do this by using both the control pad and the L or R button, depending on where you want to go.

## STUNT RACE DRIVER'S ED.

You need to refine your driving skills before you reach the Master set of tracks. Use some of these tips to be the best driver you can be.



Use the boost (or turbo button) on the starting line to get ahead of the pack. Punch it in the straights to get the lead on the pack.



Don't worry about the competition on the higher level tracks. Your main enemy is time.



Falling rocks and dinosaurs! Just a few of the many obstacles you have to overcome to beat *Stunt Race FX*.



Don't get distracted by the awesome backgrounds! Keep your eyes on the road!

## SNES info

GENRE	racing simulator
PLAYERS	1 or 2
LEVELS	over 20 tracks
DIFFICULTY	medium to hard
SAVE FEATURE	battery
MEGS	16



# BONUS GAMES AND MORE!

Beside the speed, stunt and bonus tracks, a group of free tracks round out this awesome game.

## STUNT TRACK

Pass all 40 check points on every course and get a special track.



## SPEED TRACK

Race against other cars for one of the top three slots.



## BATTLE TRACK

Race against a human competitor on one of four tracks.



## FREE TRACK

Here you can test your skills for the best driving times.

## BONUS TRACK

Drive a 15 ton big-rig on the bonus courses. Hot damn!



humble pie. This isn't just another polygon-laden video game, this is full throttle, heart stopping excitement!

Like Nintendo's previous ventures into the driving category (i.e. *Mario Kart* and *F-Zero*), it takes more than just the gas button and control pad to drive the car. Because the cars are so difficult to learn to drive, it's easy to get frustrated

before the fun even begins. However, after learning the controls and the nuances of *Stunt Race FX*, the game opens up into an incredible ride.

If *Virtua* had attitude, then *Stunt Race FX* has it beat in personality and playability. It's the difference between playing a game and being part of it. True, *Stunt Race FX* has difficult controls — but stay with it because it's worth it. **GP**

## THE COMPARISON



Virtua Racing — Developed by Sega of America for Genesis. Reviewed in *Game Players* 7#4

## STUNT RACE FX VS. VIRTUA RACING

So which one is better? Obviously they're two completely different racing games, but how do they stack up?

	STUNT RACER FX	VIRTUA RACING
BEST LOOKING AND FASTEST REDRAW	✓	
BEST VIEW MODES		✓
BEST CONTROL	✓	
BEST SOUND	✓	
MOST EXTRAS & ADD ONS	✓	
MOST TRACKS	✓	
MOST REALISTIC RACING EXPERIENCE		✓
MOST FUN TO PLAY	✓	

## A SECOND OPINION



How can you not like a game that lets you pilot an 18-wheeler around a race track? Vince may be a little starstruck when it comes to this

game, but he's not far off target. I wouldn't have been so generous — more like mid-to-high 80's — but there is no denying that this game packs plenty of fun. The near excessive amount of practice required to learn proper control techniques may demand more patience than most players are willing to give, but the payoff is definitely worth it.

— Doug

## RATINGS

### GRAPHICS

**8** ◆ Yes, those are polygons and they're happy to see you!  
◆ Tracks, cars, backgrounds and menu screens are colorful and beautifully done.

### MUSIC & SOUND FX

**8** ◆ Each track has matching music and fits right along with the theme.  
◆ However, the excitement should be accompanied by thrashing music.

### BELLS & WHISTLES

**7** ◆ A variety of cars and driving modes make this one of the best racing sims!  
◆ All the cockpit views aren't available on every track.


### CONTROL

**8** ◆ Once you do become familiar with them, you can do everything fine.  
◆ It takes a good weekend to get used to the difficult controls.

### REPLAY VALUE

**7** ◆ You continue to come back trying to make better times on each of the tracks.  
◆ The two-player mode isn't much and the free tracks are limited.

**OVERALL 90%**



# TAZ IN ESCAPE FROM MARS

GENESIS info	
GENRE	action
PLAYERS	1
LEVELS	9
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	16



When we asked Vince DiMiceli to tame the Tasmanian devil, he was left wondering "just what the devil is going on here?"

**W**e are surrounded by imports. The Japanese ship us cars. Columbians send us coffee. But none of these products are more popular than the one we get in a simple wooden box from Tasmania: Taz, the little devil.

Why would Marvin the Martian try to do what we couldn't: cage up the walking mouth for the viewing public? Because if he didn't, we wouldn't have a game, stupid!!

So here's Taz, sitting in a cage at a zoo on Mars. Your job is to get him out and confront Marvin himself. It's not a simple job.

*Taz in Escape from Mars* isn't the easiest game to play. It's kinda hard controlling a monster that spins in a whirl of dust, destroying all in his path. Getting from one level to the next took more time than I expected. But it's all worth it. This game is, quite simply, fun to play and watch.

While you're playing this game, your friends are going to have as much fun

If he can't climb 'em, Taz spins into his tornado and bounces up those tunnels.



A 'grow ray' creates an oversized taz who is totally invincible — but it only lasts a few moments!!



Turkey anyone? Taz devours food in one bite to increase his power bar.



But if he eats a bomb, he turns to dust.



Killing enemies is easy with flame-throwing breath, courtesy of a gallon of gasoline.

A blow to the chest from a martian ray gun puts a hurtin' to the devil.



Cartoon-like effects hide Taz as he shrinks, thanks to a handy-dandy shrinking ray!

watching it. Wait a few seconds and watch Taz have a seizure. Eat a bomb and watch Taz explode. Or drink some gas and have Taz spit fire. It's all there to see and do!

Graphics-wise, this game could only be better if it were drawn by Fritz Freling himself. The characters would fool your mom into thinking you were watching TV and not playing a game.

Although control of the game is not as smooth it could be, it's easy enough to command so you won't get aggravated with it, and hard enough to keep you from mastering it too quickly. Go get this game! **GP**



Taz doesn't like it when you take too long to decide where to go!



## RATINGS

### GRAPHICS

- 9** ◆ Has the look and feel of a real Warner Brothers' cartoon...  
◆ AND it's just as funny as a real Warner Brothers' cartoon!

### MUSIC & SOUND FX

- 7** ◆ The spin noise kept me holding down the button to see how high it would get.  
◆ The music was definitely not up to Warner Bros. standards.

### BELLS & WHISTLES

- 8** ◆ There are endless noises and effects that bring a smile to your face.  
◆ The limit on times you may continue the game might upset you.

### CONTROL

- 7** ◆ Taz triples his normal speed when in his famous spin mode.  
◆ Unfortunately, you miss a lot if you consistently tornado through everything.

### REPLAY VALUE

- 9** ◆ You won't get bored trying to finish this game; it's gonna take some time.  
◆ Who could get tired of controlling the uncontrollable eating machine!

**OVERALL 85%**

# BEWARE!



FROM THE CREATORS OF THE 7TH SAGA...

## BRAIN LORD



Strange visions crowd my mind...  
Reality or Dream?



This place seems to go on forever.  
There must be a way out...



The door is locked! I can't get out!  
I guess this is it...Do or DIE time!

My father is dead. Everyone thought he was crazy.  
I didn't.

He believed that long ago, men rode the skies on the backs of dragons. They were called Dragon Warriors. Now, all the dragons have vanished. My father spent his lifetime searching for dragons...a life spent in vain. Now, I am the only descendant left. It is up to me to find the missing dragons.



They say only the gifted can unlock the secrets of the many mazes that lie before me. "If you don't go crazy, you'll go insane." Whatever that means. It has been thousands of years since anyone has seen the dragons. I doubt I will live that long. I have a scrap of paper someone placed in my pack. I wish I knew who left it. Only one line is written: "Are you a Brain Lord?"

I hope so...

# BATTLECORPS



Pick one of three Cyberformed BattleCorps Gunjoks to download into your BAM. When you die, you return to this screen and have to pick from the remaining Cyberforms.

## SEGA CD info

GENRE	shooter
PLAYERS	1
LEVELS	13 missions
DIFFICULTY	adjustable
SAVE FEATURE	none — one continue
MEGS	n/a



Check out Doug Brumley and his fully-blown Bipedal Attack Machine at a drag strip or indoor tractor-pull near you!

Don't look now, but those darn tin cans are on the warpath again! Grab your can opener and let's rock! On the planet Mandelbrot's World, the Interplanetary Mining Corporation's operations to extract the precious element Meridium have been sabotaged by a rival company, BioMechanical Incorporated. The Battlebots previously used for mining and defensive purposes are now holding the entire planet hostage.

Taking on the role of an elite *BattleCorps* member, you're sent by the IMC to solve the problem. As the pilot of a Bipedal Attack machine (BAM) you have access to six powerful weapons ranging from the standard twin cannon to fire-and-forget homing missiles. Dish out more punishment than you take as you stomp your way through 13 missions

with specific objectives.

Controlling the metal beast takes a bit of practice, and the size of the cockpit controls limits your view of the landscape to an extent. Apart from a 'stomp... stomp' sound, the game doesn't sell you on the idea of being at the helm of a BAM — you



Some missions require you to destroy radars or generators, while others just let you fight your way from point A to point B.



This talking head known as Lieutenant Calgary briefs you on the upcoming mission and even recommends which Cyberform may be the most useful.

The radar at the bottom of the screen lets you know where those vicious assaults on your BAM are coming from.



## RATINGS

### GRAPHICS

- 7** ◆ The backgrounds scale and scroll fairly smoothly.  
 ◆ Your view of the terrain is restricted to the cockpit window.

### MUSIC & SOUND FX

- 9** ◆ The CD-quality soundtrack is great BAM driving music.  
 ◆ Digitized voices and dynamic explosions add flavor.

### BELLS & WHISTLES

- 6** ◆ You gotta choose the right pilot for the right job to complete each mission.  
 ◆ No passwords — you play those first levels over and over.

### CONTROL

- 7** ◆ A six-button controller gives you instant access to any of your weapons.  
 ◆ Making fine aiming adjustments while on the move is really tough.

### REPLAY VALUE

- 7** ◆ All good soldiers want to take back the planet, no matter the cost.  
 ◆ You need lots of time to sit down with this time-consuming game.

OVERALL

**71%**



I'M PREPARED



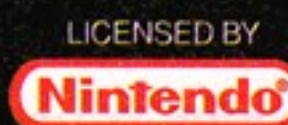
COMING FALL 1994 FOR THE  
SUPER NINTENDO ENTERTAINMENT SYSTEM.



Or don't play at all.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM.



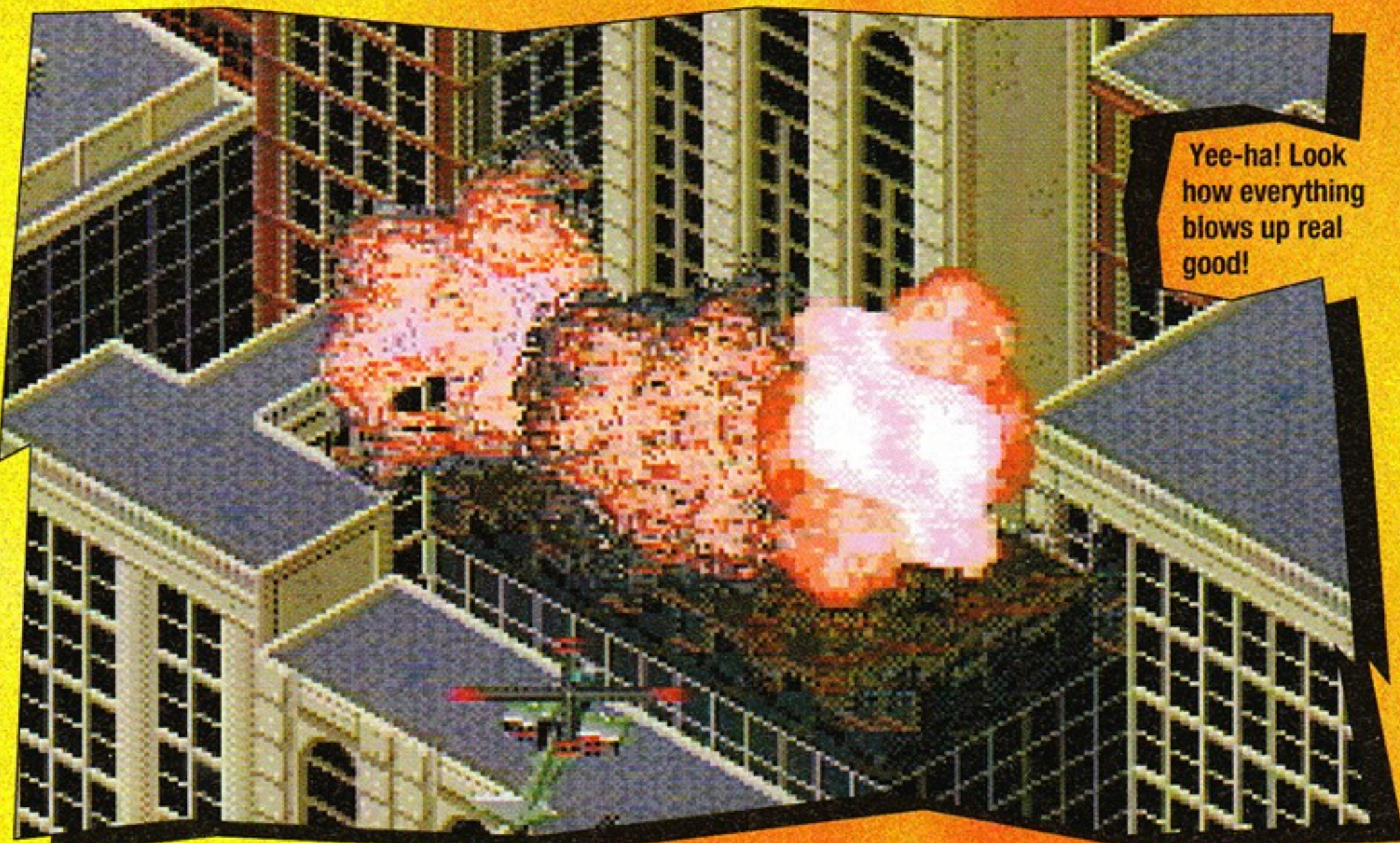
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Whenever a madman wants to take over the world, we send our madman, **Jeff Lundrigan**, to deal with the deadly threat.

Now it's the year 2001, and once again the world is threatened by a madman. The kink here is that this time he's not some drug lord or desert dictator. This time he's a media smoothie named H.R. Malone, and the country most directly threatened is the good old USA. Once again the government decides to send in a single helicopter to deal with the situation — guess who's the pilot?

The original *Desert Strike* was great. *Jungle Strike* was every bit as cool — in fact it was pretty much the same game, it just took about twice as long to get through. Well, it's time for round three, and *Urban Strike* is also a heck of a ride — flying through the streets, dodging missiles, keeping track of where all that precious fuel and ammo are, and most



Yee-ha! Look how everything blows up real good!

**Publisher:** Electronic Arts • **Developer:** The Edge • now available • \$55-60

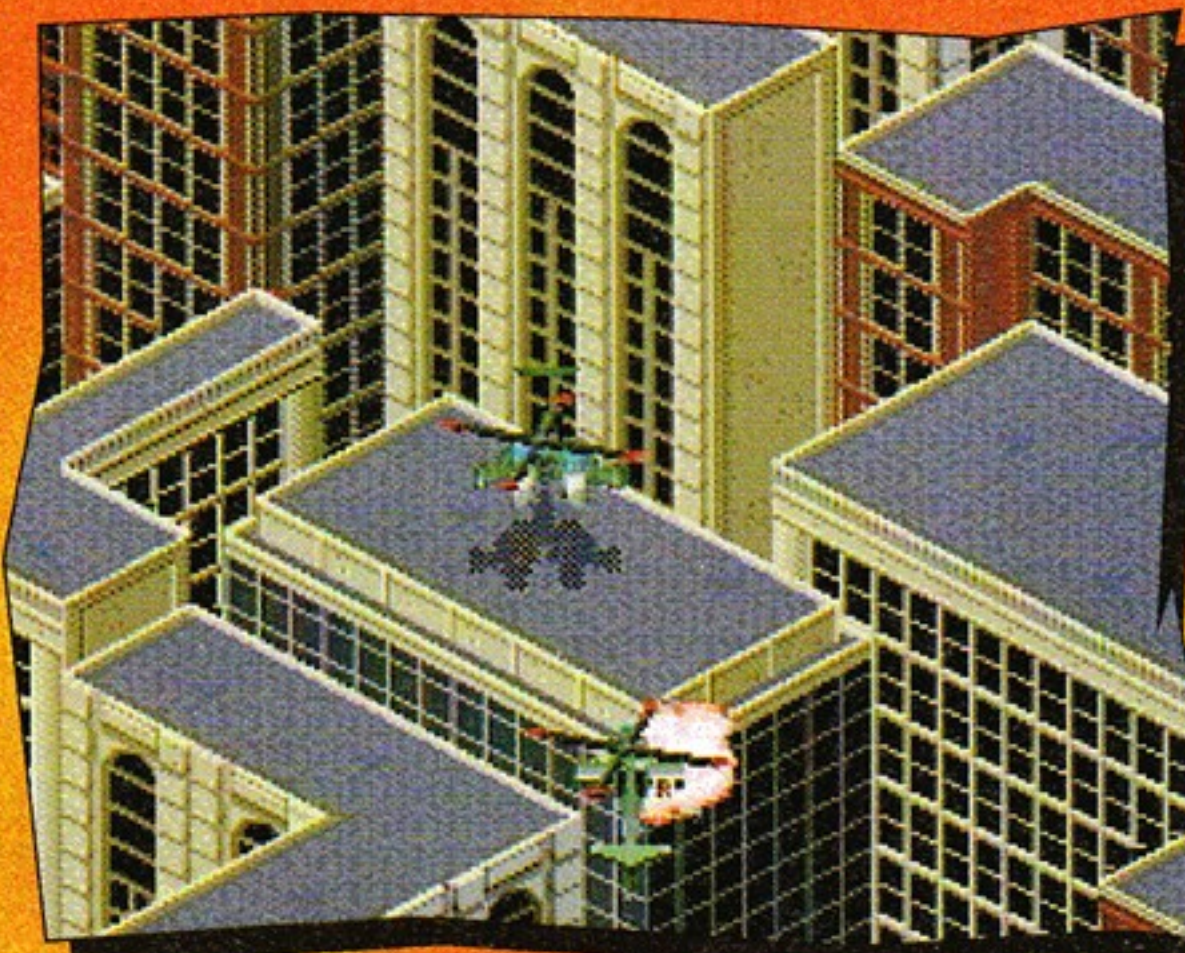
# URBAN STRIKE

## GENESIS info

GENRE	action
PLAYERS	1
LEVELS	6
DIFFICULTY	easy
SAVE FEATURE	password on each level
MEGS	16

important, blowing up lots of stuff real good! Ka — Blam!

The trouble is that the game is over a lot faster than last time, and by now, face it: if you took all three carts, plugged 'em in one at a time and played a stage from each in random order, I doubt you could tell them apart without looking at the



Look out! It's your evil twin! There *are* enemy choppers scattered about, and they never go down easy.

labels. This latest installment does throw in a few missions that get you out of the chopper and into enemy complexes on foot. However, the graphics and animation in these sections, though good, are a cut below the rest of the game, and the missions themselves are more of the same 'run here, shoot there' thing you had above ground in the chopper. It's different, but it doesn't add much.

Don't get me wrong — *Urban Strike* easily hits the standard set by previous



Once again, the world teeters on the brink as a madman builds weapons of mass destruction. Better send in a single helicopter to take him out — the idea is so crazy, it just might work!

## A MADMAN YOU SAY?

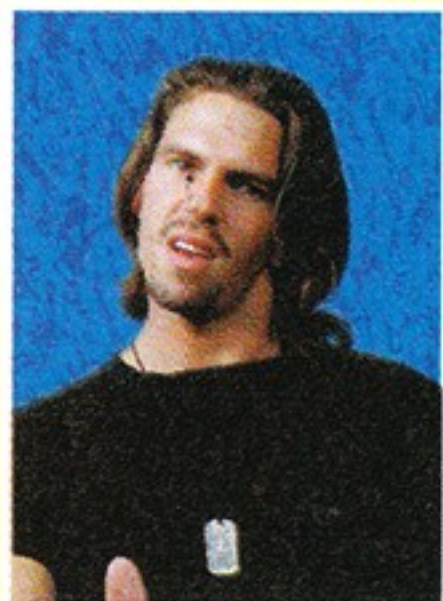
Why doesn't somebody sane ever try to take over the world?

COMMANDER, IT LOOKS LIKE YOUR VACATION IS GOING TO BE CUT SHORT.



