FDC 50080

NINTENDO ▼ SEGA ▼ TTI ▼ SNK ▼ ATARI ▼ IBM ▼ APPLE ▼ AMIGA

COLLECTOR'S EDITION

VideoGames & Computer Entertainment®

U.S.A. $3.95
Canada $4.50
U.K. £2.95

June 1993

STILL $3.95!

COLLECT ALL 4 COVERS

COVER 2 OF 4

VEGA

FIRST REVIEW OF CAPCOM'S STREET FIGHTER II CHAMPION EDITION FOR THE GENESIS

MAPS & TIPS: *GODS*, Part 1

0 74369 50080 8 06

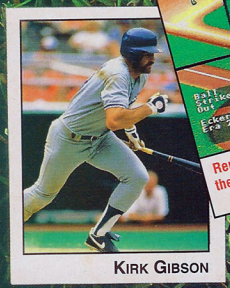
TAKE ON THE PROS!

R.B.I. '93 puts you into the big leagues with nearly 700 *REAL* Major League Baseball Players from all 28 professional rosters, including Colorado and Florida.

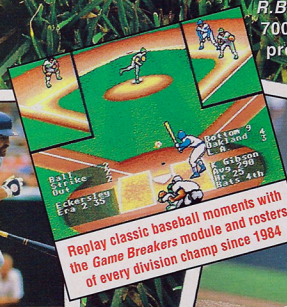
Plus you'll face them on their own turf—from Chicago's friendly confines to the Big Green Monster in Boston.

So before you pick up a baseball game for your Genesis, make sure it's not one of those bush-league efforts with phony stadiums and fake player names taken from the local phone book.

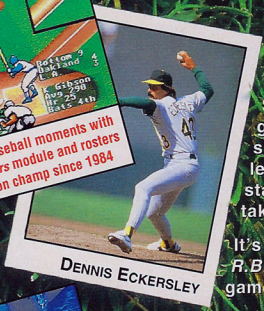
It's easy, just look for *R.B.I. '93*... it's the only game in town.



KIRK GIBSON



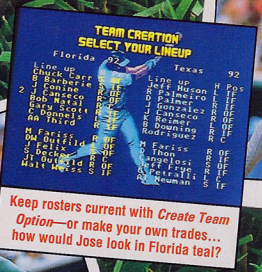
Replay classic baseball moments with the *Game Breakers* module and rosters of every division champ since 1984



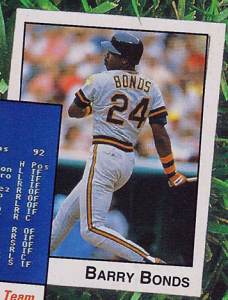
DENNIS ECKERSLEY

KIRBY PUCKETT

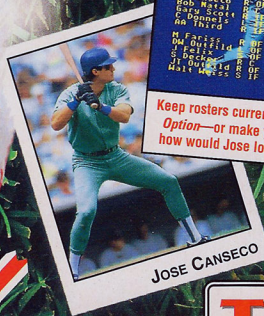
With 28 real stadiums, Kirby Puckett can explode in the hometown Homer Dome or sink a pearl in the K.C. waterworks



Keep rosters current with *Create Team Option*—or make your own trades... how would Jose look in Florida teal?



BARRY BONDS



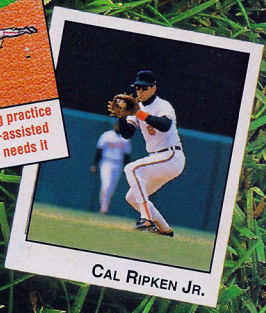
JOSE CANSECO

TENGEN
VIDEO GAMES

R.B.I. '93 BASEBALL

MARK MCGWIRE

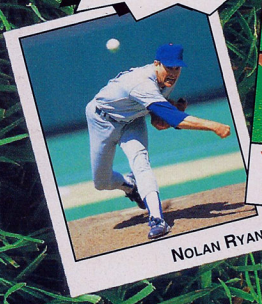
New features include fielding practice and two levels of computer-assisted defense—as if Cal Ripken needs it



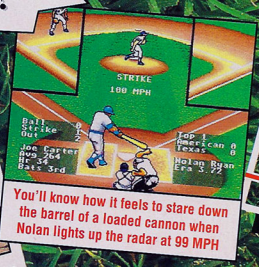
CAL RIPKEN JR.

- Biggest-selling baseball series in video-game history
- Improved and upgraded gameplay features, including *Home Run Derby*, *Fielding Practice* and *Individual Player Performance Stats*
- Full player rosters for all 28 professional teams—including new Colorado and Florida franchises
- Real, fully detailed home stadiums for all 28 teams

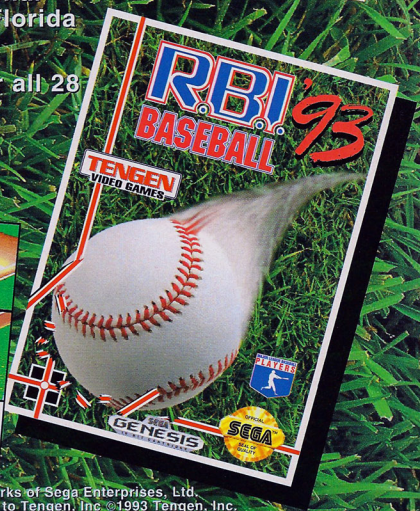
AVAILABLE NOW!



NOLAN RYAN



You'll know how it feels to stare down the barrel of a loaded cannon when Nolan lights up the radar at 99 MPH



Sega and Genesis are Trademarks of Sega Enterprises, Ltd.
RBI: TM Atari Games; Licensed to Tengen, Inc. ©1993 Tengen, Inc.

MAJOR LEAGUE BASEBALL PLAYERS

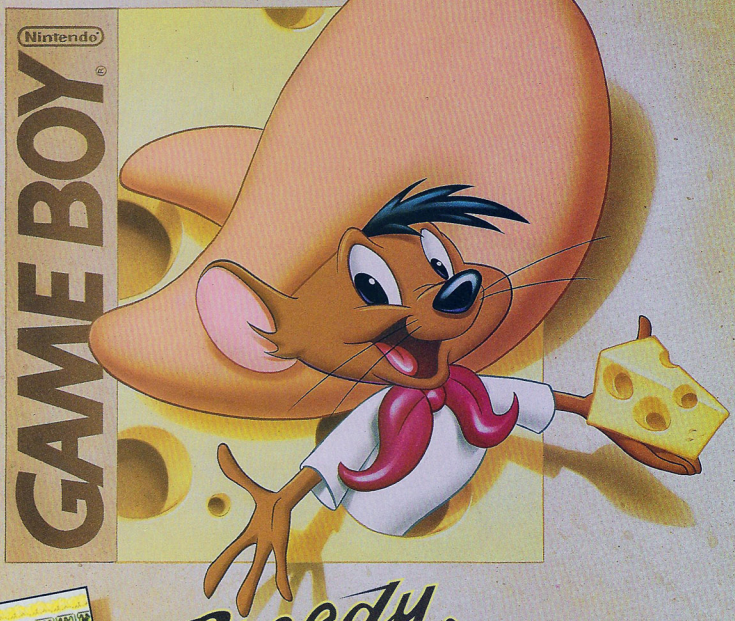
MLBPA

SEGA GENESIS 16-BIT CARTRIDGE

OFFICIAL SEGA SEAL OF QUALITY

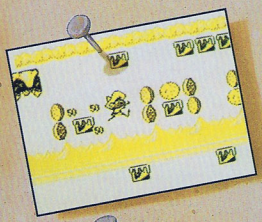
CIRCLE #101 ON READER SERVICE CARD.

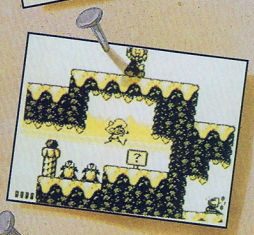
WANTED



Speedy Gonzales

Wanted for:
Roquefort Rustling
Swiss Swiping
Nacho Nabbing
and Exceeding All Speed Limits!





REWARD

Endless hours of fast-paced action and thrilling, fleet-footed fun!

LICENSED BY Nintendo

Official Nintendo Seal of Quality

SUNSOFT®

LOONEY TUNES, characters, names and all related indicia are trademarks of Warner Bros. © 1993

CIRCLE #102 ON READER SERVICE CARD.

Cover: Genesis owners have been anxiously hoping for the release of Capcom's *Street Fighter II* for their system. Now to their surprise they are getting *SFII Champion Edition*. Turn to page 32 for a review of this hot new Genesis game.

Cover Art: Mike Wepplo

Contents

VOLUME V, ISSUE 6

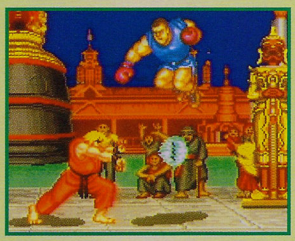
JUNE 1993

FEATURES

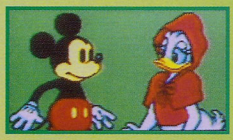
60
THE QUEST FOR IMMORTALITY A PLAYER'S GUIDE TO GODS, PART I
by Clayton Walnum
We'll show you how to get past the first two levels in this challenging multi-platform game.

REVIEWS & PREVIEWS

32
VIDEO-GAME PREVIEWS
The Legend of Zelda—Link's Awakening, Saturday Night Slam Masters, Rocket Knight Adventures, Mario Is Missing!, 3 Count Bout, Sherlock Holmes—Consulting Detective Vol. 2, Double Dragon, The Incredible Crash Dummies, The Punisher *and* Beach Volley.

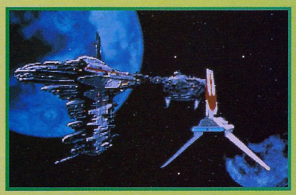


36
VIDEO-GAME REVIEWS
Street Fighter II Champion Edition, Blaster Master 2, Super Turrican, Battletoads/Double Dragon: The Ultimate Team, Taz-Mania, C & C Music Factory: Make My Video, Batman Returns, Riot Zone, Cool Spot, Bases Loaded 4, American Gladiators, Super Ninja Boy *and* Sorcerer's Kingdom.



68
GAMING ON THE GO
Battletoads in Ragnarok's World, Land of Illusion Starring Mickey Mouse, European Soccer Challenge *and* Star Trek: The Next Generation.

74
COMPUTER-GAME PREVIEWS
Street Fighter II, Doom, Quarter Pole, The Awesome Adventures of Victor Vector & Yondo Adventure 2, Rules of Engagement 2, Take A Break! Pinball *and* Spectre Supreme.



78
COMPUTER-GAME REVIEWS
X-wing: The Farlander Papers, Empire Deluxe, The Prophecy, Michael Jordan In Flight, Space Quest V, V for Victory: Market Garden, Wilson ProStaff Golf, Rome—Pathway to Power, World Tour Tennis, Tony La Russa Baseball II *and* S.C.OUT.

DEPARTMENTS

EDITOR'S LETTER 6
YEA & NAY 8
READER MAIL 12
TIP SHEET 16
NEWS BITS 20
EASTER EGG HUNT 26
ADVERTISER INDEX 80

VIDEOGAMES & COMPUTER ENTERTAINMENT (ISSN #1059-2938) is published monthly by L.F.P. Inc., 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Volume V, Issue 6.
Copyright © 1993 All rights reserved. Nothing may be reproduced in whole or in part without written permission from the publisher. Return postage must accompany all manuscripts, drawings, disks, etc., if they are to be returned, and no responsibility can be assumed for unsolicited materials. All rights reserved on entire contents.
U.S. subscription: $19.95 for 12 issues. Foreign subscription: Add $10 per year. Single copy: $3.95. Change of address: Six weeks advance notice and both old and new addresses are needed. POSTMASTER: Send change of address to VIDEOGAMES & COMPUTER ENTERTAINMENT Magazine, P.O. Box 16927, North Hollywood, CA 91615. Second-class postage paid at Beverly Hills, California, and additional mailing offices. Address all advertising materials to: Ad Production, VIDEOGAMES & COMPUTER ENTERTAINMENT Magazine, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210; (310) 858-7100.
Nintendo is a Registered Trademark of Nintendo of America, Inc. Sega is a Registered Trademark of Sega of America, Inc. Atari is a Registered Trademark of Atari Corp. TTI is a Registered Trademark of Turbo Technologies, Inc. Printed in the USA.

VideoGames & Computer Entertainment

Publisher
LARRY FLYNT

President
JIM KOHLS

Corporate Vice-President
DONNA HAHNER

Executive Editor
ANDY EDDY

Art Director
CATHERINE ANN RUNDELL

Associate Editors
MICHAEL DAVILA
CHRIS BIENIEK

Computer Entertainment Editor
DAVID MOSKOWITZ

Contributing Art Directors
SCOTT KRAKOFF
BRIAN SPIELVOGEL

Contributing Editors
CLAYTON WALNUM
ZACH MESTON
JUNTA KASHIWABARA/SHOGAKUKAN (JAPAN)
JULIAN RIGNALL/EMAP IMAGES (ENGLAND)

Copy Chief
KIM TURNER

Copy Editor
PHILIP SANGUINET

Editorial Assistant
STEPHANIE DE GHUEE

Network Systems Director
YONG LEE

Network Systems Operators
BOBBIE KAMINSKI, JOHN THOMPSON

MIS Director
KEVIN TATE

Systems Administrator
ANDREA LANDRUM

Production Coordinators
JOHN A. MOZZER, CYNTHIA PATTERSON

Research
MICHAEL AUGSDORFER

National Advertising Manager
JAY EISENBERG
JE PUBLISHERS' REPRESENTATIVE

Address all advertising inquiries:
3415 S. Sepulveda Blvd., Suite 520
Los Angeles, CA 90034
(310) 572-7272
Fax: (310) 572-7264

Advertising Production Director
MAGGIE CHUN

Advertising Production Coordinator
NICK FAIGIN

Vice-President, Sales and Marketing
JIM GUSTAFSON

Vice-President, Client Relations
VINCE DEL MONTE

Subscriptions Director
IRENE GRADSTEIN

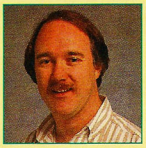
For subscription information call
(818) 760-8983.

Editorial Offices
9171 Wilshire Blvd., Suite 300
Beverly Hills, CA 90210
(310) 858-7155
FAX: (310) 274-7985

This magazine is biodegradable.
Please recycle.

LETTER From the EDITOR

The recent industry news is pretty sobering, and not at all a good sign: Strategic Simulations Inc. (SSI), MicroProse and Sierra On-Line have all been hit by the recession and hard. The rumor, in fact, is that MicroProse is up for sale, though field reports say that it's looking for venture capital as much-needed financial aid. All three companies have been forced to lay employees off as a cost-cutting measure, and you can bet that games under development might end up late or not released at all.



Hey, this information sounds more like casualty reports from an overseas war than what many consider a thriving industry. It's important to note, however, that with the global recession we've got now—and it's *worse* in Japan, from the reports we're getting—people have to be careful. Certainly there's plenty of room for even more growth in the current game community, but that's little consolation to those who have lost their jobs, and we wish them the best in landing on their feet at other companies.

Why shouldn't there be enough to go around, you ask? After all, by all the estimates we hear, the electronic-game industry (game consoles and software, PC software and coin-operated revenue) is somewhere in the range of $15-20 billion in sales...yes, that's a twenty with nine zeroes after it, if you're counting. Even so, you can't get too wild with the spending—this was one of the footfalls for Atari in the mid-'80s. A game company can't put too many of its eggs in one basket.

Another example of this excess is Cinemaware, which kicked the bucket a few years ago. When we went to visit the company, there were a *lot* of projects in the works. That meant there was much money going out, but little coming in—until a project was complete and the check delivered. Unfortunately, the seesaw tipped too much in one direction, the company couldn't handle the economic stress it had put on itself and it broke.

In order to avoid this happening to more companies—and there's even more risk, given the time and resources needed to complete a game on CD—the companies have to be responsible. Don't spend what you don't have. Don't count your chickens before they hatch. Don't bite off more than you can chew. Most of all, though: Give us games that are fun and we'll *carry* you to the bank.

Hopefully, you've noticed that this issue features *four* different versions of the same cover, each with a different *Street Fighter II* boss. This is an effort to give something to you, our readers, that's a little fun. (Let's see how long it takes for one of our competitors to copy this one.) We'd like to hear your thoughts, so drop us a line by U.S. Mail, fax or electronic mail. And thanks for reading VG&CE.

—Andy Eddy, Executive Editor

BAD TO THE BONE!

FEEL THE TERROR!

EXPLOSIVE FIREPOWER

DESTROY CYBER-DYNE RESEARCH

HASTA LA VISTA, BABY!

THE FUTURE IS IN YOUR HANDS AS A LONE WARRIOR IN THE ULTIMATE METAL-WRENCHING BATTLE AGAINST THE MIMETIC POLYALLOY T-1000 TERMINATOR.

EXPERIENCE 3 TIMES THE TERROR BLASTING DEADLY FACE-HUGGERS, ACID-SPITTING ALIENS AND THE EGG-LAYING QUEEN WITH YOUR FLAME THROWER. GET READY FOR HEART POUNDING ACTION, EXPLOSIVE FIREPOWER AND AWESOME GRAPHICS AND GAME PLAY!

THEY'RE BIG, THEY'RE BAD AND THEY'RE BACK ON SUPER NES™!

LICENSED BY Nintendo

LJN LTD.

Official Nintendo Seal of Quality

ALIEN3 TM & ©1993 Twentieth Century Fox Film Corporation. All rights reserved. TERMINATOR™ 2 JUDGMENT DAY, T2, ENDOSKELETON AND Depiction of ENDOSKELETON are trademarks of Carolco Pictures Inc. (U.S. and Canada); Carolco International N.V. (All Other Countries) © 1993 Carolco Pictures Inc. and used by LJN, Ltd under authorization. Nintendo®, Super Nintendo Entertainment System® and the official seals are registered trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. LJN® is a registered trademark of LJN, Ltd. © 1993 LJN, Ltd. All rights reserved.

CIRCLE #103 ON READER SERVICE CARD.

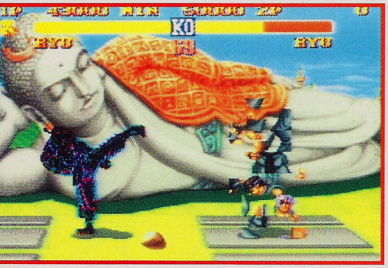
YEA & NAY

Yea

Sega of America recently did something that pleased its third-party licensees (and us) very much: It reduced the cost of producing Genesis cartridges. While we can't print the highly confidential price list without landing ourselves in deep guacamole, we *can* say that the costs are noticeably less than before. So why should you care? Because reduced production costs will hopefully lead to reduced retail prices, and reduced retail prices will definitely lead to happy Genesis owners.

Nay

As you can imagine, we get a lot of calls here at VG&CE Headquarters, usually from lustful dudes begging to speak with editorial assistant and fabulous babe Stephanie de Ghuee. Lately, however, you callers have been asking about a *Street Fighter II* "boss code" that was hyped on the cover of one of our competitors and "updated" in a more recent issue. The competing mag wrote that "this code isn't perfect," which wins our "Understatement of the Year" award. Firstly, the bosses' colors are totally messed up. Secondly, the graphics glitch so that you end up fighting what looks like a six-foot-tall pile of vomit. Thirdly, the code crashes the SNES. Fourthly, the code requires a Game Genie, a major detail that was conveniently *not* mentioned on the competitor's cover. (The "updated" code requires a Game Genie *and* a Pro Action Replay.) Listen to us now and believe us later: This "boss code" is slightly amusing, totally worthless and certainly not worth getting a Game Genie or Pro Action Replay to try out. You'd be better off spending your money on the coin-op or the upcoming Genesis version of *Street Fighter II: Champion Edition*.



Nay

Electronic Arts is the king of Genesis sports games, consistently outdoing Sega's own titles with such smash hits as *John Madden Football* (and its sequels), *Lakers vs. Celtics* (and its sequels), *NHL Hockey* (and its sequel) and *PGA Tour Golf* (and its sequel). So why can't it show this same programming mastery for the Super NES? The SNES version of *John Madden Football* was a massive disappointment, and even *John Madden Football '93* lacks the Genesis version's smooth game play. *NHLPA Hockey '93* on the SNES was so poorly designed that the programming team removed frames from the animations in a feeble attempt to match the Genesis version's speed. We all know the SNES can handle great sports games—*NCAA Basketball, David Crane's Amazing Tennis* and *Super Soccer* are three examples—so Electronic Arts has no excuse for turning out such second-rate software.

EA's *John Madden Football '93* for the SNES (right) and Genesis (below).

VG&CE may not have any "psychic friends" available to you, but we can "channel" your thoughts to game companies through *Yea & Nay*, patting them on the back or slamming them to the mat for what they do. Send your opinions to: VG&CE, Attn: *Yea & Nay*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Let's hear how you feel!

COULD IT BE...?

• Could it be that the politically incorrect writers of the European magazine *SegaPro* had not one, but *two* amazingly racist items in their March 1993 issue: "Nip Bits," a column about Japanese software, and "Jap Charts," a Japanese best-selling game list?

• Could it be that European magazines write outrageous put-downs of bad games? Here's a selection of five amusing quotes taken from various Euromags (you should've seen the quotes that were too naughty for us to print!):

1) "A horrible, nasty piece of software which could put computer owners off games playing for life. Don't even think about buying it."

2) "This game is completely devoid of any redeeming character whatsoever, unless you set fire to the disk to keep warm during the long winter months!"

3) "An appalling piece of software which is only worth buying if you've got more money than sense."

4) "A very stupid and annoying attempt at a game which is about as enjoyable as eating live slugs."

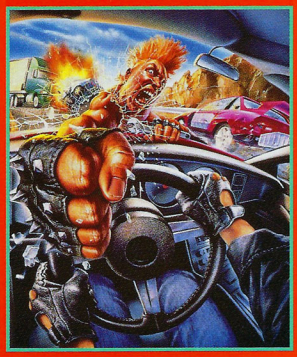
5) "This game will prove to be as popular as your next-door neighbor's dog—were it to have rabies."

• Could it be that the first level of an early version of *Dooley the Dinosaur* (Innovation Technologies for the Game Gear) features a note-for-note rendition of Nirvana's hit single "Smells Like Teen Spirit"? Seems that the sound designer was given a copy of the single and instructed to create similar music: He made it not just similar, but law-

PHOTO © 1991 MARK LEIALOHA

suit-perfect. The music in the final version of *Dooley* (our version is a beta) will naturally be changed to protect the guilty.

• Could it be that the VG&CE staff was having conniptions trying to figure out the lyrics to the theme song to *Road Avenger* (Renova-



tion for the Sega CD)? After several days of intense listening, we did what anyone in our position would have done: plead and beg with our contact at Renovation—the lovely Karen Safran—to send us a lyric sheet, which she graciously did, and which we're graciously printing below. Next month, the lyrics to "Smells Like Teen Spirit." (Or maybe not.)

"The Road Avenger" *(English version)*
WRITTEN BY KING REGUYTH
MUSIC BY J WALK

I know I'm gonna revive
When I am on the road
I've got nowhere to hide
When I am on the road

There's no use in wondering what
Made you feel like parting from me then, girl
How many more tears must I shed
So as to melt the frigid wall of time

So I'm gonna break it
Have no fear on the road
You know I'm sure to make it
No matter what's on the road

I know too well it's very hard
It's just barking for the silver moon
But I don't care how long it takes
As long as she lights up my way in the gloom

Until the very moment
When I see you again
I'll keep speeding along the road to the sun
The burning sun!

Hear the roars of my car
I'm nearly round the bend
Searching for the love that we did share
There's no one who can stop me now

TOADAL WAVE!

BATTLETOADS/BATTLEMANIACS

BATTLETOADS IN RAGNAROK'S WORLD

BATTLETOADS/DOUBLE DRAGON

LOOK FOR THESE GREAT GAMES AT A RETAILER NEAR YOU!

TRADEWEST

CIRCLE #104 ON READER SERVICE CARD.

Tradewest, Inc. 2400 S. Hwy. 75, Corsicana, TX 75110

BATTLETOADS TM & © 1991, 1993 Rare Ltd. Licensed to Tradewest, Inc. by Rare Coin-It, Inc. DOUBLE DRAGON is a trademark of Technos Japan Corp. Nintendo, Nintendo Entertainment System, Super Nintendo Entertainment System, Game Boy and the official seals are registered trademarks of Nintendo of America Inc.

READER MAIL

VECTREX CORREX

It was a pleasure to see your April article, "Ahead of Their Time," with the Vectrex as its lead machine. I worked with the original Vectrex design team in Santa Monica, California, and I thought I'd correct a few errors in that article.

There were indeed more than a dozen games released for the Vectrex—more than two dozen, in fact. Some of the titles listed in your article as originals were actually coin-op conversions: *Rip-Off* and *Solar Quest* were both originally by Cinematronic (now called Leland Corporation).

I designed the game *Spike* with its digitized voice. The game's programmer argued that we should change the character's name (and the game's name as a result) because fricatives (*S's* and *Fs*) sounded unclear—but nobody was worried that anyone would think that Molly, the heroine, was saying, "Eek! Help! Fpike!" so the name stayed.

The Vectrex 3-D Imager was released, as was the Vectrex Light Pen. I have both, which I purchased at Sears or Toys R Us—or was it the game shop in Westwood...but don't bother looking there now. They were all sold out years ago. There were a number of 3-D and Light Pen games released. I worked as an adviser on *3-D Narrow Escape*.

The reason for the system's demise was indeed the timing. All of us who worked on it remember fondly what a great machine we created, and we console each other that, but for the first video-game bust, it would have been a huge success.

I was also gratified to see that Mike Davila is a fan of both the Vectrex and Activision's new *MechWarrior* game for the SNES, which I produced. Thanks for the support! Love your magazine.

—Tom Sloper
Senior Producer, Activision
Los Angeles, California

Thanks for the kind words about VG&CE, *Tom. With regard to the mistakes on the Vectrex section of the "Ahead of Their Time" article, sorry Zach and Doug didn't contact you when researching it.*

Since the publication of that article—which has been one of the most popular features ever to appear in these pages, judging by the mail we've received—we've gotten lots of electronic mail, letters and faxes correcting us. The Vectrex Light Pen and 3-D Imager, as you mentioned, were released, and a lot of our readers have them and the games that were released for them. According to Zach: "One Vectrex owner, Darrell Jan, sent me detailed e-mail about the 3-D Imager: 'Each Imager game used a plastic color wheel,' Jan said. 'The wheel mounted onto a small electric motor inside the Imager and spun around. Half of the wheel was black, blocking one eye, and the other half had colored sections, usually red, green and blue. A timing indicator on the wheel told the Vectrex the angle of rotation so that, for example, your ship would be seen through the blue section, enemy mines would be seen through the green and other objects would be seen through the red. Everything was drawn twice, once for each eye, creating the 3-D effect.'

"Doug and I thank Darrell for the added info, and would like to say that the mistake was actually an April Fool's joke. (Yeah, that's the ticket.)"

Another reader, Jerry Jones of Bakersfield, California, sent us a picture of his collection of Vectrex wares (see left).

As a final note for trivia fans, Al Nilsen of Sega, though formerly involved in the Nemo project discussed in the article, told us what "Nemo" actually stood for: Never, Ever Mention Outside.

ONE MAN'S CEILING...

I am just writing to complain (again) about your constant and needless griping about Nintendo. I

Letters to be considered for publication should be addressed to: *Reader Mail*, VG&CE, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. Letters may be edited for style, clarity and space considerations. We regret that we cannot respond to all mail received.

STRATEGIC THINKING.
KILLER INSTINCTS.

The only action game that requires strategy to win. The only strategy game that's hot enough to melt your armor. With the advantages of an advanced 3-D flight simulator, as well as a shrewd and cunning mind, you'll face the most ferocious intergalactic combat yet seen. Mechwarrior. One of the most original games ever developed.

It's the year 3027. Revenge is your motive. A Battlemech is your method. Outmaneuver, outsmart and outfight the Dark Wing Lance. Pursue every lead. Track them to the furthest corners of the galaxy. But ya' gotta be smart. Only a great strategy can ensure victory. Use your missiles, cannons, lasers and jumpjets wisely if you expect to defeat your crafty foes. Your reward? More money to build more powerful 'Mechs, critical to completing your ever more complicated missions.

Perched in the control room of a 60-ton 'Mech, incredible 3-D graphics allow you to command the action. Use the practice mode and save game features to jump straight into the action. Whether you choose instant action or the rewards of an entire combat career, it's sure to make you sweat bullets. It's Mechwarrior.

FASA CORPORATION

ACTIVISION®

MECHWARRIOR IS FOR YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. TO ORDER: SEE YOUR LOCAL RETAILER OR CALL 1-800-477-3650

CIRCLE #105 ON READER SERVICE CARD.

think that you have an otherwise excellent magazine and wish that you would report the goings-on in the video-game world in an unbiased fashion.

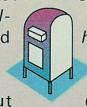
As an example, ever since I can remember, you all (and especially your Editor, Mr. Eddy) were harping on the fact that the NES had a lockout chip that prevented unlicensed companies from profiting from Nintendo's invention. I can remember one of you in effect stating that any company should be able to produce any kind of software for any system, and that Nintendo had no rights to restrict unlicensed companies. However, when it was discovered that the newer Sega Genesis machines had a similar chip (to prevent companies like Accolade from using the machine), I don't recall hearing much from your magazine about Sega's actions.

Why are you all so biased? Did Nintendo do something to you personally? And if you compare the year that Sega and Nintendo had, I think even you people will be hard-pressed to be biased against Nintendo. I mean, compare *Street Fighter 2* to *Streets of Rage 2* and you will find that there is no comparison. *Street Fighter 2* has better graphics, technique, game play, player interaction and, yes, better music (although Yuzo Koshiro's music can't be ignored). *Super Mario Kart* is great, as is *NCAA Basketball, Axelay, Out of This World, Turtles 4, Death Valley Rally, Mario Paint* and—despite the lame pack-in cart—the Super Scope has promise.