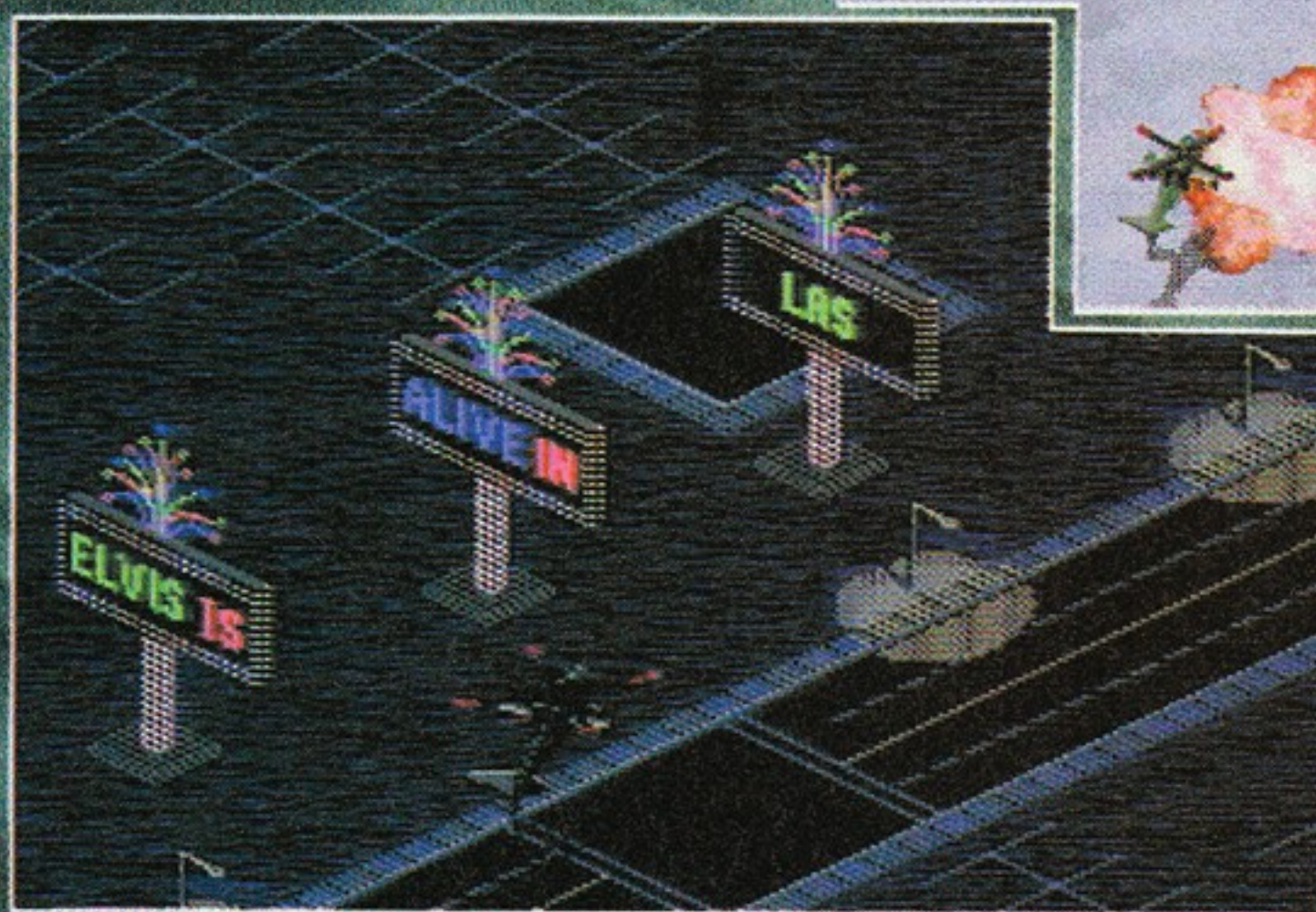
# A SECOND OPINION

Agreeing with Jeff twice a month isn't easy, and I'm pretty sure it's a bad sign, but how can you argue with a review that includes the word Ka-Blam! *Urban Strike* is a hell of a ride. From the first mission to the last it's non-stop seek and destroy. The game is short, but quality is always better than quantity. *Urban Strike* kept my favorite element of the *Strike* series, which is watching the little tiny enemy soldiers get ripped up by a searing barrage of fire. Saddle up and give this game a whirl. — Mike



# BACK IN THE USA

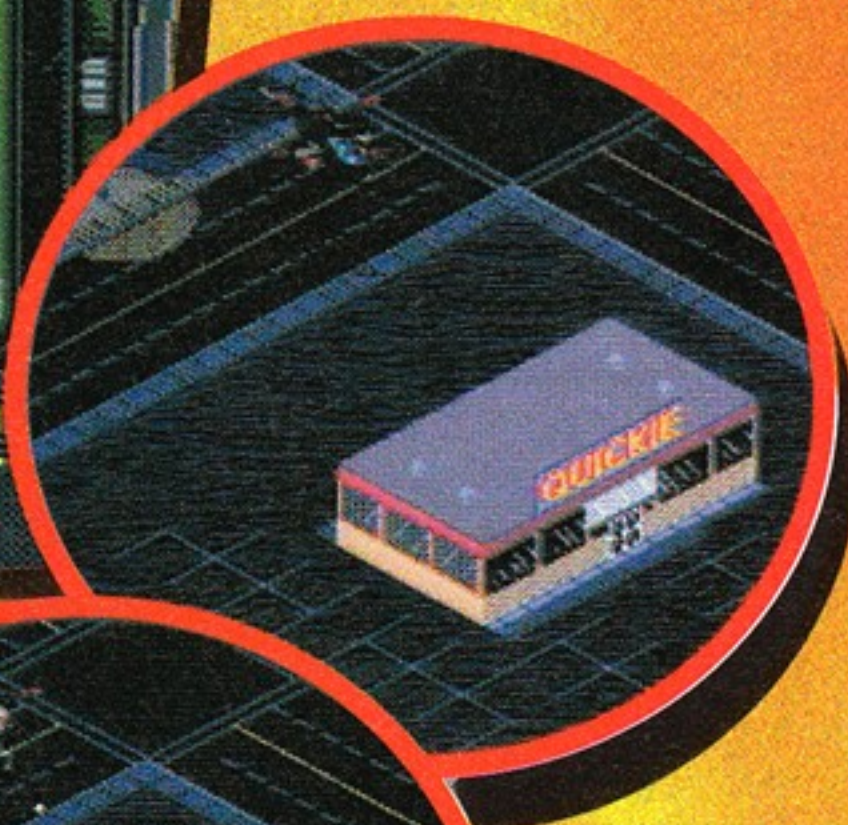
Defend Mom and apple pie! Blow stuff up!



The game takes place entirely on American soil: New York, Las Vegas, even a fog-shrouded San Francisco!



This latest adventure tries a new spin: levels where you get to ditch the chopper and fight the bad guys on foot, from Alcatraz to the casinos of Vegas.



And while in Vegas, don't forget to stop by the Quickie Mart. For the price of a few high-explosive shells, they can supply all your combat needs.

*Strike* titles, and that's more kick than most other games around, but at six levels it's over kind of quick. I have to admit that *Urban Strike* leaves me hungry for more, and looking around for something new to satisfy my gaming appetite. **GP**



Firefight! These levels break up the action a little, but they don't look or play as good as the rest of the game does.

# RATINGS

- 8 ◆ The backgrounds all look great, and fly smoother than most any game.
- 8 ◆ Ground-pounder sections are a little choppy, and don't look that hot either.

## MUSIC & SOUND FX

- 8 ◆ Sound effects are top-notch. The explosions are so real they hurt!
- 8 ◆ Music? Who in the heck ever heard of music on a battlefield?

## BELLS & WHISTLES

- 9 ◆ OK, an extra point for finding Elvis — and being healed by him!
- 9 ◆ Why doesn't this have much else we haven't seen before?

## CONTROL

- 9 ◆ Flies so smooth you think you had rotors growing out of your head.
- 9 ◆ That running guy you control can't be aimed too well, can he?

## REPLAY VALUE

- 7 ◆ There's always one more thing you could have blown up.
- 7 ◆ If you already know how to fly the chopper, the game is too short!

OVERALL

# 83%

# SOMETHING OLD,



Here he is, Jeff Lundrigan, ready to take on a few versions of titles already out for other systems. Ready? Let's gather 'round and partake of his wisdom.

## Double Dragon V

**Publisher:** Williams Interactive • **Developer:** Leland Interactive Media  
**Genre:** Fighting • \$50-60

Well, here we go again. *Double Dragon V: The Shadow Warriors* takes ten or twelve characters from the Double Dragon cartoon show and/or toy line and serves them up as a fighting game. I wasn't much of a fan of *DD V* when it premiered on SNES, and the Genesis version doesn't add anything to change my mind.

While some of the character designs are sort of interesting, this is pretty much a lightweight as fighting games go. The battles are either easy or impos-

sible, with not much in between, and if some of the moves are funny and/or cool, the animation is never great. The Genesis version throws in a splatter of blood with each hit, but that's the only difference.

If you've bought every other fighting game and just want to complete your collection, by all means give it a look. Otherwise, steer clear.

**GP RATING** **65%**



THE SHADOW MASTER HAS CREATED A DEADLY VIRUS HE CALLS THE SHADOW PLAGUE. HE PLANS TO THREATEN THE WORLD STARTING WITH METRO CITY!



The idea behind the game is that an evil guy is going to poison the city, and he's sent a his warriors to various locations to spread



The game does have an interesting twist, in that you can adjust your character's attributes.

the virus. At least that explains why you've got to go to twelve different places and fight a bunch of folks.

## Shining Force

**Publisher:** Sega of America • **Developer:** Sega of Japan  
**Genre:** RPG • \$40-50

Here's the real deal. Actually, this isn't just a Game Gear version of *Shining Force*. It's actually a completely new game in the *Shining Force* series, just in a hand held form — major coolness. If you're an RPG fan who owns a Game Gear, take heart, because at a stroke Sega has doubled the number of Game Gear RPG titles: there are now two (the other is *Defenders of the Oasis*, which isn't bad either). If you're a *Shining Force* fan (who isn't?), you should be drooling over the idea of being able to take the action with you!

Basically, the mystic Sword of Hajya has been stolen and you have to get it back. No big deal right? Except that there are whole armies standing in your way! As with the other *Shining Force* titles, the emphasis here is on unit combat involving dozens of opponents over a whole battlefield, instead of individual combatants duking it out for one fight.

Buy this one. It's got the goods.

**GP RATING** **91%**



Aha! A plot point! As the game begins, your character is found outside the castle, wounded but alive. After being nursed back to health, you're given guard duty, only to fail miserably!



Listen everyone!  
The Sword of Hajya  
has been stolen.



As with the other *Shining Force* titles, *Sword of Hajya* revolves around combat between armies. Only now, you can take them with you wherever you go!

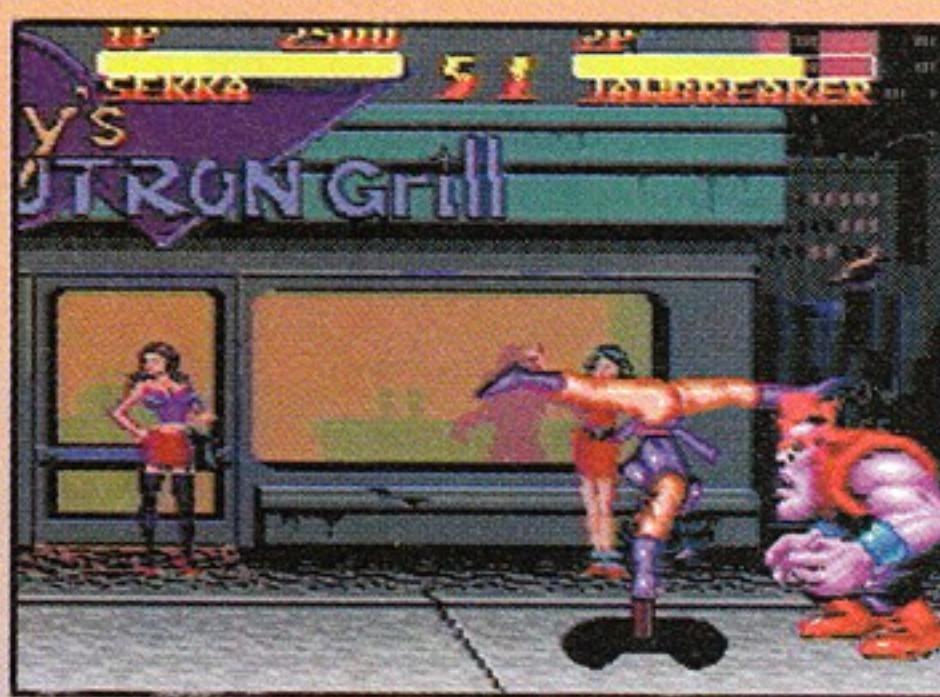




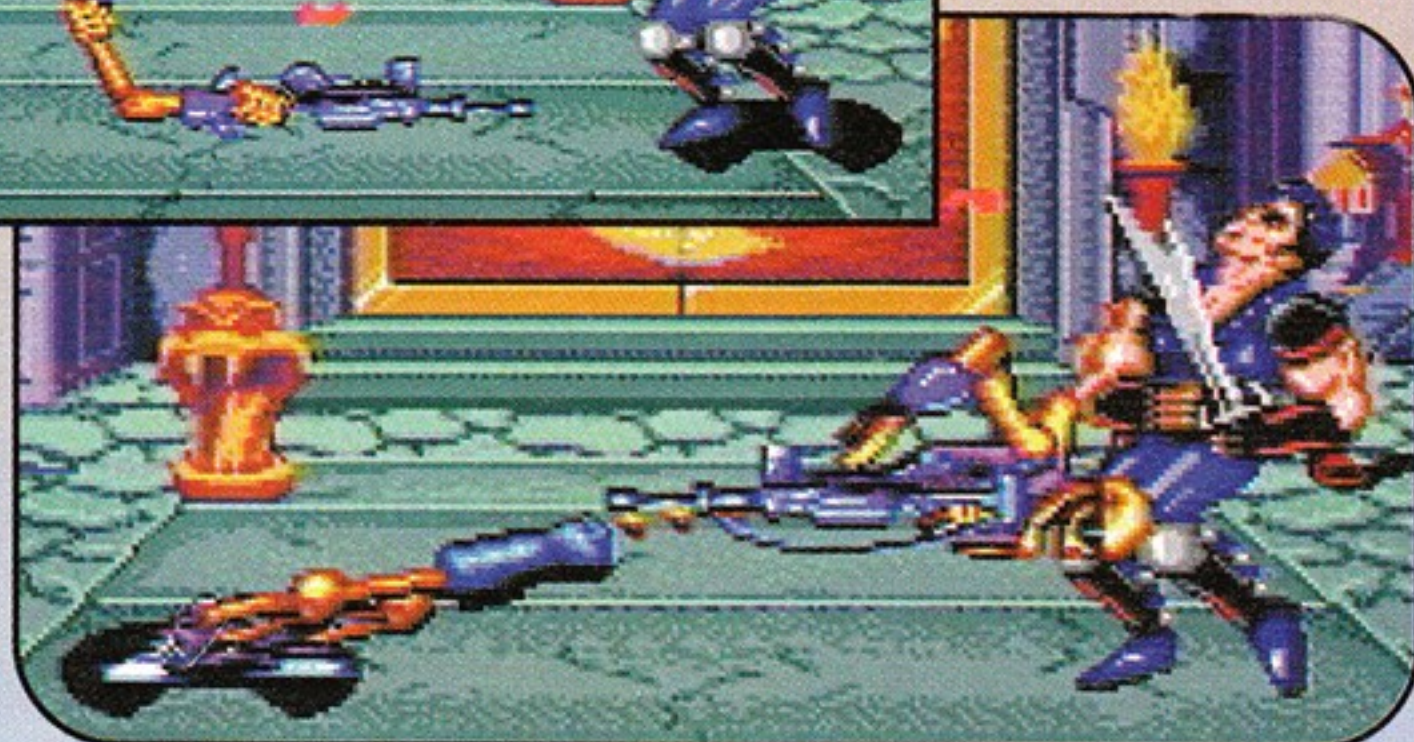
# SOMETHING NEW



Since the characters are all based on the cartoon show and toy line, at least some of them look interesting — this bony guy, named, uh, Bones, has a few odd moves. Too bad the animation ain't that hot.



Other characters have moves that aren't so interesting, in fact, haven't we seen this one before?



The Genesis version does have a little blood thrown in — that's right, that's blood, not jelly-beans flying out of your opponent's pocket.



## The Lawnmower Man

**Publisher:** Time Warner Interactive • **Developer:** SCI • **Genre:** Action • \$50-60

Hey, *The Lawnmower Man* holds a lot of promise. Even though it's basically a side-scrolling action game, it breaks things up with a few odd 'cyberspace' sections. As you run from left to right, you run across cyberspace portals. By blasting these open, you zip through a 3-D virtual world (well, sort of), and cross obstacles you couldn't otherwise get past. It's something of an interesting idea.

The Genesis version controls a little smoother

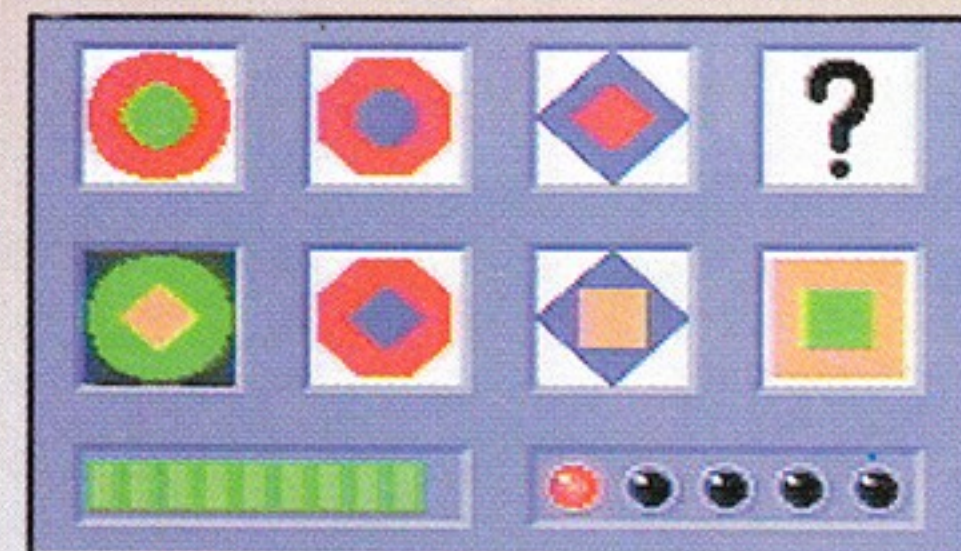
than the SNES version, especially during the cyberspace sections, but other than that, it's basically the same game. The graphics are every bit as good, even given the smaller Genesis color palette.

It's not virtual reality, it doesn't even follow the movie that closely, but it's a solid action title. If it's a lazy day and you've got nothing better to do, bring a friend and check it out.

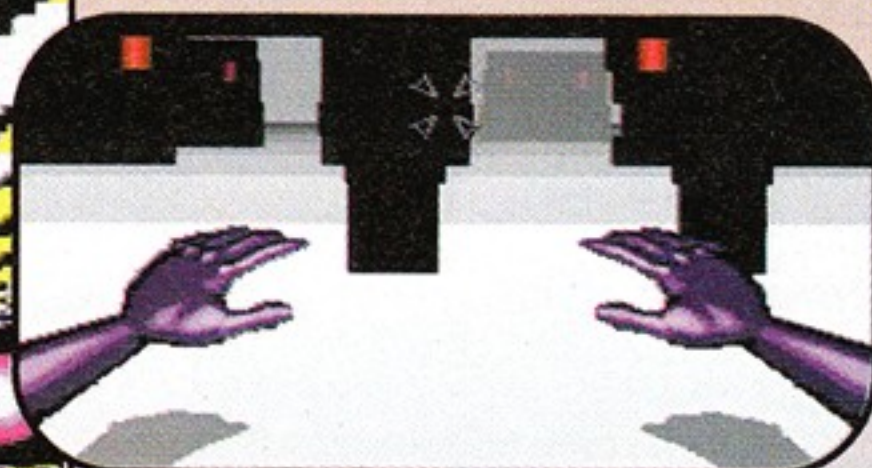
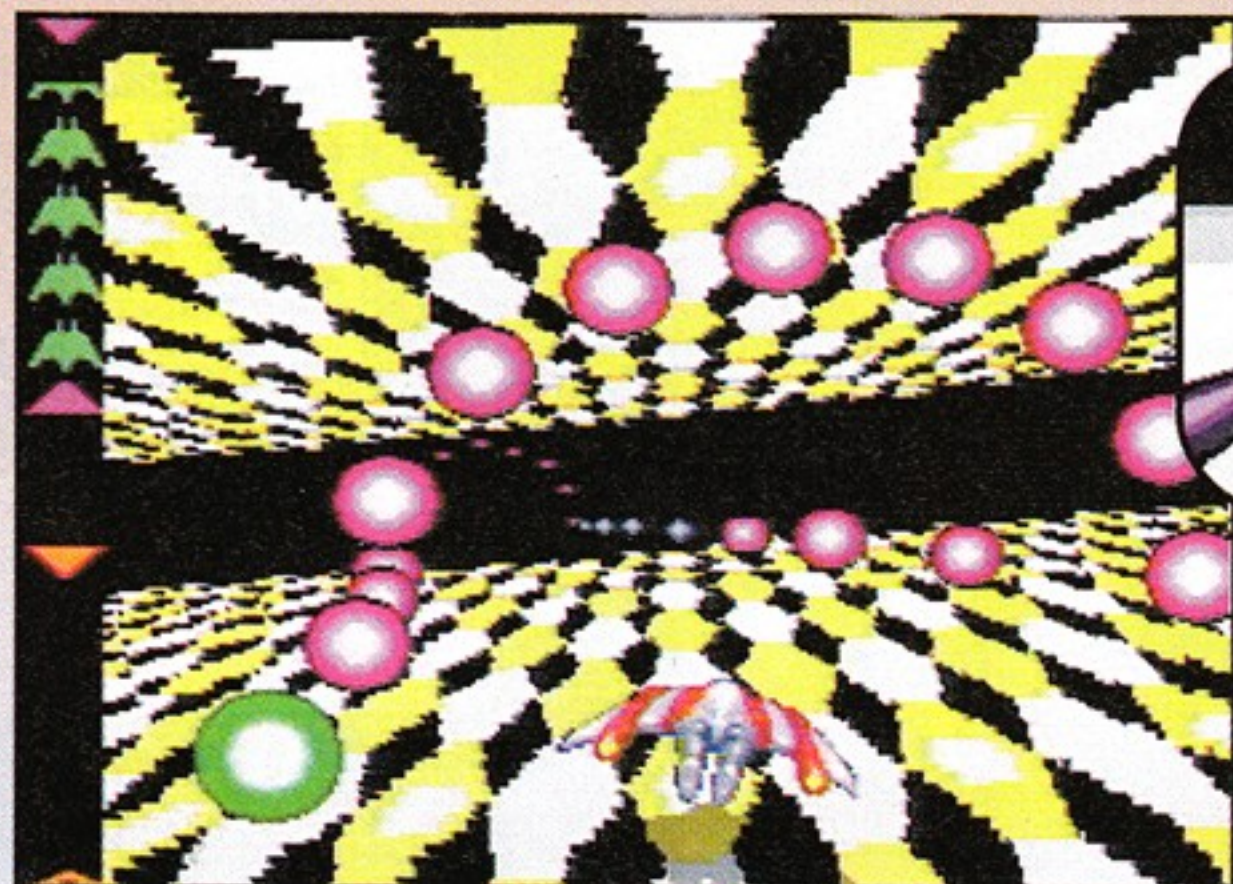
**GP RATING 75%**



Most of the game is the usual sort of side-scrolling action. Yawn.



There are even a few puzzle sections, where you try to outsmart and destroy computer terminals. They're pretty easy though.

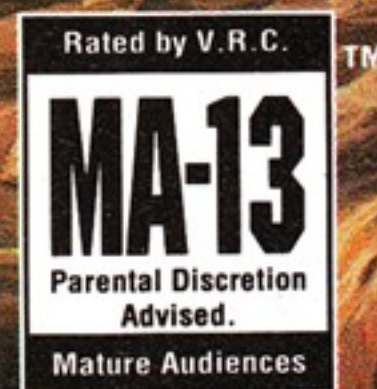


The game breaks things up by throwing in "Cyberspace" and "virtual reality" sections. The graphics are good, and the control is smoother than the SNES version.



Alien.  
Deadly.  
No Fear.  
No Remorse.  
...and it's coming  
to your SEGA-CD™

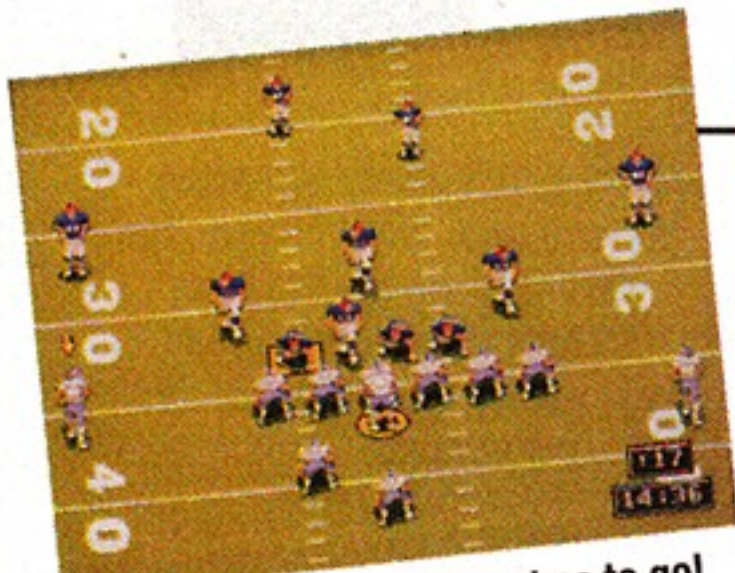
*Awesome Role-Playing!*  
*CD Sound!*  
*Animation!*



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT THIS PRODUCT MEETS THE HIGHEST QUALITY STANDARDS OF SEGA™. BUY GAMES AND ACCESSORIES WITH THIS SEAL TO BE SURE THAT THEY ARE COMPATIBLE WITH THE SEGA CD™ SYSTEM.



*Our games go to 11!*



Fourth down, and inches to go!

## NFL '95's NEW ENGINE MAY BE TOO MUCH FOR COMPETITION.

No one can accuse the folks at Sega Sports of resting on their laurels after *NFL '94 Starring Joe Montana*. Instead of just updating the rosters and repackaging the same game for '95, the design team started from scratch. A new engine and simplified play screens are a couple of the new features in this game. If this is a dream, don't wake me! We'll have more info soon!

## SCORE CARD

### HOOPS GAMES SHOOT FOR 32X

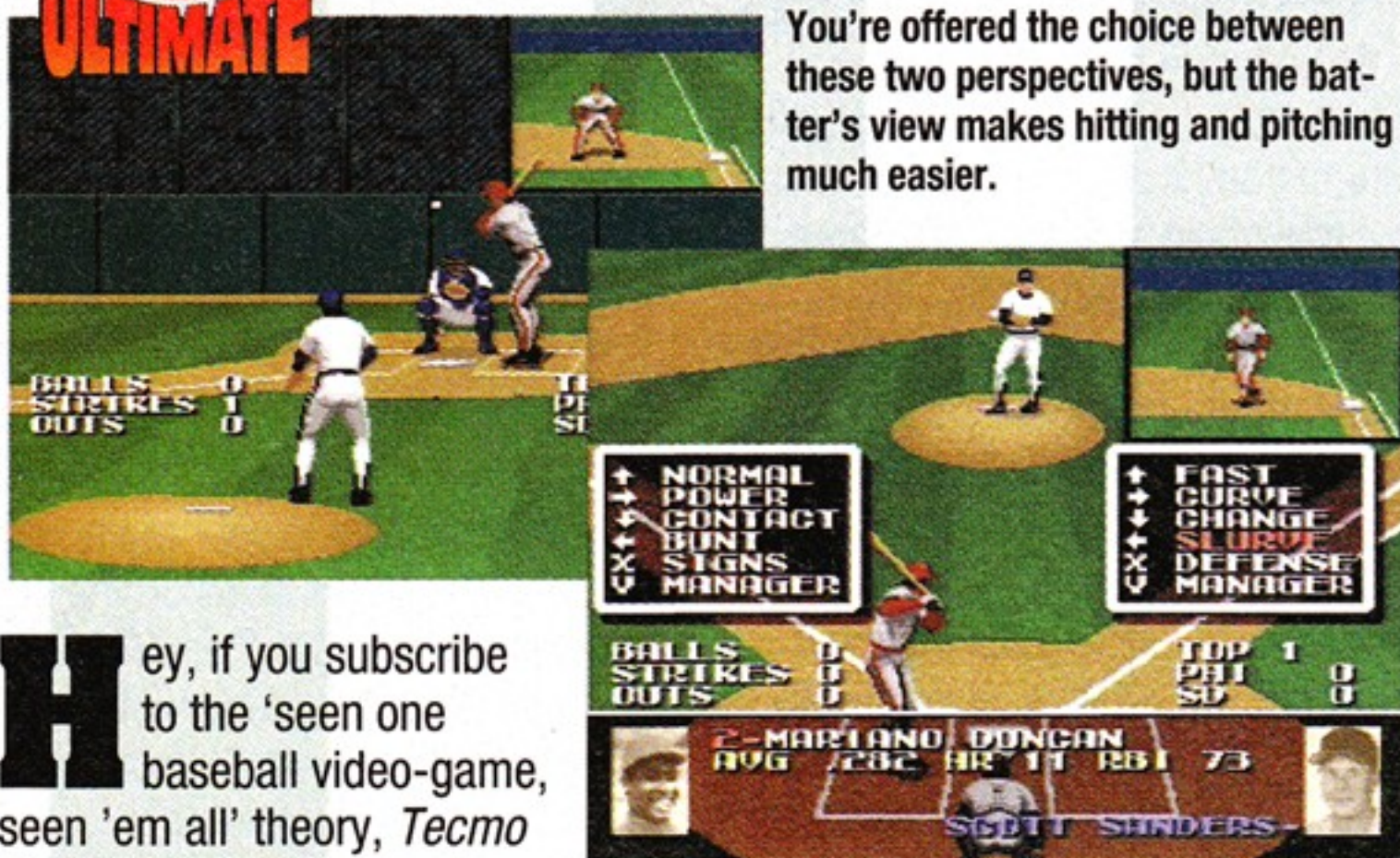
Rumors have it that at least two anticipated basketball simulations are headed for Sega's 32X. Sega's upcoming *College Basketball* and Acclaim's popular *NBA Jam Tournament Edition* help tip off the new system's sports library. Although we haven't received confirmation, you can be fairly sure *College Basketball* surfaces on Genesis and *Tournament Edition* appears on the four formats on which *NBA Jam* was released. Stay tuned for more B-ball action soon from *Game Players!*

# GP Sports

Game Players

Doug Brumley, Editor

## Tecmo Super Baseball



You're offered the choice between these two perspectives, but the batter's view makes hitting and pitching much easier.

Hey, if you subscribe to the 'seen one baseball video-game, seen 'em all' theory, *Tecmo Super Baseball* may make you reconsider. On-field angles and a scrolling perspective give this game a certain level of excitement and increased involvement that you won't find in most baseball cartridges.

After that first crack of the bat you see that you're not playing this game while watching the action from the nosebleed section. Once a ball is hit, the view switches from the batter-pitcher face-off to a camera behind the

fielder with the best chance to make the play. An on-field bulls-eye indicates the final destination of fly balls, and you get a great look at oncoming grounders. A throw to any base causes the perspective to chase the ball while the screen scrolls for a tighter shot of that area of the field. This smooth yet quick movement around the field is *Tecmo Super Baseball's* most impressive aspect. But wait — there's more! Although lacking a Major League Baseball license, the game does have the all-important Player's Association affiliation which brings the 1994 early season rosters and the 1993 season stats to the plate. Pre-season, season, and all-star games are offered, and all modes can be enjoyed by one or two players. Battery back-up keeps



Besides saving season stats and maintaining a list of league leaders, *Tecmo Super Baseball* recaps each player's previous performances during each at-bat. track of your win-loss record and plenty of individual stats during seasonal play. You can even compare your players' numbers with other's in the league by checking the rankings in 20 batting and pitching categories. And if you're not satisfied with the super star (all-star) teams that represent each league you can create your own, picking and choosing from all the team rosters.

The only difficulty with *Super Baseball* arises in the area of control, and it is more of an adjustment than a problem. Since defense is played from the field looking toward home plate, the direction you must press to throw to bases is the opposite of most baseball games. For example, in most games, third base corre-

sponds to the left direction, whereas in this game third corresponds to the right. This can be a bit confusing at first and not only affects fielding but can lead to some base-running goofs on offense as well. After a few games the control becomes second-nature and you're turning double plays like a pro.

This is a pioneering graphical approach to a baseball video game that easily matches or surpasses anything that other companies have put on the field.



The music strikes up as soon as you hit a home run and the perspective follows your player as he touches all the bases.

### SNES info

PUBLISHER	Tecmo
DEVELOPER	Tecmo
SUGG. RETAIL	\$65-75
RELEASE DATE	September

BALTIMORE		19-BEN McDONALD	
STARTERS		BATT. THIR-R	
R MISSINA	0 0 1 0	BORN: NOV 24 1967	
R McDONALD	34 13 14 0		
L FERNANDEZ			
L MOVER			
L RHODES			
RELIEVERS			
L POOLE	88 80 82/9		
R MILLS	86 171 11.07		
R EICHORN			
R WILLIAMSON			
R SMITH			
ABILITIES			
STARTING			
VELOCITY			
MOVEMENT			
RUN-AROUND			
CONTROL			
ARM			
SPECIALTY PITCH: FASTBALL			

You want stats, huh? Then feel free to check up on any player's numbers for the 1993 season numbers or during seasonal play.

## RATINGS

- 8 GRAPHICS
- 9 MUSIC & SOUND
- 9 BELLS & WHISTLES
- 9 CONTROL
- 9 REPLAY VALUE

OVERALL **93%**



Detailed animations of headers, bicycle kicks, and slide tackles add to the realism, and even the crowd gets into the act.



The high-powered intro inspires your play by setting clip after clip of goal-scoring action to a happenin' beat.

You encounter plenty of loading screens each time you play, but the designers tried to liven things up by using a wide variety of touched-up soccer pictures.



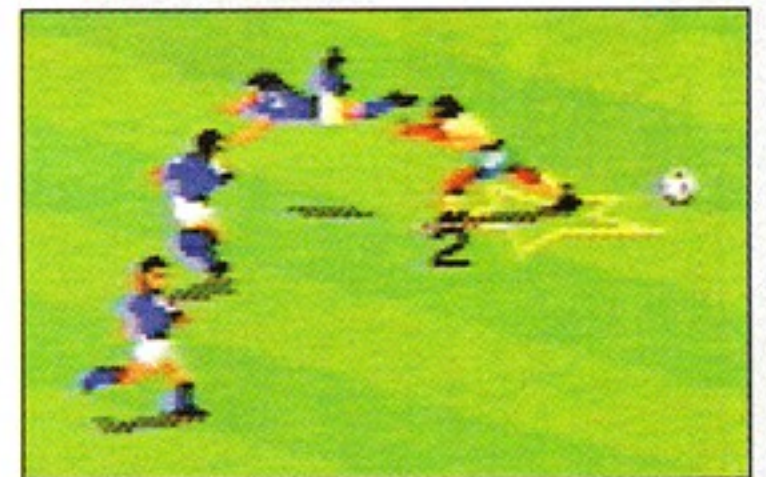
# FIFA International Soccer

What if you were like me and wanted desperately to experience a World Cup match in person but lacked the required moolah and means to get there? Well, we both may still be able to fulfill our dream — in a vicarious sort of way.

*FIFA International Soccer*, which has already steamrolled its way through the competition on SNES and Genesis much like Brazil did against its opponents during the month-long World Series of Soccer, has made its way to the Sega CD. And it has brought the sights and sounds of international soccer with it. Full-motion video and CD-quality sound appear first in an impressive three minute intro, but continue to make their presence known throughout the game. The crowd's chants, cheers, and songs are so realistic

that you could close your eyes and imagine yourself among the masses, or keep your eyes open and enjoy even more of the realistic atmosphere contained in this video game. Detailed player and crowd animations have been improved for the Sega CD version, making the game resemble the sport even more.

But with a CD product comes access time — and plenty of it. Fortunately, there are no interruptions during the action, yet between menus and during half-time you have to sit through quite a few static screens. The game play itself is marginally slower than the Genesis version, but that doesn't do much to dampen the



Don't get too aggressive or you get tossed out before you can say 'red card'.

(with EA's 4-Way Play). If game play is your main concern you might invest in the Genesis version. But if you're willing to sit through a couple of "Loading... Please Wait!" screens in exchange for more of the atmosphere associated with international soccer, look no further.



With sixty-four international teams and six regional all-star squads you're bound to find one that suits your playing style.

game's overall enjoyment. The computer opponents have been strengthened somewhat or, if you prefer human competition, you can join three of your soccer fanatic friends on the pitch



You finish a lot more scoring chances if you use aftertouch to curve the ball toward a corner of the net.

SEGA CD info	
PUBLISHER	Electronic Arts
DEVELOPER	Extended Play
SUGG. RETAIL	\$59.99
RELEASE DATE	now available

## RATINGS

- 8
GRAPHICS
- 9
MUSIC & SOUND
- 9
BELLS & WHISTLES
- 9
CONTROL
- 8
REPLAY VALUE

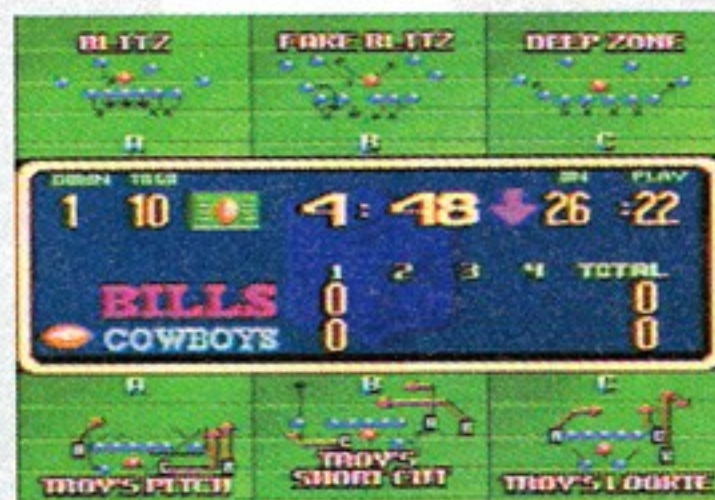
OVERALL
86%



# Troy Aikman NFL Football

**M**any of you may remember that last month we gave you the lowdown on the SNES version of *Troy Aikman NFL Football*. Now Troy is stepping onto the Genesis playing field with an almost exact transfer of his SNES title.

For those of you who were absent last month, let's briefly review a few of the game's highlights. You can lead any of the NFL's 28 teams through the '93-



There are pages and pages of plays for you to choose from, and you don't need professional quarterback experience to run them effectively.

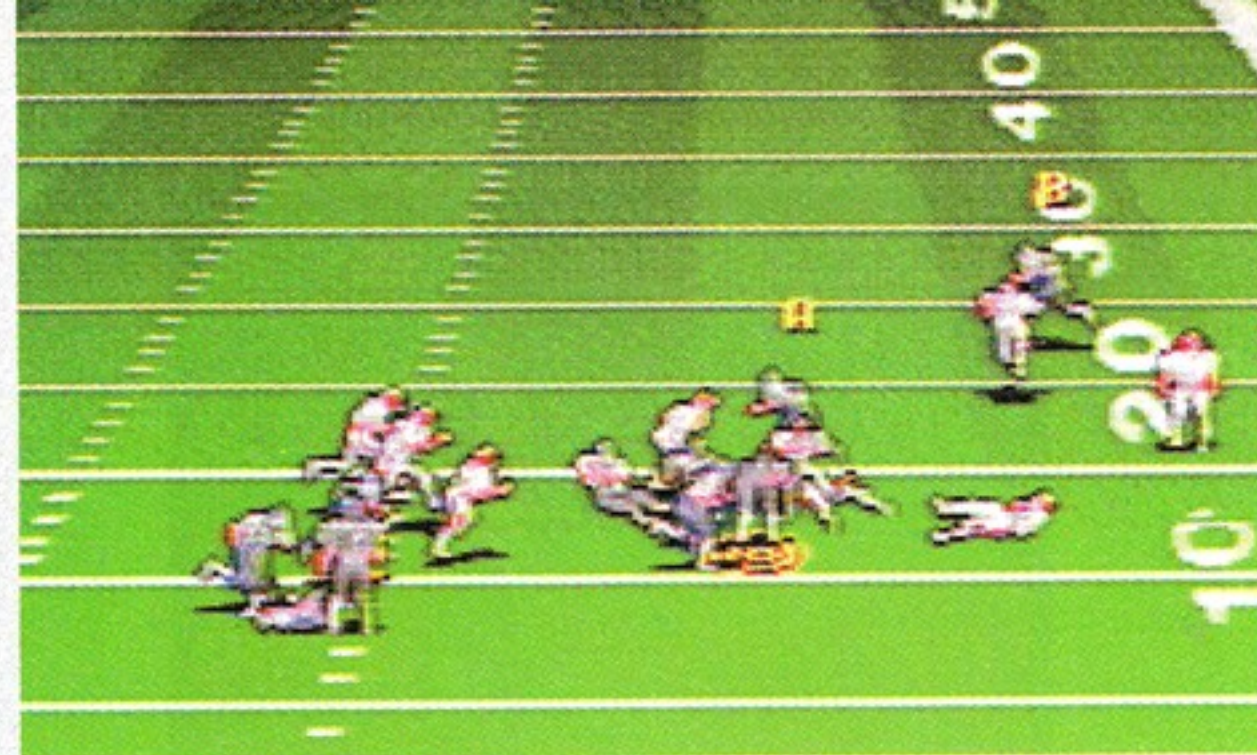
'94 or '94-'95 seasons, or customize your own. An extensive playbook features three plays that Troy personally designed for the game and allows you to create three of your own. Troy also analyzes the match-ups before each game, at which time you can manipulate salaries per position or use bonus money gained through wins to improve your team.

The Genesis *Aikman* offers crisper graphics than the SNES version, but player movement is still a bit on the choppy side and leaves something to be desired. The sound effects and music don't have the same pizzazz as on SNES and if you don't have a six-button controller you may experience difficulty trying to pull off certain moves such as stiff arms and hurdling jumps.

As is the trend in sports video games, the Genesis version outperforms its SNES counterpart, but only by the absolute slimmest of margins.



Rework your players' salaries to strengthen key positions. The more you win, the more money you get to spend on your team.



The animation is crisper than the SNES version, but it can still lead to control mistakes when you try to tackle or run in a crowd of players.

## GENESIS info

PUBLISHER	Williams Ent.
DEVELOPER	Williams Ent.
SUGG. RETAIL	\$60-65
RELEASE DATE	October

## RATINGS

- 6 GRAPHICS
- 5 MUSIC & SOUND
- 9 BELLS & WHISTLES
- 7 CONTROL
- 7 REPLAY VALUE

OVERALL **77%**

# ESPN SPORTS SERIES ROLLS ON

If you're targeting a sports market, you can't ask for a much better license than ESPN. The 24-hour all-sports network is the first, last, and sometimes only place that fans look for the latest happenings in the world of sports. So it's no surprise that ESPN's programming and personalities have been snatched up to bring instant clout to a series of video games from Sony Imagesoft. In the coming months the Sony Imagesoft-ESPN team follows its somewhat disappointing SNES release, *ESPN Baseball Tonight*, with *ESPN Speedworld* for Genesis, and *ESPN National Hockey Night* and *ESPN Sunday Night NFL* for SNES. Here's a preview of what we can look forward to later this fall. Screens shown are from preview versions and are subject to change.

**Sunday Night NFL** is the closest to completion with a tentative October release. Chris Berman's your host in a game featuring all league teams and a smooth moving perspective which slowly closes in on the ball-carrier as play develops. A thick playbook contains easy to execute running and passing plays to use during exhibition, season, and playoff games.