What did Sega do to counter these great games? Nothing really. It seemed to concentrate more on new (and expensive) hardware, such as the Menacer and the Sega CD. I had some problems aiming the Menacer and only one of its attachable components was comfortable to use. I can't help thinking that it was a poor choice on Sega's part to introduce the Menacer so close on the heels of the Super Scope, and to also include a lousy six-in-one cartridge. It seems as though Sega is directly copying Nintendo.

In terms of the Sega CD, I was actually excited about the machine and had planned to purchase one when it was released. But, like any good gamer, I always try before I buy and borrowed my friend's machine. I couldn't believe what I would get for my $299! *Sol-Feace* was below average and *Sherlock Holmes* was boring. Plus, the "full-motion video" that I was so excited about turned out to be a bust. *Night Trap* looked like a grainy colorized old movie. I suppose that this is due to the Genesis' 64 colors per screen, which, these days, just does not cut it. I'm going to save my money for either TTI's Duo or the Nintendo 32-bit CD player.

—Brent N. Webb-Hicks
Baltimore, Maryland



Thanks for your letter, Brent, but it appears that you are as biased in favor of Nintendo as you accuse us of being against it. VG&CE *has covered the Sega vs. Accolade trial in our* News Bits *section and slammed Sega in our* Yea & Nay/Could It Be? *column (for both the unlabeled CDs and the lack of new Menacer software). Also, you should go back and reread Andy Eddy's February 1992 editorial about the Sega vs. Accolade case—it's hardly complimentary of Sega. And his January 1993 editorial is not what you would call Nintendo-bashing, either. Andy insists his role is as an observer and reporter. If someone deserves bashing or praise, then that's what happens. The reader gets the real story.*

We're happy you like your Nintendo products, but your system doesn't get any better when you slam its competition. It's important to note that, of all the games you mentioned in Nintendo's corner, all but two of the companies (Nintendo and Interplay) are also producing games for the Genesis; and Out of This World *will end up on the Genesis courtesy of Virgin. That doesn't mean that Sega is better, just that it's obviously a viable system for software producers to market on.*

You also applaud the Super Scope and trash the Menacer, but why? Counting the games that have been released for either gun peripheral doesn't give us cause to pat either on the back: four games for Super Scope vs. one for Menacer.

Regarding the Sega CD, you have to take into account that CD drives are expensive and aren't for everyone. Surely, the Sega CD will come down in price and have more games released for it. It's up to the market to decide whether it's popular or not. However, Nintendo is expected to someday release a CD peripheral to its system. Will you cheer Nintendo for innovation or say that Nintendo "directly copied" Sega (as you claim Sega did with its Menacer)?

All we ask is that you open your eyes to the whole marketplace of games and systems. We don't have a grudge against Nintendo, but it has earned any slams or praise we've printed—as have Sega, TTI, Atari and any other company VG&CE *talks about.*

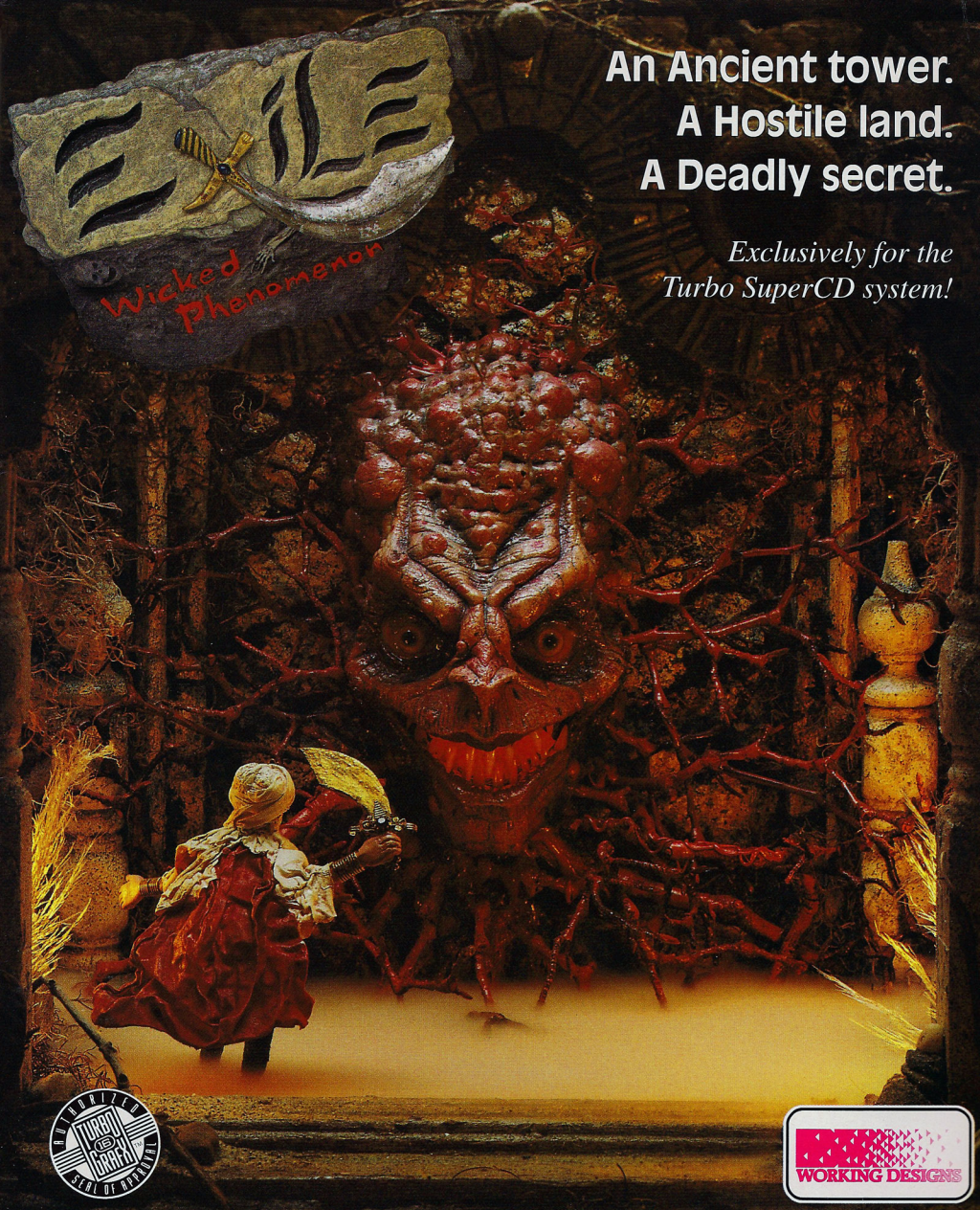
MODEM OWNERS!

VG&CE can be reached on-line with comments and hints. We'd be happy to hear from you. Electronic mail can be sent to us on the following systems:

CompuServe: 70007,3554
Delphi: VIDGAMES
GEnie: VIDGAME
Internet: VIDGAMES@DELPHI.COM
Prodigy: CKJB66A
America Online: VIDGAMES

If you'd like more information on how these systems operate and how to sign up, give them a call and tell them VIDEOGAMES & COMPUTER ENTERTAINMENT sent you!

CompuServe: (800) 848-8990
GEnie: (800) 638-9636
Delphi: (800) 695-4005
Prodigy: (800) 822-6922 x556
America Online: (800) 827-6364



TurboGrafx is a registered trademark of NEC Technologies, Inc. ©1992 Telenet Japan Co., LTD. "Exile" is a registered trademark of Telenet Japan Co., LTD. Licensed from Telenet Japan Co., LTD by Working Designs, 18135 Clear Creek Road, Redding, CA 96001. Tell your friends about us, won't you? For a dealer near you, call (916) 243-3417 ext. 190.

CIRCLE #106 ON READER SERVICE CARD.

Even the best player has trouble with a game now and again, but where can you turn for help? VIDEOGAMES & COMPUTER ENTERTAINMENT has designed *Tip Sheet* to give you, the reader, answers to questions such as, "How do I defeat the end boss on this level?" or "I've looked everywhere, but I can't find the blue vase." So, if you're having a problem with a game, write to us, and our group of experts will do everything they can to solve it. Send your letters to:

VG&CE
9171 Wilshire Blvd.,
Suite 300
Beverly Hills, CA 90210
Attn: *Tip Sheet*

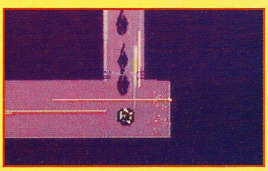
TIP SHEET

BY
CHRIS BIENIEK

I've been playing Interplay's *Out of This World* and I'm stuck on the 13th stage. I made it past the lasers in the dark hallway, but I can't figure out if I should pull the lever before I jump into the hole in the floor of the next room. If so, how do I get past all of the guys who fire at me? There are six or seven people to the left and two to the right who are already firing when I enter the room. What do I do?

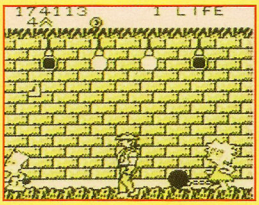
—Tony Male
Arvada, Colorado

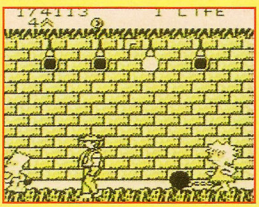
Run for your life, that's what you do! Pulling the lever opens the cage below to release the black beasts, which will create enough mayhem to keep the guards distracted while you run to the right. ("Distracted" is an understatement; you'll see several guards being mauled by the beasts as you rush through.) Miraculously, if you keep running, you won't be hit by any laser fire—just run until you reach an electric lift at the end of the hallway and immediately *jump up into it.*

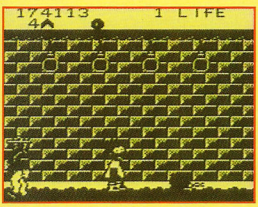


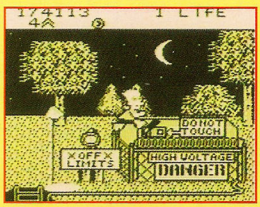
Help! I can't get past Ironfist Burns at the end of *Bart Simpson's Escape From Camp Deadly* (Acclaim for the Game Boy). Could you tell me how to beat him?

—Jonathan Brown
Chateauguay, Quebec









Check out the Escape From Camp Deadly *instruction manual, Jonathan—page 11 tells you to "keep in mind the rumor that (Ironfist is) afraid of the dark." To exploit this weakness, you'll need to use boomerangs to shoot out the light bulbs that hang from the ceiling. It's not easy, but the method that worked for me is as follows: Stand near the edge of the screen, facing away from the center, then jump up and throw a boomerang off-screen while you're still in midair. If it flies at a downward angle, it will sail upward to return to the spot from which it was thrown—but don't try to catch it on the rebound. Flying up to the ceiling this way, the boomerangs are likely to take out the bulbs one by one.*

If you pop all four bulbs, the room will darken and you'll see Ironfist scurry away into the shadows. Exit the room by climbing the ladder to the right, and throw the switch to pull the plug on Camp Deadly!

Introducing VideoGames & Computer Entertainment®

Amazing Two Year/Free T-Shirt Offer!

24 Issues Only $24.95!

Only $1.25 An Issue!

Save $64.85 off the cover price!

VG &CE Magazine, P.O. Box 16927,
N. Hollywood, CA 91615

YES! *Sign me up for 24 issues of VG & CE at the amazing low price of only $24.95! I'll save a whopping $64.85 off the cover price and get a VIDEO GAMES T-SHIRT ABSOLUTELY FREE!*

Name _____

Address _____

City _____

State/Zip _____

☐ Payment Enclosed

Charge My ☐ Visa ☐ MC

_____

Exp. _____

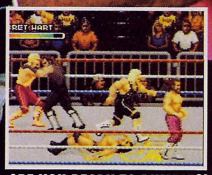
Signature _____

MONEY BACK ON UNMAILED ISSUES IF NOT SATISFIED!

FOREIGN ADD $10. MAKE CHECKS PAYABLE TO L.F.P. INC.
YOUR FIRST ISSUE WILL ARRIVE IN 6 TO 8 WEEKS.
WATCH FOR IT!

OFFER EXPIRES AUGUST 25, 1993 CNSAA

LET'S R



ARE YOU READY TO RUMBLE?!

R.I.P. WITH THE TOMBSTONE PILEDRIVER!

TAKE A SEAT MR. PERFECT!

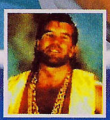
WWF ROYAL RUMBLE

RIC FLAIR™

THE UNDERTAKER™

MR. PERFECT™

YOKOZUNA™



RAZOR RAMON™

CRUSH™

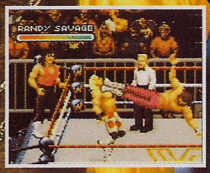
In the ring... out of the ring... **OUT-OF-CONTROL!** Take on 12 of the best Superstars of the World Wrestling Federation® as you atomic-drop, headbutt, piledrive and dropkick your way through the most grueling test of wrestling skills ever devised!!

- ★ "NO-HOLDS-BARRED BRAWL" WITH NO REF... AND NO RULES!!
- ★ MORE SUPERSTARS THAN EVER BEFORE — EACH WITH HIS OWN TRADEMARK MOVE!!
- ★ "DIRTY TRICK" CHOKE-HOLDS, EYE-GOUGES AND BACK-BREAKING CHAIR-SLAMS!!
- ★ TOURNAMENT MANIA: WIN THE CHAMPIONSHIP BELT!

YOU MAY BE READY TO WRESTLE... BUT ARE YOU READY TO RUMBLE?!!

UMBLE!

THE INFAMOUS EYE-GOUGE!



TWO- AND THREE-MAN TAG TEAM ACTION!!

TATANKA™

BRET "HIT MAN" HART™

SHAWN MICHAELS™

RANDY "MACHO MAN" SAVAGE™

"THE NARCISSIST" LEX LUGER™

"MILLION DOLLAR MAN" TED DIBIASE™

ALL NEW 16-MEG ACTION!

LICENSED BY Nintendo

LJN LTD.

Official Nintendo Seal of Quality

OFFICIAL WF WORLD WRESTLING FEDERATION LICENSED PRODUCT

ALSO AVAILABLE WF® STEEL CAGE CHALLENGE™ FOR SEGA™ GAME GEAR™!

™The World Wrestling Federation logo, WrestleMania and Royal Rumble are registered trademarks of TitanSports, Inc. © 1993 TitanSports, Inc., All rights reserved. All other distinctive character names, likenesses, titles and logos used herein are trademarks of TitanSports Inc. Nintendo, Super Nintendo Entertainment System and the official seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc. LJN ® is a registered trademark of LJN, Ltd. ©1993 LJN, Ltd. All rights reserved.

CIRCLE #103 ON READER SERVICE CARD.

Top Coin-Ops for March 1993

Figures are courtesy of *RePlay* magazine, based on an earnings-opinion poll of arcade operators.

Best Upright Videos

1. *NBA JAM* by Midway
2. *Mortal Kombat* by Midway
3. *Lethal Enforcers* by Konami
4. *Street Fighter II Champion Edition* by Capcom
5. *Terminator 2* by Midway
6. *Golden Axe II* by Sega
7. *Sunset Riders* by Konami
8. *Double Axle* by Taito
9. *Steel Gunner* by Namco
10. *Super High Impact* by Midway

Best Deluxe Videos

1. *Virtua Racing* by Sega
2. *Suzuka 8 Hours* by Namco
3. *Race Drivin' Panorama* by Atari
4. *Race Drivin'* by Atari
5. *Stadium Cross* by Sega
6. *X-Men* by Konami
7. *Final Lap 2* by Namco
8. *Exhaust Note* by Sega
9. *Arm Champs II* by Jaleco
10. *Grand Prix Star* by Jaleco

Best Video Software

1. *Street Fighter II Champion Edition Turbo* by Capcom
2. *Time Killers* by Strata
3. *Fatal Fury 2* by SNK
4. *3 Count Bout* by SNK
5. *World Heroes* by SNK
6. *Neck 'N Neck* by Bundra
7. *Street Fighter II* by Capcom
8. *Art of Fighting* by SNK
9. *Warriors of Fate* by Capcom
10. *Aero Fighters* by McO'River

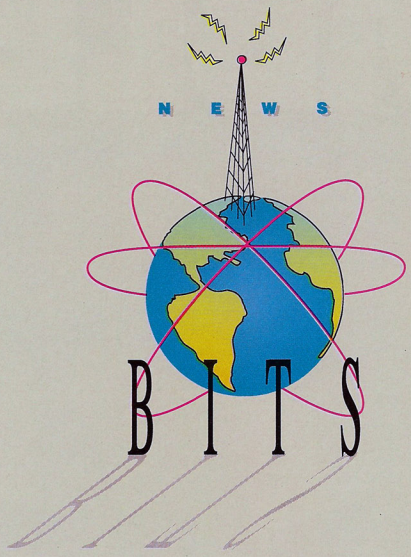
Top Video Games for March 1993

The lists of top-selling video-game software are provided courtesy of Babbage's.

Super NES

1. *Star Fox* by Nintendo
2. *Tecmo NBA Basketball* by Tecmo
3. *Street Fighter II* by Capcom
4. *Super Star Wars* by JVC
5. *Tiny Toon Adventures: Buster Busts Loose* by Konami
6. *Super Mario Kart* by Nintendo
7. *NCAA Basketball* by Nintendo
8. *John Madden Football '93* by Electronic Arts
9. *Bulls vs. Blazers* by Electronic Arts
10. *The Legend of Zelda: A Link to the Past* by Nintendo

COMPILED BY DAVID S. MOSKOWITZ



Industry Layoffs

Facing mounting development costs, project delays and a softening computer software market, three of the industry's largest publishers have restructured and laid off employees.

MicroProse, which had record sales in 1992, also faced record expenses as it entered the fields of role-playing games and graphic adventures. Also, to properly enter the cartridge market, MicroProse needed a stronger financial base to get the necessary funding. This onetime personnel cut of 10% should make the company sufficiently attractive to bankers and potential shareholders.

Strategic Simulations laid off about 20% of its 100 employees in an effort to devote all internal energies to *Dark Sun*, its 16-bit *Dungeons & Dragons* computer game that has been delayed for almost a year. *Dark Sun* for the SNES and the computer game *M* have been placed on indefinite hold, with personnel working on those projects constituting a significant portion of those let go.

Sierra On-Line laid off 10% of its staff in all departments. The resulting $3 million in projected savings from this action will be used to strengthen Sierra On-Line's entry into education and sports software, as well as for development of Sega CD and 3DO products.

Trimark Goes Interactive

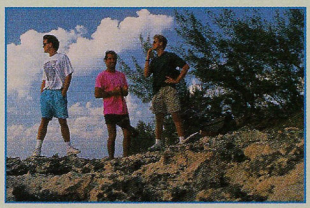
Motion picture maker and distributor Trimark Holdings Inc. has formed a new subsidiary, Trimark Interactive, dedicated to developing and marketing video and computer games. Trimark Interactive will be headed by president Mark Amin, founder of the 20/20 Video chain, and Kelly Flock, former general manager of LucasArts. Trimark plans to have video game-only stores in Southern California by the end of 1993.

Rather than develop one title for all platforms, Trimark will target each game to a platform based on available demographics. For example, computer games tend to be played by a slightly older market than Sega Genesis games, which, in turn, are used by older players than SNES games. Trimark hopes to have one computer title and three cartridge games (divided between Genesis and SNES) released by Christmas 1993. The new publisher will also be developing software for 3DO.

Potential movies to be turned into games are *Warlock* and *Leprechaun*.

GameTek Goes Rasta for Kawasaki Challenge

In an effort to provide authenticity to the Jet Ski portion of its *Caribbean Kawasaki Challenge*, developer GameTek sent a team to the Caribbean islands. Pho-



tographer Dominic Marsden and GameTek developer Steven Curran visited Bimini, Treasure Cay, Nassau, Great Abaco and Freeport during their five-day shoot.

Hardball III Players Earn Shot at Cooperstown

Accolade has announced a contest for players of *Al Michaels Announces Hardball III* for the Sega Genesis.

Contest entrants should send in photographs of their highest score in the Home Run Derby subgame. The winner will receive $400 and a trip for two to Cooperstown, New York, to attend the Hall of Fame induction ceremonies. Additional prizes include sets of baseball cards and baseball caps.

All entries must be in or postmarked by May 31, 1993.

Capcom and Sega Announce Six-Button Controllers for the Genesis

Coinciding with the release of *Street Fighter II Champion Edition*, Sega will release a special six-button joystick for $19.99.

Sega plans to incorporate the controller in numerous future releases that may be played with the standard three-button controller, but which will have features accessible only by the six-button joypad.

Capcom will also be releasing a Genesis version of the Fighter Power Stick, a six-button joystick featuring three turbo buttons. The Capcom stick will retail for around $75 to $80.

Steve Jackson Defeats Feds

A federal court has ruled in favor of Steve Jackson Games in its suit against the U.S. Government for lost profits and work time stemming from the April 1990 raid of SJ Games by U.S. Secret Service agents. The publisher was working at that time on a cyberpunk module for its role-playing game *GURPS*. The U.S. Government had felt that information within the game could be potentially damaging to national security and the nation's electronic infrastructure.

Federal Judge Sam Sparks ruled that the Secret Service unlawfully read, disclosed and erased computer data in violation of the Electronic Communications Privacy Act. The judge awarded $5,000 in punitive damages in addition to $42,259 for lost profits in 1990 and $8,781 for out-of-pocket costs. SJ Games' attorneys are entitled to legal costs, which have amounted to over $200,000. The attorneys had been funded by the Electronic Freedom Foundation, a nonprofit organization chiefly supported by Apple pioneer Steve Jobs.

In his decision, Judge Sparks called the Secret Service's preparation, execution and follow-up of the raid "simply sloppy and not carefully done."

High Court Dismisses Nintendo's Appeal

The U.S. Supreme Court has refused to hear Nintendo's appeal of the 9th U.S. Circuit Court of Appeals' decision that the Game Genie did not violate the Copyright Act of 1976, which protects patent and copyright owners from derivative works.

Suncom Introduces G-Force Joystick

Suncom has released its latest IBM PC simulator control stick, the G-Force yoke. G-Force's features include dual mounting, dual, switchable firing buttons and a springloaded, self-centering system. G-Force retails for $89.99.

TTI Announces Non-900 Hint Line

Turbo Technologies Inc. has dropped its 900 hint line and replaced it with a new customer service and game tip line at (310) 337-6916.

The new line is available Monday through Friday 8:30 a.m. to 8 p.m., Saturday and holidays 9 a.m. to 3 p.m., Pacific Time.

Spectrum HoloByte Gets $10.3 Million Infusion

After seeking funds to upgrade and expand its development capabilities, Spec-

Sega Genesis

1. *X-Men* by Sega
2. *PGA TOUR Golf II* by Electronic Arts
3. *NHLPA Hockey '93* by Electronic Arts
4. *NBA All-Star Challenge* by Flying Edge
5. *Ecco the Dolphin* by Sega
6. *Road Rash II* by Electronic Arts
7. *Sonic the Hedgehog 2* by Sega
8. *John Madden Football '93* by Electronic Arts
9. *Streets of Rage 2* by Sega
10. *Tiny Toon Adventures: Buster's Hidden Treasure* by Konami

Sega CD

1. *The Adventures of Willy Beamish* by Sierra On-Line
2. *Road Avenger* by Renovation
3. *Night Trap* by Sega
4. *Sewer Shark* by Sony Imagesoft
5. *Cobra Command* by Sega
6. *Hook* by Sony Imagesoft
7. *Black Hole Assault* by Bignet
8. *Prince of Persia* by Sega
9. *Wonder Dog* by JVC
10. *Wolf Child* by JVC

NES

1. *Tecmo NBA Basketball* by Tecmo
2. *Tecmo Super Bowl* by Tecmo
3. *Dragon Warrior IV* by Enix
4. *Black Bass Fishing* by Hot B
5. *TMNT: The Manhattan Project* by Konami
6. *Super Mario Bros. 2* by Nintendo
7. *Tetris* by Nintendo
8. *Dr. Mario* by Nintendo
9. *Super Mario Bros. 3* by Nintendo
10. *Yoshi* by Nintendo

Nintendo Game Boy

1. *Super Mario Land 2: 6 Golden Coins* by Nintendo
2. *Super Mario Land* by Nintendo
3. *Kirby's Dream Land* by Nintendo
4. *NBA All Star Challenge 2* by LJN
5. *The Ren & Stimpy Show* by T•HQ
6. *Yoshi* by Nintendo
7. *Dr. Mario* by Nintendo
8. *Golf* by Nintendo
9. *Top Gun: Guts and Glory* by Konami
10. *Tiny Toon Adventures* by Konami

Sega Game Gear

1. *Sonic the Hedgehog 2* by Sega
2. *Taz-Mania* by Sega
3. *Streets of Rage* by Sega
4. *The Majors: Pro Baseball* by Sega
5. *Outrun Europa* by U.S. Gold
6. *Ariel: The Little Mermaid* by Sega
7. *Super Off Road* by Virgin
8. *Arch Rivals* by Flying Edge
9. *Evander Holyfield's "Real Deal" Boxing* by Sega
10. *Batman Returns* by Sega

Top Computer Games for January 1993

The lists of top-selling computer software were compiled by PC Research of Washington, D.C., based on sales data received from Babbage's, Electronics Boutique, Software Etc. and Waldensoftware.

Top 10 IBM PC Games

1. *F-15 Strike Eagle III* by MicroProse
2. *Ultima Underworld II* by Origin
3. *Front Page Sports: Football* by Sierra On-Line
4. *Comanche: Maximum Overkill* by NovaLogic
5. *Wing Commander* by Origin
6. *King's Quest VI* by Sierra On-Line
7. *SimCity* by Maxis
8. *Microsoft Flight Simulator* by Microsoft
9. *Falcon 3.0* by Spectrum HoloByte
10. *LINKS 386 Pro* by Access

Top 5 Amiga Games

1. *688 Attack Sub* by Electronic Arts
2. *AD&D: Gateway to the Savage Frontier* by Strategic Simulations
3. *Realms* by Virgin
4. *AD&D: Eye of the Beholder* by Strategic Simulations
5. *Operation Combat* by Merit

Top 5 Macintosh Games

1. *Civilization* by MicroProse
2. *Prince of Persia* by Brøderbund
3. *SimCity Supreme* by Maxis
4. *Microsoft Flight Simulator* by Microsoft
5. *Award Winners: King's Quest V & Red Baron* by Sierra On-Line

Top 10 IBM PC Education Games

1. *Where in the World Is Carmen Sandiego?* by Brøderbund
2. *Where in the U.S.A. Is Carmen Sandiego?* by Brøderbund
3. *Mavis Beacon Teaches Typing* by Software Toolworks
4. *Playroom* by Brøderbund
5. *New Math Blaster Plus* by Davidson
6. *Algeblaster Plus* by Davidson
7. *Reader Rabbit 2* by The Learning Company
8. *Your Personal Trainer for the S.A.T.* by Davidson
9. *Reader Rabbit* 1 by The Learning Company
10. *Mario Teaches Typing* by Interplay

trum HoloByte has secured $10.3 million from an investment group lead by Vertex Management of Redwood City, California.

Other investors include Edison Bros. stores, with whom HoloByte is developing virtual-reality technology, and Paramount Communications, producer of *Star Trek: The Next Generation*, which has been licensed to HoloByte for PC and SNES games.

New Virtual-Reality Game System

Heading toward a fourth quarter of 1993 release for its arcade, mall and amusement park technology, Visions of Reality has acquired exclusive rights to some of the most highly demanded technology available.

Led by company president Dan Rice, Visions will be incorporating the headset technology of Kaiser Electro-Optic, which designed the flight helmets used on the Apache and Comanche helicopters as well as the heads-up display used on the Stealth fighters and bombers. Sense8, which has worked with NASA before on other items, will be contributing software to the final project.

Rice expects a home version of the VR system to be available in 1994. In the meantime, Visions of Reality is also developing software for 3DO.

Flashback to Get Hint Line and Strategy Guide

U.S. Gold has implemented two hint options for *Flashback: The Quest for Identity*.

Consumers may call a hint line at (900) 288-GAME. It operates 24 hours a day and costs 85¢ per minute.

Players may also order *Flashback: The Quest for Identity Strategy Guide* through the hint line. This 96-page manual contains hints as well as a story from Marvel Comics and costs $7.95.

Prudential Equity Pumps $11 Million Into Accolade

Prudential Equity Investors has purchased the equivalent of $4 million in common stock and $7 million in convertible preferred stock in Accolade.

This marks the first major venture capital investment in Accolade's history.

Sierra to Educate About American History and Ecology

Sierra On-Line has released two new products in its Sierra Discovery Series: *Lost Secret of the Rainforest* and *Pepper's Adventures in Time. Lost Secret* features Adam Greene, the hero of *EcoQuest: The Search for Cetus*, as he tries to save the Forest Heart, the oldest tree in the rain forest.

Pepper, meanwhile, is transported to old colonial Philadelphia, which has been infused with the spirit of the 1960s. Her job is to find Benjamin Franklin and purge the time period of hippies.

Both products will retail for $49.95.

VG&CE REPLAY

THE THINGS THAT MIGHT HAVE BEEN

JUNE 1991: It sounded like the plot to a sitcom, about a love triangle gone bad. Sony announced at the Consumer Electronics Show that it was working with Nintendo to produce the Play Station, an entertainment unit which was an SNES with a Sony CD-ROM. Next day, the apparently two-timin' Nintendo said it was working with Philips Electronics to develop CD-ROM technology for its SNES, and it emphatically stated that this unit would not be compatible with the Play Station. Nintendo ended the confusion about a year later by putting a CD-ROM drive on hold, citing vague reasons regarding the technology.

JUNE 1987: Mattel Inc. announced it was developing a "compact videodisk" game machine. Working in conjunction with SOCS Research Inc., the company would only reveal that the as-of-yet-unnamed system combined CD technology and computer software. Not only that, light signals transmitted from the screen would activate specially designed toys and other devices placed nearby. This was to be the toy company's reentry into the video-gaming market, after the early 1980s when it played a major role with its Intellivision unit.

JUNE 1984: In an attempt to reverse a dramatic downturn in sales of its home computer line, Atari Inc. said at the CES it would produce a new computer toward year's end. The machine was not named nor shown publicly—only to software developers—but early catalogs listed it as the 1400XLD. It featured a built-in disk drive, internal modem, 64K RAM and a speech synthesis chip. Impressive as it was for the time, the computer was simply too much too late for the ailing video-game pioneer. Having experienced losses in excess of $500 million for the previous year, it was already the beginning of the end for Atari Inc.