### National Hockey Night



Don't like your seats? You can toggle back and forth between horizontal and vertical views for a little variety.

allows you to choose between horizontal and vertical views of the action while subjecting your team to exhibition, playoff, challenge, and seasonal match-ups against any National Hockey League team. Stanley-Cup-winner turned television hockey-analyst Bill Clement does the honors from the ESPN studios.

How can you not like a game featuring Dr. Jerry Punch?

**Speed World** lets you burn rubber on a variety of tracks in practice, single race, season, and head-to-head modes. Test your stock car against a tough bunch of competitors on ovals and road courses located throughout the country. Tweak car settings to ensure you've got the most



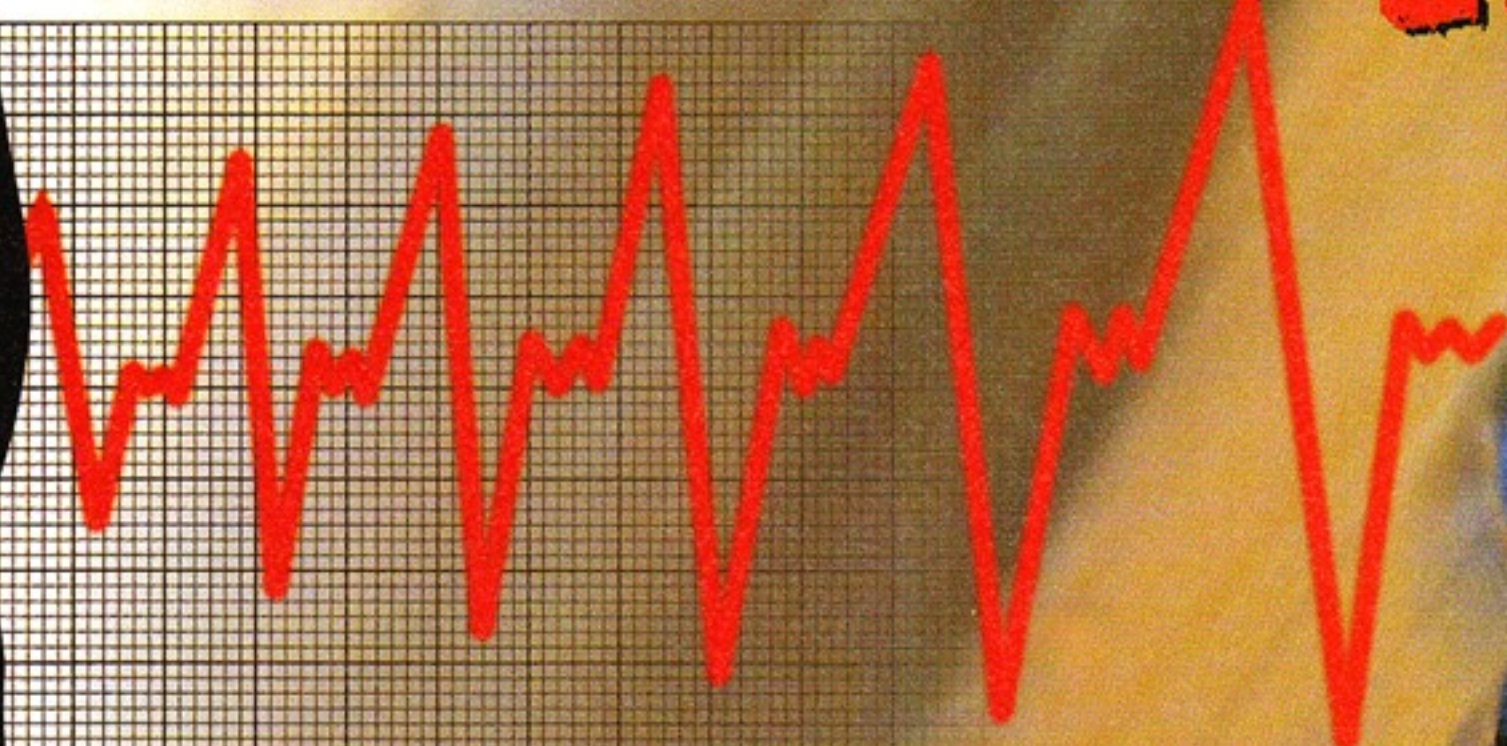
Your computer opponents aren't afraid to mix it up — just make sure you're able to steer clear of the wreckage when two or more cars tangle.



Study the track shape and conditions, then pick your tires, adjust your spoiler and make other fine adjustments. You can slap your favorite coat of paint on this bad boy.

Keep it here in the coming months to see exactly how these games parallel their real-life programs and, most importantly, how they stack up against the vast competition.

# REV ON THE RED LINE.



**From the moment the clutch engages** and your V-twin roars off the line, you'll feel your pulse begin to accelerate.

Through the straight-away in a heartbeat, you attack the first chicane at 190 mph. Sporting a serious 45-degree lean, one knee kissing the tarmac, the other hugging your seat, you blow past your fellow rocketeers in a dizzying smear of leather and steel.

And in a rare moment of extreme clarity, you become one with the bike...

Suzuka 8 Hours. Not for the faint of heart.

## Suzuka 8 hours™



Tune your machine to your own specifications, from class to color, tranny type to handling ability.



Linear and precise controls means your bike executes rider input instantly—one mistake and SPLAT!!!



Redline your pulse against a buddy in an 8-hour tour of Japan's most renowned race track.

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM



**namco**

SONY SEGA 3  
SNK PC ARCA  
NEO GEO NEC  
SATURN PS-X  
SONY SEGA 3  
CD-i ONLINE S  
PC ENGINE CD  
SONY SEGA PC  
SNK PC ARCA  
D-ROM SEGA P  
32-X ONLINE  
SATURN PS-X U  
NEO GEO NEC  
... ..



NINTENDO  
JAGUAR CD  
PLAY STATION  
ULTRA 64 ONLINE  
PC 32-X  
SNK ARCADE C  
-ROM NEO GEO  
ENGINE NINT  
ADE SATUR  
S-X SNK  
PC CD-  
LTRA 64  
PLAY



# NEXT

**GENERATION**

The future of interactive entertainment

A NEW MAGAZINE. COMING DEC. 8.

# NOW PLAYING

Believe it or not, this list is a money saver. This list has over 120 games and will save you money! Just review any game you're thinking of buying here. You might find that your dream game is really a nightmare.

**AH-3 THUNDERSTRIKE**  
**JVC FOR SEGA CD**  
 ● review, 7#1




So it's not a flight sim — no big deal. Despite a few annoying quirks, it flies like a dream. *Thunderstrike* is hard-core action at its finest.

**OVERALL 90%**

**ALADDIN**  
**SEGA OF AMERICA FOR GENESIS**  
 ● Game Gear review, 7#5  
 ● strategy, 6#11 and 7#2




One of the best action games ever, this has incredible graphics and animation (thanks to the Digicel process), tons of humor, and, of course, great action.

**OVERALL 90% • GG 90%**

**FIFA INTERNATIONAL SOCCER**  
**ELECTRONIC ARTS**  
 ● SNES, sports, 7#1  
 ● Genesis, sports 7#5




This soccer sim scores, with detailed and diverse animation, stellar sound, a truckload of options, and easy-to-master game play that's totally true to the sport.

**SNES 95% • GEN 90%**


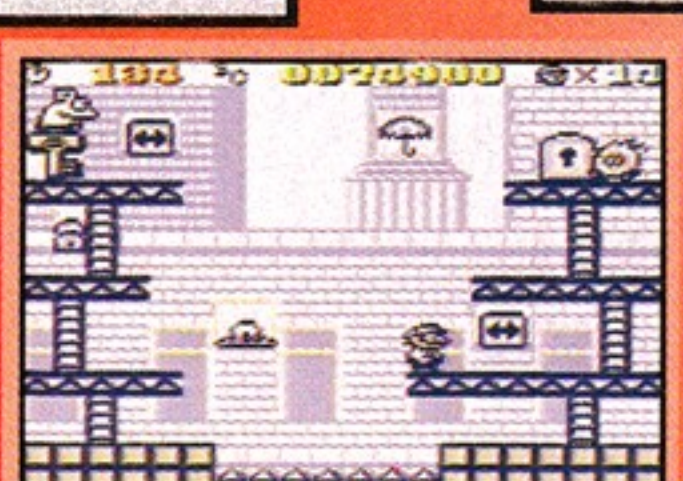
<p><b>ALFRED CHICKEN</b>                      Mindscape for NES, review, 7#8                      Unlike that famous old Southern gentleman, Mindscape didn't do chicken right. Poor graphics and a one-hit-and-you're-dead mistake factor make this a takeout order that you would be best to forget.</p> <p><b>OVERALL 64%</b></p>	<p><b>BONK'S ADVENTURE</b>                      Hudson Soft for NES; review, 7#7                      A terrific translation of the original Turbo-Grafix-16 version. You've still got your mid-air spins, wall bites, and, of course, plenty of bani-bana flowers and bonus levels.</p> <p><b>OVERALL 87%</b></p>	<p><b>CJ: ELEPHANT FUGITIVE</b>                      Codemasters for Game Gear; review, 7#7                      Guide the headstrong pachyderm back to Africa, keeping enemies at bay with an endless supply of projectile peanuts. Sharp graphics, smooth control, and a unique storyline keeps ya comin' back.</p> <p><b>OVERALL 76%</b></p>
<p><b>AN AMERICAN TAIL</b>                      Hudson Soft for SNES; review, 7#5                      This is another average action game with a sweet cartoon character. The game's simplicity, brevity (only five levels), and familiarity should make it an OK choice for kids, though.</p> <p><b>OVERALL 55%</b></p>	<p><b>BRAIN LORD</b>                      Enix for SNES, review, 7#8; strategy 7#9                      This game is kinda like a wrestler with brains. You know, massive strength, lightning speed and a violent disposition coupled with a brain that can do more than just string simple words into sentences like: 'Me hungry. Eat now.'</p> <p><b>OVERALL 78%</b></p>	<p><b>CLAY FIGHTER TOURNAMENT EDITION</b>                      Interplay for SNES, review, 7#8                      A rehash — albeit an excellent one — of <i>Clay Fighter</i>. If you let <i>Clay Fighter</i> slip by you the first time, then you should definitely get your hands on this.</p> <p><b>OVERALL 86%</b></p>
<p><b>ASTERIX</b>                      Electro Brain for SNES; review, 7#6                      Based on a French comic strip, this platform action game is filled with great graphics and a humorous storyline. Go grab some magic potions and get ready to crack some heads.</p> <p><b>OVERALL 76%</b></p>	<p><b>BREATH OF FIRE</b>                      Square Soft for SNES, review, 7#8                      You and your band of adventurers search the land for the seven Goddess Keys in an RPG that some players may find to be too short, but packed with fine features.</p> <p><b>OVERALL 87%</b></p>	<p><b>• COLLEGE FOOTBALL'S NATIONAL CHAMPIONSHIP</b>                      Sega of America for Genesis, review 7#9   Great graphics, excellent control, killer sound, three levels of difficulty — what more could you want? This thing even has authentic fight songs from 32 different colleges.</p> <p><b>OVERALL 91%</b></p>
<p><b>ASTERIX AND THE GREAT RESCUE</b>                      Sega of America for Genesis; review, 7#7                      As either Asterix or his pal Obelix, you must complete six grueling levels to reach Getafix. You can pick up special items, but they're activated only by drinking a bottle of potion. Great graphics can't save limited play control.</p> <p><b>OVERALL 61%</b></p>	<p><b>BRETT HULL HOCKEY</b>                      Sport Accolade for SNES                      This game's got a lot of features — from customized team skills to variable-length seasonal play. Al Michaels calls every play, but poor control holds it back.</p> <p><b>OVERALL 76%</b></p>	<p><b>COLUMNS III</b>                      Vic Tokai for Genesis; review, 7#6                      This puzzle cart has it all — up to five-player simultaneous action (provided you have a multi-player adaptor), bad guys, bosses, spells, and tons of secret weapons! Clear jewels from the screen in this gem of a game.</p> <p><b>OVERALL 87%</b></p>
<p><b>• BALLZ</b>                      P.F. Magic for Genesis, review 7#9                      Yes, it's called <i>Ballz</i> and no, it doesn't have any. The 3-D graphics make it hard to connect with an opponent which, by the way, all kinda look alike. If you're a fan of spitting, farting or whacking folks with baseball bats, you might enjoy this.</p> <p><b>OVERALL 73%</b></p>	<p><b>• BRUTAL: PAWS OF FURY</b>                      Gametek for Sega CD, review 7#9                      So you wanna be an animal, huh? <i>Brutal: Paws of Fury</i> is just the ticket you've been waiting for. The special moves for each character take some practice and, until you master them, be prepared to become fodder for all your enemies.</p> <p><b>OVERALL 77%</b></p>	<p><b>• CRAZY CHASE</b>                      Kemco for SNES, review 7#9                      Diagonal scrolling is just about the only thing this game has going for it. There aren't enough levels and the game is ridiculously easy. Maybe just the thing for your kid sister!</p> <p><b>OVERALL 66%</b></p>
<p><b>BARKLEY: SHUT UP AND JAM!</b>                      Sport Accolade for Genesis and SNES; sports, 7#4, 7#5                      An aggressive <i>NBA Jam</i> lookalike that's unfortunately shackled by poor control and choppy graphics. Horrible artificial intelligence and the lack of a shot clock make this a bench-warmer.</p> <p><b>GEN 56%; SNES 63%</b></p>	<p><b>BURBA 'N' STIX</b>                      Core for Genesis, review, 7#8                      Let's get one thing straight: this cart is definitely not 'Close Encounters of the Third Kind'. This is wild, whacky mayhem at its best! Help save the earth today!</p> <p><b>OVERALL 77%</b></p>	<p><b>DARK WIZARD</b>                      Sega of America for Sega CD; review, 7#6                      It sounds like a traditional role-player, but <i>Dark Wizard</i> is really more of a war game and is best suited to players who like their games heavy on the strategy.</p> <p><b>OVERALL 76%</b></p>
<p><b>BLACK BASS LURE FISHING</b>                      Hot-B for Game Boy; review, 7#5                      An utterly hopeless fishing simulator. Sub-standard graphics and absolutely appalling game play make it confusing and boring. Stick with <i>Super Black Bass</i> for SNES instead.</p> <p><b>OVERALL 52%</b></p>	<p><b>CHAMPIONSHIP SOCCER</b>                      Sony Imagesoft for Genesis; sports, 7#7                      The action is fast-paced and moves smoothly around the field. Skills such as passing and shooting require only the touch of a button, but they can be made more difficult by increasing the skill level.</p> <p><b>OVERALL 82%</b></p>	<p><b>THE DEATH AND RETURN OF SUPERMAN</b>                      Sunsoft for SNES, review, 7#8                      Superman's return from the dead may have most gamers wondering 'Why did he bother?' in this repetitious comic-book style video game.</p> <p><b>OVERALL 69%</b></p>
<p><b>• BLACKTHORNE</b>                      Interplay for SNES, review 7#9                      A smooth-scrolling action game with unusual weapons (a shotgun?), and even more unusual game play (you can shoot your own men?). Excellent graphics and a moody sound track aid you in your quest to kill all the bad guys.</p> <p><b>OVERALL 87%</b></p>	<p><b>CHAMPIONS WORLD CLASS SOCCER</b>                      Flying Edge for Genesis; sports, 7#7                      The game offers 32 teams representing countries from around the globe. Unlike the SNES version, there's no announcer replaying key footage between halves, and you can't modify teams or substitute players either.</p> <p><b>OVERALL 57%</b></p>	<p><b>DEMOLITION MAN</b>                      Virgin Interactive for Genesis; review, 7#7                      You get ten levels of blasting and bombing in this game, adapted from the 1993 action movie. With action in both side-scrolling and overhead styles, the game play is varied, with spectacular stunts such as bungee jumping from a helicopter.</p> <p><b>OVERALL 78%</b></p>

## 5 of the spookiest games ever!

Instead of trick-or-treating Halloween, grab these games and cut the lights!

- 1. Mansion of Hidden Souls**  
Vic Tokai for Sega CD **91%**  
Nail-biting Sega CD excitement.
- 2. Night Trap**  
Sega of America for Sega CD **49%**  
The controversy this game caused on the Senate floor was pretty darn scary.
- 3. Haunting Starring Polterguy**  
Electronic Arts for Genesis **78%**  
No other racer conveys speed as well.
- 4. Zombies Ate My Neighbours**  
Konami for SNES and Genesis **85%**  
B-movie satire and weed-wackin' action.
- 5. Splatterhouse 1, 2 and 3!**  
Namco for Genesis **80%**  
Gory and goopy side-scrolling action.


**DONKEY KONG**  
NINTENDO OF AMERICA  
● Game Boy, 7#9

With 101 levels, great controls, and lots of puzzles and action, this game is a must have! Why this didn't come out on a 16-bit format is beyond us!

**OVERALL 93%**


**KEN GRIFFY JR PRESENTS: MAJOR LEAGUE BASEBALL**  
NINTENDO OF AMERICA FOR SNES  
● sports 7#6




A game that captures the fun that made baseball the national institution it is. Responsive controls and entertaining game play are its solid foundation.

**OVERALL 90%**

**MANSSION OF HIDDEN SOULS**  
VIC TOKAI FOR SEGA CD  
● review 7#5




Rescue your sister by exploring a mansion for clues and hidden objects. This graphic adventure is big on good visuals — and game play's not bad, either.

**OVERALL 91%**

<p><b>DESERT SPEEDTRAP STARRING ROAD RUNNER AND WILE E. COYOTE</b> Sega of America for Game Gear; strategy, 7#6 Plenty of levels to explore, but they don't change all that much. And Wile E. Coyote doesn't appear nearly enough. The graphics are good, but everything from control and music to sound effects are average.</p> <p><b>OVERALL 53%</b></p>	<p><b>FATAL FURY 2 (MA-13)</b> Takara for Genesis, review, 7#8 What's this? Another 'world tournament' fighting game? Tell you what: if you're totally addicted to fighting games, go out and buy it. You won't be disappointed. If you're not among the 'gotta have it' crowd, don't worry.</p> <p><b>OVERALL 81%</b></p>	<p><b>HARDBALL '94</b> Accolade for Genesis, sports, 7#8 This is actually kind of a 1994 statistical update for <i>Hardball III</i>, but, if you're one of those people who sits for an entire summer baking your brains out in the bleachers, this cart is what you're looking for.</p> <p><b>OVERALL 85%</b></p>
<p><b>DIG &amp; SPIKE VOLLEYBALL</b> Hudson Soft for SNES; sports, 7#6 A fairly fun game to play, but it grows stale after a while. It's one of those games that really needs multi-player compatibility.</p> <p><b>OVERALL 64%</b></p>	<p><b>FIGHTER'S HISTORY</b> Data East for SNES; review, 7#6 Seven nations and lots of walks of life are represented in this fighting game. However, it's so similar to <i>Street Fighter II</i> that there's a trial starting October 1.</p> <p><b>OVERALL 83%</b></p>	<p><b>HEART OF THE ALIEN: OUT OF THIS WORLD 2</b> Virgin Interactive for Sega CD; review, 7#7; strategy 7#8 This CD is packed to the brim with the original <i>Heart of the Alien</i> game and this new sequel. This time you're Buddy and must rescue Lester from your mysterious brethren. Graphics are dated, but the game's so difficult you keep going for hours.</p> <p><b>OVERALL 79%</b></p>
<p><b>DINOBASHER</b> Codemasters for Game Gear; review, 7#6 This stars a surprisingly likable character in a cartoony atmosphere. It plays well and may interest you at first, but it's not a strong enough game to hold your attention for long.</p> <p><b>OVERALL 56%</b></p>	<p><b>FIRE STRIKER</b> DTMC for SNES; review, 7#6 Designed around a <i>Zelda</i>-like map screen, the game boards are a combination of <i>Breakout</i> and pinball. While it doesn't have much in the way of graphics, music, or sound effects, this is unexpected fun.</p> <p><b>OVERALL 69%</b></p>	<p><b>HEIMDALL</b> JVC for Sega CD; review, 7#5 Befriend a bunch of Vikings and retrieve three weapons stolen from the gods. This is an RPG for beginners — search through rooms, kill monsters, and acquire some treasure.</p> <p><b>OVERALL 64%</b></p>
<p><b>DOUBLE DRAGON V: THE SHADOW FALLS</b> Williams Entertainment for SNES; review, 7#7 This is a nice little brawler that's better suited for younger players who haven't been "desensitized" by the blood in <i>Mortal Kombat II</i>. It's adapted from the TV cartoon instead of the earlier <i>Double Dragon</i> games, but that's a bonus after the last few.</p> <p><b>OVERALL 74%</b></p>	<p><b>FORMULA ONE</b> Tengen for Game Gear; review, 7#6 You can customize your tires, wing angle, and so on to suit the conditions on a particular track in this game, but you can in others, too, so there's not much here to set it apart from the pack.</p> <p><b>OVERALL 54%</b></p>	<p><b>THE INCREDIBLE HULK</b> U.S. Gold for Genesis; review, 7#5 Another side-scrolling action game, this time featuring the Marvel Comics' star we all know and love. Tiny characters and boring combat moves don't make this anything special.</p> <p><b>OVERALL 50%</b></p>
<p><b>DRACULA UNLEASHED</b> Sega of America for Sega CD; review, 7#7 The search for Dracula takes you around London, dropping in to visit various characters, picking up clues and items. Its cheesy atmosphere makes this sequel of sorts to <i>Dracula</i> hard to resist.</p> <p><b>OVERALL 75%</b></p>	<p><b>FUN 'N' GAMES</b> Tradewest for Genesis; review, 7#6 An edutainment program that brings music and art to your TV screen. You can create a spectacular masterpiece, compose a thrilling score, or abandon the arts entirely for more traditional arcade mayhem.</p> <p><b>OVERALL 86%</b></p>	<p><b>INTERNATIONAL TENNIS TOUR</b> Taito for SNES; sports, 7#6 A wide variety of playing options (particularly the Championship mode in which you're a touring professional) offer a lot of on-court action. A depth-perception problem makes it difficult lining up a shot.</p> <p><b>OVERALL 76%</b></p>
<p><b>ESPN "BASEBALL TONIGHT"</b> Sony Imagesoft for SNES; sports, 7#6 The "Baseball Tonight" theme music, sampled voices, and rotoscoped graphics give this a great first impression, but once you sit down for a session or two, you find it just doesn't live up to your expectations.</p> <p><b>OVERALL 68%</b></p>	<p><b>GP RIDER</b> Sega of America for Game Gear; review, 7#6 The diverse scenery keeps this game moving. Unlike the most recent <i>Road Rash</i> outing, the characters and scenery move by quickly enough to maintain the realistic "feel" of a racing game.</p> <p><b>OVERALL 78%</b></p>	<p><b>JAMMIT</b> Virgin Interactive for Genesis; review, 7#5 A solid action-based basketball game that would have been more impressive if <i>NBA Jam</i> hadn't come along. Eight unique play modes set it apart from the rest. Available for SNES.</p> <p><b>OVERALL 72%</b></p>
<p><b>EVE OF THE BEHOLDER</b> Capcom for SNES, review, 7#8 A brand new copy of an old, tired idea, complete with a clumsy fighting system and lacking any kind of auto-mapping feature. If your ancestors had ever fought this way, you wouldn't be here now.</p> <p><b>OVERALL 63%</b></p>	<p><b>GRINDSTORMER</b> Tengen for Genesis; review, 7#5 This game is so generic it should come in a plain white box with "Shooter" written on it! It has no originality, no new twists, and nothing you didn't see years ago.</p> <p><b>OVERALL 58%</b></p>	<p><b>• JEOPARDY! SPORTS EDITION</b> Gametek for Genesis, SNES, and Game Gear, review 7#9 <i>Jeopardy!</i> is probably the finest game show on commercial TV. One of the reasons for this is the diversity of questions asked. If you'd like to play <i>Jeopardy!</i> and only have to answer sports questions, this is for you.</p> <p><b>SNES 70%; GAME GEAR 68%; GEN 66%</b></p>
<p><b>F-1 POLE POSITION</b> Ubi Soft for Game Boy; review, 7#6 This one's got lots of bells and whistles, including an option for simultaneous play with four players via the Game Link video cables. But with that exception, it's a mediocre game.</p> <p><b>OVERALL 58%</b></p>	<p><b>• HAMMERLOCK</b> Jaleco for SNES, review 7#9 This game is stinkier than a wrestler's sock. Count to three; this one's outa here.</p> <p><b>OVERALL 40%</b></p>	<p><b>JIMMY CONNORS' TENNIS</b> Ubi Soft for Game Boy; sports, 7#5 This tennis sim takes you through 16 venues, including Grand Slam events like the Australian Open and Wimbledon. But player movement is slow and choppy.</p> <p><b>OVERALL 65%</b></p>

# 5 of the hottest game characters ever!

These guys are the coolest in town!

- 1. Mario** Nintendo  
With a movie, record and cartoon deal all in the can, Mario edges out that hedgehog for the top position.
- 2. Sonic** Sega  
When you've got your face on a pair of underwear, you know you've truly made it to the pinnacle of your profession.
- 3. Pac-Man** Namco  
Pac-Man fever may be on the decline but this round yellow fellow is still a household name.
- 4. Donkey Kong** Nintendo  
Playing second banana to Mario has its perks some of the time.
- 5. Mega Man** Capcom  
Everybody needs a mascot and this one's got Capcom written all over it.

## MORTAL KOMBAT

[GEN 66 MA-13, CD MA-17]  
ACCLAIM FOR ALL MACHINES  
● CD review, 7#5  
● strategy, 6#10



Bone-crunching action (and blood for the Sega!) makes this one of the top fighting games. You'll love those finishing moves! The Sega CD version has a video trailer.

SNES & GEN 90% • CD 72% • GB 78% • GG 82%

## NBA JAM

ACCLAIM FOR SNES, GENESIS & GAME GEAR  
● SNES review, 7#2  
● strategy, 6#11 and 7#3



This sports cart has more action than most action games. It does everything right — and it does it with the blazing speed of an action playoff game.

SNES 91% • GEN 87% • GG 83%

## NH HOCKEY '94

EA FOR GENESIS & SEGA CD  
● Genesis, sports, 6#11  
● Sega CD, sports, 7#3

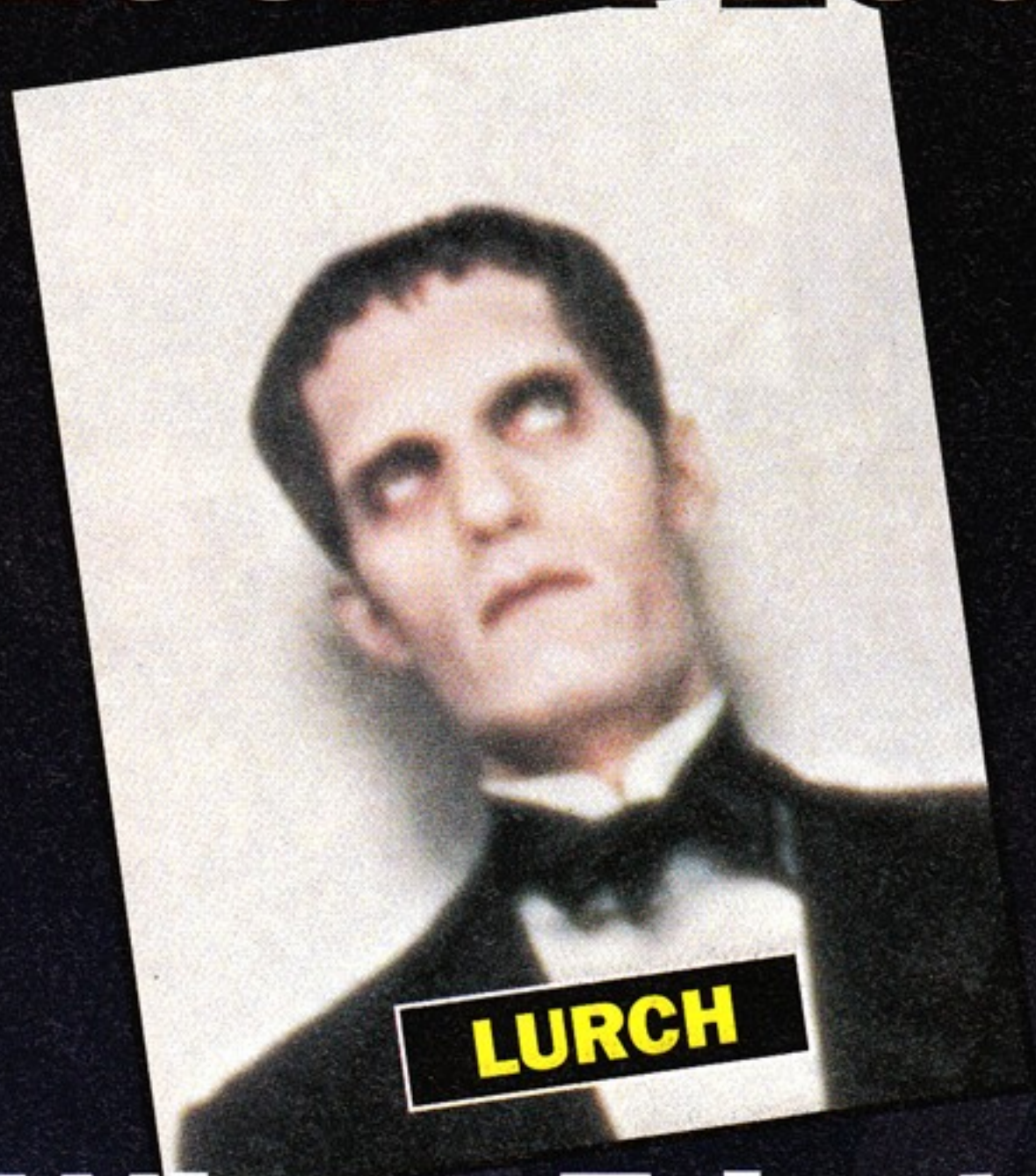


The answer to a hockey fan's dreams — this cart features NHL and NHLPA licenses, much quicker goalies, and brand new offensive weapons. Icy bliss!

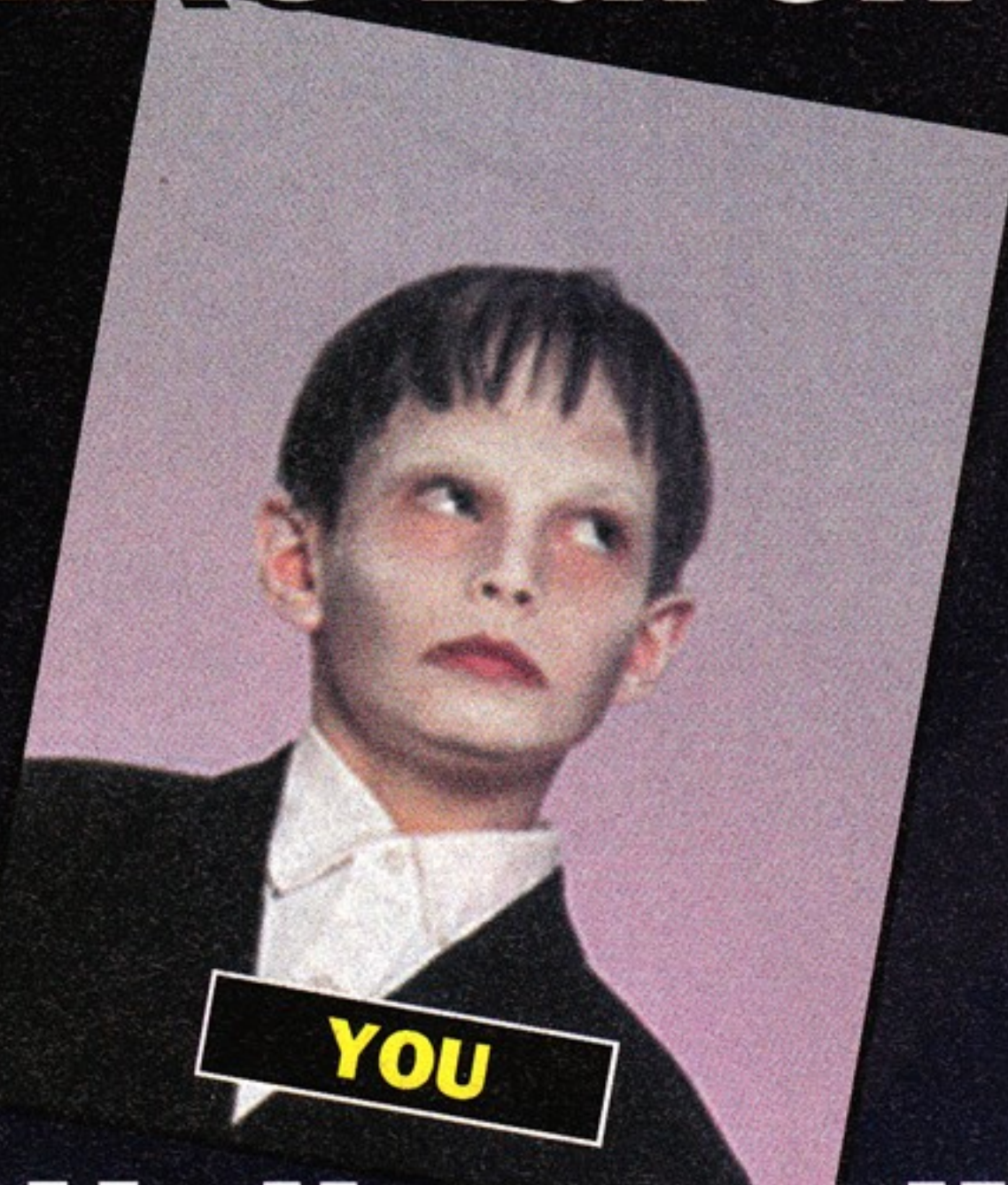
GEN 91% • CD 96%

<b>JOE &amp; MAC 2: LOST IN THE TROPICS</b> Data East for SNES; review, 7#5 The original was a ho-hum side-scroller, but this has some good additions. There's a non-linear map screen, and you can take a break from battling the dinos by visiting two fun-filled villages. <b>OVERALL 69%</b>	<b>MEGA MAN'S SOCCER</b> Capcom for SNES; review, 7#5 A soccer game with a difference — special attack moves can turn the ball into a weapon-like projectile. Sluggish movement, tough defenders, and a lack of variety, however, leave you feeling bored. <b>OVERALL 58%</b>	<b>MUTANT LEAGUE HOCKEY [MA-13]</b> Electronic Arts for Genesis; review, 7#5 There's always been roughness in the rink, but this game makes the National Hockey League look like a slumber party! Each of the 23 teams has its own arena that's filled with deadly obstacles and distractions. <b>OVERALL 82%</b>
<b>JOE MONTANA'S NFL FOOTBALL</b> Sega of America for Sega CD Large characters and guttural sound effects set this game's gridiron atmosphere, but slow animation and choppy game play keep it from putting up many points on the fun scoreboard. <b>OVERALL 73%</b>	<b>MEGA TURRICAN</b> Data East for Genesis; review, 7#5 This is a shooter with lasting power. Fifteen horizontally and vertically scrolling levels, as well as a bunch of weapons and gadgets, keep your hands sweaty and your heart racing. <b>OVERALL 88%</b>	<b>NATSUME CHAMPIONSHIP WRESTLING</b> Natsume for SNES; review, 7#7 It may not have been a big arcade hit, but this is still a very strong contender in the sweaty, world of video-game wrestling. While there are none of the sport's trademark gimmicks, you get 12 brawlers and over 50 attacks. <b>OVERALL 84%</b>
<b>THE JUNGLE BOOK</b> Virgin Interactive for Genesis and SNES; review, 7#7 Lead young Mowgli through ten treacherous levels, swinging from vines and hurling fruit. Detailed graphics, a catchy soundtrack and solid game play keep you riveted. The Genesis version surpasses the SNES in playability with more weapons. <b>SNES 84%; GENESIS 89%</b>	<b>MICKEY'S ULTIMATE CHALLENGE</b> Hi Tech Expressions for SNES, review, 7#8 A multi-level game that Mouseketeers of all ages can enjoy, although, considering the subject matter, it will probably be enjoyed most by the K through 3rd grade gang. <b>OVERALL 71%</b>	<b>NBA ACTION STARRING DAVID ROBINSON</b> Sega of America for Game Gear, review, 7#8 This game was probably thought of by an optometrist, whose services you're going to need after straining your eyes trying to control your team, particularly on defense. <b>OVERALL 64%</b>
<b>JURASSIC PARK CD</b> Sega of America for Sega CD; review, 7#4; strategy 7#5 A graphic adventure instead of an action game, it takes place after the movie — you're back in the park to recover dinosaur eggs for future study. A good game, but kinda short. <b>OVERALL 80%</b>	<b>MICROMACHINES</b> Codemasters for Game Gear; review, 7#6 One of the most unique racing carts around. You take control of a very small vehicle and dodge obstacles like cereal and pencil erasers while milk and syrup become road hazards. Bizarre! Also available for Genesis. <b>OVERALL 85%</b>	<b>NOBUNAGA'S AMBITION II</b> Koei for SNES; review, 7#5 Koei games are Koei games — you know that you're in for strategy-filled gaming sessions as soon as you load one up. This isn't one of the best games available, though, and it quickly gets frustrating. <b>OVERALL 38%</b>
<b>KNIGHTS OF THE ROUND</b> Capcom for SNES; review, 7#5 A medieval setting makes this fighting game more than just another <i>Final Fight</i> . Lush graphics, a wide variety of moves, and some unique features are guaranteed to keep you hooked to this game. <b>OVERALL 86%</b>	<b>MLBPA BASEBALL</b> Electronic Arts for SNES and Genesis; sports, 7#4, 7#8 An arcade-style cart that focuses more on action than strategy. Large characters and fluid animations are a big plus, but tough control and a lack of options hold this one back. <b>SNES 76%; GENESIS 77%</b>	<b>NORMY'S BEACH BARE-O-RAMA</b> Electronic Arts for Genesis; review, 7#7 This is your average side scrolling game: Travel through time in search of hijacked beach babes. Aside from the West Coast surfing humor sprinkled throughout, there's nothing to set this apart from the pack. <b>OVERALL 54%</b>
<b>LIBERTY OR DEATH</b> Koei for SNES; review, 7#5 A strategy game set during the American Revolution that enables you to take the side of either the colonists or the British. It requires too much time and work to make much too little progress. <b>OVERALL 68%</b>	<b>MORTAL KOMBAT II</b> Sculptured Soft for SNES, Probe for Gen. 7#9 Rated MA-17  It's BAD and it's BACK! Fatalities, mayhem and blood — more blood than you can shake a spine at! (Of course, you have to rip that spine outa your opponent, first!) This plays like a horror movie! <b>GENESIS 92%, SNES 95%</b>	<b>OUTRUNNERS</b> Data East for Genesis, review, 7#8 Out-dated poop. Ancient caca. To say anything more about this prehistoric auto racing cart would just be a waste of our time, and yours. <b>OVERALL 81%</b>
<b>THE LORD OF THE RINGS</b> Interplay for SNES; review, 7#6 Ultra small graphics combined with a bland combat system really take the bite out of what could have been a great adventure. Tolkein fans may be the only ones who can make it past the looks and interface of this RPG. <b>OVERALL 68%</b>	<b>MS. PAC-MAN</b> Namco for Game Gear; review, 7#7 Guide the familiar little pink-bowed yellow spot as she eats power pellets and avoids... well, you know. This scores big points in the nostalgia department, but it just can't compete in the modern gaming world. <b>OVERALL 60%</b>	<b>PAC MAN 2</b> Namco for SNES, review 7#9 Feminists will love this, but you're gonna hate the way Ms. Pac Man has got Pac Man under her total control in this sorry return of an old classic. The controls suck and there aren't many bells and whistles. Leave this on the shelf! <b>OVERALL 61%</b>
<b>MARIO ANDRETTI RACING</b> Electronic Arts for Genesis; review, 7#7 This breaks new ground by packing three types of racing — sprint, stock, and Indy — into one cart. While it doesn't offer the most realistic video-game version of any of the three, the fact the differences of each are captured makes this unique. <b>OVERALL 77%</b>	<b>MORTAL KOMBAT II</b> Acclaim for Game Boy, Game Gear, review 7#9 These two handheld versions of <i>Mortal Kombat II</i> either suck or bite. It's your choice. <b>GAME BOY 40%; GAME GEAR 45%</b>	<b>PEBBLE BEACH GOLF LINKS</b> Sega of America for Genesis; sports, 7#5 Graphically similar to PGA European Tour. While there's a wide variety of options such as Skins Match and Tournament play, there's only one choice of course. <b>OVERALL 66%</b>

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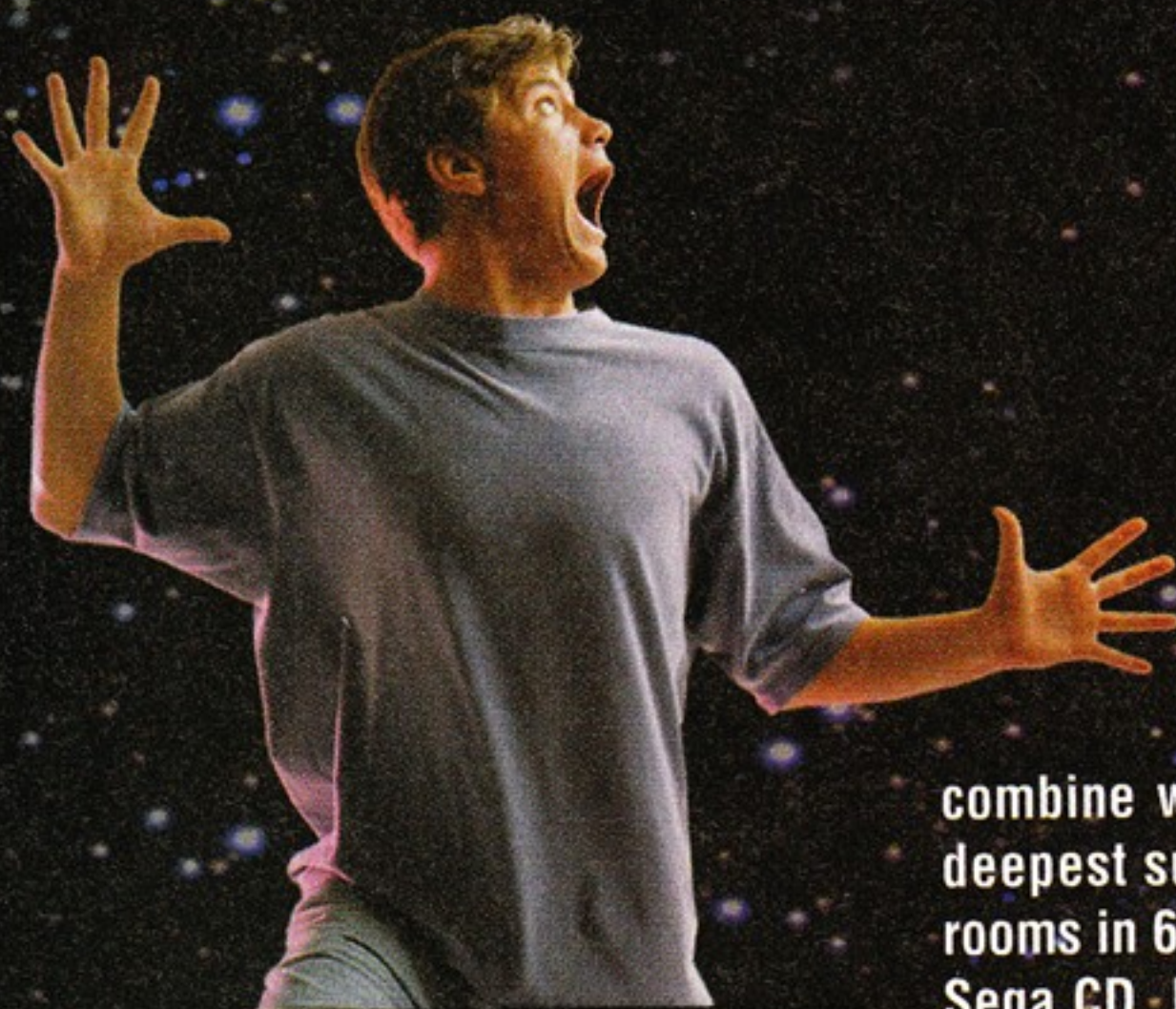
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© 1994 Ocean of America. No purchase necessary. Contest expires June 30, 1995. Entries must be postmarked by June 30, 1995. All entries must include photograph. Limited one entry per person. Illegible or incomplete entries will be disqualified. Winners will be notified by registered mail. Prizes are not transferable. Grand prize winner must complete travel before December 1996, with Saturday night stay over. Personal expenses, transportation between the winner's home and airport, meals and any taxes and gratuities, if applicable, are the sole responsibility of the winner. Employees of Ocean of America, its suppliers, affiliates and the immediate families of each are not eligible. Judges decisions are final. Contest is open to residents of the US and Canada. Void where prohibited, taxed or restricted by law. Taxes on prizes, if any, are the sole responsibility of the winners. Sponsor not liable for late, lost, postage due or misdirected mail. To request Winners' List, available after August 15, 1995, send a self addressed stamped envelop to: Lurch Winner's List, Ocean of America, Inc., 1855 O'Toole Avenue, Suite D-102, San Jose, CA 95131. All federal, state and local laws and regulations apply. Winners' names, likeness and prize information may be used by Ocean of America, Inc. for any advertising or promotional purposes without further compensation. Not sponsored by Nintendo of America. © and © 1994 Paramount Pictures. All rights reserved. The ADDAMS FAMILY is a Registered Trademark of Paramount Pictures. Ocean of America is an authorized user. © 1994 Collegeville/Imagineering.