JUNE 1983: Where do video games go when they die? To Kandy Man Sales Inc. If ever there was a sign of video gaming's demise, it was at the CES, where this one company boasted its inventory of 4.5 million Atari 2600 game cartridges. Kandy Man acquired its titles, such as *Frankenstein's Monster* and other vid turkeys, from defunct game companies Data Age and U.S. Games. The remaindered cartridges were then sold for under $10. Somewhat paradoxically, a Kandy Man vice-president told the *Washington Post*, "This is the last straw for a lot of these businesses. This is a terrific show; I'm doing a good business."

—Howard Wen

TWO POWERFUL BROTHERS, TWO DEADLY ARMIES, ONE SURVIVOR.

VASTEEL

1 OR 2 PLAYERS!
ARCADE ACTION!
INTENSE STRATEGY!

A GAMING EXPERIENCE ONLY POSSIBLE ON CD.

TURBO-CD, THAT IS.

AUTHORIZED TURBO CD SEAL OF APPROVAL

WORKING DESIGNS

TURBOGRAFX IS A REGISTERED TRADEMARK OF NEC TECHNOLOGIES, INC. (C) 1992, 93 HUMAN CORPORATION. WORKING DESIGNS. VASTEEL IS A REGISTERED TRADEMARK OF HUMAN CORPORATION. LICENSED FROM HUMAN CORPORATION AND CONVERTED BY WORKING DESIGNS, 18135 CLEAR CREEK ROAD, REDDING, CA 96001. FOR A DEALER NEAR YOU, CALL (916) 243-3417 EXT. 190. WE'VE ALWAYS WONDERED WHAT KIND OF PEOPLE TOOK THE TIME TO READ THIS NONSENSE. NOW WE KNOW.

CIRCLE #108 ON READER SERVICE CARD.

Hear the Sound razor-sharp adamantium Claws make as they extract their revenge.

Juggernaut is one tough mutant, even against Wolverine's fierce claws. Fire Gambits energized cards and introduce Juggernaut to Storm's tornado force winds.

SEGA
GENESIS

Welcome to the next level™

Sabretooth grows his defiance. Cyclops needs Archangel's razor sharp blades to help Nightcrawler send him back to his maker.

Cyclops watches for Sentinel attacks as Gambit uses Iceman's bridge to annihilate the hovering Sentinel.

The final battle takes place on Asteroid M. Defeat Magneto's Acolytes and the Master of Magnetism, himself.

MARVEL COMICS

CIRCLE #109 ON READER SERVICE CARD.

Sega, Genesis and Welcome to the next level are trademarks of SEGA. X-MEN and the distinctive likenesses thereof are trademarks of Marvel Entertainment Group, Inc. and are used with permission. All rights reserved. © 1993 SEGA. 3335 Arden Road, Hayward, CA 94545.

Tips are graded on a scale of one to five joysticks. The more joysticks that are colored in, the more valuable the hint is.

Blow the dust off those old games, and try out some of our new hints! If you have some great hints and tips for us, just put them on a piece of paper and send them to: **VG&CE, *Attn:* Easter Egg Hunt, *9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210. The author of each new tip we use will receive $10. Write neatly, and be sure to include your name and complete address!**

EASTER EGG HUNT

BY CHRIS BIENIEK

There's something for everyone in this month's edition of **Easter Egg Hunt**. *Lots of people have requested* **Street Fighter II** *Game Genie codes, so Galoob came through with a new batch of interesting ones. We'll also tell you how to play with polygons in* **Star Fox**, *live forever in* **Ecco the Dolphin**, *crank up the volume in* **Crüe Ball**, *ruin your eyes with* **Somer Assault** *and even blow up the heads of pro basketball's biggest stars in Midway's* **NBA JAM** *coin-op!*

Star Fox

(NINTENDO FOR THE SUPER NES)

This Easter egg may not help you to do better in *Star Fox*, but it's a lot of fun to play with! Anyone who remembers the "Drawing Mode" in Atari's classic *I, Robot* coin-op will appreciate the "Continue?" screen in *Star Fox*; it allows you to view most of the objects that appear in the game, rotate them, zoom in on them and draw with them. Here's a breakdown of the controller functions:

CONTROLLER 1:

Left and Right on control pad—Rotate object horizontally

Up and Down on control pad—Rotate object vertically

L button—Zoom in

R button—Zoom out

X button—Stop rotation

A button—Hold button down to "draw" with object; release button to clear screen

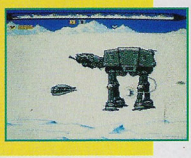
CONTROLLER 2:

Up, Down, Left, Right, ***SELECT***, ***START***, *Y or B*—Change to a different object

GAME GENIE CODES

The Empire Strikes Back

(JVC/LUCASARTS FOR THE NES)



For use with Galoob's NES-compatible Game Genie Video Game Enhancer

GZVZTNOO—Infinite energy (except against barriers)

GXSLIISA—Infinite energy for ship, Scene 2

AEXOETYL—Always have light saber

Ecco the Dolphin

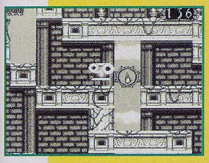
(SEGA FOR THE GENESIS)

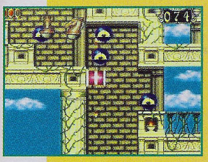
Here's a great cheat that's noteworthy because it's so incredibly easy to perform. After you input a valid password, press **START** and you'll move to the screen that shows the name of the current level with your password displayed below it. Press and hold A and **START**, and hold those buttons down until Ecco appears on the screen. (The game will be paused.) Press **START** to unpause, and you'll be completely invincible! Your health meter will go down when you get hit, but, when your energy is gone, you'll still be alive—and you won't need any air either, since the depletion of your breath meter won't kill you.

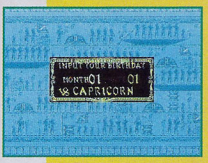
To use this cheat in a new game without using passwords, just press and hold A and **START** when the screen fades out after Ecco swims out of the tunnel at the start of the game.

Somer Assault

(TTI FOR THE TURBOGRAFX-16/DUO)







This highly original cartridge is loaded with some of the craziest Easter eggs you'll ever see! First, start the first stage and press **SELECT** 15 times while the game is in progress. Then press **RUN** to pause the game. While paused, hold I and press Up to change to "black & white" mode. Repeat the entire trick to change back to a color display.

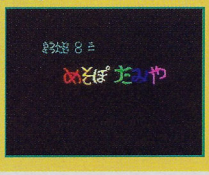
This next one's even better. During the game, press the **RUN** button 200 times. (That's right, *two hundred!* You could also think of it as pausing and unpausing the game 100 times.) Once you've done that, you'll find that every single enemy in the entire game will turn into a 1-up icon when shot, making it easy to play through *Somer Assault* with plenty of lives in reserve.

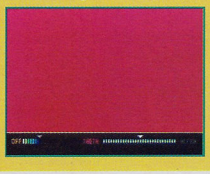
That's not all: At the "Input your birthday" screen, hold Down and I and press **RUN** to warp to the final battle against the fabulous end babe...er, boss.

If that's still not enough for Easter egg fans, this one will take the cake. At the "Input your birthday" screen, hold Up and I and tap the **RUN** button. (If you don't hold **RUN** long enough, you won't activate the Easter egg—but if you hold it too long, you'll skip the cheat and start the game, so experiment to find the right timing.) You'll enter a "sound test" menu with multicolored Japanese text, where you can sample the music and sound effects from the game.

At this screen, press **SELECT**, Up, Up, Down, Down, Left, Right, Left, Right, II, I. You'll enter a bizarre screen that flashes the color red, and you can control the brightness and flashing rate by pressing **SELECT** to switch between the two. (**Important note:** Read the epilepsy warning found in the instruction manual of most video games before messing with this trick—it's scary.)

Finally, enter the following code while you're on the flashing red screen: II, Up, Up, Down, Down, Left, Right, Left, Right, II, I. Incredibly, you'll find a hidden shoot-'em-up game! Use the control pad to move your ship; button II shoots and button I releases a "smart bomb."





Extra Innings

(SONY IMAGESOFT FOR THE SUPER NES)

We've found an easy way to check out the intermissions, ending sequence and sounds of this cartoony SNES baseball game. Go to the "Mode Select" screen, hold the L and R buttons down (on top of the controller) and press **START**, Y or B. You'll get a different result depending on which option is highlighted:

1P—Home run celebration
2P—"Happy" ending with full credits
All-Star—Angry player coming off the bench
Pennant Race—Dejected player leaving the field
Edit Team I—Scoreboard with female fan
Edit Team II, *Set Up* or *Watch*—Sound test (Use the control pad to change the number. The B button plays the current sound and the Y button turns the sound off; or press **START** to return to the "Mode Select" screen.)

Watch these sequences several times; you'll see the players with different uniform colors, and there are several different girls who appear on the "scoreboard" screen.

GAME GENIE CODES

Sonic Blast Man

(TAITO FOR THE SUPER NES)

For use with Galoob's Super NES-compatible Game Genie Video Game Enhancer
DDA5-6F60—Infinite lives
C2C3-0464—Infinite dynamite punches
C2A9-04AD—Protection against some hits

GAME GENIE CODES

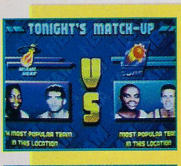
Batman Returns

(KONAMI FOR THE NES)

For use with Galoob's NES-compatible Game Genie Video Game Enhancer
SXSKGKVK—Infinite Batarangs
GZEGLVSE—Almost infinite lives and energy
YAKZTIZE—Power punch

continued on page 28

continued from page 27



NBA JAM

(MIDWAY COIN-OP)

In recent conversations with VG&CE staffers, the *NBA JAM* design team kindly revealed a set of juicy tricks for this popular arcade game. First, you can play a game as a character with a disproportionately enlarged head if you hold the joystick Up and hold the **TURBO** and **STEAL** buttons at the "matchup" screen—you must continue to hold these buttons until the court appears.

Coin-op fans already know that *NBA JAM* keeps track of records and stats by allowing players to input their own initials and birth dates. What they don't know is that superathletic versions of seven of the game's designers and programmers have been included in the ranks of NBA superstars who appear in the game. To play as a member of the *NBA JAM* design team, just input the initials and birth dates as shown:

Mark Turmell: MJT Mar 22
John Carlton: JMC Aug 5
Sal DiVita: SAL Feb 1
Shawn Liptak: SL_ Jun 24
Jon Hey: JWH Sep 20
Tony Goskie: TWG Dec 7
Jamie Rivett: RJR Jan 17

Street Fighter II

(CAPCOM FOR THE SUPER NES)

This tip—sent in by Chris Connolly of East Quogue, New York—seems more like a programming bug than a legitimate Easter egg, but the results sure are interesting. Chris reports that if you select "Option Mode" from the main menu and simply press **START** to return to the title screen, repeating this process *27 times*, you'll be able to fight for one round with no timer or energy bars at the top of the screen in either the one-player or "Vs." mode. All music and sound effects will be disabled too. The game will lock up when the winner of the first round goes into his or her victory stance, so you'll have to reset the machine after one round. Strange, but true!

Our testers have discovered that continuing to choose "Option Mode" after the 27th try will eventually crash the game, causing strange glitches to appear.

GAME GENIE CODES

Spot—The Cool Adventure

(VIRGIN FOR THE GAME BOY)

For use with Galoob's Game Boy-compatible Game Genie Video Game Enhancer

0F5-76D-F7A—Start with 15 lives
505-80D-E6A—Start with 50 bonus discs
FA9-0AC-4C1—Infinite energy (hearts), except when you fall off the screen

Street Fighter II

(CAPCOM COIN-OP)

We thought we had uncovered all of the secrets of this incredible arcade game long ago...but we didn't count on the resourcefulness and sleuthing ability of Contributing Editor Zach Meston, who unearthed this interesting trick. You don't need any quarters or tokens to try it, either!

Watch the game in "demo" mode, and wait for any scene that shows two of the characters fighting. On the second controller (right side) press Up, Up, Down, Down, Left, Right, Left, Right, **STRONG** button, **JAB** button. If you've done the trick correctly, you'll see two rows of numbers on the screen overlaying the action.

It's our understanding that two of the numbers in the top row represent the number of quarters or tokens that have been dropped into the right and left coin slots of the machine. The bottom totals show the number of times each character has been picked by a player since the last time the machine was turned on. The trick works on *Champion Edition* machines, too! You'll see 12 numbers in the bottom row instead of eight; the four extra totals represent the number of times each of the boss characters has been chosen.

A $10 *Easter Egg Hunt* finder's fee to the reader who can provide us with the most accurate description of what each of these numbers represents, including the correct order of the character totals and an explanation of the mysterious numbers in the top row.

GAME GENIE CODES

Ecco the Dolphin

(SEGA FOR THE GENESIS)

For use with Galoob's Genesis-compatible Game Genie Video Game Enhancer

AKRT-JA64—Almost infinite breath (switchable)
SW2A-KGPJ + HC2A-JAFL—Most jellyfish and some other enemies restore health instead of taking it away
AAVT-NAFC—Protection from octopus

continued on page 30

BONE-CRUNCHING!

SUPER HIGH IMPACT

Super High Impact for Super NES™ brings the fast-paced action of the **BONE-CRUNCHING** arcade smash home. Choose from18 hard-charging teams and over 30 plays, from a red dog blitz to a never-say-die super fly. "Yer Toast" if the HIT-O-METER rates your tackle "Dweeb", but you can settle the score with an all-out team brawl!

Stop watching from the sidelines... This is football action so real... it's Bone Crunching!

AUTHENTIC ARCADE FOOTBALL ACTION!

OVER 30 OFFENSIVE AND DEFENSIVE PLAYS!

BONE-CRUNCHING TACKLES!

SETTLE THE SCORE WITH AN ALL-OUT BRAWL!

NOW ON SNES!™

Acclaim® entertainment, inc.

Official Nintendo® Seal of Quality®

THE PLAY WITH PROS!

Super High Impact® © 1991 is a registered trademark of Midway® Manufacturing Company. Used by permission. Nintendo®, Super Nintendo Entertainment System® and the official seals are registered trademarks of Nintendo of America Inc. Sega and Genesis are trademarks of Sega Enterprises Ltd. Arena Entertainment is a trademark of Arena Entertainment © 1993 Arena Entertainment, Inc. All rights reserved. Acclaim® is a registered trademark of Acclaim Entertainment, Inc. © 1993 Acclaim Entertainment, Inc. All rights reserved.

CIRCLE #103 ON READER SERVICE CARD.

continued from page 28

GAME GENIE CODES

Street Fighter II

(CAPCOM FOR THE SUPER NES)

For use with Galoob's Super NES-compatible Game Genie Video Game Enhancer

DD84-DD01—Some special moves are easier to perform (E. Honda's Sumo Head Butt, Blanka's Rolling Attack, Guile's Flash Kick, Guile's Sonic Boom, Chun Li's Whirlwind Kick)

(Note: These are the "charged" special moves that require you to hold the joystick in a certain position for two seconds before executing the rest of the move. This code eliminates the required "charge" time. For example, E. Honda's Sumo Head Butt—which is ordinarily executed by holding Left for two seconds, then pressing Right and any "punch" button—can be performed with the code in place by simply pressing Left, Right, Punch!)

DFA0-DDA0 + ADA0-DFD0—No pause after throwing a Fireball

6D25-A467 + 6F25-A4A7—Players can hit each other no matter where they are

DAB8-A761—Do special moves by just pressing buttons (may make Fireballs lower)

DDB8-ADF3—Fireballs are lower to the ground

1DB8-ADF3—Fireballs are higher off the ground

DDE3-DF01—Fireballs, Sonic Booms and Yoga Fires always go to the right (thrown to the left, they go backwards)

EEB8-A793—Light Fireballs, Sonic Booms and Yoga Fires are slower

EBB8-A793—Light Fireballs, Sonic Booms and Yoga Fires are faster

EDB8-A793—Light Fireballs, Sonic Booms and Yoga Fires are superfast

EEB8-A723—Medium Fireballs, Sonic Booms and Yoga Fires are slower

EBB8-A723—Medium Fireballs, Sonic Booms and Yoga Fires are faster

EDB8-A723—Medium Fireballs, Sonic Booms and Yoga Fires are superfast

EEBA-AD93—Hard Fireballs, Sonic Booms and Yoga Fires are slower

EBBA-AD93—Hard Fireballs, Sonic Booms and Yoga Fires are faster

EDBA-AD93—Hard Fireballs, Sonic Booms and Yoga Fires are superfast

DDB1-D4F3 + EEB1-D7B3—Light Sumo Head Butts and Rolling Attacks are slower

DBB1-D4F3 + EBB1-D7B3—Light Sumo Head Butts and Rolling Attacks are faster

F9B1-D4F3 + EDB1-D7B3—Light Sumo Head Butts and Rolling Attacks are superfast

DDB1-D4B3 + EEB5-DDF3—Medium Sumo Head Butts and Rolling Attacks are slower

DCB1-D4B3 + E5B5-DDF3—Medium Sumo Head Butts and Rolling Attacks are faster

F1B1-D4B3 + 33B5-DDF3—Medium Sumo Head Butts and Rolling Attacks are superfast

DDB1-D7F3 + EEB5-DDB3—Hard Sumo Head Butts and Rolling Attacks are slower

D8B1-D7F3 + E9B5-DDB3—Hard Sumo Head Butts and Rolling Attacks are faster

F5B1-D7F3 + 32B5-DDB3—Hard Sumo Head Butts and Rolling Attacks are superfast

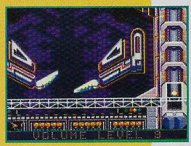
6DA4-6707—Most special moves disabled (computer can still do them, Zangief can still do Spinning Clothesline)

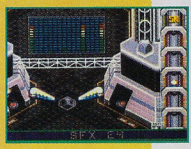
CB61-07A4—Invisible Fireballs, Sonic Booms, Yoga Fires and Yoga Flames

1868-0D6C—No Fireballs, Sonic Booms or Yoga Fires, makes Yoga Flame invisible

Crüe Ball

(ELECTRONIC ARTS FOR THE GENESIS)





Choose "Music Demo" from the title menu in EA's hard-rocking pinball cart and select the tune "Twisted Flipper." While those words are on the screen, press A, C, A and B, then start the game. Before you launch the ball, hold Up and press B to raise the "volume level" to the next stage, all the way up to Level 9. (Hold Down and press B to lower the "volume.") With this code in place, you'll be able to enter a full sound test at any time during the game by pressing A, B and C together.

Shadow of the Beast

(TTI FOR THE TURBOGRAFX-16/DUO)

Here's a simple trick that will take you to places you never dreamed existed in *Shadow of the Beast*'s spinning Super CD world. After the introductory sequence, wait for the demo that shows the Beast running through the game's first stage. When the word "BEAST" appears on the screen in huge red letters, press II, I, I, II. The "hit points" counter in the corner of the screen will change to the number 99, giving you total invincibility in the game.

With this code in place, you'll also be able to skip to different parts of most stages by pressing the **SELECT** button, then moving your character around the screen. Note that the "skip" feature does not work in all of the game's stages, and it often causes problems that may prohibit you from continuing in the game.

IT'S LIKE CHINESE FOOD... AS SOON AS YOU FINISH, YOU'RE HUNGRY FOR MORE.

Ahhh! Shanghai II. Millions have been amazed, intrigued, tantalized by the greatest strategy game ever devised. It's easy to get started. And even easier to get hooked.

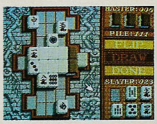
Just match tiles to remove them. But removing them all requires an observant eye and strategic mind.

FLAGS OF THE WORLD TILE SET

Shanghai II's tiles are never arranged the same way twice, so every game is a whole new challenge. And ever more difficult levels await you as your skills improve.

Now, if variety is the spice of life, Shanghai II is hot stuff indeed. For it not only gives you 13 tile layouts to try, but you can select from 11 tile designs and 6 different game modes.

Feeling competitive? Challenge the computer or an opponent to a game of Dragon's Eye where one tries to make the Dragon come to life while the other attempts to prevent it.



DRAGON'S EYE: THE ULTIMATE CHALLENGE

Help yourself to Shanghai II: Dragon's Eye. But beware. Once you start, you'll never get enough!

ACTIVISION®

Shanghai II: Dragon's Eye is available for SNES as well as PC and Macintosh. See your local retailer or call 1-800-477-3650

CIRCLE #111 ON READER SERVICE CARD.

VIDEO GAME PREVIEWS

FIRST LOOK

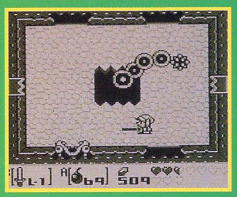
BY CHRIS BIENIEK

The Legend of Zelda—Link's Awakening

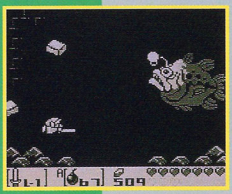
NINTENDO

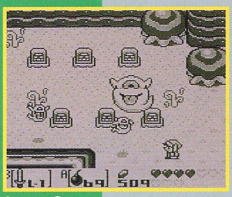
For the Nintendo Game Boy

AVAILABLE: JUNE



Finally, Nintendo's hugely popular *Zelda* series of action/adventure epics comes to the small screen. As the fourth chapter in the continuing saga of the charismatic, pointy-eared warrior, *The Legend of Zelda—Link's Awakening* is one of the most eagerly anticipated titles in the three-year history of the Game Boy.





Though details of the game's plot had not been made available at press time, Nintendo has announced that it's a four-megabit cartridge with the "largest Game Boy map ever." The recent *Super Mario Land 2* was also a four-meg Game Boy title; nevertheless, the big "N" insists that *Link's Awakening* will be "the biggest Game Boy game...ever created."

Saturday Night Slam Masters

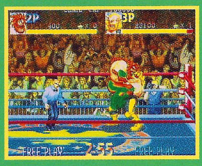
CAPCOM

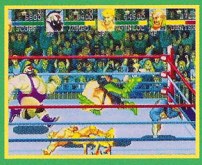
Coin-op arcade machine

AVAILABLE: JUNE

An outrageously ambitious wrestling title, *Slam Masters* takes its cue from the special moves and combination attacks that made Capcom's own *Street Fighter II* the most popular coin-op since *Pac-Man*. With eight hyper-exaggerated wrestler characters and two boss wrestlers, the range and variety of holds, throws and attacks will not be easy for hard-core fighting fans to keep track of.

Currently planned for a four-player, dual-screen twin cabinet, *Slam Masters* will also be the focus of a national tournament sponsored by Capcom. Haggar from *Final Fight* appears in the game, as well as a character named Gunloc who is "rumored to be related to a famous Street Fighter." Some of your favorite *Street Fighter II* characters appear in the audience, too...watch for them.



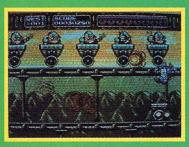


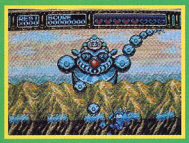
Rocket Knight Adventures

KONAMI

For the Sega Genesis

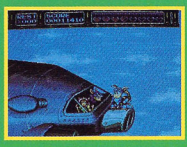
AVAILABLE: AUGUST

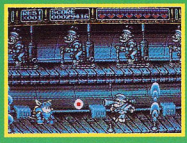


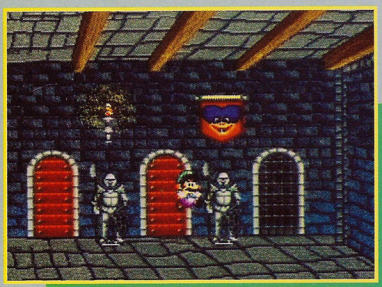


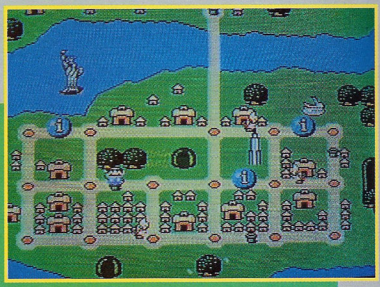
Rocketing across the land to protect "the key" at all costs, Sparkster the Rocket Knight is a *Sonic*-style opossum who swings a sword and blasts through the air with his jet pack. Living in a world where "swords, magic and mass machinery collide," Sparkster is described by Konami as "heroic, mighty and clever."

A smooth-scrolling, cartoon-style run-and-jump epic, *Rocket Knight Adventures* tells the tale of Sparkster's quest to conquer his archenemy, Axle Gear the Black Knight. Sounds like a pretty ambitious goal for a video-game hero who makes a habit of hanging from trees by his tail!









Mario Is Missing!

SOFTWARE TOOLWORKS

For the Super NES

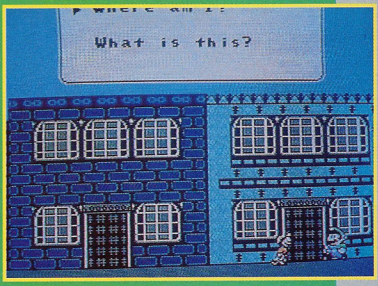
AVAILABLE: JUNE

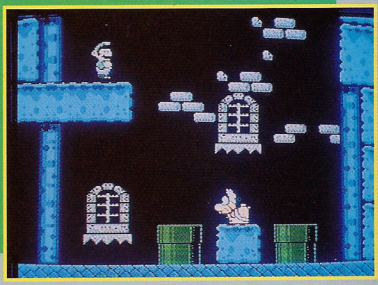
For the Nintendo Entertainment System

AVAILABLE: JULY

The first title in a planned series of five *Mario Bros.* "edutainment" products from The Software Toolworks, *Mario Is Missing!* will also be released on CD-ROM for PC compatibles in July and on disk for the Macintosh in October. (A disk-based PC version was released in '92.)

In the game, the main characters from Nintendo's popular *Mario Bros.* saga are transplanted from Mario World to the real world when Bowser and the Koopas abduct the pizza-eatin' plumber. The player controls Luigi as he explores the world with his Globulator and learns about geography, cultural diversity and navigation while searching for his lost brother.





Mario Is Missing! for the Super NES.

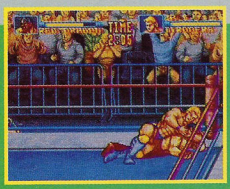
Mario Is Missing! for the NES.

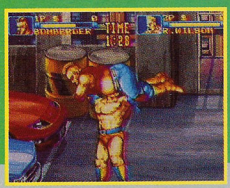
3 Count Bout

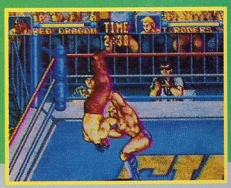
SNK

For the Neo•Geo

AVAILABLE: NOW







The third "Mega Shock" title from SNK (the tag refers to games that break the 100-megabit barrier), *3 Count Bout* is a new Neo•Geo wrestling game with ten characters to choose from. Bouts take place not only in the ring but also on the streets, where there are no referees to count your opponents out or stop the fight if things get out of hand.

3 Count Bout offers three modes of play: one player against the computer, two players against each other and two players against the computer. Currently hot in the arcades, the game is expected to reach home systems in late May or early June.

Sherlock Holmes, Consulting Detective Vol. 2

TTI

For the TurboGrafx-16/Duo

AVAILABLE: JUNE

Developed by ICOM Simulations—creators of the original *Sherlock Holmes, Consulting Detective* for the TurboGrafx-CD, Macintosh, PC and Sega CD—this sleuthing CD-ROM sequel features all-new full-motion video footage of history's greatest detective as he teams up with his trusty assistant, Dr. Watson.

Though ICOM was contractually obligated to finish the Japanese version of the game first, the American version is nearly complete as of this writing. Three new cases are present on the compact disc: "The Case of the Two Lions," "The Case of the Pilfered Paintings" and "The Case of the Murdered Munitions Magnate."

Double Dragon

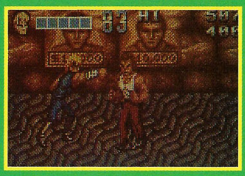
TELEGAMES

For the Atari Lynx

AVAILABLE: JULY

At long last, the American Technos coin-op classic will light up the Lynx this summer, courtesy of Telegames and a license from (fellow Texans) Tradewest. With large on-screen characters, the saga of twin brothers Billy and Jimmy Lee returns to its roots on the color portable screen.

Based closely upon the original NES *Double Dragon*, this Lynx cart includes the entire side-scrolling adventure—right up to the final battle with the Shadow Boss—as well as a one-on-one street fighting mode for two players connected with a ComLynx cable.



The Incredible Crash Dummies

FLYING EDGE

For the Sega Game Gear

AVAILABLE: NOW

Unlike the NES *Crash Dummies* game—which received a mediocre review in the pages of the April issue of VG&CE—this Game Gear conversion is based on *The Incredible Crash Dummies* for the Game Boy, which received a very favorable review in a previous edition of VG&CE's *Gaming on the Go*.

Designed by Software Creations Ltd. in the U.K. and converted by Teeny Weeny Games Ltd., it's an appropriately humorous one-day-at-a-time adventure that features the universally recognizable Slick and Sam. Jumping off buildings, crashing cars, skiing into trees...it's all in a day's work for a Crash Dummy!

The Punisher

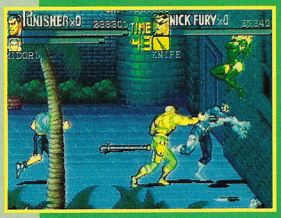
CAPCOM

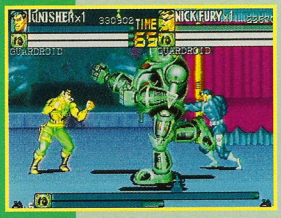
Coin-op arcade machine

AVAILABLE: NOW

Fully licensed from Marvel Comics, this one- or two-player side-scroller features plenty of muscle, gunfire and comic book-style sound effects—the kind you can see (Blam! Pow!). After a nifty introduction sequence recaps the character's origin, the Punisher leaps into action to punch and shoot his way through an army of human and mechanical enemies on his way to do battle with the Kingpin of crime.

Joined in a two-player game by perennial SHIELD agent Nick Fury, the Punisher does show some decorum during the game by not drawing his gun unless a bad guy shoots at him first. With bonus rounds and boss characters aplenty, Capcom's *The Punisher* should be arriving at your neighborhood arcade any day now.



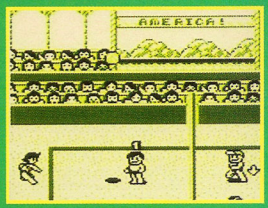


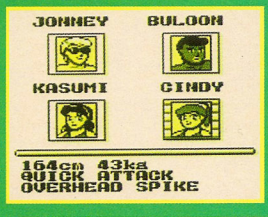
Beach Volley

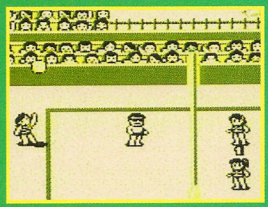
TAITO

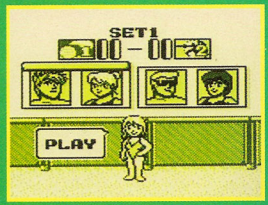
For the Nintendo Game Boy

AVAILABLE: JUNE









This cleanly designed Game Boy title combines dig-'n-spike beach volleyball action with roundheaded cartoon characters and cheery bits of digitized voice ("Play!" "Out!"). Developed by Taito in Japan, *Beach Volley* gives Game Boy sports fans a chance to compete with the best beach volleyball champs from around the world, both male and female.

A full-featured cart with one- and two-player single-game and tournament options, *Beach Volley* also allows gamers to save a tournament in progress through the use of a password function. Unusually simple controls and an energetic soundtrack are also featured.

VIDEO GAME REVIEWS

Street Fighter II Champion Edition

CAPCOM

For the Sega Genesis (N/A)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Well, I've played it and I still can't believe it. *Street Fighter II*—the game that administered CPR to the sagging coin-op biz and sold Super NES machines to thousands of beat-'em-up fanatics—has finally been crunched into a 16-megabit Genesis cartridge. Not surprisingly, it's a damn fine version of the *Champion Edition* arcade game, with special features and "improvements" that can't be found in the SNES *Street Fighter II* cartridge.

A one-on-one fighting game for one or two players, *Street Fighter II* struck a resounding chord with gamers all over the world, and it did so with nothing more than brief glimpses of the personalities of its eight characters and an amazing network of kids trading secrets about "special attacks" and "combination moves." The updated *Champion Edition* added some new features—including some equalization of the fighters' strengths and weaknesses—and allowed players to control the four previously inaccessible boss characters.

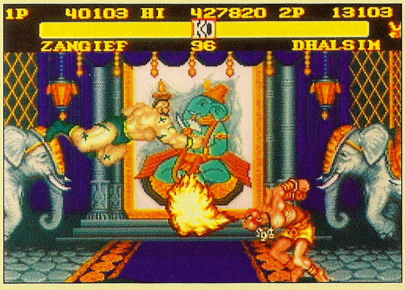
The good news is that this is a wonderfully playable version of *Street Fighter II*. The controls are just as responsive as any other incarnation, and the action is very quick—even quicker than the "unmodified" SNES game with regard to certain attacks. Though the coin-op's drum-breaking bonus stage is missing, the barrel-busting bonus round is intact. Certain characters appear to have additional frames of animation not seen in the Super NES game, among other subtleties (like the bloody "VS." letters on the prefight matchup screen or the two-frame animation of certain characters during the "continue" countdown), Chun-Li's "Neck Breaker" *Champion Edition* move is here, as are E. Honda's "Moving Hundred-Hand Slap" and Zangief's "Moving Spinning Clothesline."

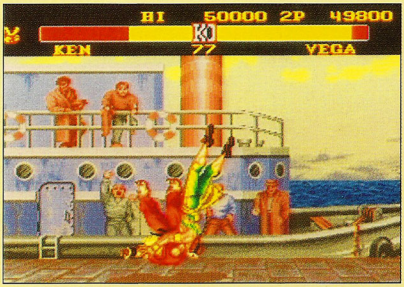
In general, the game's graphics are excellent. If you expected the on-screen color limitations of the Genesis hardware to lessen the impact of the *Street Fighter II* experience, you're in for a pleasant surprise.

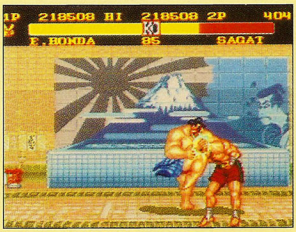
Now for the bad news. (Try to take this information with a grain of salt, as Capcom insists that the prototype copy used for this review was only 85% complete.) Even with significant improvements, the game's collection of sound effects is sure to be singled out as a weak spot, particularly when compared to the Super NES game. Most of the punches and kicks are accompanied by annoyingly harsh "whooshing" sounds, and the sampling rate of the digitized voice effects is not fast enough to prevent serious static. At press time, the prototype did not feature stereo music, though the thunderous drum sounds are mighty impressive.

Here's a great tidbit for trivia fans. Not many folks are aware of the fact that the coin-op *Champion Edition* game appeared in this country *before* it was released in Japan, and that the Japanese version features one special attack that was not seen on these shores until Capcom unleashed the *Turbo Champion Edition* (also known as the *Hyper Fighting Edition*) coin-op late last year. It's a variation on Balrog's "Turn Punch" that takes away an incredible 50% of your opponent's health meter.

To pull it off, you must hold all three "punch" buttons (or all three "kick" buttons) for 50 seconds, then release them. I mention this because







the A, B and C buttons, with the three remaining functions set up as "alternates." During a battle, you can toggle between the three main functions and the three alternate functions by tapping the **START** button. The three-button system makes it difficult to execute certain combination moves, but it works surprisingly well. Unfortunately, this ties up the **START** button, which explains why the prototype cartridge I reviewed had no "pause" feature.

All things considered, I'm happy to report that *Street Fighter II Champion Edition* for the Genesis is good enough to stand tall in the face of skepticism, and it holds up extremely well when compared to the legions of fighting games that have been introduced for home game systems during the past year. With all of the *Champion Edition* "extras"—boss control, new backgrounds, revised attacks—it's definitely the home game of choice for *Street Fighter* fans...that is, until Capcom releases the Super NES version of *Street Fighter II Turbo Champion Edition.*

—Chris Bieniek

Capcom USA Inc.
3303 Scott Blvd.
Santa Clara, CA 95054
(408) 727-0400

the move *does* appear in the Genesis *Champion Edition*, and hard-core gamers are expected to offer this as proof that the Genesis cart includes a hidden Easter egg that will change the game into the newer *Turbo* edition. (If you thought the SNES "boss code" rumor was a pain in the neck, prepare yourself for a whole year of "*Turbo* code" rumors!)

By now, readers should be aware that Sega's new six-button control pad is on the way, and a redesigned, different-colored, Genesis-compatible version of Capcom's own Fighter Power Stick will also be available. But what about those who don't upgrade from the standard three-button Genesis pad? Here's how the three-button controls have been handled, and I think it's pretty logical:

A configuration screen allows you to assign punch or kick functions to

EDITORS' CORNER

AE	1	2	3	4	5	6	7	**8**	9	10
CB	1	2	3	4	5	6	7	8	**9**	10
DM	1	2	3	4	5	6	7	8	**9**	10
MD	1	2	3	4	5	6	7	**8**	9	10

Andy noted that, while the audio was disappointing, it's nice to see Genesis owners included in the *SFII* rage. Dave says it's well deserving of "legend" status.

Blaster Master 2

SUNSOFT

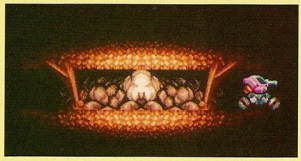
For the Sega Genesis ($49.95)

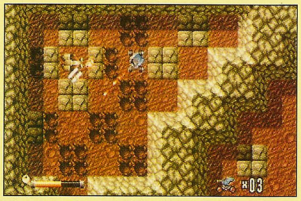
SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	5	**6**	7	8	9	10
PLAYABILITY	1	2	3	4	5	**6**	7	8	9	10
OVERALL	1	2	3	4	5	**6**	7	8	9	10

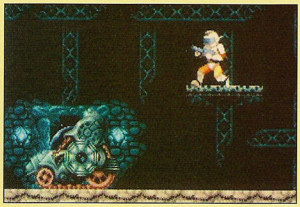
Five years ago, Jason defeated the Plutonium Boss and the radioactive mutants, and now he must save the Earth from more malevolent beings. The invaders are in the form of lightning and are burrowing their way toward the planet's core in order to shift the planet's axis and bring about orbital dismay.

The multiterrain vehicle Jason used to defeat the enemy in the last *Blaster Master* adventure, *Sophia*, was destroyed by the new enemy, and its parts have been used to build their weapons. Jason simply puts together another, more powerful *Sophia* and takes off to the mountain region to defeat this new alien onslaught.

Blaster Master 2 is played from three vantage points: a small, side view of *Sophia II* or Jason traveling through the land, an overhead view of the vehicle moving over the surroundings and a larger-sized side view where the player







controls Jason himself against a boss creature or a machine.

The object is to destroy all attackers and take back the parts of the original *Sophia*. Power-up icons can be found that augment *Sophia II*'s offensive and defensive capabilities. Special weapons for Jason must be won by defeating boss characters encountered in the seven levels of play.

Welcome back to 1988, folks. *Blaster Master 2* on the Genesis will remind many of the original game, not only in the game play but in looks as well. The graphics aren't the whiz-bang, large-sized characters to which Genesis players have become accustomed (especially in a side-view platform title). But they're not bad either—an improvement, of course, over the 8-bit NES.

The same can be said for the sound—not bad or irritating, just not the kind of high-production stuff Genesis aficionados hear from even the lesser-quality titles.

Blaster Master 2 makes somewhat of a mark with its play, though it is on the easy side. The idea of having Jason sometimes come out of *Sophia II* to kill the bad guys, instead of always doing it from inside the vehicle, is keen. It's a gimmick that works okay, but seems underutilized, as the game is merely all about shooting the enemy.

With its three game-screen viewpoints and the Jason-inside-*Sophia II* and Jason-outside-*Sophia II* mechanic, *Blaster Master 2* feels like a straightforward platform shooter with an overconceptualized format. Maybe if the creative energy had been invested in the graphics and sound instead....

When you get down to it, does it really matter how many more game-playing points of view there are? It's like watching an overedited action film. You're presented with a barrage of angles, when one view of the slaughter will do as well.

—Howard Wen

Sunsoft
11165 Knott Ave.
Cypress, CA 90630
(714) 891-4500

EDITORS' CORNER

AE	1	2	3	4	5	6	7	**8**	9	10
CB	1	2	3	4	5	6	7	**8**	9	10
DM	1	2	3	4	5	6	**7**	8	9	10
MD	1	2	3	4	5	6	**7**	8	9	10

***Blaster Master 2* was dubbed a "solid sequel" by Chris. However, Andy was let down by some aspects, such as how far you are thrown back when you die.**

It's kinda like being God, except the graphics are better.

SimEarth® CD

The Living Planet

Of all the Will Wright planet simulation games, DUO SimEarth® is, without a doubt, the almighty. That's because DUO has the only SimEarth® version with the transcendent sound and graphics of a CD-ROM system. It's also the only version where you'll ever hear Gaia voicing his opinion.

So whether you're creating and nurturing new life, or annihilating everything in sight with volcanos, floods and meteors, it all seems that much more real.

Check out DUO SimEarth® today. It's the ultimate power trip.

DUO™

SUPER CD-ROM² SYSTEM

© 1990/1992 MAXIS & WILL WRIGHT. Published by HUDSON Soft Co., Ltd. under license from Maxis. "Sim Earth" is a trademark of Maxis.

CIRCLE #112 ON READER SERVICE CARD.

Super Turrican

SEIKA

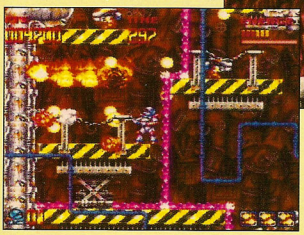
For the Super NES ($49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

As you may or may not know, I'm currently undergoing psychotherapy to recover from reviewing the painfully bad *Universal Soldier*—an offshoot of the 1990 computer game *Turrican*—in the February issue. Imagine, then, my disbelief when *Super Turrican* arrived on my doorstep. *Gee, Chris must really hold a grudge,* I thought. *Just 'cause I told him he looks kinda like Olaf in* The Lost Vikings *doesn't mean he has to give me crummy games to review....*

I was in for a major surprise: *Super Turrican* is awesome. Instead of taking Accolade's flawed approach of converting *Turrican* with little or no enhancement, Seika hired Factor 5, the original designers of *Turrican,* and had them reprogram the game from the ground up. The result: awesome graphics, killer sound, solid game play—and all in a mere four-megabit cartridge.

Let's drift past the yawn-inducing story line—the planet Karakis has been taken over by alien forces,

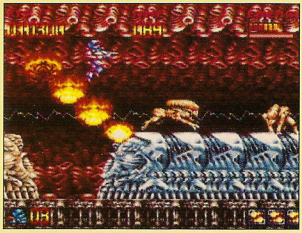


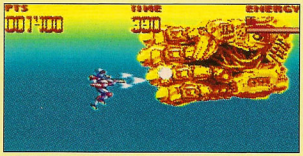
and it's your job to destroy them—and go right to the game play. You control a Turrican assault suit armed with a powerful gun, Line Zappers (smart bombs) and the Lightning Whip, a beam weapon that freezes enemies and reveals hidden blocks. The suit can also turn into a Power Wheel and spin through narrow tunnels to find hidden areas. There are plenty of items to find, such as: three types of weapons with four power levels each, hidden blocks filled with power-ups, diamonds (worth points) and 1-ups.

Super Turrican has 13 levels (actually, just 12; the 13th "level" is the final boss) separated into four stages of play. Each stage is set in a different locale. Stage 1 is outdoors, Stage 2 is inside an alien factory, Stage 3 is the dreaded "ice" stage and Stage 4 is inside the alien stronghold. Besides the usual alien hordes, each stage presents its own unique dangers. Two examples: Lightning bolts streak from the sky in Stage 1, and alien face-huggers clamp onto your suit in Stage 4.

At the end of each stage, a status screen appears to tell you how many diamonds and extra lives you collected and how many you missed. This nice touch gives you incentive to replay each stage ("I *know* I'm gonna find that tenth extra life somewhere!") and fixes one of *Turrican*'s biggest flaws: There were so many hidden items that you never knew if you'd found them all. Now you know.

The graphics are as colorful and vibrant as you'll ever see on the SNES. The backgrounds, the enemy sprites... everything looks drop-dead gorgeous. The sound effects and music are also





brilliant, with samples aplenty (I especially liked the crystal-clear piano chords) and Dolby Surround Sound capability, a feature I'm hoping and praying will appear in more SNES games.

Factor 5, stand up and take a bow. You've restored honor to the tarnished *Turrican* name and created a fantastic platform game with jaw-dropping graphics and sound. Just one request: Is there anything in your contract that allows you to stop the designers of *Universal Soldier* before they design again?

—Zach Meston

Seika Corporation
20000 Mariner Ave., Suite 100
Torrance, CA 90503
(310) 373-0404

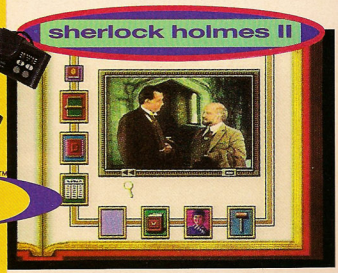
EDITORS' CORNER

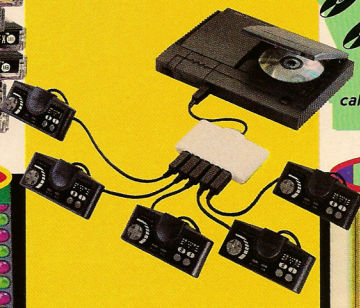
AE	1	2	3	4	5	6	7	8	9	10
CB	1	2	3	4	5	6	7	8	9	10
DM	1	2	3	4	5	6	7	8	9	10
MD	1	2	3	4	5	6	7	8	9	10

Mike and Andy both cheered the return of a quality *Turrican* game. Though it's a pretty short contest, Chris spotlighted the hot graphics and soundtrack.

IF YOU THINK IT LOOKS THIS GOOD STANDING STILL, IMAGINE WHAT IT LOOKS LIKE AT 300 R.P.M.

The average CD spins at a speed of 300 rotations per minute. Then again, DUO systems and CD games are anything but average. DUO can display 512 simultaneous colors. (That's hundreds more than the other guys.) Each and every DUO system comes with Gate of Thunder, Bonk's Adventures, Bonk's Revenge, Y's I and Y's II. A whopping $249 value for free. Gratis. Not a penny. Also available are Lords of Thunder, Bomberman '93 and all the games shown on the left. Coming soon is John Madden's - CD Football, only available on DUO. Hook DUO up to your stereo and play CD's. Or hook DUO up to a PC and use it as an external CD-Rom drive. All this and more, for around $299. 300 R.P.M. 299 bucks. A gazillion advantages. All at one number. Simply call (310)337-6916 for more details.





DUO™

Trademark of Hudson Soft. ©1993 Hudson Soft ©1993 Red ©1991 WESTONE ©1992 ICOM Simulations, Inc. Consulting Detective™ is a licensed trademark of Sleuth Publications, Ltd. II
Turbo Duo is a trademark of NEC Home Electronics, Ltd. Distributed by Turbo Technologies, Inc. 6701 Center Drive West, LA 90045. All Rights Reserved.

CIRCLE #113 ON READER SERVICE CARD.

Battletoads/Double Dragon: The Ultimate Team

TRADEWEST

For the Nintendo Entertainment System (N/A)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Remember the old glory days of the NES? Back when there was only one *Super Mario Bros.* game, when Acclaim and LJN were two different companies and when Tengen and Camerica were still Nintendo licensees? At the time, the killer NES game—the one every kid on the block wanted to own—was Tradewest's *Double Dragon*, based on the Technos coin-op. A few years later, Tradewest struck gold again with *Battletoads*, an action-packed *Teenage Mutant Ninja Turtles* spoof that took on a unique life of its own.

Combining the best qualities of these two classics has given us *Battletoads/Double Dragon: The Ultimate Team*, a tremendously entertaining beat-'em-up. I dare say that this is about as good as a game can get on the NES—the game play is superb, the difficulty level is well-balanced and the characters are among the most popular ever created specifically for a video game.

The amount of graphic detail in the game is stunning, doubly so when you consider the fact that it's an 8-bit title. Almost every character and item casts a shadow on the ground, and there are numerous stages in which there are planes of background graphics that move at different speeds. Check out the first boss character, Abobo: Instead of bursting through the wall the way he did in the original *Double Dragon*, here he rapidly punches away little chunks of a door on the space station. Meanwhile, the heroes' jaws drop and their eyes bulge out as they see the door being pulverized from the top down.

Defeat Abobo and your last punch will knock him out of the space station and off the screen—but you'll see him drift through the stars in the background a few seconds later. This attention to detail is what made the original *Battletoads* and *Double Dragon* games such a hit, and it's one of the biggest reasons why *The Ultimate Team* works so well.

The only thing that's keeping this game from earning a rock-solid "10" in the graphics department is the persistent flickering of objects and parts of characters' bodies. Granted, this is a hardware problem—the aging NES can only handle a certain amount of detail before it gets stretched to its limits—but the original *Battletoads* did a better job of minimizing flicker.

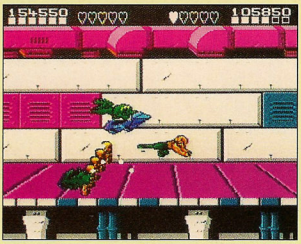
The special attacks are another indicator of the talent and creativity of Rare Ltd., the game's designer. Unlike the "secret" moves in *Street Fighter II*, all of the attacks that can be performed by Rash, Zitz, Pimple, Billy and Jimmy Lee are available with a simple press of the B button. There's no need to memorize an entire library of control-pad commands, since the special attacks change throughout the game depending on which stage you're in, what type of enemy you're fighting, etc.

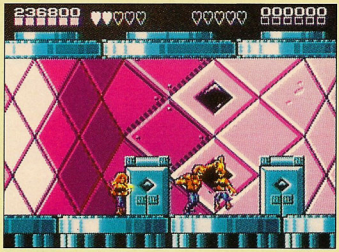
Finally, it would be a crime not to mention the game's meaty soundtrack, which punctuates the jittery music with digitized punching and kicking sounds that are much more powerful than any stock "thump" that the NES's sound chip is capable of generating on its own.

Though there will be 16-bit versions of *Battletoads/Double Dragon: The Ultimate Team* for the Genesis and Super NES—possibly by the end of the year—it's great to see Rare and Tradewest supporting the NES by issuing this 8-bit version first. Roughly 60% of VG&CE's readership owns an NES machine; for the 40% who don't, this game is a great excuse to pick one up.

—Chris Bieniek

Tradewest Inc.
2400 S. Highway 75
Corsicana, TX 75110
(903) 874-2683





continued on page 46

EDITORS' CORNER

AE	1	2	3	4	5	6	7	8	9	10
CB	1	2	3	4	5	6	7	8	9	10
DM	1	2	3	4	5	6	7	8	9	10
MD	1	2	3	4	5	6	7	8	9	10

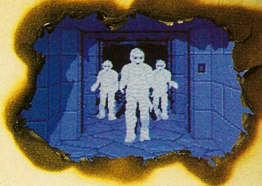
Andy thought it was a weird mix of the two licenses, but that it made for great game play. Mike felt it was a tad slow, but the detail was wonderful.

Demonic powers. Medieval torture chambers. Black magic. Where do I sign up?

Dungeon Master - Theron's Quest:™ The Saga Continues.

Dungeon Master.™ The only first person point-of-view role playing game available on CD that lets you experience first hand what it was like to be a medieval dungeon master, without having to wear tights and a bowl haircut.

And after you've had your share of twisted dead-ends and chaos, there's even a help-line for the inexperienced.



So see your nearest Duo dealer and ask for Dungeon Master.™ The only CD game for those of you who are part wizard. And part masochist.

SUPER CD-ROM² SYSTEM

DUO™

For information on where to buy Dungeon Master-Theron's Quest,™ call 310-337-6916.

CIRCLE #114 ON READER SERVICE CARD.

© "Dungeon Master (CD)" ©1992 Software Heaven, Inc./FTL Games.
Licensed through an affiliation with J.P. International. ©1992 Victor Musical Industries, Inc.

MEANER BOSSES THA

LORDS OF THUNDER™

LIKE ANY OTHER BOSS, THEIR JOB IS TO MAKE YOUR LIFE MISERABLE. BUT IN LORDS OF THUNDER, EXCLUSIVELY FOR THE DUO, THESE SEVEN GRAPHICALLY ENHANCED CD BOSSES WON'T CARE IF YOU'RE SICK OR LATE. ALL THEY CARE ABOUT IS BLOWING YOU AWAY, WITH FIREBALLS, AND FLAMES, AND DEATH RAYS.

BUT YOU CAN STILL DO THE JOB, BECAUSE YOU HAVE THE RIGHT QUALIFICATIONS. LIKE EIGHT VARIATIONS OF OFFENSIVE ARMOR. NOT TO MENTION THE BEST CONTROL AND RESPONSE TIME OF ANY GAME ON THE MARKET.

READ THE REVIEWS. SEE WHY **EGM'S** EDITORS GAVE IT A GOLD AWARD. AND WHY **GAMEPRO** GAVE IT A PERFECT RATING. THEN YOU'LL SEE WHY PEOPLE WOULD KILL FOR THIS JOB. BESIDES, WHEN YOU HAVE BOSSES LIKE THESE, DEATH IS AN OCCUPATIONAL HAZARD.

Lords of Thunder is a trademark of ©1993 Hudson Soft. & ©1993 Red.

N AT YOUR LAST JOB.

DUO™

LEADING THE CD REVOLUTION

CIRCLE #115 ON READER SERVICE CARD.

continued from page 42

Taz-Mania

SUNSOFT

For the Super NES ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	**9**	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

Taz-Mania is a driving game with two bizarre twists. Instead of a car, you control Taz the Tasmanian Devil; and instead of trying to win races, you're trying to catch up to several cute little Kiwi birds and eat them within a tight time limit. (Taz doesn't really eat the birds, just stores them in his tummy; they fly out of his mouth at the end of each level, seemingly unfazed by Taz's digestive juices.)

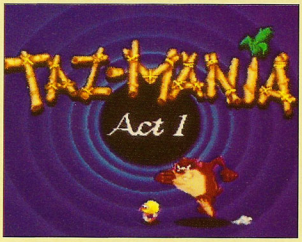
Taz is a multitalented devil: He can run down the road, screech to a halt, jump into the air, throw a tantrum (useless, but amusing to watch) or use his frenetic Tornado Spin, which gives him a tremendous burst of speed and allows him to destroy roadside objects.

He also has a limited amount of energy, and there are plenty of dangers on the road. Cars and buses speed through the countryside; the buses stay on their side of the road, but the cars intentionally swerve at Taz in an attempt to hit and run. The sides of the road are lined with signs, trees and other solid objects. When Taz hits (or is hit by) something, you have to jiggle the control pad up and down to shake off the impact and start running again.

The dangers aren't limited to inanimate objects. Wendal T. Wolf jumps on Taz's back and covers his eyes; the screen is blocked by Wendal's hands until Taz shakes him off. The Tasmanian She-Devil chases down Taz and smothers him with kisses. Axl and Bull Gator try to capture Taz in a net.

Not *everyone* on the road is out to stop Taz. Didgeri Dingo putt-putts along on his scooter and holds out ACME packages for Taz to open; these packages randomly hold energy-restoring food, good items (rocket skates, spring shoes) and bad items (dynamite, bear traps).

Taz-Mania is generally fun, but there are some problems. The biggest one is that the game play gets mighty repetitive. You run, you eat birds, you run some more, you eat some more birds. New obstacles appear after every few levels, but the simplistic game play remains unchanged.



The difficulty level is a bit too high. You only have three lives, and enemies in the later levels can kill you instantly, which means a lot of tedious replaying to return to where you were before. This game desperately needs passwords, an adjustable difficulty level or more lives. Also, going over hills is very disorienting. You lose sight of the road ahead of you, which makes it all too easy to get flattened by a car you didn't see coming.

The game play has flaws, yet the graphics are flawless: Taz is a perfectly animated sprite, and the Mode 7 roadway is superb. If looks could kill, *Taz-Mania* would be deadly. The sound and music are good, but definitely outclassed by the visuals.

With a slightly reduced difficulty level and a few game play tweaks, *Taz-Mania* would've been great. As it is, it's merely good. Advanced gamers and cartoon freaks should definitely check it out; other players might want to consider a more conventional driving game.

—Zach Meston

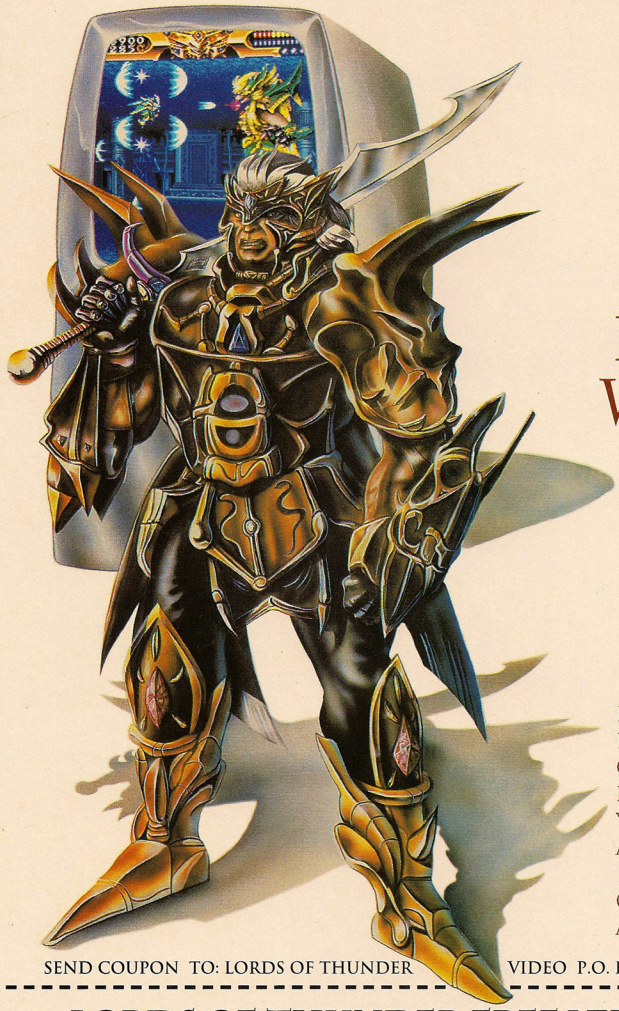
Sunsoft
11165 Knott Ave.
Cypress, CA 90630
(714) 891-4500

continued on page 50

EDITORS' CORNER

AE	1	2	3	4	5	6	7	**8**	9	10
CB	1	2	3	4	5	6	7	**8**	9	10
DM	1	2	3	4	5	6	**7**	8	9	10
MD	1	2	3	4	5	6	7	8	**9**	10

All the editors had the concern that the repetitive action might turn people off, but *Taz-Mania* is a scream just the same; Chris called it a "laugh riot."



NOW KICKING YOUR BOSS'S BUTT WON'T COST YOU.

LORDS OF THUNDER™

SEND THIS COUPON IN TO RECEIVE ONE OF ONLY 10,000 FREE, LIMITED EDITION VIDEOS ABOUT OUR HOT NEW CD SHOOTER, **LORDS OF THUNDER.** WHERE YOU'LL FACE MEANER BOSSES THAN AT YOUR LAST JOB.

BUT DON'T WAIT TOO LONG, OR ELSE WE'LL BE OUT OF VIDEOS AND YOU'LL BE OUT OF LUCK.

SEND COUPON TO: LORDS OF THUNDER VIDEO P.O. BOX 923 SANTA CLARITA, CA 91380-0923

LORDS OF THUNDER FREE VIDEO GIVEAWAY.