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**SHINING FORCE 2**  
SEGA OF AMERICA FOR GENESIS  
● Review, 7#8




There are more puns, neat weapons and hidden rooms to discover than before. Battle scenes still seem a bit repetitive, but, on the whole, this is a gem.

**OVERALL 95%**


**SUPER METROID**  
NINTENDO OF AMERICA FOR SNES  
● Review, 7#5  
● strategy, 7#6




Easily one of the best action-adventures ever. Really! Six massive zones and tons of hidden extras combine with smooth game play and state-of-the-art graphics.

**OVERALL 97%**


**SONIC CD**  
SEGA OF AMERICA FOR SEGA CD  
● strategy, 6#11 and 7#1




The more you play, the more you'll enjoy! Sure, it's the same old Sonic, but he's made it to the top for a very good reason. Our 1993 CD Game of the Year.

**OVERALL 91%**

**WILDSNAKE**  
BULLET PROOF FOR SNES  
● review, 7#4




This puzzler has you lining up falling snakes so they consume the snakes on which they land. Every time a snake is eaten, the others wriggle into the space.

**OVERALL 93%**

<p><b>PGA EUROPEAN TOUR</b> Electronic Arts for Genesis; sports, 7#5 This links sim offers incredibly realistic golf in line with the first two PGA Tour games. It's accurate even down to the frustration you usually experience when you play poorly.</p> <p><b>OVERALL 88%</b></p>	<p><b>RISE OF THE DRAGON [MA-17]</b> Dynamix for Sega CD; review, 7#6 Although this PC translation has its faults — it's not particularly challenging (with the exception of a few difficult, badly done arcade sequences) — on the whole the graphic adventure treats its drug-related subject matter in a mature, adult fashion.</p> <p><b>OVERALL 77%</b></p>	<p><b>• SKULLKEEP: DUNGEON MASTER II</b> JVC for Sega CD, review 7#9 A huge RPG with lots of puzzles and many, many monsters to kill. The control's the thing, though. The controls they give you in this game render you pretty much ineffective. The graphics aren't all that hot, either. This one's a coin toss.</p> <p><b>OVERALL 78%</b></p>
<p><b>PGA TOUR GOLF</b> Tengen for Game Gear; sports, 7#5 This golf sim puts four challenging courses in your hands and pits you against the top names on the PGA Tour. Good graphics, but the game play just isn't there.</p> <p><b>OVERALL 60%</b></p>	<p><b>ROCKO'S MODERN LIFE</b> Viacom for SNES, review, 7#8 Cable TV finally does something right for a change! While the majority of the game is spent trying to keep Rocko's pet from self-destructing, this cart is certainly no dog! The only down side is that the game might be too tough for younger players.</p> <p><b>OVERALL 83%</b></p>	<p><b>SOCCER SHOOTOUT</b> Capcom for SNES; sports, 7#6 This offers fast-paced soccer action, but when compared to other simulations, it's in the middle of the pack.</p> <p><b>OVERALL 72%</b></p>
<p><b>THE PIRATES OF DARKWATER</b> Sunsoft for Genesis and SNES; SNES review, 7#4; Gen. review, 7#5 Centered around the struggle for control of the mysterious planet Mer, this is another <i>Streets of Rage</i>-style fighting game with swords and TV-land characters.</p> <p><b>SNES 56%; GENESIS 55%</b></p>	<p><b>ROMANCE OF THE THREE KINGDOMS III</b> Koei for SNES; review, 7#4 Guide your monarch-in-the-making to success by cultivating crops and training soldiers, thereby increasing your wealth and strength. And don't forget about defection, exile, rebellion, and loyalty — all factors in your reign.</p> <p><b>OVERALL 76%</b></p>	<p><b>SOS</b> Vic Tokai for SNES; review, 7#6 In this imaginative adventure game, you're practically a cast member in <i>The Poseidon Adventure</i>. Part action and part puzzler, the challenge here is to find your way out of the ship as well as rescue other survivors.</p> <p><b>OVERALL 75%</b></p>
<p><b>POKER PAUL'S BLACKJACK</b> Sega of America for Game Gear; review, 7#7 Weak graphics, poor sound, and lack of invention means there's no goal to reach except compiling a whole bunch of cash. Yawn.</p> <p><b>OVERALL 58%</b></p>	<p><b>• R-TYPE III: THE THIRD LIGHTNING</b> Jaleco fo SNES, review 7#9 Mindless entertainment. You might say that, but this is one of the most excellent shooters to come down the pike in a long time! The levels are fiendish, and most of the bosses are huge and very nasty. Forget your brain and get that finger twitchin'!!!</p> <p><b>OVERALL 83%</b></p>	<p><b>SPACE ACE</b> Absolute for SNES; review, 7#6 Awesome graphics abound, but the levels in this action game are short, and there's not much to do to get through them.</p> <p><b>OVERALL 72%</b></p>
<p><b>POKER PAUL'S POKER CHALLENGE</b> Sega of America for Game Gear; review, 7#7 Choose from Video Poker or Five-Card Stud to try to win some serious moola. Graphics are deplorable, and only card addicts will want to play.</p> <p><b>OVERALL 59%</b></p>	<p><b>SATURDAY NIGHT SLAM MASTERS</b> Capcom for SNES; review, 7#7 While this has been tailored so it vaguely resembles pro wrestling, the fighting is closer to <i>Street Fighter</i>, with wild, unrealistic attacks — many of which share the same button combinations as <i>SF</i> moves.</p> <p><b>OVERALL 85%</b></p>	<p><b>SPIDER-MAN &amp; X-MEN IN ARCADE'S REVENGE</b> Flying Edge for Game Gear; review, 7#6 This action game improves on the Genesis one, but the control method means there are too many unwanted webs and not enough X-Men power. Backgrounds are detailed, and movement is smoother than usual.</p> <p><b>OVERALL 70%</b></p>
<p><b>R.C. PRO AM II</b> Tradewest for NES; review, 7#6 There are 24 tracks and three types of courses in this addictive racing game. As you race you can pick up useful bonus items and money to soup up your vehicle. Vroom!</p> <p><b>OVERALL 87%</b></p>	<p><b>SCRATCH GOLF</b> Vic Tokai for Game Gear, sports, 7#8 A fast and fun cart for folks who want to get in a quick 18 during their lunch break. A unique overhead perspective and some snappy music doesn't help the hit or miss stroke adjustment controls, however.</p> <p><b>OVERALL 76%</b></p>	<p><b>SPIDER-MAN VENOM MAXIMUM CARNAGE</b> Acclaim for SNES, review, 7#8 A comic book that you can play! While the backgrounds tend to be a bit flat, the action is fast and furious, and the sound track by Green Jelly (Little Pig, Little Pig) is to die for!</p> <p><b>OVERALL 80%</b></p>
<p><b>REBEL ASSAULT</b> JVC for Sega CD, review, 7#8 A big, beautiful eyefull of computer-rendered 3-D graphics, digitized footage from the <i>Star Wars</i> films, and computer-rendered human actors make this a must-have for fans of the Lucas trilogy. A poor control interface means this is a graphics showcase.</p> <p><b>OVERALL 72%</b></p>	<p><b>SHADOWRUN</b> Sega of America for Genesis; review, 7#6; strategy, 7#7 Like most RPGs, you begin with nothing. But unlike most, you've got to work like a dog to build yourself up. It follows the terrific series from FASA, but it's not as good as it should be. Also available for SNES from Data East.</p> <p><b>OVERALL 62%</b></p>	<p><b>SPORTS ILLUSTRATED FOR KIDS: THE ULTIMATE TRIPLE DARE</b> Malibu for Game Boy; review, 7#7 Skateboarding, snow-boarding, and mountain biking are all included, but tough events and poor control make this nearly impossible for the young market the game is intended for.</p> <p><b>OVERALL 85%</b></p>
<p><b>REVENGERS OF VENGEANCE</b> Absolute for Sega CD; review, 7#7 This one is split into three play modes, each serving up a beat-'em-up with a different twist. Characters are impressive, ranging from a giant rhino-man to a fully armored weapons-master. But strip away the flash, and it's still just a fighting game.</p> <p><b>OVERALL 69%</b></p>	<p><b>SIDE POCKET</b> Data East for Game Gear; review, 7#7 Nine Ball is the only common version of pool found in this simulation, which is rounded out with a unique game called Pocket and some trick shots. Lack of extras keep this one from sinking the competition.</p> <p><b>OVERALL 62%</b></p>	<p><b>• STARBLADE</b> Namco for Sega CD, review 7#9 You're in this spaceship and you have no way of controlling who you want to fight. Strike one. Your enemy's budget is so poor that a lot of their ships are just wire frame. Strike two. Finally, this war for the universe only has two levels. Strike three!</p> <p><b>OVERALL 70%</b></p>

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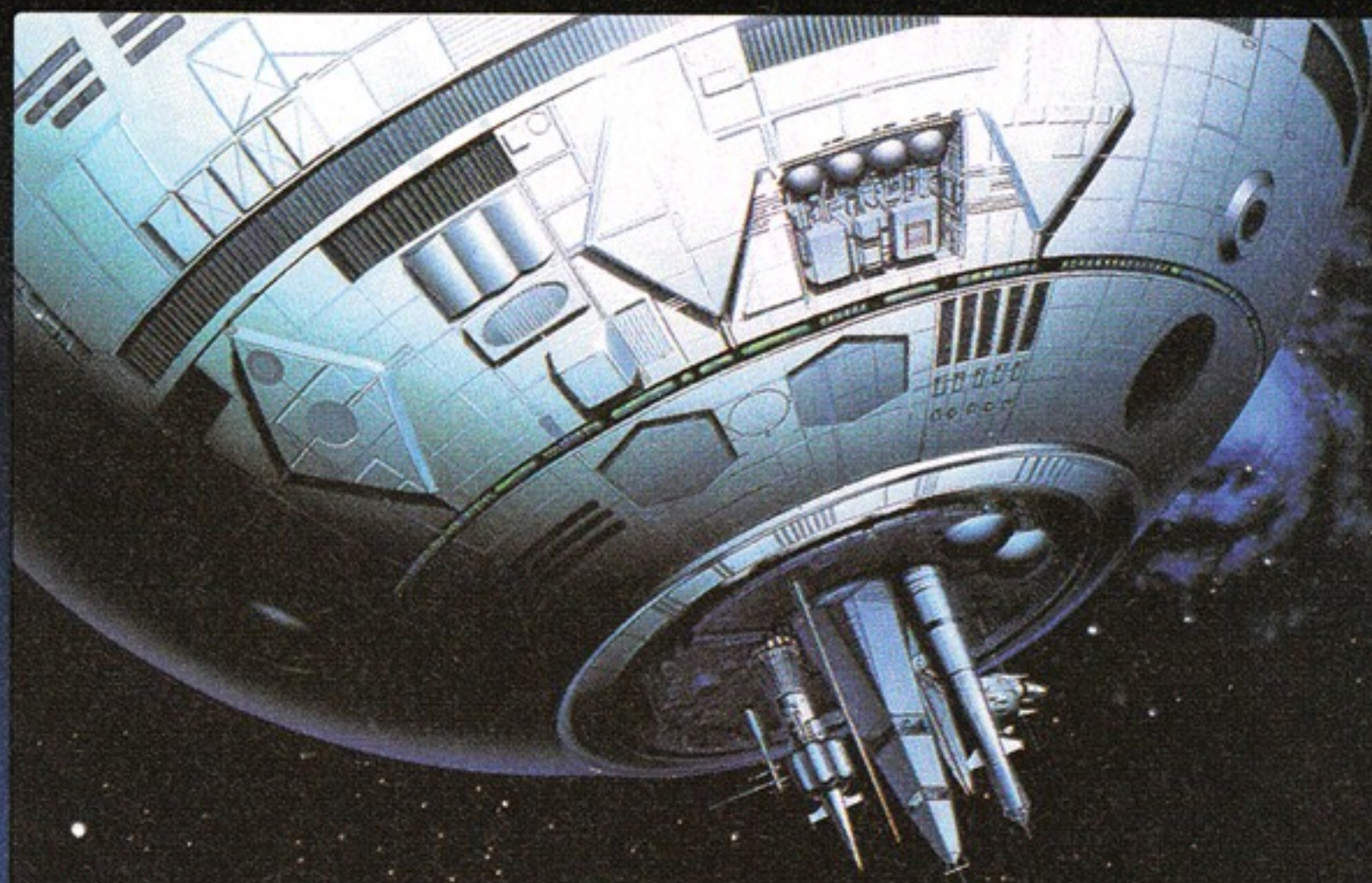
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<p><b>STAR TREK: THE NEXT GENERATION — ECHOES FROM THE PAST</b> Sega of America for Genesis; review, 7#7 As commander-in-chief of the entire Star Trek universe, you're granted control of almost every conceivable option on the Enterprise, from mixing it up with Romulans to reading a computer essay on warp-field operations.</p> <p style="text-align: right;"><b>OVERALL 81%</b></p>	<p><b>THIRD WORLD WAR</b> Extreme for Sega CD; review, 7#6 Rule the world in this resource management-style strategy game. Imagine Nobunaga's Ambition with a mechanized infantry. It's complex gaming, but great if you're into that sort of thing.</p> <p style="text-align: right;"><b>OVERALL 74%</b></p>	<p><b>WICKED 18</b> Bullet-Proof for SNES; review, 7#6 The masochist designers of this golf game have you navigating through narrow canyons and attempting to reach greens perched on raised plateaus. Once you've learned the techniques to maintain a low score, you find it dull.</p> <p style="text-align: right;"><b>OVERALL 67%</b></p>
<p><b>STREETS OF RAGE 3 [MA-13]</b> Sega of America for Genesis; review, 7#7 If you've never taken Axel for a spin and want to give it shot, this is the one to try. And you can't go wrong if you're already a fan. If there's one flaw, it's that you've seen all this has to offer in previous outings.</p> <p style="text-align: right;"><b>OVERALL 90%</b></p>	<p><b>TIME TRAX</b> THQ for Genesis; review, 7#7 You'd think the show <i>Time Trax</i> was tailor-made for a game, but the outcome is only average. The levels in this action game look wonderful, but they're way too short.</p> <p style="text-align: right;"><b>OVERALL 67%</b></p>	<p><b>WING COMMANDER</b> Electronic Arts for Sega CD; review, 7#7 This is more than just a flight sim — it not only follows a script, but the story is different depending on how well you fly as well. All your wing men talk to you, and you even get to attend their funerals if they don't make it through a mission.</p> <p style="text-align: right;"><b>OVERALL 82%</b></p>
<p><b>SUPER ADVENTURE ISLAND II</b> Hudson Soft for SNES; review, 7#6 As in the previous games, you still run from left to right bashing little creatures. But this time around Master Higgins takes part in a non-linear RPG frantically searching island paradises for his missing wife.</p> <p style="text-align: right;"><b>OVERALL 84%</b></p>	<p><b>TIP OFF</b> Ubi Soft for Game Boy; sports, 7#6 Even die-hard baseball fans are going to be disappointed with this. It has tons of play modes, but control is impossible. This should clear out its locker and hit the showers.</p> <p style="text-align: right;"><b>OVERALL 34%</b></p>	<p><b>WIZARDRY V: HEART OF THE MAELSTROM</b> Capcom for SNES; review, 7#7 This is for avid AD&amp;D fans who get bored with pretty RPGs and who long for the days of endless campaigns in dark musty dungeons. You get solid adventure that leaves you screaming and tearing out your hair for days on end.</p> <p style="text-align: right;"><b>OVERALL 70%</b></p>
<p><b>• SUPER BOMBERMAN II</b> Nintendo of America for SNES, review 7#9 If you like big, beautiful explosions, lots of levels, and the idea of being able to blow three of your friends up, then this is the game for you! The simplicity of play, coupled with eye-popping graphics, makes this a must have! Get this now, and have a blast!</p> <p style="text-align: right;"><b>OVERALL 86%</b></p>	<p><b>• TROY AIKMAN NFL FOOTBALL</b> Williams Enterprises for SNES, review 7#9 If the Dallas Cowboys played like this game does, they wouldn't have two Super Bowl rings. Poor graphics and choppy animation guarantee this entry a place in the basement of any league.</p> <p style="text-align: right;"><b>OVERALL 73%</b></p>	<p><b>WORLD CHAMPION SOCCER II</b> Sega of America for Genesis, sports, 7#8 Now that the World Cup has come to the U.S., younger gamers might find this cart to be the perfect tool for vicarious participation in the world's most popular sport. Experienced gamers find it a bit boring, however.</p> <p style="text-align: right;"><b>OVERALL 74%</b></p>
<p><b>SUPER CHASE H.Q.</b> Taito for Game Boy; review, 7#6 Standard racing fare is livened up by some semblance of a plot in this. The object here is to chase down a car load of bad guys by reaching them before time runs out. It's slow-paced and easy, but the graphics are good.</p> <p style="text-align: right;"><b>OVERALL 74%</b></p>	<p><b>THE TWISTED TALES OF SPIKE MCFANG</b> Bullet-Proof for SNES; review, 7#6; strategy, 7#7 A busy young vampire prince stars in this tongue-in-cheek RPG/action game. Controls are simple to learn, but the game's never too easy. Bosses are impressive, each with new weapons and attack patterns.</p> <p style="text-align: right;"><b>OVERALL 85%</b></p>	<p><b>WORLD CUP USA '94</b> U.S. Gold for SNES; sports, 7#7 This is packed with options and tries to adapt itself to a variety of skill levels. The most important part of the game — the actual game play — unfortunately takes a back seat to bells and whistles.</p> <p style="text-align: right;"><b>OVERALL 70%</b></p>
<p><b>SUPER STREET FIGHTER II</b> Capcom for SNES and Genesis; review, 7#7 Four new fighters — Cammy, Fei Long, Dee Jay, and Thunder Hawk, each with their own stage, push the number of characters to 16! The action is the same, but the extras push this one close to perfection.</p> <p style="text-align: right;"><b>SNES 94% • GENESIS 96%</b></p>	<p><b>VAV</b> Working Designs for Sega CD, review, 7#8 Here's another big RPG that is long on humor, contemporary cultural references, and wierd plot twists, but short on battle screens and character differentiation. It is fun, however!</p> <p style="text-align: right;"><b>OVERALL 76%</b></p>	<p><b>WORLD HEROES 2</b> Takara for SNES, review, 7#8 Not your average, run-of-the-mill fighting game! This cart could give <i>MK II</i> and <i>SSFII</i> a run for their money. This is definitely an addictive game!</p> <p style="text-align: right;"><b>OVERALL 85%</b></p>
<p><b>SYLVESTER AND TWEETY: CAGEY CAPERS</b> TecMagik for Genesis; review, 7#6 Take the role of Sylvester as he leaps, dodges, and scratches his way through six levels based on the greatest of this duo's cartoons. Fast-paced game play and incredible graphics and sound make this one a hit.</p> <p style="text-align: right;"><b>OVERALL 89%</b></p>	<p><b>VIRTUA RACING</b> Sega of America for Genesis; review, 7#4 The first Genesis cart to feature Sega's new DSP chip, this is a helluva racing sim. On the downside, it's short-lived with just three tracks — and it costs a staggering \$100!</p> <p style="text-align: right;"><b>OVERALL 85%</b></p>	<p><b>WWF KING OF THE RING</b> LJN for NES; review, 7#7 Yeah, it's a basic fighting game — but it's a good one. You won't find any new or exciting moves here, but you've got all the old staples of gratuitous violence readily available. All in all, a solid effort.</p> <p style="text-align: right;"><b>OVERALL 68%</b></p>
<p><b>• TAZMANIA</b> Sunsoft for Game Boy, review 7#9 A kinder, gentler Taz spins his way down the tubes with this so-so effort. This ain't no Warner Brother's devil. Use this game for a Frisbee or for mindless entertainment on road trips with the family. Otherwise, just forget it!</p> <p style="text-align: right;"><b>OVERALL 69%</b></p>	<p><b>WARIO LAND: SUPER MARIO LAND 3</b> Nintendo of America for Game Boy; review, 7#6 Wario's first starring role is terrific! With a structure like <i>Super Mario World</i> for SNES, there's a lot of gaming going on, as you uncover tons of hidden rooms and discover bunches of secret items everywhere.</p> <p style="text-align: right;"><b>OVERALL 89%</b></p>	<p>Do you agree with our reviews? If not, we want to hear from you so we can add your comments to Now Playing. Write to: <b>You Got it Wrong; Game Players; 1350 Old Bayshore Highway; Suite 210; Burlingame; CA 94010</b> and tell us what you think was wrong with the review, the score the game should have receive, and why. GP</p>