Name _____ Age _____ M ____ F ____ Sex

Street _____ Apt.# _____

City _____ State _____ Zip _____

Limited time offer while supplies last. Please allow approximately 2-3 weeks for delivery.

V

Lords of Thunder is a trademark of ©1993 Hudson Soft. & ©1993 Red. Offer available in the U.S. only.

SWEEP THROUGH THE SHADOWS...

Win a $500 Electronics Boutique Shopping Spree
or one of over 2,000 other prizes.

And Go Wild In The Aisles!

You could find yourself in the year 2050, running for your life in a race against time, technology and termination . . . or you could enter Data East's Shadowrun Sweepstakes and find yourself going wild in the aisles of Electronics Boutique. That's right, cruise the store and load up on all the stuff you gotta have. And when you get to the check-out stand, tell the cashier:

"Put away that scanner, Pal . . . IT'S ALL FREE!"

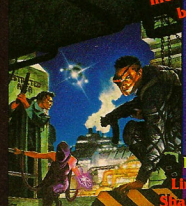
On top of the shopping spree, Data East will fork over more than 2,000 prizes—from Shadowrun T-shirts and satin jackets to limited-edition Shadowrun prints by the original Shadowrun artists—in a random drawing of sweepstakes entrants. And don't forget to play Shadowrun—the hottest strategy-adventure cart of 1993—and shatter the megaplexes before your friends do.

For info on getting an official sweepstakes entry form just check out any package of Shadowrun for the Super NES

. . . and get ready to go wild!

10 FIRST PRIZES
Black Satin Jacket with Embroidered Shadowrun Logo

250 SECOND PRIZES
Shadowrun T-Shirt



2,000 THIRD PRIZES
Limited Edition Shadowrun Poster

GRAND PRIZE
Win a $500 Electronics Boutique Shopping Spree plus a complete Shadowrun Prize Package including a Shadowrun Jacket, books, games & figures

OFFICIAL CONTEST RULES

NO PURCHASE NECESSARY TO ENTER OR CLAIM A PRIZE
Not sponsored by Nintendo®.

1. HOW TO ENTER: (1) Be sure to answer the questions about SHADOWRUN. The answers to the questions can be found by playing the SHADOWRUN game, or by sending a self-addressed, stamped envelope to: SHADOWRUN Game Answers, P.O. Box 656, Sayreville, NJ 08871-0656. Requests must be received by September 15, 1993.

(2) Completely fill out the official entry blank (print only) and mail it to: "SHADOWRUN" Sweepstakes, P.O. Box 8185 Grand Rapids, MN 55745-8185. All entries must be received by Nov.1, 1993. Mechanically reproduced entries not eligible. Not responsible for printing errors, or for mutilated, late, lost, postage due or misdirected mail. Only one entry per person. All entries become the property of Data East and will not be returned.

ALTERNATE MEANS OF ENTRY: To obtain an official entry blank, rules, questions and answers, without purchasing the game, send a self-addressed, stamped envelope to SHADOWRUN ENTRY, P.O. Box 656, Sayreville, NJ 08871-0656. All requests must be received by October 1, 1993. Residents of VT & WA need not include return postage.

2. JUDGING: Winners will be selected on or about November 15, 1993 in a random drawing from all entries received with the correct answers by Marden-Kane, Inc. an independent judging organization who reserves the exclusive right to interpret all conditions in regard to this promotion without claim for damage or recourse of any kind. By participating in the sweepstakes, entrants agree to be bound by the rules and the decision of the judges which shall be final. All prizes will be awarded. Odds of winning depend upon the number of correct entries received. Only one prize per person, family, organization or household.

3. NOTIFICATION: Winners will be notified by mail by November 16, 1993 and Grand Prize winner will be required to sign an Affidavit of Eligibility and Publicity/Liability Release which must be returned within 14 days from date of notification. If the affidavit is not returned within this time period properly executed, or is returned from the post office as undeliverable, an alternate winner(s) will be selected. Winners grant permission to the use of their name, photograph/likeness for advertising and promotion for this and similar promotions without additional compensation.

4. PRIZES: (1) Grand Prize: $500.00 Shopping Spree at Electronics Boutique, plus a complete SHADOWRUN package consisting of Jacket, Books/Game and Figures. Approx. Value $1500. (10) First Prizes: SHADOWRUN satin Jacket. Approx. Value $125.00 ea. (250) Second Prizes: SHADOWRUN T-Shirt. Approx. Retail Value $15.00 ea. (2000) Third Prizes: SHADOWRUN Poster. Approx. Retail Value $10.00 ea.

5. GENERAL CONDITIONS: Winners accepting prizes agree that all prizes are awarded on the condition that DATA EAST and their agents, representatives and employees will have no liability whatsoever for any injuries, losses, or damages of any kind resulting from acceptance, possession or use of the prizes. Winners further acknowledge that said parties have neither made nor are in any manner responsible or liable for any warranty, representation, or guarantee expressed or implied, in fact or in law, relative to any prize, including but not limited to, its quality, mechanical condition or fitness.

All taxes are the sole responsibility of the winners. Grand prize winner may elect to receive $500.00 cash in lieu of the Electronics Boutique shopping spree, otherwise no prize substitutions permitted except by sponsor due to unavailability, in which case a prize of equal or greater value will be awarded. Prizes are not transferable.

If a minor wins the grand prize, they must be accompanied by their parent or legal guardian on the shopping spree.

6. ELIGIBILITY: Sweepstakes open to all persons who are residents of the United States. Employees and their immediate family members of DATA EAST, its divisions, subsidiaries, affiliates, advertising and promotion agencies and any other persons or agencies involved with this promotion are not eligible. Void in Puerto Rico and where prohibited by law and subject to applicable federal, state and local taxes and regulations.

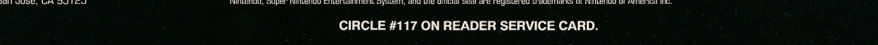
7. WINNERS LIST: For the names of the winners, available after November 16, 1993 to December 31, 1993, send a self-addressed, stamped envelope to SHADOWRUN Sweepstakes Winners, c/o Marden-Kane, Inc., P.O. Box 715, Sayreville, NJ 08871-0713.

DATA EAST
Data East USA, Inc.
1850 Little Orchard Street
San Jose, CA. 95125
Tel: 408/286-7074

SUPER NINTENDO ENTERTAINMENT SYSTEM

© 1993 Data East USA, Inc.

SHADOWRUN®



SUPER NINTENDO ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

DATA EAST

Watch your back… shoot straight… and never, ever, cut a deal with a dragon.

Data East USA, Inc. 1850 Little Orchard St.
San Jose, CA 95125

SHADOWRUN is a registered trademark of FASA Corporation, used under license by Data East USA, Inc. © 1992 FASA Corporation.
Nintendo, Super Nintendo Entertainment System, and the official seal are registered trademarks of Nintendo of America Inc.

CIRCLE #117 ON READER SERVICE CARD.

continued from page 46

C + C Music Factory: Make My Video

SONY IMAGESOFT

For the Sega CD ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	**10**
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	**5**	6	7	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

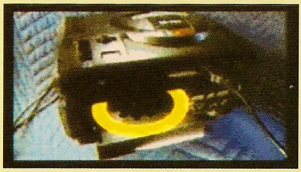
Gamers used to be content with carts that packed 64 kilobytes or less. Then Sega invented this mega*bit* marketing concept (128K), and players suddenly started equating size with quality (no jokes, please). Now publishers have to find a way to fill up a CD-ROM's 500-plus megabytes of storage space and end up charging close to the same $50 they used to ask for a 64K game.

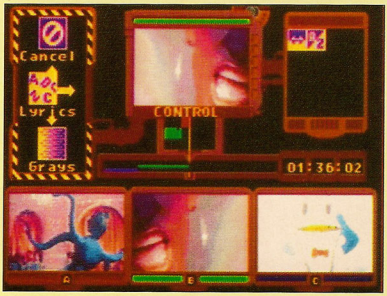
Well, until the price of CD-ROM games skyrockets, music and video-captured graphics are a good way to fill all that compact disc space. The problem is: How do you turn music and video clips into a game?

That challenge is answered—kinda—by the new "make your own video" CDs featuring performers like Marky Mark, INXS and now rap group Clivelles and Cole. The result isn't quite a game, but, if you love C + C and you can't get enough of your MTV, you'll enjoy it anyway.

The premise: Create the perfect music video for each of three songs. Your studio has four monitors. Three of them constantly play video clips simultaneously with the song; these clips are edited "on the fly" into the video. The fourth monitor is the video itself, showing whichever of the three clips you're currently using with whatever optional special effect(s) you've laid on. The effects are available from a scrolling menu and can be mixed together—and there are dozens to choose from.

It would be a breeze if you could just use whichever clip *you* wanted, rewinding and editing to your heart's content. And the disc has a nongame mode that lets you do exactly that; get as creative as you want, take all the time you want and save your video to the RAM or a VCR for later playback. But in "editchallenge" mode, you must edit in real time as the song plays, and you must use a set of criteria given just before you start editing. F'rinstance, you might be told that the video needs to contain teeth, a hunchback and dancing girls...or that the video *shouldn't* contain certain things. (Sometimes these criteria are delivered via visual clues, making it a puzzle just to figure out what's wanted.) You're also told what special effects to use and when.





Editing in real time is hard work; the clips go by very quickly, and there are three screens to watch at once, so you've got to memorize the order in which the clips appear. It's sorta like *Dragon's Lair* meets MTV.

C + C are energetic, humorous and filled with outrageous personality. The video clips are a fantastic mix: contemporary dancers, ancient animation, silent films...just a captivating hodgepodge. The music's good and the lyrics are fresh, but, given the way the game works, you'll be hearing the same three songs dozens and dozens of times. The quality of the video captures is excellent; unfortunately, they only take up small portions of the screen.

Too much repetition and rote memorization make the game ultimately a chore, but the high-quality music and visuals, the energy of C + C and the creative editing mode are all reasons to check this out for yourself.

—Josh Mandel

Sony Imagesoft
2100 Colorado Ave.
Santa Monica, CA 90404
(310) 449-2999

EDITORS' CORNER

AE	1	2	3	4	5	**6**	7	8	9	10
CB	1	2	3	4	5	**6**	7	8	9	10
DM	1	2	3	4	5	**6**	7	8	9	10
MD	1	2	3	4	5	**6**	7	8	9	10

Chris noted that, unless you're crazy about the C+C tunes, it's not too exciting. Dave felt Sega and Sony should try working with some metal bands.

Batman Returns

KONAMI

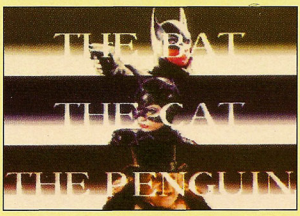
For the Super NES (N/A)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

Merely by donning a black cape and a cowl, Konami has managed to strike fear into the hearts of competitors by releasing *Batman Returns* for the SNES. Fans of scrolling punch-'em-ups will be instantly comfortable with the game, which is basically a typical slug-o-rama that captures the atmosphere of the film perfectly.

Through nonanimated stills and photographic portraits of the characters, the game makes a cursory attempt to summarize the plot of the film (it'll hopelessly confuse those three people who haven't seen the movie). We then proceed directly to the streets of Gotham, where the Penguin's nightmarish circus cronies immediately set forth punching, crushing, blasting and torching Batman. (Or is it *the* Batman?)

The seven levels of action—which are playable at any of five different skill modes—take place against horizontally scrolling backgrounds, some of the most elaborate seen to date for the SNES. A couple of levels, though, hold some surprises: One takes place on a vertically scrolling elevator (like the Genesis game *Shadow Dancer*); another is a race in the Batmobile as you shoot at motorcyclists and attempt to destroy a van. Very occasionally, you must use your Batarang to scale walls or swing over chasms, but these are exceptions to the generally straightforward assortment of punches and kicks.



There are about a half-dozen basic moves, plus at least a dozen variations, including some very satisfying moves in which you grasp an enemy by the collar in finest Batman style, pick him up and either mash him against a wall, toss him to the floor or crack his head into the head of another foe held in the other hand. You've also got a couple of weapons up your utility belt: The Batarang can be thrown repeatedly, and you start out with three test tubes of explosive that blasts all the enemies on the screen.

There are the usual bonuses: hearts to extend your lifeline, extra lives, extra explosives, extra points. You'll need everything you can find, even on the easy level; this game is extremely tough. The Catwoman and the Penguin, who make frequent appearances as end-of-level bosses, can easily eat up a whole game's worth of lives (you get from three to seven lives, depending on what you've set), but three continues are provided. The five skill levels all have different endings, but the endings all consist of a single still screen. No doubt this excites those *Street Fighter II* fans who're willing to play through the whole game just to hear one of the characters say an extra word or wink at you.

Speaking of sound, the effects are too repetitive...but the music is the best I've yet heard in a non-CD video game. Haunting and tense, with very little "synthesizer" feel, the music is one reason the game is so atmospheric. The bold, detailed graphics are as dark and sinister as the movie itself. All together, *Batman Returns* may offer run-of-the-mill game play, but it's also difficult, visually exciting and musically impressive. A very above-average punch-'em-up, with as much playability as, say, *Streets of Rage II* on the Genesis.

—Josh Mandel

Konami
900 Deerfield Parkway
Buffalo Grove, IL 60089-4570
(708) 215-5100

EDITORS' CORNER

AE	1	2	3	4	5	6	7	8	9	10
CB	1	2	3	4	5	6	7	8	9	10
DM	1	2	3	4	5	6	7	8	9	10
MD	1	2	3	4	5	6	7	8	9	10

Chris and Mike noticed too much similarity between *Batman Returns* and *Final Fight*. Andy called it a nice use of the Batman license.

Riot Zone

TTI

For the TurboGrafx-16 with Super CD/Duo ($49.99)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

When Hawk and Tony burst into the Chief of Police's office, they thought they finally had the bossman of the DragonZone where they wanted him. But, instead of getting the warrant they had worked so hard to obtain, they were taken off the case and left with a bellyful of rage at a system that didn't seem to be working. What made the whole thing worse was the fact that Hawk's girlfriend was being held captive in the DragonZone. Hawk had no choice but to turn in his badge and take to the streets on his own.

In *Riot Zone*, a new action game from TTI, it's up to you, as Hawk or Tony, to penetrate deep into the DragonZone, destroying any thugs or thugettes that get in your way and bringing down the big boss once and for all. Only when the entire DragonZone is cleared of the human rubbish that dwells there will you be able to rescue your girlfriend Candy and return home in triumph.

The task won't be easy. You've got to punch and kick your way through five areas, each comprising several scenes. The scenes include grimy city streets, collapsing bridges, rat-infested hideaways, noisy casinos and the ornate hallways of a plush mansion, just to name a few. Along the way, you'll cross fists with more villains than you'd ever believe could hang out in one place, including ninjas, knife-wielding punks, samurai warriors and deadly babes. But, once you determine their weak points, as well as master your own martial arts moves, you'll make rat food of any villain unfortunate enough to make your acquaintance.

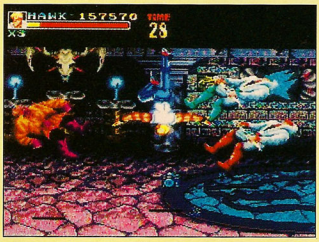
As with most action games of this type, you can perform many different combat moves, depending on how hot you are on the control pad. You can bring down your enemies with powerhouse punches, flying kicks, deadly spins, elbow thrusts, body tosses and much more. And, while in the thick of battle, keep an eye out for trinkets that may fly from your adversary's pockets. Food items, like meat, soda and potatoes, will keep your health high, while special items, like the steel clogs, will keep you at your fighting best.

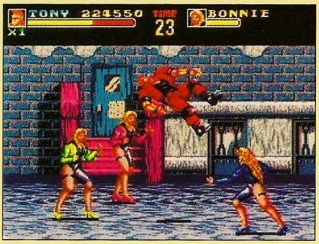
If the challenge is too tough, you can always jump to the options screen, where you can set the skill level to easy, normal or hard, as well as give yourself from one to five continues. Gamers with only average control-pad skills should be able to win the game fairly quickly on the easy skill level with maximum continues, while master gamers will accept nothing less than the challenge of the most difficult game. In any case, *Riot Zone*'s hot music and well-rendered graphics will keep all players glued to the action.

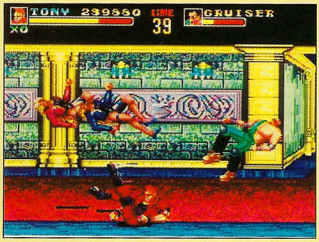
If you're a fan of *Double Dragon*-type games, you'll want to toughen up your knuckles with this fist-a-thon, which features smooth controls and realistic animation in the fight scenes. You may take a beating or you may end up a hero, but, in either case, you won't die of boredom.

—Clayton Walnum

Turbo Technologies Inc.
6701 Center Drive West, Suite 500
Los Angeles, CA 90045
(310) 641-4622







EDITORS' CORNER

AE	1	2	3	4	5	6	7	**8**	9	10
CB	1	2	3	4	5	6	7	8	**9**	10
DM	1	2	3	4	5	6	**7**	8	9	10
MD	1	2	3	4	5	6	7	**8**	9	10

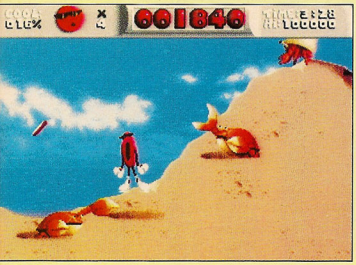
Dave found the action slow and unimpressive, but Chris called it one of the best CD games for the TurboGrafx/Duo line—even if the guy sounds like Bullwinkle.

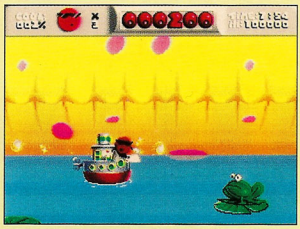
Cool Spot

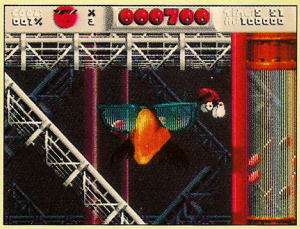
VIRGIN

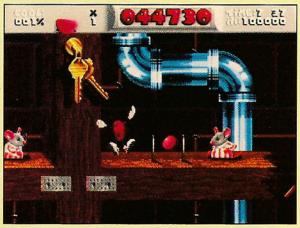
For the Sega Genesis ($54.99)

SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10









Cool Spot marks a first for video games: It's a wonderfully produced corporate logo-licensed title—beginning, middle and end. There have been others—a game based on Domino's Pizza's former mascot, The Noid, for example—but *Cool Spot* is slickly produced stuff. It looks great, sounds even better and is easy to pick up and learn to play, yet it is challenging enough to keep you from being initially bored.

Problems? The game play is an unoriginal, run-and-jump platform contest. Yet, the French have a saying that no matter what you do, do it with style and class. It's not the run-and-jump platform format but the 7-Up trademarks and mascots that *Cool Spot* serves up so well.

As Spot surfs atop a 7-Up bottle (shown humorously at the opening screen), 11 of his buddies have been captured in traps. It's up to Spot to free every one of them (all of whom are named "Spot," too) before the trapper returns and obtains the proof that the Spots really do exist.

Play is separated into 11 stages. The first is a beach, where Spot throws carbonated fizzes at crabs and mosquitoes to get rid of them. He must jump from one balloon floating above to another, and he can climb onto a giant beach chair. When he collects enough orange coins, at level's end Spot can find the cage imprisoning a pal and blast its lock.

Other levels are set in a toy store with marching robots and toy fire trucks, in a rubber ducky-populated bathtub, in a rat- and spider-infested wall, aboard a runaway toy train (with a background racing by dizzyingly), under a boardwalk and at a gag toy factory with crisscrossing tubes for Spot to get jettisoned. The last levels are recycled variants on four of the first seven.

The best-rendered settings are the beach and toy train levels. The sand crabs' conches look realistic. The train itself captures the detail and charm of a Lionel scale model train engine. Spot looks, sounds and moves exactly like the little fellows in the TV commercials. When he's not being moved, the orange guy will sway to the soundtrack beat and occasionally throw a yo-yo or yawn with mouth wide open.

The music is varied and well composed. Though I can't remember much of it other than the reggae sounds of the two beach levels, it was all pleasant enough to hear, so I chose not to make use of the option to turn it off.

Cool Spot is a familiar playing experience. As with most platform games, once you master it, there's hardly the inclination to play it again. (However, Virgin has a contest for those who can complete it on the difficult level.) Complete with bonus levels where Spot leaps around inside a 7-Up can, *Cool Spot* is the best video-game advertisement ever produced.

—Howard Wen

Virgin Games
18001 Cowan, Suites A & B
Irvine, CA 92714
(714) 833-8710

EDITORS' CORNER

AE	1	2	3	4	5	6	7	8	**9**	10
CB	1	2	3	4	5	6	7	8	**9**	10
DM	1	2	3	4	5	6	7	8	**9**	10
MD	1	2	3	4	5	6	7	8	**9**	10

Both Chris and Mike brought up that *Cool Spot* isn't highly original, but the game is a lot of fun. Dave called it more enjoyable than *Global Gladiators*.

Bases Loaded 4

JALECO

For the Nintendo Entertainment System ($49.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

With several great sports titles available for the 16-bit systems, it's easy for most players to overlook the occasional 8-bit title that appears. *Bases Loaded 4* is (of course) the fourth of the series to appear on the venerable NES, and, while it doesn't fill any gaping hole in the NES library, it does provide a tasty alternative for baseball-hungry players.

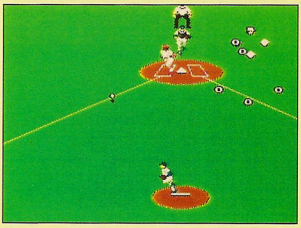
Bases Loaded 4 (*BL4*) allows one player to play an entire season of up to 130 games, in an attempt to win 70 games and capture the division pennant. Once this is accomplished, the "Super Series" takes place, where the first team to win four games takes home the championship. An exhibition mode allows players to play a single game against the team of their choice, watch the computer battle it out or go head-to-head against another player.

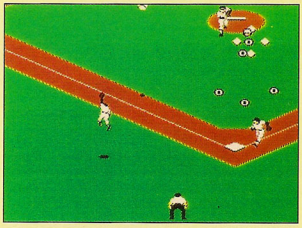
Each team has several players on the bench that may be substituted in before each game. Players' abilities are judged solely upon their batting averages and number of home runs. The batting order may be changed from game to game, but, with one exception, once a game begins, no substitutions can be made to your lineup.

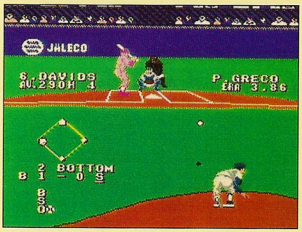
Pitchers are the one exception, and, as in real baseball, they may be brought in from the bullpen to pitch during a game. Once a pitcher leaves the game, of course, he cannot be used again until the next game.

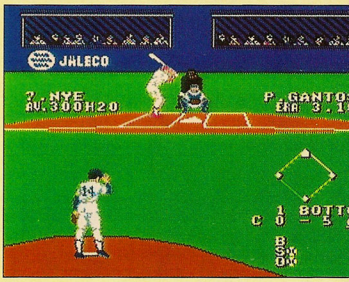
Although players' stats remain the same from game to game, an individual player's abilities may change slightly within a single game. When a player makes an exceptional play, he is awarded a white star, which gives him a mental boost and makes him play somewhat better. If a player screws up, such as when a pitcher allows a home run, he either loses a white star or, if none are left, is awarded a black star, which has the opposite effect of the white.

Other features include nine basic types of pitches, bunting, stealing, beanballs and even an occasional wild









pitch. Also, since even the most fanatical player won't complete a season in one sitting, a password is provided after each game that allows continuing the season later.

What makes *BL4* stand out are the great graphics/animation and realistic game play. The pitchers' windups are nicely detailed, a great "radar" for tracking fly balls makes fielding a breeze and a scrolling display keeps the ball in the center of the screen for maximum visibility. Pitching and batting are both viewed from a slight angle off to the left or right behind the pitcher, which works well for both in this case. There is definitely a learning curve, so, while the scores may seem lopsided at first, practice and patience pay off.

To keep the game fresh, a few different backstops and scoreboards are available, which change depending on the teams that are playing. In the same vein, the music also changes from game to game, and has an option to completely disable it when it becomes annoying.

All in all, *Bases Loaded 4* is a solid game, containing a smattering of strategy in designing the team's lineup and plenty of playability from a good interface. For those keen on detailed control of a team and its players, this game may seem too simplistic, but otherwise, it shouldn't disappoint.

—Brent Walker

Jaleco USA
310 Era Drive
Northbrook, IL 60062
(708) 480-1811

EDITORS' CORNER

AE	1	2	3	4	5	**6**	7	8	9	10
CB	1	2	3	4	5	6	7	**8**	9	10
DM	1	2	3	4	5	6	**7**	8	9	10
MD	1	2	3	4	5	**6**	7	8	9	10

While Dave liked the game, calling it "well done," both he and Chris noted that anyone owning a previous version won't find much new.

PUGSLEY'S SCAVENGER HUNT™

As if things weren't ooky enough! Now Pugsley Addams must go on a simply torturous scavenger hunt. There's all sorts of unnaturally delightful traps. And hidden switches all about, which produce the loveliest, blood-curdling effects when Pugsley runs into them. There's even magic money which has an extra lively effect you won't want to miss. So get ready to get spooky, and get set to get kooky...it's Pugsley's Scavenger Hunt! En garde!

Screen shots shown are from the Super NES version of the game.

The Addams Family™

The name of the game

ocean®

Ocean of America, Inc.
1855 O'Toole Ave., Suite D-102
San Jose, CA 95131

Official Nintendo Seal of Quality

Nintendo ENTERTAINMENT SYSTEM®

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY

Paramount

© 1992 H-B Production Co. All Rights Reserved. Based on the characters created by Charles Addams. TM designates a trademark of Paramount Pictures. Game program © 1992 Ocean Software Limited. Ocean is a registered trademark of Ocean Software Limited. Nintendo, Super Nintendo, Game Boy™, and the official seal are registered trademarks of Nintendo of America, Inc.

CIRCLE #118 ON READER SERVICE CARD.

American Gladiators

GAMETEK

For the Super NES ($69.95)

SOUND/MUSIC	1	2	3	4	**5**	6	7	8	9	10
GRAPHICS	1	2	3	4	5	**6**	7	8	9	10
PLAYABILITY	1	2	3	4	**5**	6	7	8	9	10
OVERALL	1	2	3	4	**5**	6	7	8	9	10

For the Sega Genesis ($69.95)

SOUND/MUSIC	1	2	3	4	**5**	6	7	8	9	10
GRAPHICS	1	2	3	4	**5**	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	**6**	7	8	9	10
OVERALL	1	2	3	4	**5**	6	7	8	9	10

The American Gladiators, a collection of ex-professional jocks and bodybuilders, make their move from syndicated television to your video-game console. Available for both the SNES and Genesis, each version of the game features the following events:

• **Assault:** There are five barricades set up on the playing field. Make your way to each one and shoot the various tennis-ball firing weapons as a target above the Gladiator at the opposite end of the field within the 60-second time limit. The Gladiator is also firing at you, and, if you're hit by one of his tennis balls, you're disqualified.

• **Joust:** You and the Gladiator try to knock each other off small, elevated platforms by swinging pugil sticks at one another.

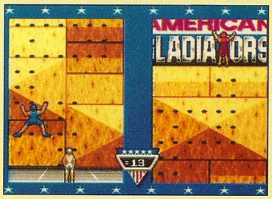
• **The Wall:** You have 40 seconds to race your opponent up a 30-foot-high stone wall. Gladiators will follow you and try to pull you off the wall.

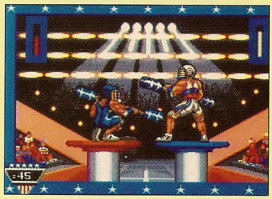
• **Atlasphere:** Climb inside this seven-foot sphere and try to roll over the center of four targets, keep your opponent from scoring and avoid the Gladiators who are attempting to thwart you both.

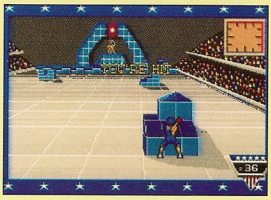
• **Powerball:** You have 45 seconds to put as many soccer balls as you can into bins on the playing field. The Gladiators will do everything they can to keep you and your opponent from scoring.

• **The Eliminator:** In the final event, you must race your opponent up a treadmill, crank a handbike across a 30-foot chasm, cross a balance beam while dodging swinging bags, scale an 18-foot cargo net, fly down a 110-foot zip wire, jump over several hurdles and, finally, sprint to the finish line, brushing aside any Gladiators who may stand in your way.

The SNES cart features an extra event, the Human Cannonball, where you attempt to knock a Gladiator off a platform by swinging from a rope and crashing into him. This event shows off the SNES's Mode 7 scaling with its first-person perspective.



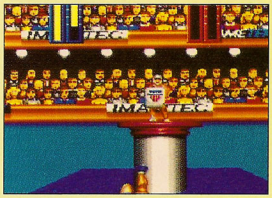


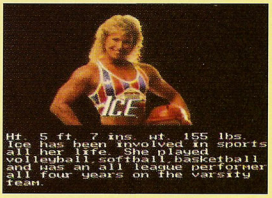


GameTek's Genesis version of *American Gladiators.*

In The Wall, Atlasphere, Powerball and The Eliminator events you compete directly against your opponent on a split screen. If you are playing by yourself, the computer controls your opponent in addition to the Gladiators. Joust and Assault are individual events depicted in a full-screen mode; human players take turns competing against the computer-controlled Gladiators, while computerized opponents simply have their results posted at the end of the event.

The SNES edged out the Genesis in the graphics department with slightly sharper details on the playfields and nice digitized pictures of the Gladiators during the introduction, but, overall, the graphics are pretty weak for both versions. Both have decent music, but the SNES version doesn't have any sound effects! The action is also noticeably slower in the SNES version, which hampers playability.





GameTek's SNES version of *American Gladiators.*

The main problem with *American Gladiators* is that the events are too easy to master and too short to keep anyone interested. Neither version featured any options to increase the level of difficulty or challenge. This might be a fun game for a party, since the play mechanics are easy to learn and the tournament mode supports up to eight players, but solo players should definitely stay away.

—Jeffrey Tschiltsch

GameTek Inc.
2999 NE 191st St., Suite 800
North Miami Beach, FL 33180
(305) 935-3995

EDITORS' CORNER

Super NES

AE	1	2	3	4	**5**	6	7	8	9	10
CB	1	2	3	4	**5**	6	7	8	9	10
DM	1	2	3	4	**5**	6	7	8	9	10
MD	1	2	3	4	**5**	6	7	8	9	10

Andy thought this game was hindered by the lack of sound effects, which, as Chris said, makes you feel like you're not involved.

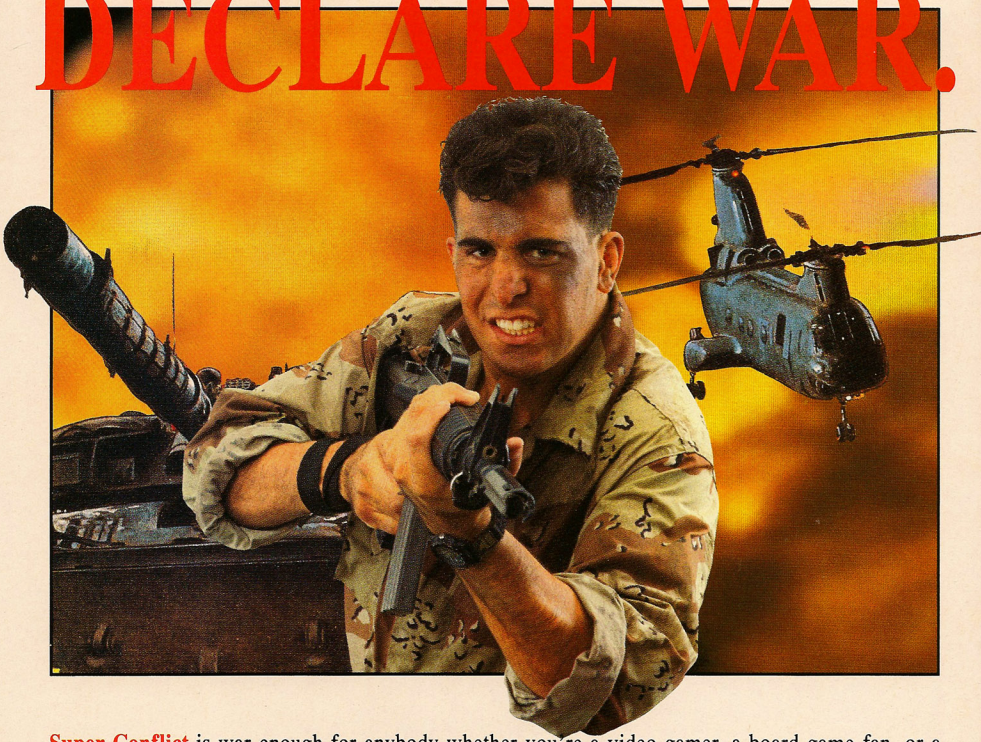
EDITORS' CORNER

Genesis

AE	1	2	3	4	**5**	6	7	8	9	10
CB	1	2	3	4	5	**6**	7	8	9	10
DM	1	2	3	4	**5**	6	7	8	9	10
MD	1	2	3	**4**	5	6	7	8	9	10

The editors decided that the Genesis version was smoother than the SNES, but there were other hindrances: for one, Dave flagged that there are fewer events.

DECLARE WAR.



Super Conflict is war enough for anybody whether you're a video gamer, a board game fan, or a soldier. You call the shots for your ground, naval, and air forces in a Middle East theater of operations that can get very intense. Whether you deploy your infantry against the enemy's best commandos, scramble an F-15C fighter against a Mig-29 Fulcrum, or guide your sub's torpedoes against an approaching cruiser, **Super Conflict** delivers not only realistic military challenge, but also explosive action sequences.

Super Conflict is all the war you'll ever want.

VIC TOKAI

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1992 NINTENDO OF AMERICA INC.
© 1992 VIC TOKAI INC.
GAME PAK (SNS-006)

SUPER NINTENDO ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

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.

CIRCLE #119 ON READER SERVICE CARD.

Super Ninja Boy

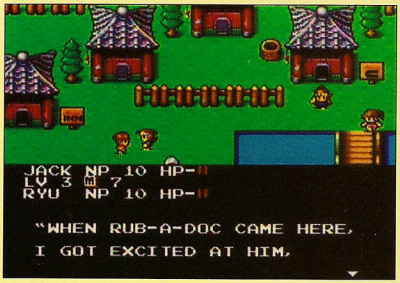
CULTURE BRAIN

For the Super NES ($54.99)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC							7			
GRAPHICS							7			
PLAYABILITY							7			
OVERALL							7			

These days, software shelves are loaded with role-playing games for the Super NES. Unfortunately, most of these games are clones of other successful titles. Almost all follow the typical, worn out, role-playing formula: The player explores the countryside, looking for towns and battling creatures in order to increase his level and earn cash. After earning a certain number of experience points, the player is strong enough to enter new areas, all of which look suspiciously similar to areas already explored.

When *Super Ninja Boy* first begins, it looks like yet another in this long line of role-playing clones. But once you get deeper into Ninja Boy's world, you realize that maybe this game is, after all, a bit different. Yes, in *Super Ninja Boy*, you still have to trek across an overhead-view map, finding your way through mountains, forests, countryside and oceans, always on the lookout for caves to explore and towns in which to rest and gather clues. Along the way, as is typical in role-playing video games, you're attacked incessantly by various types of creatures, all bent on removing you from your quest.



But where *Super Ninja Boy* differs is in the action sequences. Unlike the typical role-playing game, where combat is turn-oriented, requiring you to select commands for each turn, in *Super Ninja Boy* the combat is carried out arcade style. Your on-screen character can jump, punch, throw and attack with various kinds of weapons, all in "real time." This action helps make the incessant fighting a little more tolerable, since it's not anywhere near as meticulous as the turn-oriented variety.

In other parts of the game, you'll find jump-and-shoot arcade sequences. These sequences, which are usually tests you must complete in order to attain some sort of reward, have you fighting dangerous creatures while trying to make heroic leaps and gather treasures from the bonus boxes scattered throughout the game.

The bonus boxes, which appear in most of the action scenes, contain various rewards and power-ups, including cash and magic points. To empty a bonus box, you must first punch it to release a question-mark cloud. Then, to get the box's contents, you must punch the cloud before it floats away. Because all this punching takes place during combat, it can often be a tricky task to collect your rewards.

As you explore the countryside, you'll discover caves that may contain labyrinths to explore or may hide still other games to play. One cave, for example, contains a Janken game (the old scissors, paper and stone game), in which, if you defeat the cave's occupant three times, you will collect items that you'd otherwise have to buy from the shop.

If *Super Ninja Boy* has a weakness, it's the poor job done on the translation of the game's text from the original Japanese to English. Sometimes the dialogue between you and other characters makes no sense and contains misspellings. Awkward grammar, too, abounds, yielding such lines as, "I got excited at him." There really is little excuse for such poor translations in a product that the public is expected to pay $50 or more for.

All in all, though, *Super Ninja Boy* is a reasonably good action/role-playing game that, while it doesn't exactly break new ground, does combine the standard elements of other game genres to come up with something a little off the beaten track.

—Clayton Walnum

Culture Brain USA
18133 NE 68th St.,
Building D
Redmond, WA 98052
(206) 882-2339

EDITORS' CORNER

	1	2	3	4	5	6	7	8	9	10
AE				4						
CB				4						
DM				4						
MD						6				

Mike and Dave both complained about overuse of Mode 7 effects, Andy said the combat brought the game down and Chris just felt it was poorly programmed. Sad.

Sorcerer's Kingdom

TRECO

For the Sega Genesis ($59.95)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC							7			
GRAPHICS							7			
PLAYABILITY								8		
OVERALL							7			

The mix of strategy and role-playing made *Warsong* one of the best Genesis releases last year. Perhaps this led to either overconfidence on Treco's part or unrealistic expectations of my own regarding its fantasy role-playing game *Sorcerer's Kingdom*. Extremely competent, *Sorcerer's Kingdom* offers moderate duration with regrettably little inspiration.

Players begin the game with a single warrior whose goal is (surprise!) to clear the neighboring areas of monsters. After some tough battles, Elrad, a wizard with only combat spells, joins the party. Soon after, Midi, a specialist skilled in arms and utility magic, and the healer Astina sign on. While the other party members display some personality (and more than their share of attitude) before they join, they immediately become a faceless array of statistics and abilities afterward.

As the party travels through creature-infested locales, various monsters wander randomly until either they ram into the player or the player initiates combat with the "battle" command. If a player is trying to avoid battle, this can almost be considered an arcade challenge. In actuality, the key to planning battles lies not in where the monsters are, but in how many of them are on the screen, because those are the only ones that will be entering combat.

Melee combat is where *Sorcerer's Kingdom* varies most from the competition, which is good, because there's very little besides combat in *Sorcerer's Kingdom*. During the player's turn, one character will be able to move, attack, cast a spell or order a general retreat. Immediately afterward, some, if not all, of the monsters get the opportunity to respond. (*Sorcerer's Kingdom* features an internal "turn" system that I have yet to understand.) It becomes easy to select the same character every time, but this would result in an even more unbalanced party.

Perhaps *Sorcerer's Kingdom*'s greatest feature is its magic map. Any city that's been discovered and any dungeon whose boss has been destroyed appears on the map. Once a destination on the map is selected, transportation there is instantaneous and free of charge. This keeps *Sorcerer's Kingdom* free of the excessive traveling time that plagues even the best cartridge RPGs. The possible exception is when the party travels by hang glider, where the animation is so unbearably cute that players will be tempted to watch it at least twice.

The map does make it completely unnecessary to pay for lodging in any town, since Mom's inn back home is just a command away.

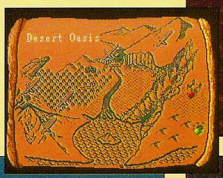
Encountered characters offer some break in the action in that their speech will often change depending on how far into the game a player is. Especially entertaining are the mocking knight and the bumbling monarch.

Any noteworthy graphics are reserved for mass area spells and a few choice backgrounds. Music is almost completely nondescript.

Plagued with no problems, except its own listless design, *Sorcerer's Kingdom* makes a fine role-playing game for Genesis users who haven't finished *AD&D: Warriors of the Eternal Sun* or the now-discounted *Phantasy Star* games. Those who have, should stick with the heavy hitters.

—David S. Moskowitz

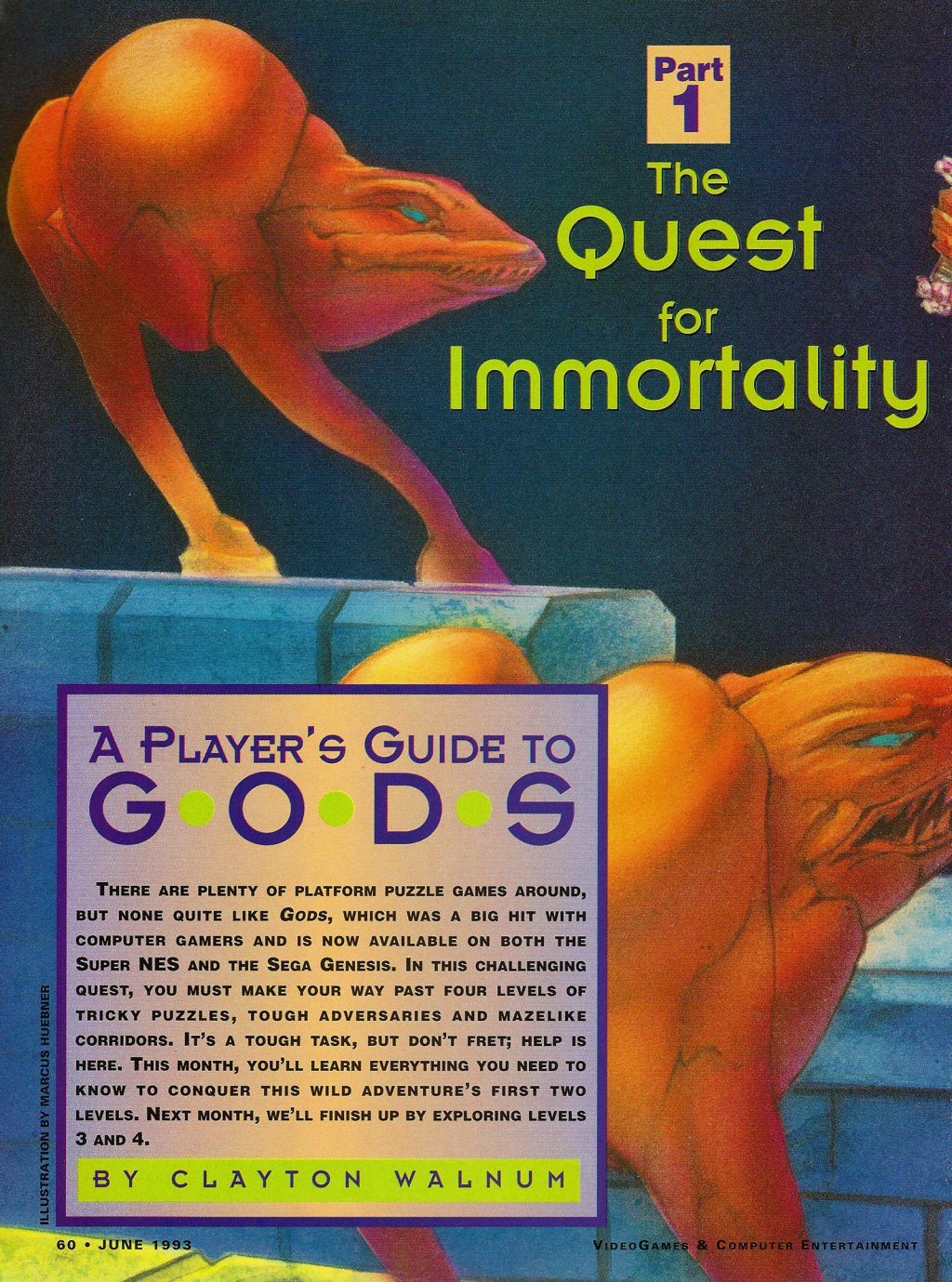
American Sammy
901 Cambridge Drive
Elk Grove Village, IL 60007
(708) 364-9787



EDITORS' CORNER

	1	2	3	4	5	6	7	8	9	10
AE								8		
CB							7			
DM							7			
MD						6				

Andy felt that *Sorcerer's Kingdom* was a clean, no-frills game, while Chris called it nothing innovative, but very solid with a relatively quick pace for an RPG.



Part 1

The Quest for Immortality

A Player's Guide to G•O•D•S

There are plenty of platform puzzle games around, but none quite like *Gods*, which was a big hit with computer gamers and is now available on both the Super NES and the Sega Genesis. In this challenging quest, you must make your way past four levels of tricky puzzles, tough adversaries and mazelike corridors. It's a tough task, but don't fret; help is here. This month, you'll learn everything you need to know to conquer this wild adventure's first two levels. Next month, we'll finish up by exploring levels 3 and 4.

BY CLAYTON WALNUM

ILLUSTRATION BY MARCUS HUEBNER

FOR THE
S
Super NES
FOR THE
G
GENESIS
FOR
C
HOME
COMPUTERS

LEVEL 1, WORLD 2

The switches on the walls open trapdoors in a treasure room near this world's exit.

LEVEL 1, WORLD 1

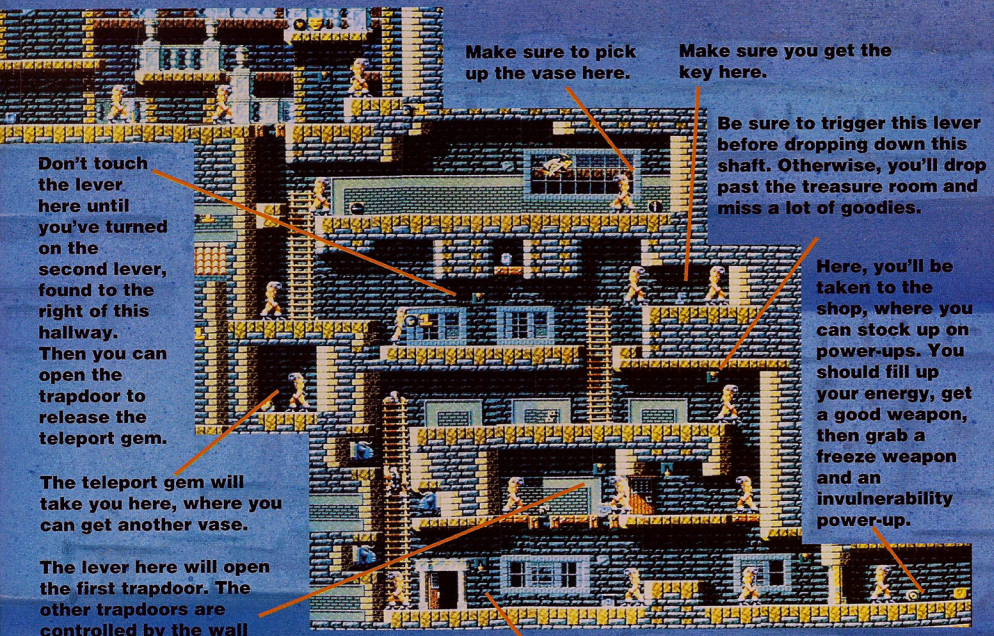
This is the entrance to the next world.

Shoot this creature from the ladder.

You have to set these switches in the right order to get rid of the obstacle here.

If you return all levers to their original positions, you can open this secret trapdoor that leads to a cache of treasure.

Run to the right and grab the weapon icon before you try to fight.



Make sure to pick up the vase here.

Make sure you get the key here.

Be sure to trigger this lever before dropping down this shaft. Otherwise, you'll drop past the treasure room and miss a lot of goodies.

Don't touch the lever here until you've turned on the second lever, found to the right of this hallway. Then you can open the trapdoor to release the teleport gem.

Here, you'll be taken to the shop, where you can stock up on power-ups. You should fill up your energy, get a good weapon, then grab a freeze weapon and an invulnerability power-up.

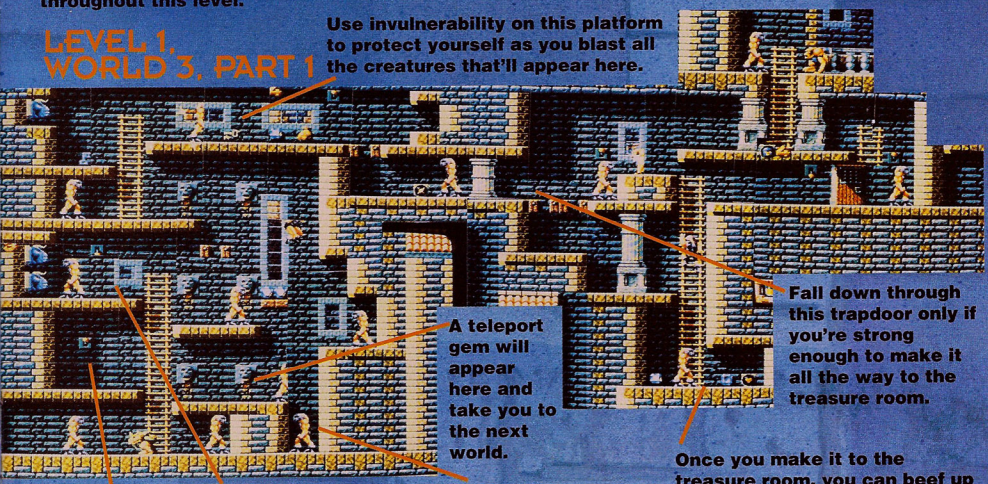
The teleport gem will take you here, where you can get another vase.

The lever here will open the first trapdoor. The other trapdoors are controlled by the wall buttons you've seen throughout this level.

Bring the vases to this room to get your reward.

LEVEL 1, WORLD 3, PART 1

Use invulnerability on this platform to protect yourself as you blast all the creatures that'll appear here.



Fall down through this trapdoor only if you're strong enough to make it all the way to the treasure room.

A teleport gem will appear here and take you to the next world.

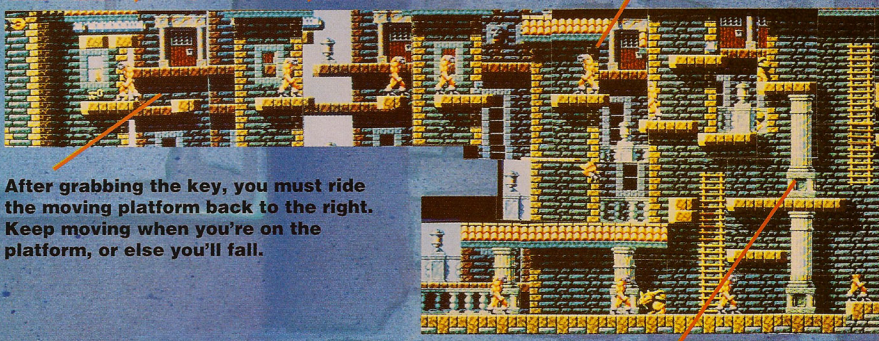
Once you make it to the treasure room, you can beef up your strength with the heart icon you'll find here.

You must trigger this lever a couple of times before it works.

This is a good place to use the freeze weapon to keep the heads from shooting long enough for you to destroy them.

After the machine here is shut off, you can get the high-jump power-up.

LEVEL 1, WORLD 3, PART 2

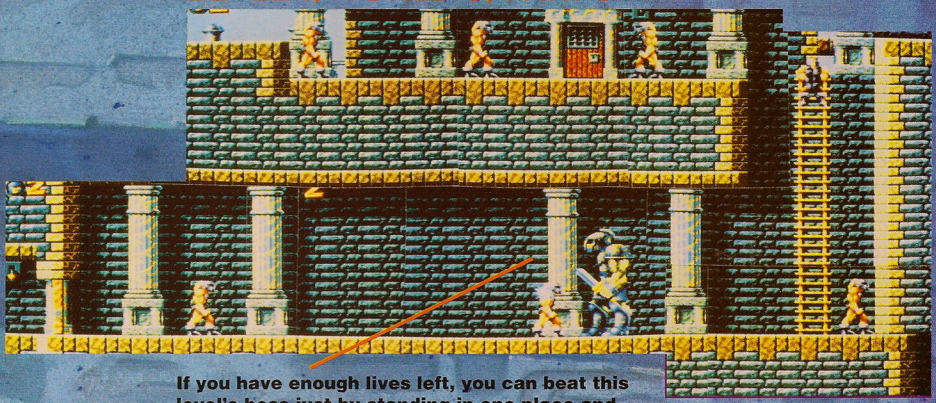


After killing off the creatures, you'll find a key here.

After grabbing the key, you must ride the moving platform back to the right. Keep moving when you're on the platform, or else you'll fall.

Be prepared to blast enemies as you make your way up the ladders and platforms.

LEVEL 1, WORLD 3, PART 3



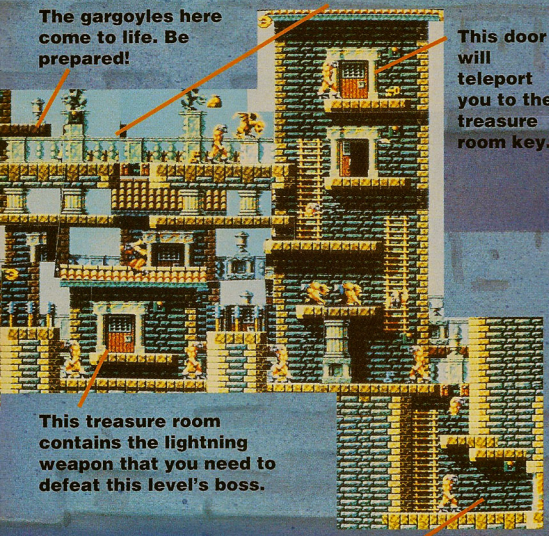
If you have enough lives left, you can beat this level's boss just by standing in one place and blasting. If you're low on lives, however, you'll need to dodge his shots, too.

LEVEL 2, WORLD 1

Don't fall through this trapdoor until you have the key for the room at the bottom.

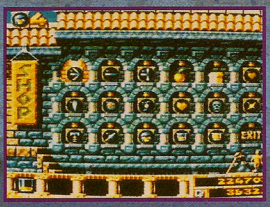
The gargoyles here come to life. Be prepared!

This door will teleport you to the treasure room key.

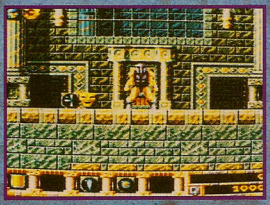


This treasure room contains the lightning weapon that you need to defeat this level's boss.

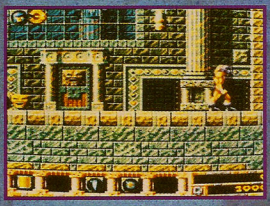
Beyond this door lies your first major battle with a level boss.



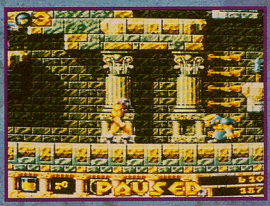
At the shop, buy an extra life, an invincibility power-up, a couple of shurikans and a weapon power-up.



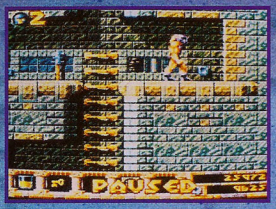
Level 2 starts here, but before you grab the treasures...



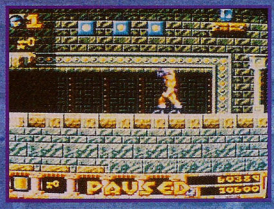
...move to the right and press this button on the wall...



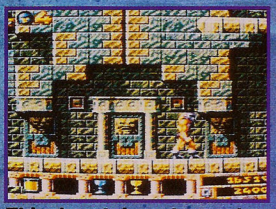
...which will let you get down into this room. If you stand here and let the thief go about his business, he'll jump up to the obstacle platform and pick up the invincibility power-up. Shoot him when he moves to the left, so he drops the power-up where you can get it. But don't get too close to the thief or he'll run away.



At the top of this ladder, be sure you get the blue crystal. You'll need it to get a key.

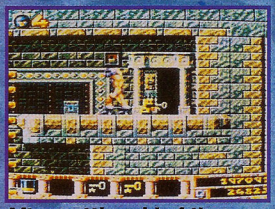


Bring the blue crystal here, and the key will drop down one level lower. Find two more crystals and bring them back here to get the key low enough to reach. This is a good place to use your invincibility power-up, since the snakes here can be hard to beat. The teleport crystal brings you to a bonus level where you can get an energy fill-up and a free life, among other things.

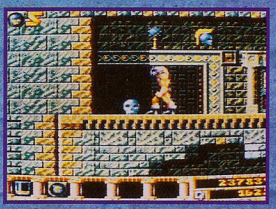


This door teleports you to a hallway near the ship room.

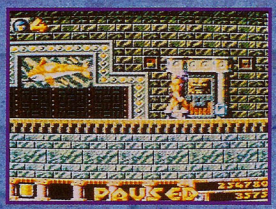
When you bring all three chalices into the ship room, you'll get your reward. To make room in your inventory, leave all three chalices behind in the room.



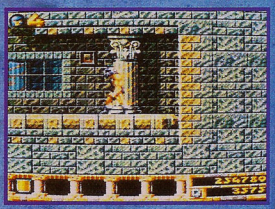
After getting rid of the chalices, you'll find more treasure outside the ship room.



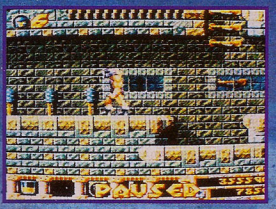
To get the pieces of the mural, you must bring items, like this skull, to the proper room.



After fixing the mural, the teleport crystal will appear.

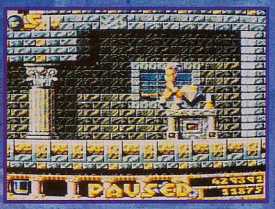


In this hallway, you must be sure that you return all switches to their original positions.



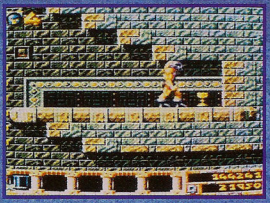
Use your invincibility to get past this obstacle and collect the important treasure on the other side.

When you bring the right items to the study, you'll receive two keys.

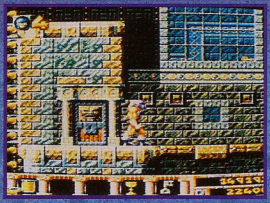


Use one key to enter the tomb, where you can collect the dragon's crystal.

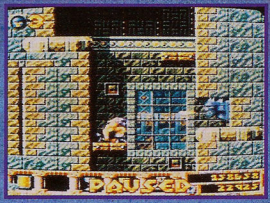
LEVEL 2, WORLD 2



In this level, you must look for three chalices and bring them to the ship room.

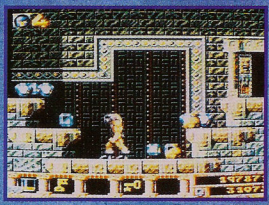


You can't get into this treasure room until you find the right key.

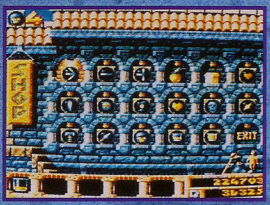


When making your way down this shaft, don't forget to flip each switch before dropping down to the next platform. Otherwise, you'll drop to your death.

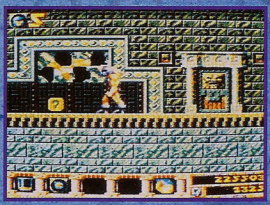
LEVEL 2, WORLD 3



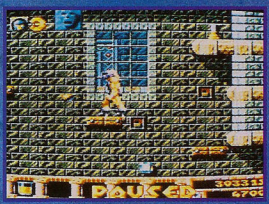
Now that you have the key, go back to the treasure room and collect a generous bounty.