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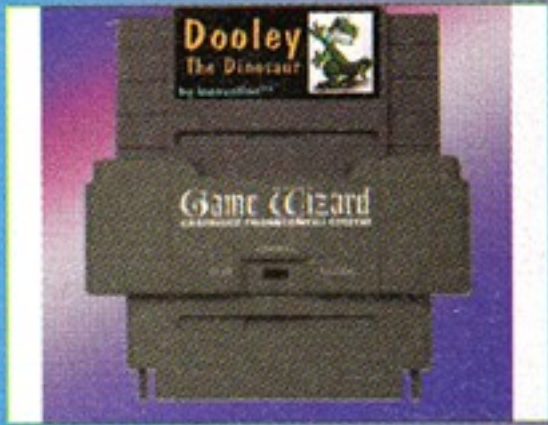
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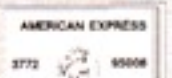
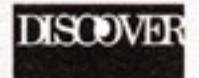
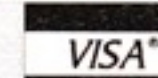
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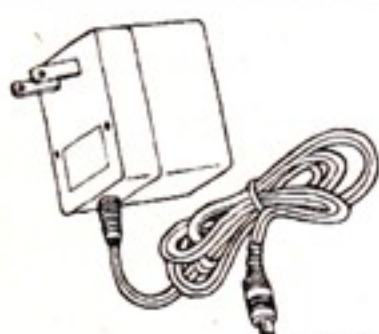
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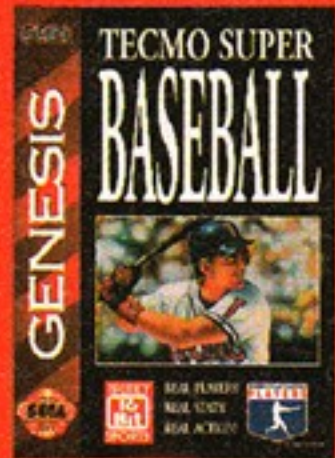
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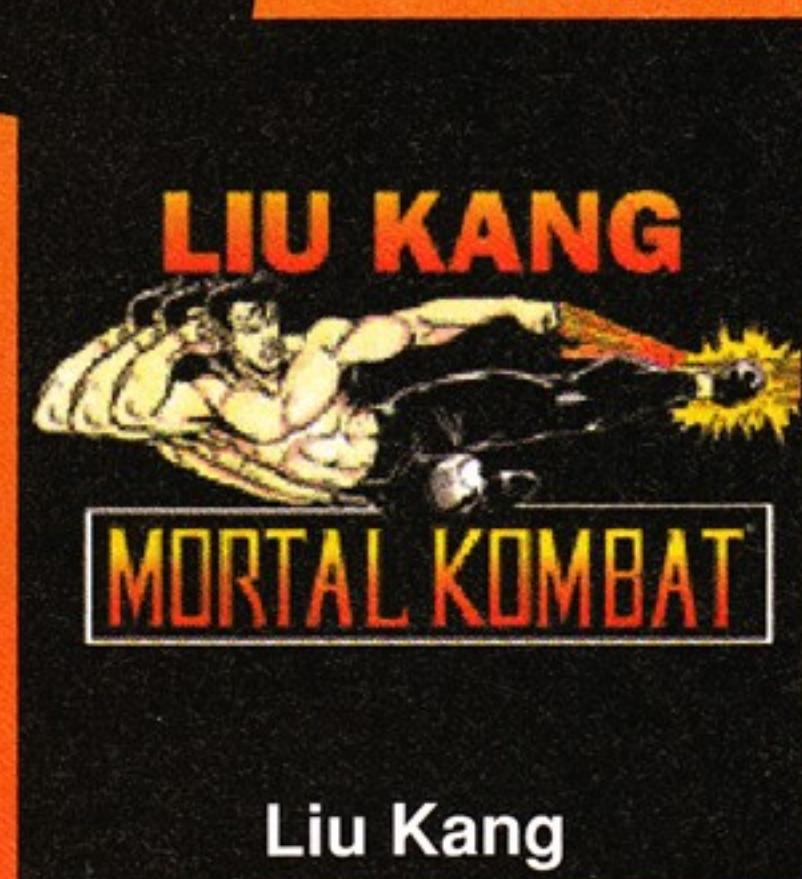
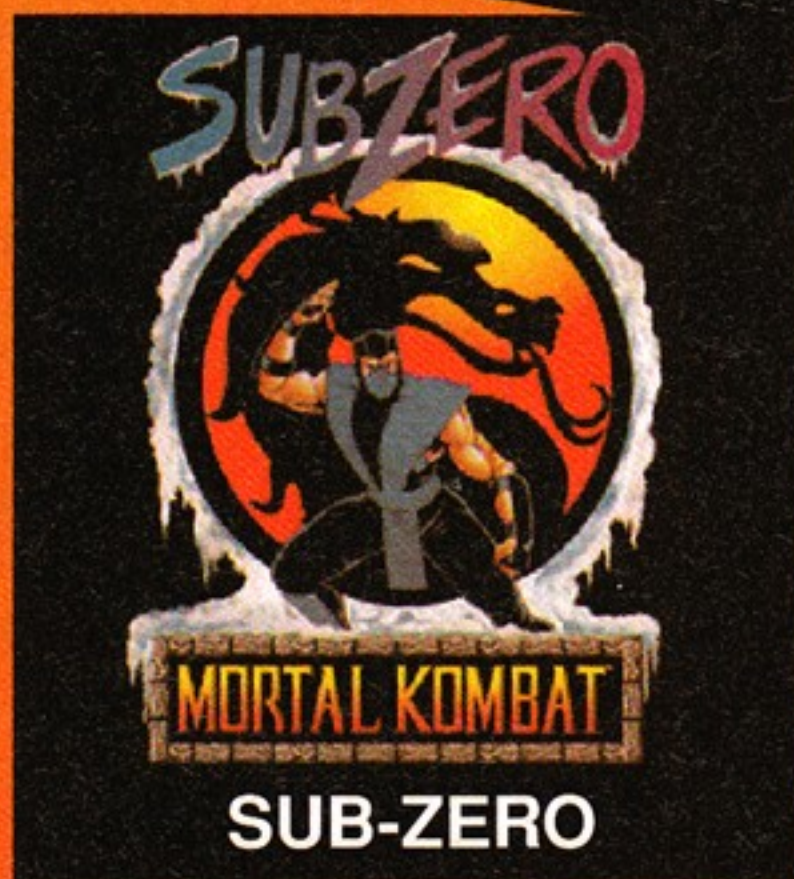
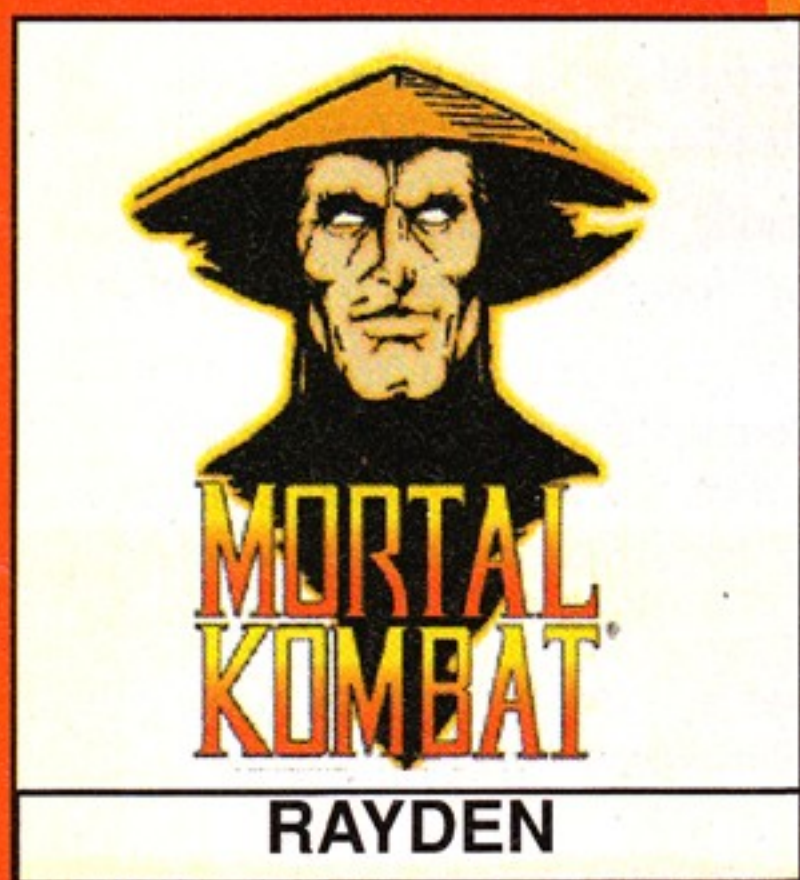
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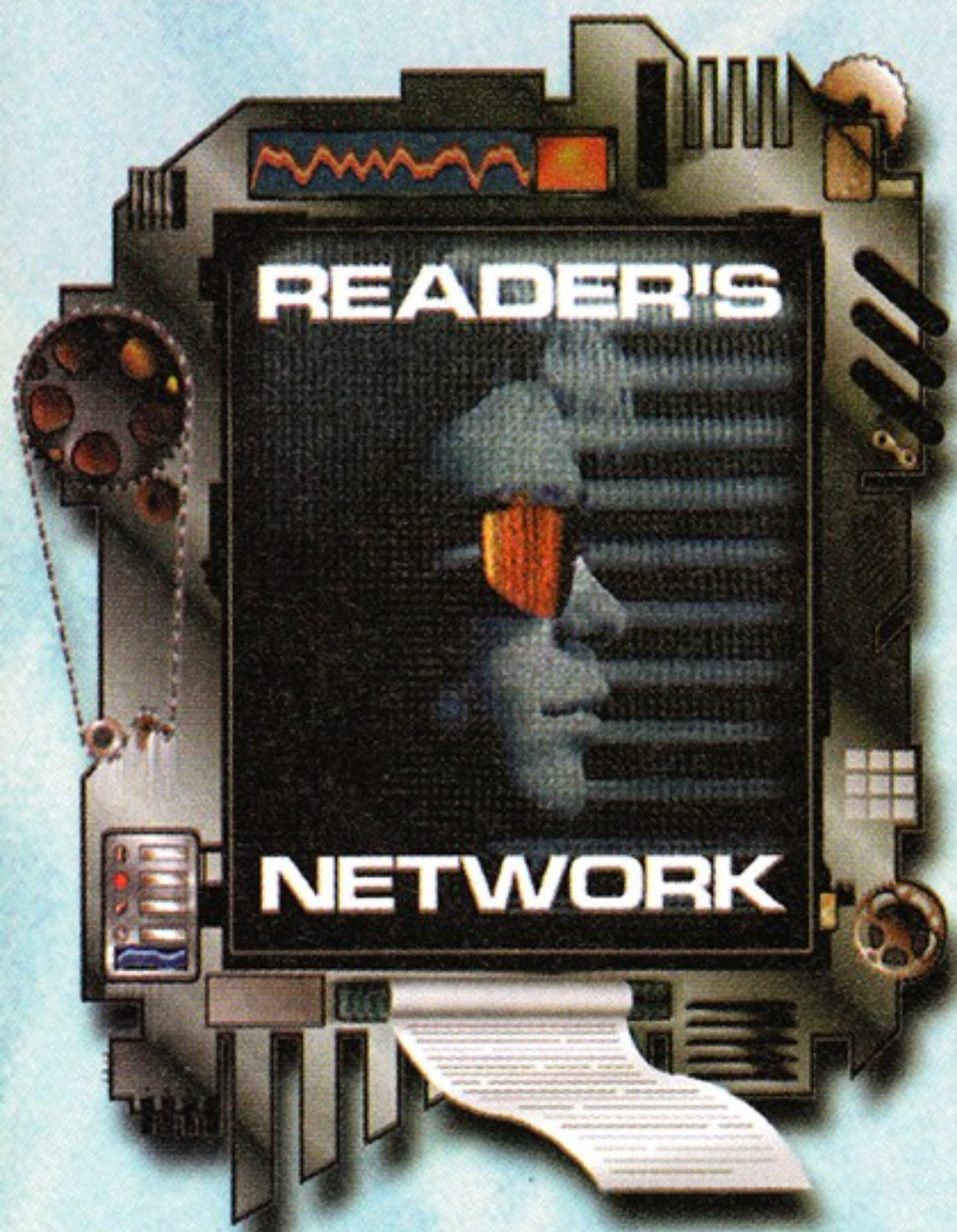
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**Welcome back to the letters page. Action? You want action? Well, we've got more action than a championship wrestling match and, in our case, you know it's not fake! Even people in the industry are lining up to write us! So, let's bounce off the ropes a couple times and get down to it. In this corner...**



## GAMES: YOURS, MINE AND OURS!

Being a video game magazine, it's not surprising that most, if not all, of our mail is about games. Where are all the new, original games? Why do all of the new releases seem like sequels, or worse yet, copies of existing software? We've got a ton of let-

ters on that subject. And while we're talking about tons of letters, the majority of letters we get are Game Ideas. We can only print four or five of these a month, so only the most original ideas have a chance. Games that are combinations of existing games, like *Sonic Metroid Street Kombat II*, aren't very original and will be left behind. Check out the ideas that got printed in this issue. They're zany and different. Let's strive for creativity, gang! Enough said. See ya...

*Mark*

### SHORT BUT SWEET

**Get your question on the back of a postcard and you're more likely to get an answer. Here's a selection of some we've received...**

I've heard that U.S. Gold intends to put out a version of *Flashback* for Sega CD — is this really the truth?

Kevin Page, Sayville, NY

— **Yes, it's expected sometime in November. The game incorporates loads of FMV sequences and digitized speech.**

Is CDX any good? What's the price tag? Is it possible that it can be upgraded with 32X?

Don Hodson, San Ramon, CA

— **CDX sells for \$400. It's very good if you're looking for a portable game playing system — trouble is, you still need to hook it up to a TV. According to Sega, it will work with the forthcoming 32X.**

I don't know if you know this, but on your Blanka *Super Street Fighter II* trading card, he has two left feet!

John Carson, Bunkersville, NV.

— **Amazingly, no one in the office spotted this and I guess no one at Capcom noticed it either, since this is the official artwork for the game. We've taken our Art Editor out to the parking lot and ritually shot him for missing such an obvious error.**

Blanka — He doesn't know his left foot from his... left?



### SHORT SIGHTED?

So, Mr. Morici has decided that Capcom will not produce anymore games for the 3DO (issue 7#7) thus, indirectly leading to the downfall of the system! Thank you for the great news, Mr Morici.

When I purchased my 3DO, I did so in the hope of playing original adult games, not *Super Street Fighter Challenge Turbo XXII* or *Mega Man XV*. Just because Trip Hawkins has not pigeonholed a market sector yet, you have the audacity to write off 3DO as a non-contender. Obviously Capcom has neither the foresight nor imagination to produce new, original programs that would appeal to a more mature player. So, according to Mr. Morici's reasoning, since Capcom is not creative enough to produce original programs for the 3DO, then neither is anyone else.

Maybe it's about time Capcom quit looking at dollar signs and decided to accept a challenge and do something radically different. Quit constantly updating your own games and try to lead your field into different and diverse directions.

Randy Sluganski,  
Pittsburgh, PA

**MARK:** We discussed your letter with Capcom to get its views on the subject. I'd certainly like to see all companies developing for every system out there. From what we've seen, Atari's Jaguar is largely neglected which is a shame because the hardware is powerful enough to do a good job and it would be great to see support for U.S. companies. However, there are tons of new systems vying for attention right now and inevitably companies have to make a choice — they can't develop for everything. That choice is going to depend on how successful they think the hardware will be. When 3DO was first shown to the industry, it was so impressive that everyone wanted to develop for it. On release, it cost too much and sales figures weren't

### QUESTIONS

I have a few questions about Sega:

First, could you name a few games for the 32X?

Second, will it be able to display more than 64 colors simultaneously?

Third, will there ever be an enhancement for Genesis that will allow you to play Saturn games on Sega CD?

Your messed-up friend,

Asa Reed  
Parts Unknown

**CHRIS:** Actually, Asa, if you caught the August issue, you should already know the answers to most of your questions. But for those of you who missed it:

1. The 32X library is already pretty big, with tons more carts in development. Some of the first games are: *Doom*, *Star Wars Arcade*, *Virtua Racing Deluxe*, *Super Space Harrier*, *Super Afterburner*, and *College Basketball*.

2. Oh, yes. Quite a few. How does 32,768 simultaneous colors sound?

3. No. Sorry That's stupid. Saturn won't be released over here for a long while, and the Sega CD would be way too slow.

**encouraging, so many companies have directed their attentions elsewhere. They are still many people developing for 3DO though, and with 3DO-2 coming, there's a real chance that we could see 3DO software escalate — eventually.**

### COMING NEXT

I've read about Sega introducing systems like Saturn, 32X, Titan, and Jupiter. I've thought about buying a CDX but now that the Saturn release date is drawing near, I'm starting to reconsider my decision. Will there be any hardware upgrades that will enable a Genesis to play Saturn games?

John Lee,  
Vancouver, BC



THE BURNING QUESTION

## SAME, BUT DIFFERENT?

Last month's Burning Question asked whether the new games we're seeing are really new ideas or if they're just the same games with different graphics? Wow! What a response we got...

### SCREAM AND SHOUT

*Dragon Video's Darren Hensel got so fired up about the state of the games industry that he wrote this open letter to all gamers and developers...*

While talking to gamers, a general feeling of unhappiness has become apparent. Nothing is new. At this year's CES there must've been at least six soccer games alone! It's my feeling that the industry is run by people that know more about what power tie to wear to lunch than how to do a Dragon Punch.

Face it, a bad game is bad no matter what it's played on. A new super-system sure would be neat if it played a decent game, but I don't care how great it is if it can't play a decent shooter.

In reading your game ideas section, I'm amazed at how good the game ideas are. Now if game developers that get paid the big bucks could have that much innovation, then we would be much better off.

An example of an extremely good game is *Earthworm Jim*, from Shiny Entertainment. It's an original title that was written on a shoestring budget on a five year old Genesis. Who needs new systems with games like this? Easy — it's so the same bad games can be dressed up and sold again.

To all you gamers: don't just sit back and suffer — if you hate a bad game, write to the manufacturer and tell them. Also, if you like a game, let them know. If you're afraid you won't be heard, write to me and I'll make sure they get into the right hands.

Darren Hensel,  
Dragon Video  
5508 Yorkwood Drive  
Raleigh, NC 27604

### CHANGE IS AS GOOD AS A REST

Yes, I am tired of the same old games. It seems that after you've completed a level and defeated the boss, you start all over again in the next level only with a different boss — boring. Another boring factor is that you always run from one side to another when you should be able to have a choice in which direction you want to go.

Randy Vollett,  
Waterford, MI

**MARK:** *There are some new games like Virgin's The Lion King and Sony's Mickey Mania (see page 82) that have seized on this idea of avoiding a left to right scrolling display by giving you the chance to go where no one has gone before: out of the screen.*

### MORE BLOOD

I think companies can put more spice into games by adding more cinema screens after each level. At end bosses, the game could change to a Mortal Kombat-style fighting game.

Shawn Hamming,  
Sarasota, FL

**MARK:** *I don't think more FMV (full-motion video) is the answer. What we need is better gameplay, not more intro sequences.*

### GET WRITING

I think the answer is to write to the bozos that we want results from and send them our ideas. Maybe complaints will get results.

Matt Davis,  
Austin, TX

**MARK:** *Seems like everyone wants to get writing. Let's hope these letters will help create some new games.*

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no pad! no base! no hands!  
...well, just one hand!



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JAM IT RIGHT!  
CRANK IT UP!  
PWN!

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**MARK:** We ran a news report on all the new systems back in our May issue. The Saturn is Sega's 32-bit next generation machine. It's being released in Japan by the end of this year. The rumors are that it'll make it into stores here around Spring of 1995, though Sega refuses to confirm any US release dates. 32X is a stop-gap measure that incorporates new technology to handle faster processor speeds, texture-mapping, and improved graphics. This fits onto a standard Genesis and will be available for sale in November. Many developers are already writing games for the system. Titan is an arcade system that enables games to be tested in the arcades and is preparing the way for games to come directly from arcades to Saturn. The rumor is that Jupiter will be a stripped-down Saturn.

There are unlikely to be any hardware upgrades that enable a Genesis to play Saturn games because the technology is so different. I don't know why you want to buy a CDX (the portable Sega CD system) but there are enough great games coming to justify buying the 32X.