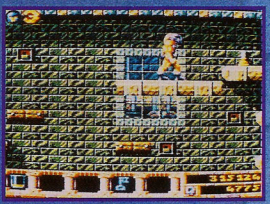
Before leaving the shop, be sure that you at least buy one invincibility power-up.



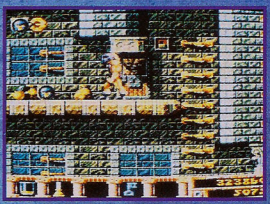
Your first quest in this world is to fix the mural.



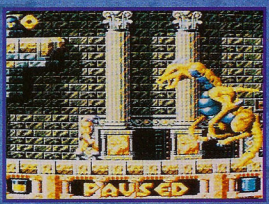
Your task here is to get the candle.



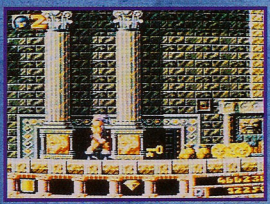
At first the candle may seem impossible to reach, but, when you take the correct route, a secret platform will appear.



Before leaving this corridor, be sure to visit this treasure room, which contains a lot of valuable treasure, not the least of which is an extra life.

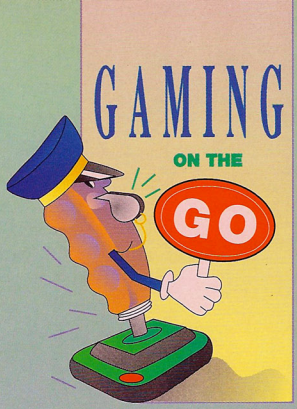


The dragon is a vicious opponent, but, if you have enough lives remaining, you'll have little difficulty defeating him.



After defeating the dragon, you'll be ready to enter Level 3, which we'll cover next month. See you then!

GAMING ON THE GO



BY
CHRIS BIENIEK

There's no room for my soapbox this month, so let's get down to the nitty-gritty of what's been happening in the world of portable video gaming. We're dealing a winning hand for *Gaming on the Go* fans this month, including a pair of "9s" that are sure to light up the faces of Game Boy owners across the country. Hope your batteries are charged up, 'cause here we go....

Battletoads in Ragnarok's World

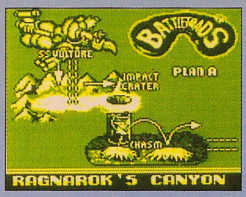
TRADEWEST

For the Nintendo Game Boy

(N/A)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC									9	
GRAPHICS								8		
PLAYABILITY									9	
OVERALL									9	

I've been a *Battletoads* fan since day one, since Tradewest showed up at the Winter Consumer Electronics Show in January of 1991 with an incredibly hot 8-bit NES game created by Rare Ltd. in the U.K. More than just a *Double Dragon* clone, the 'Toads took fighting games fearlessly into the future, with the perfect balance between beat-'em-up action and hilariously animated cartoon silliness.



The original Game Boy version of *Battletoads* was completely changed from the NES game—with different scenarios and a new plot—but apparently somebody at Rare decided that the first adventure was worth porting over to the Game Boy verbatim. Hence, this new/old title, *Battletoads in Ragnarok's World*. It's a note-for-note re-creation of the first NES game; honestly, aside from the obvious lack of color, the only difference worth mentioning is the fact that *Ragnarok's World* is only a one-player game, with Rash as the featured Battletoad.

The graphics may be a little too crunched—that is, I think I would have preferred a reduction in the level of detail in order to make it easier to see objects and enemies on the Game Boy screen—but the art and animation are excellent, as is the soundtrack. The thing that makes the game so great is the abundance of little touches that most designers don't bother to include in a game. From the hilariously exaggerated punches and kicks to the "Space Invaders" who swoop down to physically steal chunks of your life meter, it's a solid adventure with maximum replay value.

Sure, it would have been nice if *Battletoads in Ragnarok's World* had been an all-new game from start to finish. Judged on its own merits, though, it's one terrific game that'll bring a smile to your face and a blister to your thumb. Those who are looking for an all-new *Battletoads* adventure will find good news in this issue's *Video-Game Reviews* section—let's hope that *Battletoads/Double Dragon: The Ultimate Team* won't take as long to make the jump to the portable scene.

Tradewest Inc.
2400 S. Highway 75
Corsicana, TX 75110
(903) 874-2683

Land of Illusion Starring Mickey Mouse

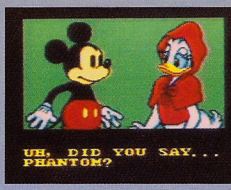
SEGA

For the Sega Game Gear

($39.99)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC								8		
GRAPHICS									9	
PLAYABILITY								8		
OVERALL								8		

Here's a sequel to *Castle of Illusion*, an early Game Gear run-and-jump adventure that sold well and surprised gamers with bright colors and challenging game play. *Land of Illusion Starring Mickey Mouse* is not for the impatient gamer, as it's loaded with the kinds of fiendishly clever gimmicks and traps that made the *Mario Bros.* series such a success.



Though the graphics and sounds settle in comfortably near the upper reaches of the Game Gear's capabilities, it's easy to take the audiovisual stuff for granted when you start to lose yourself in the puzzles and trickery of certain of the game's stages. While some levels are fairly straightforward tests of timing and memorization, others are much more cleverly designed. One early stage requires Mickey to wade through water and navigate underground passages—only to be sent back to replay the same stage later, after a flood has submerged the entire area.

Another part of the game takes place inside a castle, where one entire wing features "forced scrolling" that moves the screen in one direction automatically. After picking up the key at the end of the room, Mickey must stand on triggers that temporarily reverse the direction of the scrolling, jumping from one trigger to the next before they disappear from the screen and send him back to the end.

Though you can't expect to get very far into the game with just three lives in reserve, *Land of Illusion* does allow you to continue a game indefinitely, as long as the machine is not turned off. I expected this to cut deeply into the game's long-term value, but the fact that it's an extremely lengthy game gives you a lot of playtime for your gaming dollar. A bit on the easy side, but definitely worth the price of admission.

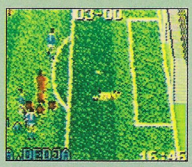
Sega of America Inc.
130 Shoreline Drive
Redwood City, CA 94065
(415) 508-2800

European Soccer Challenge

TELEGAMES
For the Atari Lynx
($39.99)

SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

Psst...Lynx owners: Telegames' *European Soccer Challenge* has *nothing* in common with Atari's own *World Class Soccer* (also known as *World Class Fussball/Soccer*, due to Atari's French/English packaging) other than the fact that they're both soccer games for the Lynx.



Comparing *World Class Soccer* to *European Soccer Challenge* is like comparing *Space Invaders* to *Virtua Racing*. You got that? Good...now pass it on.

Don't be turned off by the fact that this is only a one-meg game, 'cause it's a killer. With good controls, plenty of options and sharp, realistic graphics, it blows away many of the Lynx's larger-memory games, including the recent four-meg *Pit-Fighter*. In fact, the only time you might notice a memory limitation is after a goal is scored—there's no fanfare, not even a congratulatory high-five. But you won't care about such fluff when you see the outrageous number of real teams that are available to choose from. From Albania's Flamurtari to Yugoslavia's Dinamo Zagreb, you'll find over 170 clubs from a total of 32 different countries, each with its own distinctive uniform colors and authentic-sounding player names.

My favorite of the game's features is a nicely executed graphic effect that's similar to the way the ground "warps" in *Street Fighter II*, of all things. As you move the ball up the field, the lower part of the screen (the foreground) scrolls faster than the top part (or background). It's a nice, vaguely three-dimensional effect.

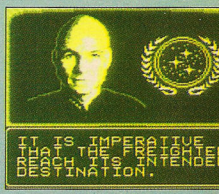
In the wake of the fun-but-bug-ridden *NFL Football* and the just-plain-abysmal *Baseball Heroes*, Lynx fans were starting to wonder if they'd ever see a sports title that had been designed with integrity—not to mention a thorough knowledge of the sport in question. Until now, Ed Ringler's well-traveled *Hockey* was the closest anyone had come to releasing a really hot sports game for the Lynx; I'm happy to report that *European Soccer Challenge* can accurately be described that way.

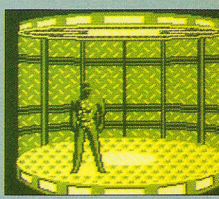
Telegames
222 W. First St.
Lancaster, TX 75146
(214) 227-0200

Star Trek: The Next Generation

ABSOLUTE
For the Nintendo Game Boy
($27.95)

SOUND/MUSIC	1	2	3	4	5	6	**7**	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	**9**	10
PLAYABILITY	1	2	3	4	5	6	7	8	**9**	10
OVERALL	1	2	3	4	5	6	7	8	**9**	10





The arrival of this Paramount-licensed Game Boy title really caused a buzz in the VG&CE offices. We're all *Star Trek* fans to a certain extent, though I'll admit to being more interested in the original series than in *The Next Generation* or the new *Deep Space Nine* saga. With little fanfare, Absolute has delivered a first-rate *ST: TNG* cartridge that artfully caters to fans of the show—but the real beauty of the game is that it really doesn't require any knowledge of the TV show or the universe in which it takes place.

In the guise of an "Advanced Holodeck Tutorial," the game presents a series of missions that must be completed in order to advance through the Star Fleet ranks. From the captain's chair of the U.S.S. *Enterprise*, you'll converse with the crew members who are in charge of each of the ship's systems, from LaForge in engineering to O'Brien in the transporter room.

Here's a typical mission scenario: "An ambassador from Altair VI must prevent a war on planet Kataan," reads the text that unfolds beneath the close-up of Captain Jean-Luc Picard. "The ambassador is currently aboard the U.S.S. *Monitor*," he continues, his eyes

blinking as he speaks. Incredibly, Picard's assignments are totally random; you'll get a different mission each time you turn the Game Boy on, with increasing levels of difficulty as you earn passwords to record your progress.

In this case, your first priority is to choose a warp speed and tell Lt. Commander Data to set a course for Altair VI. Suddenly, Lt. Worf informs you that intruders have been detected aboard the *Enterprise*. You must work with the Transporter Room to locate the intruders and beam them off the ship, then find the *Monitor* and beam the ambassador aboard, all while keeping an eye on fuel, life support systems and repairs-in-progress.

Many of the *Enterprise*'s functions are represented as arcade-style action sequences: Pilot the ship through "target matrices" to establish a stable planetary orbit; try to pinpoint moving objects on a grid with the transporter; route energy through a circuit board to repair systems, etc. There are also first-person space battle scenarios for combat simulation fanatics.

Sharp graphics and long-term playability are the keys here, as the shuffling of planet names and locations gives the illusion of an even greater number of possible missions. A creatively designed, skillfully programmed video-game experience, *Star Trek: The Next Generation* does Absolute proud by delivering a Game Boy cartridge with the depth of game play that characterizes the best 16-bit adventures—even those with color graphics and four times the memory capacity.

Absolute Entertainment Inc.
10 Mountainview Road, Suite 300 South
Upper Saddle River, NJ 07458
(201) 818-1141

Coming up next month in *Gaming on the Go*: The Prince of Darkness invades the Game Gear, Konami tries its hand at the *Street Fighter II* phenomenon and...well, we can't say which Lynx title will be covered, but we can guarantee that we *will* have Lynx coverage (unlike most of our competitors, several of which have unjustly abandoned Atari's powerful portable).

Reader feedback to this column is always appreciated. Send your comments and suggestions to: VIDEOGAMES & COMPUTER ENTERTAINMENT, Attn: *Gaming on the Go*, 9171 Wilshire Blvd., Suite 300, Beverly Hills, CA 90210.

Attention Game Developers
Cartridge Emulator
- Use any IBM compatible as a game development Workstation!
- Connect your PC to your game machine!
- Includes 16 Meg Bits of RAM!

Only $225.00
RHOTECH LABS LLC.
P.O. Box 800727, Dallas, TX, 75380
(214) 692-1206 (9am-5pm CST)
Hardware does not include any proprietary information on game machines, or game development software; not licensed and/or endorsed by any game manufacturer.

CIRCLE #133 ON READER SERVICE CARD.

DISCOUNT VIDEO GAMES
WE BUY AND SELL NEW AND USED GAMES AND ACCESORIES
FIND OUT HOW TO GET FREE GAMES, WATCHES, AND LASER POINTERS!!
WE GUARANTEE THE LOWEST PRICES!
ATARI LYNX
SEGA GENESIS
NEO GEO
GAME BOY
GAME GEAR
TURBO GRAFX
NES/ SUPER NES
CALL FOR CURRENT PRICES AND INFO.
ATP
4000 Blackburn Ln, Burtonsville, MD. 20866
Phone: (301)384-2302 / Fax: (301)421-4034
Office hrs.: 10AM-6PM, M-F, EDT. Limited hrs. on Sun.

CIRCLE #128 ON READER SERVICE CARD.

RENT BY MAIL LATEST RELEASES of Super NES & SEGA GENESIS for UNLIMITED TIME.
Pay only $5.oo + Postage & Handling per game and play as long as you wish.
For details call: (703) 941 - 8411
Or write to: GAME EXCHANGE PALACE
5641-H General Washington Dr., Alexandria, VA 22312

CIRCLE #130 ON READER SERVICE CARD.

WE BUY AND SELL USED VIDEO GAMES FOR:
- SUPER NINTENDO
- SEGA GENESIS
- NINTENDO
- GAMEBOY
- SEGA MASTER
- SEGA CD

SINCE 1982
BEST PRICES · BEST SELECTION
SEND $1.00 FOR CATALOG OF OVER 1200 DIFFERENT TITLES WHICH INCLUDES $12.00 OF DISCOUNT COUPONS
PRICES QUOTED ON TELEPHONE
PLAY IT AGAIN
P.O. BOX 656718-VG
FLUSHING, NY 11365
718-229-1435

CIRCLE #135 ON READER SERVICE CARD.

GAME WORLD MANIA, INC.
Brand New Titles
Super NES - Nintendo - Genesis - Game Boy - Game Gear
* Never pay retail again *
Write for a FREE color catalog
203 Commack Road • Suite 1016
Commack, NY 11725

CIRCLE #131 ON READER SERVICE CARD.

DON'T PAY CASH FOR BRAND NEW GAMES!
★ TRADE IN ★
YOUR OLD GAMES FOR NEW!
NINTENDO, S-NES, GENESIS • BUY, SELL, TRADE
2261 MARKET ST. #286 SAN FRANCISCO CA 94114
SPIKE'S RECYCLED GAMES
1-800 537-GAME

CIRCLE #134 ON READER SERVICE CARD.

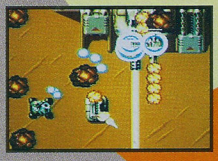
Leo's Games
Nintendo - Sega
New & Used Games
Don't pay retail for games!
LET'S BARGAIN
(707) 647-1985
WE TRADE GAMES BUY AND SELL SYSTEMS

CIRCLE #132 ON READER SERVICE CARD.

ATTENTION: GAME FANATICS
GET CASH QUICKER!
GET THE BEST PRICE, THE BEST SELECTION,
THE BEST DEAL ANYWHERE!!
WE BUY / SELL ALL S-NES AND S. GENESIS
1 • 800 • 222 • 5988
EAST COAST VIDEO DISTRIBUTORS, INC.

CIRCLE #129 ON READER SERVICE CARD.

Beats the hell out of little plastic Army men.



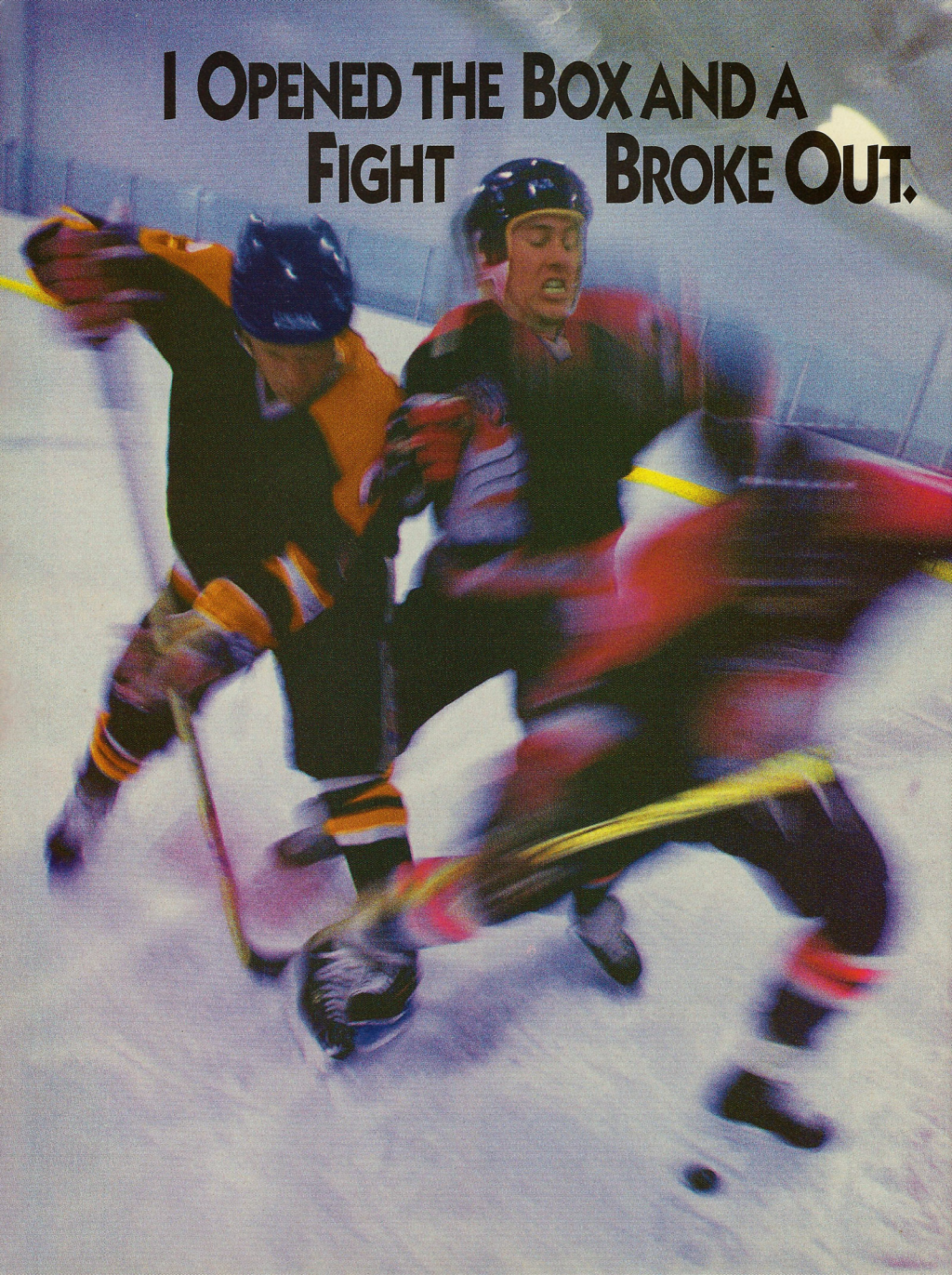
1 OR 2 PLAYERS

A leading video game magazine calls it "...the Mother of All Combat Carts! This is no game for SNES sissies!"

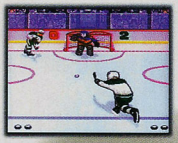
SUNSOFT®

SUNSOFT® is a registered trademark of Sun Corporation of America.
© 1993 Sun Corporation of America. Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America Inc. © 1993 Nintendo of America Inc.

CIRCLE #120 ON READER SERVICE CARD.


I OPENED THE BOX AND A FIGHT BROKE OUT.

So there I was, sitting in the living room, channel surfing with the remote when I get in that mood - you know - for some **Super NES® Action.** I reach for my new hockey game, **SUPER SLAP SHOT™**, and strip off that weird plastic, the kind that always sticks to your fingers when, BAM! **OUT FLIES A PUCK** that nails me in the face and two of the biggest mashers I've ever seen hauling after it. WHOAAAAAAAA!



Next thing I know, I'm wiping ice out of my eyes, it's really freakin' cold and I'm standing in a ref's outfit in the middle of a rink in front of thousands of screaming fans. Those same two guys whiz by me and slam up against the wall. They start ***shredding*** each other, the crowd goes off and I'M supposed to send THEM to the penalty box?! YEAH, RIGHT!

They ain't havin' it. They come screaming down the ice like I'm the puck and **Check Me** so hard, I'm sent flying back into my living room. TRIP OUT!

I dive for the **Super NES®** controller under the sofa cushion and now

I'm in control of this game.

YES! 32 teams to choose from, exhibition or tournament mode, fighting and shootout practice, adjustable team skills and aggression, ref's that range from "tough" to "blind," fourteen pages of hot stats, ballistic skating and throat-ramming slap shots!

SUPER SLAP SHOT™ Bust one open.

Licensed by Nintendo

Official Nintendo Seal of Quality

Super Slap Shot is a trademark of Alpine Software. ©1993 Alpine Software. All rights reserved. Licensed to Virgin Games, Inc. Virgin is a registered trademark of Virgin Enterprises, Ltd. Designed and produced by Ed Ringler.
Nintendo, Super Nintendo Entertainment System and the Official Seals are registered trademarks of Nintendo of America Inc. ©1991 Nintendo of America Inc.

CIRCLE #121 ON READER SERVICE CARD.

COMPUTER GAME PREVIEWS

FIRST LOOK

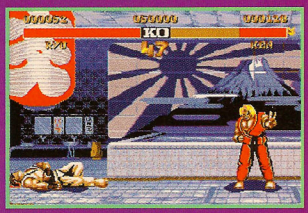
Street Fighter II

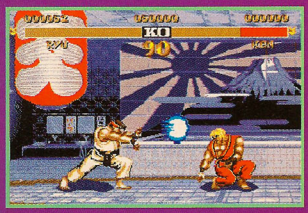
U.S. GOLD

Version Previewed: Amiga

The hills are alive with the sound of "Sonic Boom!" as the ultimate fighting game makes its way onto the Amiga. At press time, it wasn't known if this version of *SFII* would be released in America, but chances are it will. It's already a smash hit in Europe, having rocketed straight to the top of the sales charts.

All of the characters and special moves are here, but sacrifices were made during the conversion process. The "warping" floor effect is gone, and the graphics have suffered mightily from being downgraded to 32 colors; *SFII* doesn't support the new 256-color AGA Amigas. It *does* support two-button joysticks and, for the extremely insane, keyboard control.

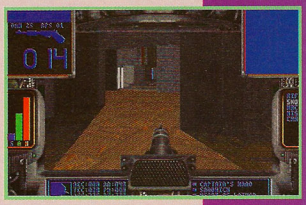




Doom

ID SOFTWARE

Version Previewed: IBM PC



Not very many people would call *Wolfenstein 3-D*, winner of three VG&CE awards, primitive, but not everyone is Id's Jay Wilbur. Like the French groundbreaking developers Delphine, Id isn't satisfied to rehash the same game. Instead, it has pulled out the NeXT to create an even more detailed, faster-moving and, most importantly, ultraviolent adventure called *Doom*.

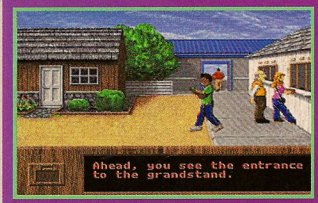
Doom is the adventure of four soldiers caught in an interdimensional war—in other words, it's guns and monsters. Not only are the guns bigger and better, but they also illuminate dark passages when fired.

Too dark? Besides *Doom* featuring true 3-D effects, the game also features variable lighting controls. Owners of slower machines who had to shrink the *Wolfenstein* window will be happy to learn that *Doom* will be faster than everyone's favorite SS slaughter game. High-end machines, meanwhile, will display a faster frame rate than movies or television. Not for anyone susceptible to motion sickness.

Quarter Pole

MICROLEAGUE SPORTS ASSOCIATION

Version Previewed: IBM PC



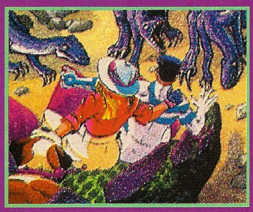
With little effort, any serious gambler can find plenty of computer simulations of his favorite vice. That is, if the vice is cards or dice. But what about the pony players? Few, if any, attempts at horse racing simulation have managed to integrate the atmosphere of the racing track, statistical detail of the racing form and the unpredictability of a sport requiring the coupling of two unrelated species aiming for a common goal.

MicroLeague, the company that made statistical baseball enjoyable for non-numbers freaks, is tackling horse racing with *Quarter Pole*. Promising to be part adventure and part role-playing game, as well as a betting simulator, *Quarter Pole* will take players to the stables, jockey lounge and track commissioner's office. All that will be missing is the aroma of cheap cigars and fresh manure.

The Awesome Adventures of Victor Vector & Yondo Adventure 2: The Last Dinosaur Egg

SANCTUARY WOODS

Version Previewed: Macintosh CD-ROM



Vampires may have been no problem for this intrepid duo, but now Vector's going farther back in time—to the age of the dinosaurs. Working for the 22nd-century Museum of Fantastic Phenomena, Victor's assignment is to retrieve the egg of the last Tyrannosaurus rex to save the species from total extinction.

Always ready to steal Victor's treasure is Ram Axis, who has his own plan for the mightiest of the dinosaurs.

Ken Steacy's stupendously gorgeous artwork will highlight this animated adventure, so grab your dinosaur saddle and prepare to ride through time!

Rules of Engagement 2

IMPRESSIONS

Version Previewed: IBM PC

Most games can get an award from someone for something, but very few are honored by *Newsweek*, as was *Rules of Engagement* in 1991. Now Omnitrend and Impressions have produced a sequel to their real-time space combat game, *Rules of Engagement 2*.

Players of *Rules 2* will act as a Fleet Commander overseeing numerous ship captains, each composed of a mixture of 18 personality traits. *Rules 2* also has options for creating customized scenarios and starships.

Part of Omnitrend's Interlocking Game System, *Rules of Engagement 2* will be able to load and run *Breach 2* and future *Breach 3* scenarios during the game.

Take • A • Break! Pinball

DYNAMIX

Version Previewed: IBM PC with Windows

Call them Mac wannabes, number-crunchers, chartered accountants or just plain nerds—but *Windows* users are not a happy lot. So it was for them that Dynamix has created *Take • A • Break! Pinball*. Swiping only the best graphic and story elements from five Sierra/Dynamix game worlds, *Pinball* allows flipper fetishists to experience eight different screens of flipper action. With a little experience, players gain insights not possible with any spreadsheet. For example, getting Horny to reach new heights scores the same number of points as lighting Patti's fire.

Just remember, in the heat of the game, slapping the monitor won't move the ball (though it might convince your coworkers that you in fact are working on some dreary *Windows* application).

Spectre Supreme

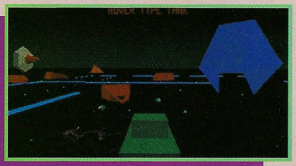
VELOCITY

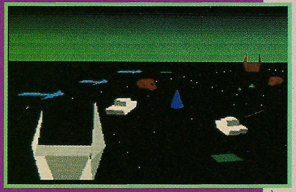
Version Previewed: Macintosh

For anyone who's played the game on a network, the phrase "casual *Spectre* player" screams contradiction. This insidious 3-D tank game is so addictive that it even snuck its way into Andy Eddy's *Letter From the Editor* a year ago.

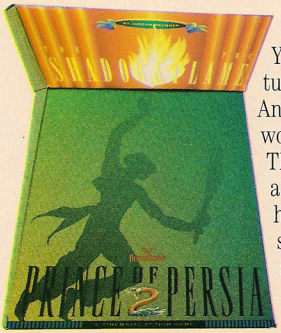
Now, Velocity returns to sabotage Macintosh productivity nationwide with *Spectre Supreme*. For those who found the action a bit too simple in the previous edition, *Spectre Supreme* has dozens of new features such as smart missiles, proximity mines, transporter gates, moving walls, flying hunter killers and enough robot-bashing devices to prove that cyberspace is not for the meek.

Network players will revel in new scenarios, including Maze Rally, Bitball, IT! SuperArena, Cyber Tac Toe and CyberSoccer.





Bad Day in Bagdad!



You've been cast out of the palace as a beggar. The princess has turned against you. The palace guards want your head on a skewer. And you haven't even had breakfast yet. This is not good. It gets worse. One minute you're fleeing for your very life across roof tops. The next, you find yourself washed up on a desert island…or amidst ancient ruins, face to face with a disembodied head (and boy is it hungry!). This is *really* not good. You stumble upon quicksand, serpents, spikes, magic spells, a skeleton with a sick sense of humor, and then…well…things get just a mite tricky. Introducing *Prince of Persia 2®: The Shadow & the Flame*™. Some call it a dozen Arabian Nights movies rolled into one. Actually, it's your worst Arabian nightmare. So get some sleep. Once this swashbuckler begins, you may never sleep again.

Broderbund®

PULSE-QUICKENING ACTION • RICH MOVIE-LIKE STORY AND SOUNDTRACK • INCREDIBLY REALISTIC ANIMATION

A CINEMATIC ACTION GAME BY JORDAN MECHNER • SUGGESTED RETAIL PRICE: $69.95 (MS-DOS VERSION). SEE YOUR LOCAL DEALER OR CALL **1-800- 521-6263** AND REFER TO CODE 265 TO ORDER AT A 25% SAVINGS. • REQUIRES 10 MHZ 286 OR FASTER MACHINE. HARD DRIVE AND VGA REQUIRED.

©1993 Broderbund Software, Inc. Prince of Persia is a registered trademark and The Shadow & the Flame is a trademark of Broderbund Software. All rights reserved.

CIRCLE #122 ON READER SERVICE CARD.

COMPUTER GAME REVIEWS

X-wing: The Farlander Papers

LUCASARTS GAMES
Version: IBM PC ($69.95)

SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

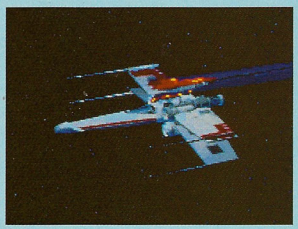
I'm not a big fan of flight simulators, for several good reasons: They're ridiculously complicated, they take forever to master the keyboard controls and game manuals are usually bigger than *Webster's Third New International Dictionary*. Fortunately, the much-anticipated *X-wing* is one of the few exceptions.