## FEELING BAD

Please do not change the binding and 'feel' of the magazine. When I eat, I like to read the magazine

and it stays open on the page I'm looking at. Now it closes instead. I also liked the flimsy paper because it was recycled.

Dio Igo  
Planet X

**MARK:** Out of almost 300,000 readers, yours was the only complaint we received about the new binding and paper. Everyone else likes the way the magazine can now be stacked like books. Who wants to read the magazine when you're eating, anyway? You only get greasy fingers over our lovely crisp pages! Oh, and the paper never used to be recycled stuff.

## POWER OF CARTS!

Why does Sega's Saturn bother with a cartridge drive when CD-ROM is much better?

Kevin Page,  
Sayville, NY

**JEFF:** Two reasons: speed and price. The main advantage of a CD is that it lets you store a lot of information, over 600 megabytes worth. Putting this in perspective, that translates to over 4800 megabits, or more than a hundred times the data stored in a Genesis Super Street Fighter II cartridge! However, while accessing data from a cartridge is nearly instantaneous, getting that information



**KEEP IN TOUCH**

If you've got a suggestion or observation about video-gaming, an answer for the Burning Question, ideas, tips or gripes, you've come to the right place! Write to the following addresses:

For game ideas, write to:

Game Ideas;

Game Players; 1350 Old Bayshore Highway;  
Suite 210; Burlingame, CA 94010

To get into the Pen Pal section, write to:

Pen Pals;

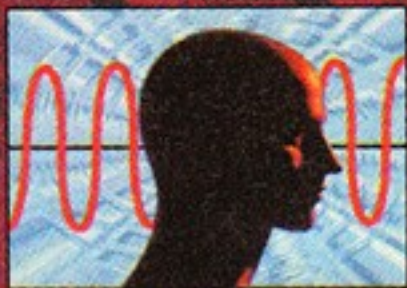
Game Players; 1350 Old Bayshore Highway;  
Suite 210; Burlingame, CA 94010

For general Network letters, write to:

Readers' Network;

Game Players; 1350 Old Bayshore Highway;  
Suite 210; Burlingame, CA 94010

from a disc takes a long time. The folks who make games love CDs mostly because they're incredibly cheap to produce — \$5 for a CD versus \$30 for a cart. The downside is you need an expensive drive to read CDs, typically about \$150 for a double-speed model. The Saturn design team might create a version that uses carts, and an add-on CD-ROM.



**GAME IDEA**

## QUAYLE'S EGGS

In *Revenge of the Potatoe Man* you play the role of former Vice President Dan Quayle. You're on the campaign trail to win the 1996 Presidential election. The problem is, your brain was stolen by an angry mob from Indiana who know what you're really like. So you have to go chase down the angry mob and get your brain back before they feed it to the monkeys in the local zoo. But since you're Dan Quayle, you do something really embarrassing every few minutes. In the surprise ending you discover that just before getting your brain stolen you were transported back in time to the year 1987 and everything you've done since has been without a brain.

Terry McMahon,  
Wakefield, RI

**MARK:** Great idea, but why people from Indiana would want to have Quayle back in their state, brain or no brain, is a complete mystery to me.

## EAT DIRT, BAD ADS

I think there should be a game called *Commercial Killings* where you try to destroy all boring ads and replace them with better ones like the Super Game Boy and *Super Metroid* ads that are really hot.

Seton Sun,  
Hale'iw, HI

**MARK:** I have to admit that I'd be first in line to play this.

## GERALDO'S REVENGE

In the *Geraldo Show*, you're Geraldo, and you have to battle through heart-pounding levels of drug-crazed neo-nazi terrorists, man-eating cows, and ex-con clowns. In the first level you travel to an abandoned warehouse where people sell dead cats for money. You have to get your high-powered water gun to protect yourself. In between levels there are scary clips of past shows where Geraldo breaks his nose. If you get five broken noses, you lose.

Ti Chesley,  
Freeport, ME

**MARK:** I think you've been watching too much daytime TV!

## THE ULTIMATE GAME!

My game idea is called 'Finally! A Game That Would Sell For Under \$40!' It would be a generic shoot-'em-up with poor graphics, worse sound, and a dumb plot. It would cost so little to make, however, that I could sell it for \$5. Everyone would be relieved to find a cheap game, so they'd buy it. I'd make a fortune!

Edward Haag  
Hamburg, NY

**MARK:** Yeah, but you'd charge \$59.95 for Finally II, wouldn't you?

## CALLING ALL CARS!

You want to be a cop. This game is like real life. You gain one year of age for every 20 minutes you play. You start off as a baby. You can crawl

through the cat door. When you have a baby-sitter, you do some bad stuff and get her in trouble. Then, when you're about nine or ten, you can play pranks on the neighbors. When you are 18, you can drive a car, smoke and drink beer. When you become a cop, there is a hitman trying to kill you. You have to try to kill the hitman.

Kim Turcotte  
Plantagenet, Ont



**GAME IDEA OF THE MONTH**

## WANNA DANCE?

In this game, you have to dance to fight. You can be Michael Jackson, M.C. Hammer or Vanilla Ice. Michael Jackson moon-walks, Hammer

does the Too-Legit, and Vanilla Ice does his hair. You have to fight Erkel, who looks like Goro and plays the accordion. He makes you deaf with the accordion. You have to kill Erkel's killer accordion.

Chris Rogers  
Lakepark, FL

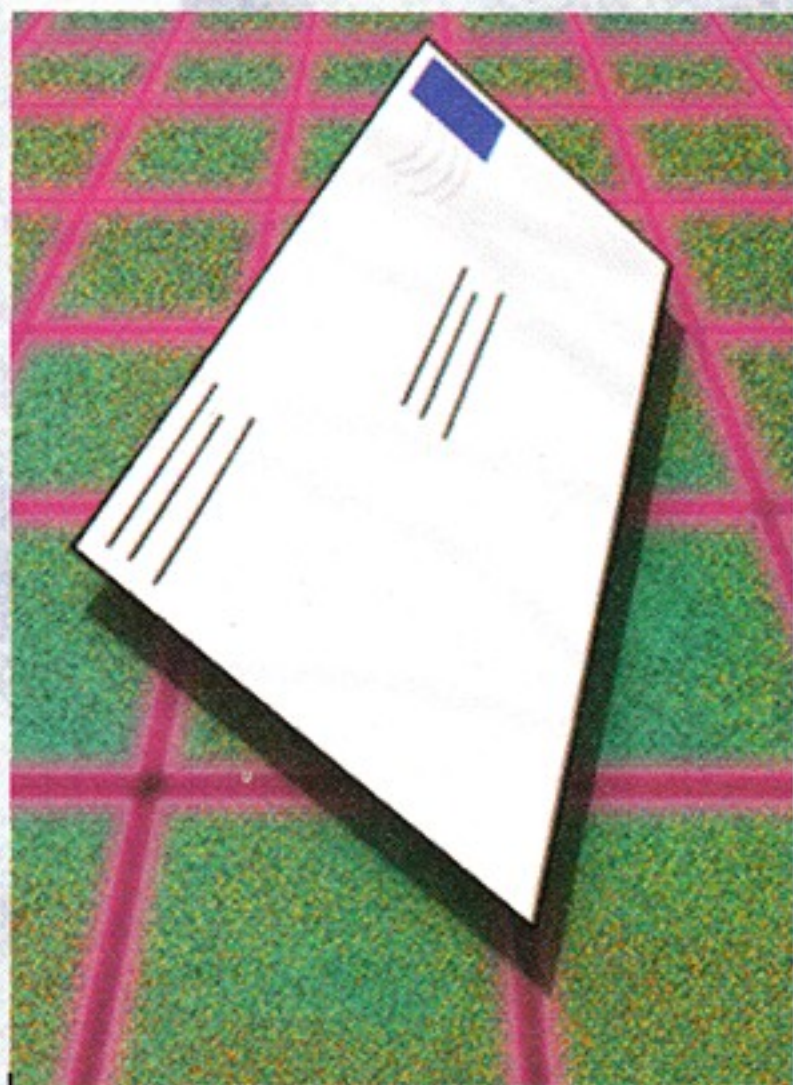
**MARK:** Save the last dance for me!

## He's A Winner!

Chris wins a Game Genie for his system. Next month we're offering a copy of *Super Street Fighter II* to the winner so get your ideas in now (and remember to include the system you own).







**PUSHING THE ENVELOPE**

Once again, we've received a plethora of great art from our loyal readers! Cool! Keep that creative mind in overdrive at all times, gang!



Welcome to October, the haunted month! This month, in honor of Halloween, I thought I'd gather all of the scariest stuff you *Game Players* artists have sent in and publish it for all the ghouls and ghosts, witches and werewolves, and spooks and spectres! Next month, I'll be looking for art that has your favorite video game characters enjoying their Thanksgiving festivities. So rush those masterpieces

in, guys! Until then, this is Bill Donohue saying, "Remember, kids, when you hear the wierd, scary music, RUN LIKE HELL!" Have a horrific Halloween; see ya next month!

**WINNER**

"This'll teach you to eat pizza before going to bed!"

Terry Lee McCleese, Carter, KY



TERRY LEE McCLEESE  
GENERAL DELIVERY  
CARTER, KY 41128

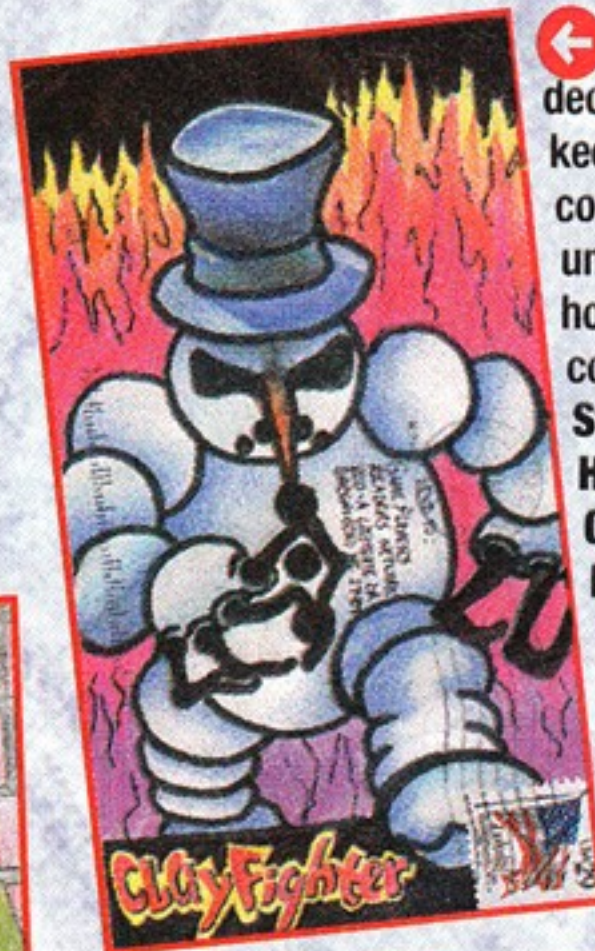
GAME PLAYERS 27407  
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GREENSBORO, NC 27407



"I sure hope these medicated pads clear up my skin condition."  
Anthony Saavedra, Thurmont, MD



"Your costume's OK, but leave that green and pink tie at home!"  
Aerial Marine, Sutter Creek, CA



"My deodorant keeps me cool, even under the hottest conditions."  
Stacey Hamrick, Columbia, MD



"Shave and a hair-cut, two bits!"  
Jose Ramos, San Sebastian, PR



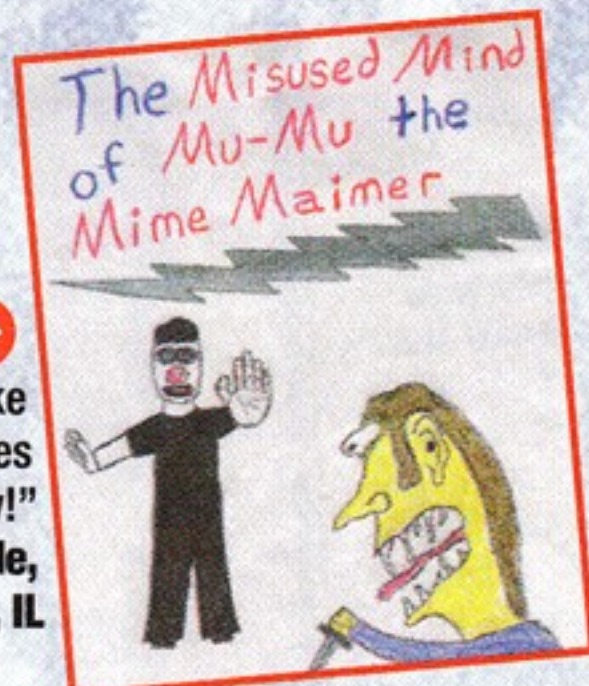
"The side we washed with the dandruff shampoo has less scales and itching!"  
Donovan Bobo, Las Vegas, NV



"And then I told the barber just to take a little off the top!"  
Victor Chat, Stockton, CA



"No, it's not a fright wig! I can't find my comb."  
Dave Singh, Upland, CA



"You'll never make invisible boxes again, Mime Boy!"  
Ryan Guide, Lombard, IL

"Don't wrap it. I'll just eat it here."  
Sherrold Johnson, Atlanta, GA



**CHECK IT OUT!**

Terry Lee McCleese has what it takes! Next month could be your shot at the Big Time! Send your art to:  
**Pushing The Envelope**  
1350 Old Bayshore Highway, Suite 210  
Burlingame, CA 94010

The ten best will see the light of day. Please include your name, address, age and the type of gaming system you own on the back of your work. Every month, one lucky artist will receive a 'Mystery Prize'.

# BACK TALK BACK TALK BACK TALK

Wow! I got lots of friends, since I won this swell game!!!

Hey! What's up? Hope you enjoyed this month's issue as much as we enjoyed bringing it to ya. We keep telling you that we're the best video game mag in the business and now we're really gonna prove it to ya! Watch for details on how you can win a *Mortal Kombat II* arcade machine! That's right, we said ARCADE MACHINE!!! So keep an eye peeled for the who, what, when, where, and why in an upcoming issue. We challenge you to find another magazine that would have a contest this great between the covers! In fact, we challenge you to find a cooler magazine than *Game Players*!!! Later!

**WE ARE THE GREATEST!!!**



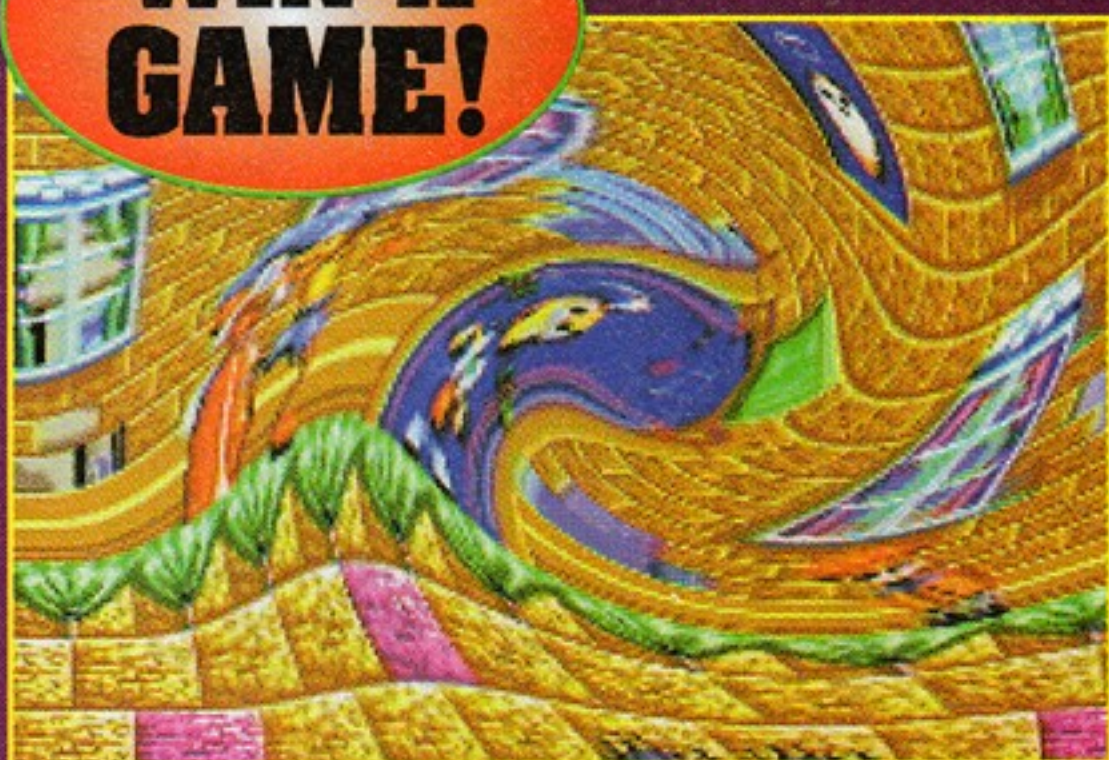
Just when you thought it was safe to relax and read some boring, know-nothing game rag, *Game Players* comes roaring back with a vengeance! Here's just a little taste of the sawed-off, full-tilt goodies you can check out in next month's issue.

For those of you who like to beat those video games to within an inch of their lives, check this out. Our strategy section is gonna make a monkey out of *Donkey Kong*, with Part Two of our helpful hints. We're gonna blast Part

**LOOK OUT!  
HERE IT COMES  
AGAIN!!!**

Two of the *Dynamite Headdy* strategy right off our pages and into yer face. You RPG fans get a fantastic find with our terrific tips for *Final Fantasy*. But wait... there's more! Our elite writing team tackles some of the newest games available in the free world. We're talkin' games like *Donkey Kong Country*, *The Lion King*, *Sonic and Knuckles*, *Earthworm Jim* and *Shaq Fu*! So fasten those seatbelts, gang! The next *Game Players* is gonna be a runaway train: fully loaded, barely under control, and screaming towards your mailbox or newstand with no brakes! You won't wanna miss this ride! I guarantee!!!

**WIN A GAME!**



Hmmm, we might have to start making these pictures a little harder to identify — a lot more of you are guessing correctly. OK, try this one! Can you find this screen somewhere in the magazine? Write the name of the game on the back of a postcard and mail your entry to: Hard but Easy, *Game Players*; 1350 Old Bayshore Highway; Suite 210; Burlingame, CA 94010. The first entry we pick out of the hat on Friday, October 14th, wins. Remember to include the system you own. All the usual rules apply. We can finally reveal that the screen in our May issue was *Mortal Kombat*. The winners are listed in the box right next door. Check 'em out!!!

## WHAT AN AWFUL CONTEST! winners

It was an awful contest! I had to sort through boxes of mail, suffering numerous paper cuts, just to pick 20 winners. I closed my eyes, dug deep into the boxes and picked 20 envelopes. Here are the 20 winners who will soon be proudly wearing their *Game Players* T-shirts! Enjoy!

James Mullen from Fairburn, GA.; Nicholas Dubay from Montpelier; W. T. Mansell from Vina, AL.; Telden Wiseman; from Orem, UT.; Corey Oliver from Barksdale AFB, LA.; Corey Lanier from Omaha, IL.; Luke Ryder from South Burlington, VT.; Brian Fite from Jay, NY.; Eric Yoder from KY.; Larry Washington from Richton Park, IL.; Tim Schavitz from Vernon Hills, IL.; Billy Itale from Phoenix, AZ.; Nick Thomas from Marietta, GA.; Brandon Hearn from Virginia Beach, VA.; Michael Mehlberg from Midland, MI.; Michael O'Shea from Chesapeake Beach, MD.; David Kope from Ventura, CA; Jeff Spong from Wellsboro, PA.; Chris Sies from Chico, CA.; Henry Fleury from Mont Pelier, VT.

## PEN PALS

I'm 28 and would love to correspond with other game players. I have both Sega and Nintendo and would love to share game tips.

Nancy Hanna P.O. Box 1885  
Erie, PA 16507

I'd like pen pals 20-25, boys or girls, who like video games, animals, reading, and writing. I'm 23.

Michele 911060 David Road  
Manning Prineville, OR  
97754-9436

You found me! I'm Spyder... I'm 20! Yeah, I know. Anyway — any game, any system. Coin-op? No problem. Let's hear it.

Spyder P.O. Box 2062  
Tupelo, MS 38802

Eighteen year old wanting a girl of same age to write to about NES as well as other things.

Jason K. 330 Crandall Avenue  
Lewis Youngstown,  
OH 44504

I'm a sophomore in high school and I have a Genesis. Other than playing video games, I enjoy sports, music, and hanging out with my friend. I also really like to write letters, so don't be shy — write to me!

Lisa Freschi P.O. Box 65  
Calpine, CA 96124

I'd like a pen pal who likes SNES games of any kind, but preferably RPGs. I'm 16 and I would like a girl.

Jason Ponder 3204 North Robin  
McAlester, OK 74501

I'm 12 and like movies and books. I own an SNES and have been playing video games for a long time. I'd like a pen pal up to 14 years old who wants to talk about gaming, tips, or anything that interests them.

Carrie Lipp 2206 172nd Place SE  
Bothell, WA 98012

I'm a 12-year-old girl who would like to exchange tips or just be pen-pals. I prefer a boy, but a girl would be fine.

Melissa Rt. #1, Box 228  
Mayzlik Austin, MN 55912

I'm a thirteen year old girl who wants a Nintendo pen pal. I'd prefer a guy, but girls are okay, too.

Robyn Martina 450 Dalat Court  
Glen Allen, VI 23060

I'm a 14 year old headbanger, looking for a 13 - 15 year old girl to trade tips with.

Austin Till 1008 W. Henry  
Pasco, WA 99301

I'm 15 and would like someone to exchange tips for Genesis — or just talk about things.

Don Skaggs 1876 Baird Road  
McKinley, CA 99521

# POWER INSTINCT

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