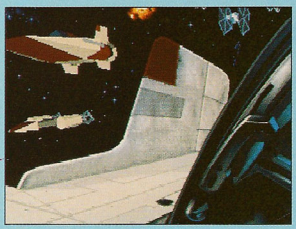
X-wing places you behind the controls of either an X-, A- or Y-wing Rebel starfighter. When the game begins, you are aboard the flagship *Independence*. This ship serves as the centerpiece of the game, where all game and mission options are available.

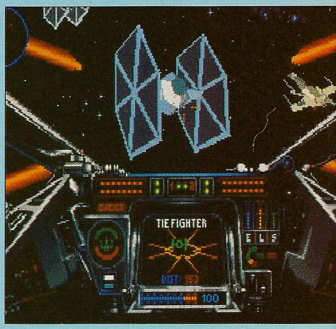
After registering a pilot or creating a new one, you are allowed to enter the ship's starport.

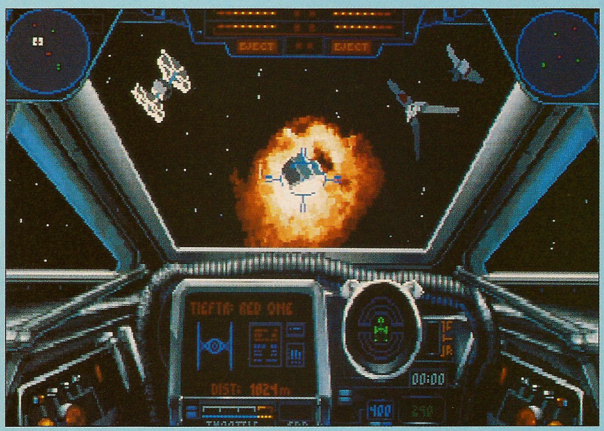
Once in the starport, you can select Pilot's Proving Ground. Here is where you can learn to fly and maneuver any one of the three starfighters. After selecting a ship, you enter an obstacle course composed of gates and targets, which must be completed within an allotted amount of time. There are three levels to the course, and, if you finish all three, you receive a flight badge for the particular craft you excel in. In fact, you receive flight badges, battle patches, combat awards and rank advances depending on your performance throughout the game. You're able to inspect these merits by viewing your uniform. Believe it or not, this simple feature gives you the good feeling that you've actually accomplished something, especially when you see a new medal or pin presented to you in an award ceremony.

Entering the Historical Combat Room lets you re-create some of the







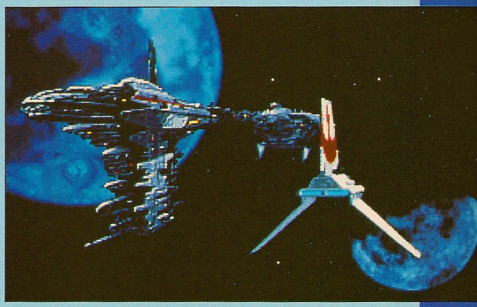


famous historical engagements with Imperial forces. Six missions per starfighter are available, for a total of 18 different historical missions. After you feel that you've gained enough practice, you can begin a Tour of Duty. There are three Tours of Duty with 12 missions that must be completed to finish the game.

All of the missions, whether Historical or Tour of Duty, are preceded by a briefing. Here, you are given a tactical representation of your mission and its objectives.

X-wing's graphics are perfectly detailed. The amount of attention paid to each spaceship's minutiae is near perfection. But you do need a 486 IBM PC in order to realize the full potential of the game's graphics without detracting from the speed of the action. Options are available that let you change the graphic detail settings, so, if your machine doesn't have the horsepower, you can still play without losing too much in terms of game play.

Long cinematic sequences lace all of the missions and action together. If you have enough memory and a soundboard, there's digitized speech that goes along with these sequences. They're entertaining to watch the first coupie of times in playing the game, but they become somewhat of an annoyance shortly thereafter. Fortunately, there's an option that lets you shut them off when you get bored with them.

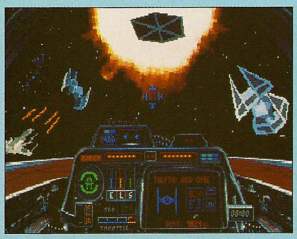


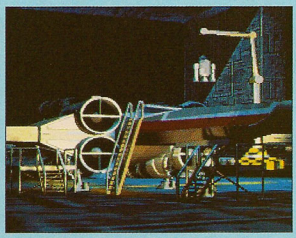
Some of the other tidbits that were thrown into the game are a tech room and film room. Entering the tech room lets you view technical specifications of ships and starfighters. You select the ship that you want to view via the control panel and a hologram schematic pops up with all sorts of info. The film room lets you view footage shot with your ship's camera while on a mission. It offers the standard playback and view options found in this type of game feature, but it goes one step further. You're able to enter the simulation at the point where you started taping.

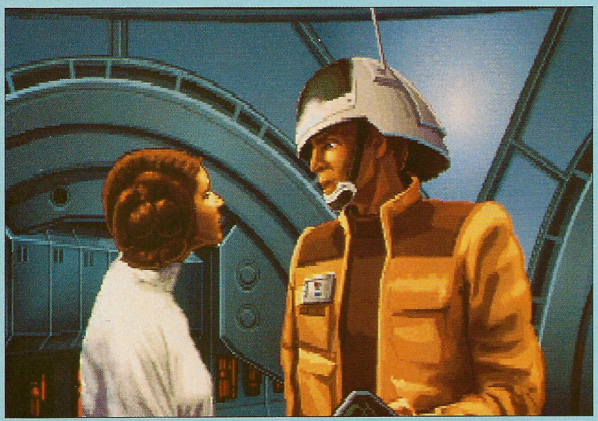
X-wing is *not* an easy game. There are plenty of Historical and Tour of Duty missions to go on. It isn't so difficult that you walk away in frustration, but you might find that, just before you're ready to shut off your machine in anger, you'll figure out a new strategy that will allow you to successfully complete your mission. This is part of the reason *X-wing*'s formula provides a solidly durable and entertaining game. If you're looking for a game with lots of action that quenches your thirst for great graphics and sound, then *X-wing* is right down your alley.

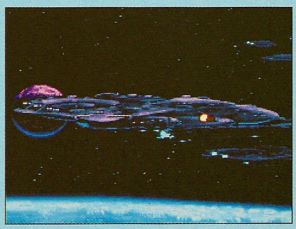
—Mike Davila

LucasArts Games
P.O. Box 10307
San Rafael, CA 94912
(800) STAR-WARS









EDITORS' CORNER

AE	1	2	3	4	5	6	7	8	9	**10**
CB	1	2	3	4	5	6	7	8	9	**10**
DM	1	2	3	4	5	6	7	8	9	**10**
MD	1	2	3	4	5	6	7	8	**9**	10

The editors hate to give 10s, but it's hard to pass that up with *X-Wing*. Chris called it "smooth as silk" and Dave felt it was a game worthy of upgrading your machine.

ADVERTISER INDEX

Advertiser	Page #	RSC #
Acclaim	29	103
Activision	13, 31	105, 111
Advanced Technology	70	128
Brøderbund Software	77	122
Data East	48-49	117
East Coast Video	70	129
Game Exchange Palace	70	130
Game World Mania	70	131
Leo's Games	70	132
LJN	7, 18-19	103
Megatech	87	125
Natsume	96	127
Ocean America	55	118
Play It Again	70	135
QQP, Inc.	84, 85	123, 124
Rhotech Labs	70	133
Sega	24-25	109
Spike's Recycled Games	70	134
Sunsoft	4, 71	102, 120
Tengen	IFC-3	101
Tradewest	10-11	104
Turbo Technologies	39, 41	112, 113
	43, 44-45	114, 115
	47	—
Vic Tokai	57	119
Virgin	72-73, 94-95	121, 126
Working Designs	15, 23	106, 108

TELL THEM YOU SAW THEIR AD IN VG&CE!

THANK YOU!

While some of those other *e*vil-*g*aming *m*agazines are busy spending the profit they made from your hard-earned cash, buying expensive Lamborghini Countaches, we here at VG&CE like to return the favor to you in appreciation for your buying our magazine. We'd like to help you out a little with your expenses by picking up the tab of mailing our reader service card. After all, you're doing us the favor of filling it out. It might not be much, but it's our small way of saying, "Thanks for reading VG&CE!"

Reader Service Information/Ad Index

This is a free reader service card. Tear it out and keep it with you as you go through this issue. You'll see a reader service number accompanying most products reviewed or advertised. If you want free information on any of these, simply circle the corresponding numbers on the card and mail it in.

Empire Deluxe

NEW WORLD COMPUTING

Version: IBM PC ($59.95)

SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	**9**	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

A few years ago, Interstel's *Empire* captured the hearts (and wallets) of computer war gamers everywhere. Easy to play and hard to master, *Empire* represented war gaming in its purest form.

Today, New World Computing and White Wolf Productions have joined forces to produce *Empire Deluxe*, the sequel to that venerable gaming classic. All of what made the original *Empire* so popular is present in this updated version. The player must use a variety of military units (armored, naval units, planes, etc.) to defend cities, explore uncharted territory and engage the enemy in an attempt to achieve world dominance.

To earn that "Deluxe" moniker, *Empire Deluxe* offers a wealth of new game features. Three difficulty levels are offered; the first (basic) is for raw recruits, while the standard level is based upon the game play of the original *Empire*. Finally, the advanced game introduces terrain effects, air bases, production specialization and two new units: armor and bombers. Regardless of which difficulty level you eventually choose, the polished, *Windows*-like interface used in *Empire Deluxe* allows you to easily order your pixelized minions about. Using pulldown menus, you can change the screen resolution in which the game is played (from 320 x 200 to 800 x 600 SVGA), toggle map magnification settings and issue a wealth of specialized commands to your units. Equally impressive is *Empire Deluxe*'s opponent options. You can match wits with computer-controlled opponents or tackle flesh-and-blood foes by taking turns at the keyboard, linking two computers with a serial cable or using a modem connection. Finally, the ultimate playing option allows up to six human players to terminate office productivity with extreme prejudice by playing over a network. If you're curious about a certain *Empire Deluxe* command, you can access an on-line help system or delve into an excellent 175-page manual for the answers to your queries.

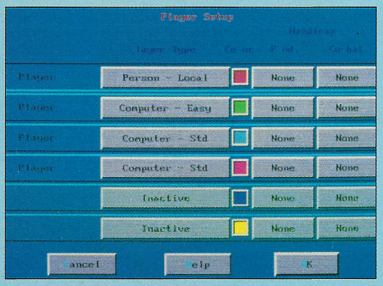
While *Empire Deluxe* offers several pre-generated scenarios and can generate random game worlds, it also includes a fully featured game editor that can be used to create customized scenarios. Using this game editor, players can re-create famous historical conflicts, from the Battle of the Marne to the Persian Gulf war.

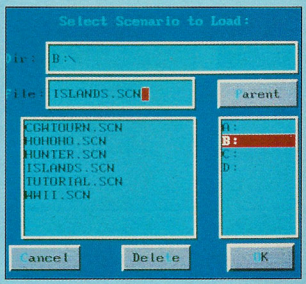
As improved as *Empire Deluxe* is over its progenitor, a few flaws serve to preclude the game from perfection. Scrolling about the map screen on slower 286 and 386 machines results in jerky, lurching screen movement. Selecting a lower screen resolution alleviates the problem somewhat, although not entirely. Graphics are crisp and nicely done, although somewhat sparse. I did experience a few program lockups that forced me to reboot; a little extra beta testing wouldn't have hurt. Finally, I do hope that *Empire Deluxe* is eventually ported to the Macintosh and Amiga; this game is too addictive for one platform alone.

Minor foibles aside, *Empire Deluxe* does emerge as a superlative product that should be welcomed by war gamers of all stripes. With its polished interface, built-in scenario generator and impressive multiplayer capabilities, *Empire Deluxe* deserves shelf space in any strategy gamer's software library.

—Jeff James

New World Computing
20301 Ventura Blvd., Suite 200
Woodland Hills, CA 91364
(818) 999-0606





EDITORS' CORNER

AE	1	2	3	4	5	6	7	8	**9**	10
CB	1	2	3	4	**5**	6	7	8	9	10
DM	1	2	3	4	5	6	7	**8**	9	10
MD	1	2	3	4	5	6	7	**8**	9	10

Andy billed it as a nice update of the original classsic, and Dave found it easy to learn *and* control. Chris, however, didn't like it as a "bored" game, calling it stale.

The Prophecy

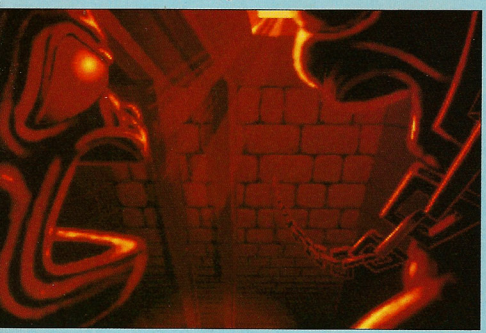
COKTEL VISION

Version: IBM PC ($39.95)

SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	6	7	8	**9**	10
PLAYABILITY	1	2	3	4	5	6	7	**8**	9	10
OVERALL	1	2	3	4	5	6	7	8	**9**	10

On the day of the eclipse, Kraal, an evil ancient sorcerer, will return from exile to get his revenge upon his jailer, Ohkram, by becoming ruler of the Kingdom of the Blue Rocks. Ween, Ohkram's great-grandson, must find three magic grains of sand and place them in a magical hourglass to seal Kraal's fate. Sound familiar? Like the *King's Quest* series, *Kyrandia* and every other fantasy novel, movie or game you've ever read, seen or played? Not an auspicious start, admittedly, but Coktel Vision's overwhelming graphics and sound, combined with the intricate puzzle design that made *Gobliiins* so good, have made a graphic adventure far more advanced than any comparable game—one that even overcomes the stale story line.

The box may say Sierra On-Line, but the engine is



pure Coktel Vision. The most immediately noticeable improvement is that the main character appears nowhere on the screen. This means that there are none of the annoying delays as a character walks from object to object on the screen. (In fact, with the sound turned off, the animation on my 386 SX was as fast and fluid as on the office speed demon.)

Adding dimension to the game is the supporting cast. The most useless: Uki and Orbi, are two furry midgets who never seem to do anything productive. They will gladly sing about how brilliant they are whenever you gain a grain of sand (which they subsequently lose before the game's end) and how pleased they are that people can't tell them apart. More helpful is Petroy, a spirit adviser who can translate the odd inscription and occasionally (actually, rarely) provide insight into an item's magical properties or a puzzle's solution. Finally, Ohkram has tamed a vampire bat, Urm, to do the player's bidding; but the slobbering rodent has a voracious appetite for strawberries, which are required to work his magic tricks.

Then, of course, like all Coktel puzzle games, the player is supplied with three jokers, though careful use of the save and load functions makes the supply essentially infinite—a great boon for anyone who hates the expense of buying clue books.

The graphics, as expected, are a delight. The animation is smooth, and the 3-D backgrounds surpass any other adventure, with the possible exception of *Darkseed*.

The sound effects, as always, are also excellent—especially the chomping worms—and, while the music isn't as varied as *Inca*'s, it does have the balance of percussion and subtle flutes that becomes grating only long after most soundtracks have become intolerable.

While *The Prophecy* follows a story line, it's basically a screen-by-screen puzzle blitz. At different points in the game, the path branches into two or more different puzzle sections before reconvening. Saving before choosing a path allows players to go back even after completing the game and solve more puzzles. This was an especially wise move, since stringing all of the puzzles together would have fractured an already weak story line.

The Prophecy is not the game for those who like to sit back, be told a story and watch their $60 investment occupy four hours of time. But then, those types would need to spend so much time saving, loading and using jokers that they'd lose sight of the story anyway. Too bad. It's a great game and a great bargain.

—David S. Moskowitz

Sierra On-Line Inc.
P.O. Box 485
Coarsegold, CA 93614
(800) 326-6654

EDITORS' CORNER

AE	1	2	3	4	5	6	7	8	**9**	10
CB	1	2	3	4	5	6	7	8	**9**	10
DM	1	2	3	4	5	6	7	8	**9**	10
MD	1	2	3	4	5	6	7	8	**9**	10

Chris said *The Prophecy* would have earned high marks on its graphics alone, but it's also very playable. Mike and Andy both liked the comfortable interface too.

Michael Jordan In Flight

ELECTRONIC ARTS

Version: IBM PC ($59.95)

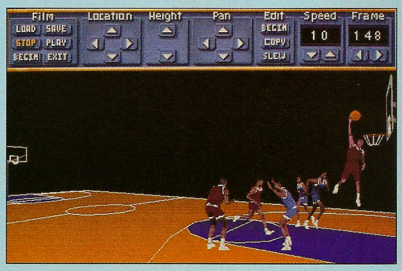
SOUND/MUSIC	1	2	3	4	5	6	7	8	9	10
GRAPHICS	1	2	3	4	5	6	7	8	9	10
PLAYABILITY	1	2	3	4	5	6	7	8	9	10
OVERALL	1	2	3	4	5	6	7	8	9	10

So, you wanna be like Mike, huh? Well, with *Michael Jordan In Flight* and a little vicarious living through your IBM PC, your dream can finally come true.

This three-on-three half-court basketball simulation takes place in a first-person, three-dimensional view, similar to the breakthrough SNES cart *NCAA Basketball*. All of the players featured in the game were videotaped against a "blue screen," the kind used for special effects in the movies. The footage was then digitized and superimposed on the computer-generated basketball court. The results are outstanding. You actually get the feeling you're controlling real players. The scaling and rotation is so fast and smooth it almost pulls you into your monitor. The digitized sound effects complement the realistic graphics perfectly, including speech samples from Michael himself.

The game features both exhibition and tournament modes. You always control Michael's team, Wilmington, North Carolina. You can select your right wing, left wing and substitute from a 27-man roster (Jordan is always the point man). Attributes such as speed, shooting ability and stamina help you match your team up against the opposition. Options include playing four timed quarters or up to a selected number of buckets, Winner's Outs, turning fouls on or off and difficulty level.

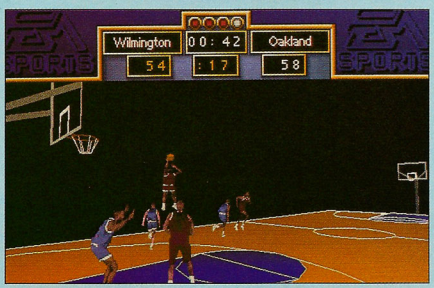
The game also features a "tracking" mode. When tracking is on, you control the player with the ball when Wilmington is on offense or the player closest to the ball when on defense. When tracking is off, you always control Michael Jordan, whether he has the ball or not. This mode lets you experience basketball as it is played on the court.



With tracking off, you can have Michael set picks, double team players or call one of the four available offensive plays.

The controls for *Michael Jordan In Flight* are pretty straightforward. The game supports either a mouse or joystick, and the control is crisp and responsive. On defense, the mouse and joystick buttons control stealing and rebound/shot blocking. On offense, you can pass the ball to the player you're facing or, if tracking mode is off and you don't have the ball, you can request a pass from your teammate. There's nothing quite like the thrill of dishing the ball to your teammate, brushing your defender off and then requesting a pass under the hoop for a slam dunk. The only thing missing is the ability to pump-fake a shot.

Shooting is simply a matter of pressing the shot button. Unlike most basketball games, where making a basket relies on releasing the shot button at the height of the shooter's jump, scoring in *Michael Jordan In Flight* is based on a player's shooting percentages. Players have favorite spots on the court to shoot from, and reading the player descriptions will give you clues.



The game includes a full-featured Video Edit Lab, with VCR-like controls and multiple camera angles, for creating and playing back highlight films. While this is a nice addition, I would rather have seen a play editor in its place. Nitpicking aside, *Michael Jordan In Flight* delivers true basketball action with some of the most spectacular graphics around.

—Jeffrey Tschiltsch

Electronic Arts
1450 Fashion Island Blvd.
San Mateo, CA 94404
(800) 245-4525

continued on page 86

EDITORS' CORNER

AE	1	2	3	4	5	6	7	8	9	10
CB	1	2	3	4	5	6	7	8	9	10
DM	1	2	3	4	5	6	7	8	9	10
MD	1	2	3	4	5	6	7	8	9	10

Three out of four editors used "awkward" to describe the controls. Chris said it wasn't an "earthshaker" and the players' shuffling was downright weird.

CONQUERED KINGDOMS

Become the World's Greatest Conqueror!

Plunge into a medieval world to conquer Cascatia, an untamed land of conquest & glory. Invade castles, fly over mountains, and use the forest to your advantage as you battle across the Cascatian Realm, to become the reigning king. Just about the best strategy and tactics game you will ever play.

- **NINE BEAUTIFUL SCENARIOS.**
- **A RANDOM MAP GENERATOR.**
- **UTILIZE BASIC HUMAN UNITS, THE FANTASY UNITS OR BOTH.**
- **21 LEVELS OF PLAY (STRONG AI).**
- **MODEM PLAY.**
- **COMPLETE GAME SCORING HISTORY.**
- **RICH IN STRATEGY AND TACTICS.**
- **SEVERAL FULL CAMPAIGN CONQUESTS.**

The "Conquered Kingdoms" computer game is IBM PC and soon to be Amiga compatible. It can be obtained through your favorite retailer or ordered direct by calling:

1-908-788-2799

©1992 Q.Q.P. All rights reserved.
IBM is a trademark of International Business Machines.
Amiga is a trademark of Commordore.

CIRCLE #123 ON READER SERVICE CARD.

BATTLES OF DESTINY

Q.Q.P.
Several dudes holistic gaming

Conquer the world in "Battles of Destiny." Seek out and destroy up to three opponents in this state of the art global conquest simulation. It's simple to play, but only a true master will reign in "Battles of Destiny."

- **Challenging Artifical Intelligence (9 levels of difficulty)**
- **Air, ground and naval combat**
- **22 different units to construct**
- **Modem play**
- **Over 20 beautiful worlds to conquer**
- **Complete player history**
- **Dynamic scoring system**
- **Campaign play**

The "Battles of Destiny" computer game is IBM PC. It can be obtained through your favorite retailer or ordered direct by calling:

1-908-788-2799

© 1992 Q.Q.P. All rights reserved.
IBM is a trademark of International Business Machines.

CIRCLE #124 ON READER SERVICE CARD.

continued from page 83

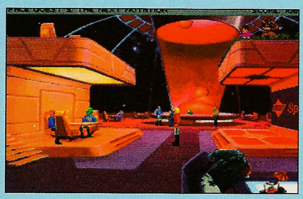
Space Quest V: Roger Wilco in the Next Mutation

SIERRA ON-LINE

Version: IBM PC ($69.95)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC								■		
GRAPHICS									■	
PLAYABILITY								■		
OVERALL						■				

Most people who know me are aware of my holy quest for the perfect computer role-playing game and adventure. It's my personal Holy Grail, and each time I come across a new game, I hope—no, pray—that it will be the one to ascend above all others. Then I get *Space Quest V: Roger Wilco in the Next Mutation*, and I play it for a day. And finish it. And then I write the review. That's right, I'm still on that holy quest.



Roger finds himself at StarCon central, hoping to pass the SAT test that will decide his fate in that illustrious academy. If Roger can pass, he'll land himself a position as captain of his own ship. If he fails, he's doomed to repeat the semester—not to mention the humiliation and utter embarrassment. But like the Roger we know, he's late for the test, didn't study at all and weasels all the answers from an unsuspecting classmate.

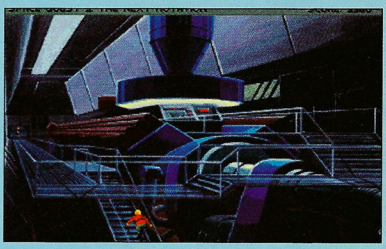
Now piloting his own garbage scow (I didn't say he'd captain a *respectable* ship), he finds himself pulling garbage duty, battling Pukoid mutants bent on squirting all humanity with acidic loogies and coming face-to-face with the scourge of the galaxy. Let this be a lesson to those who decide to cheat on their SATs.

Space Quest V makes use of Sierra's point-and-click interface, standardized since *King's Quest V*. Six icons, each representing a different command, are lined along the top of the screen, while two others serve as in-game functions. To move Roger between locations, the walk icon would first be selected and the location then clicked. If that location is accessible, Roger will take a "smart" route, getting himself to the desired location by the quickest route possible. The action icon, which serves as the game's most generic function, interacts items with anything else, provided the possibility is there. Consequently, many feel Sierra's graphic adventures suffer from being too simplistic; the computer handles everything—you just click at the right time or place, using the right item. No doubt it's a boon to the novice adventurer, but veterans will feel the game is too automated.

The humor is definitely some of the funniest in any *Space Quest* game. Parodies of other sci-fi shows and movies are in abundance, from Roger's quick tug of the uniform (à la Captain Picard) to the overly dramatic posture of Captain Kirk when Roger sits in the command chair. Even digitized sounds from many popular shows are strewn about the game, and you'll immediately realize this game's unoriginality in the sound department is as intentional in humor as the provided *Galactic Inquirer* newspaper (which doubles as the copy protection, so don't mistakenly toss it out).

But for all its good humor and gorgeous graphics, *Space Quest V* fails to deliver when it comes to longevity. The adventure is finished much too quickly, and ranks as the easiest *Space Quest* to finish. The story (which touches lightly upon the environmentally correct) is uninspired and predictable from the start. Roger might be savior of the galaxy five times over, but he's got a lot to learn when it comes to delivering a respectably long adventure.

—Danny Han



Sierra On-Line
P.O. Box 485
Coarsegold, CA 93614
(800) 326-6654

EDITORS' CORNER

	1	2	3	4	5	6	7	8	9	10
AE							■			
CB								■		
DM						■				
MD							■			

Dave and Mike both loved *Space Quest V*'s humor, but felt it was simply too short; Andy also didn't think it had the durability.

COBRA MISSION

The sexy role-playing adventure game

You stumble back to your office after a long, hard day of detective work. You can't wait to get cozy with a bottle of whiskey, but your answering machine has an urgent message. "This is a life and death emergency. Women are disappearing. Donna's missing. Please, come quickly." Donna's rescue is only the beginning of an adventure that indulges your wildest fantasies as it plunges you into fun and danger. While on screen you're dazzled by innovative and original Japanese animation that's taking other countries by storm, and is now available in the U.S.

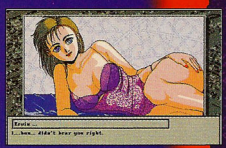
WANTED: Private Investigator to Rescue Desperate Beauty.

"Cobra Mission is unique."
Computer Game Review"

"...quite an original."
Strategy Plus"

"I have to admit I enjoyed it."
"Game Bytes"

Available now at your nearest dealer or call 1-800-258-MEGA. Or write: Megatech, P.O. Box 11333, Torrance, CA 90510 Visa, MasterCard, checks accepted.



System requirements: 386 or faster machine with 640K RAM hard disk with min. 11 megabytes of available space required, mouse recommended. Graphics compatible with EGA, MCGA and VGA (VGA highly recommended). Sound support: Sound Blaster, Thunder Board, Pro Audio Spectrum and Adlib.

R This game is not for the faint-hearted. It contains violence and some material inappropriate for minors under 18.

MEGATECH

CIRCLE #125 ON READER SERVICE CARD.

V for Victory: Market Garden

THREE-SIXTY

Versions: IBM PC($69.95), Macintosh ($69.95)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC								■		
GRAPHICS								■	■	
PLAYABILITY							■			
OVERALL								■		

Market Garden is the third game in the *V for Victory* series from Three-Sixty. This series is a battalion-level strategy game that nearly succeeds in exploiting all the graphics and interface potential of the Mac. *[Editor's note: The Macintosh and IBM PC versions of the game are virtually identical in look and play.]*

On a color screen, *Market Garden* is a visually rich game that gives an overview of your strategic situation at a glance. Even on a black-and-white notebook screen, the game is still playable, although you lose some of the finer visual distinctions.

While it's not perfect, the interface is also the best I've seen for a Macintosh war game. Some of the buttons that call up dialogue boxes aren't obvious without referring to the manual, and the lack of a command-key equivalent for closing dialogue boxes is annoying.

Three-Sixty includes two versions of *Market Garden* (four, if you count color and black-and-white), one supports a floating point unit (FPU) and one does not. Macs that have an FPU will present a much faster-running game, although it's quite playable on a 68000-based Mac PowerBook 100. Included with the high-density disks is an operations manual, with a tutorial and brief overview of the rules, a 126-page reference manual containing detailed explanations of the rules, a brief installation booklet with command keys and a four-color map of the entire Arnhem theater of military operations.

There are seven scenarios with this edition of *V for Victory*: two beginner battles, both lasting about an hour; three intermediate/advanced, running from three to eight hours; and two expert contests that can run anywhere from ten hours to 60 to your wife filing for divorce, whichever comes first.

During play, *Market Garden* lets the computer manage the details of making war, while the player takes credit for the victory.

Market Garden's "Staff Assistant" can handle artillery targeting, air strikes, air interdiction, troop movement and supply levels. In effect, this means that a player's involvement in the conflict can range from Level 1: passenger in a drive-by shooting, all the way to Level 5: supreme picker of nits and manpower micromanager.

Even as good as the interface is, two areas could use improving: Clicking on a counter will show its destination, but it won't show the kind of movement, either tactical or strategic. This is a crucial distinction, and it forces the player to open the command box to double-check.

The second problem is that it's very tedious hunting and pecking through stacks looking for artillery for fire missions. A more convenient way would be to click on the Headquarters icon and have an order of battle appear with all the pieces assigned to that H.Q.

Experienced players may discover that, while *Market Garden* looks great, in some ways it is less filling, primarily the artificial intelligence of the computer opponent. Three-Sixty has drafted some remarkably passive German generals. The Allied player has little to fear from counterattacks and may be surprised by German withdrawals that open the way to victory.

Entrenched German positions, however, are difficult to defeat and require the player to use all the offensive tools at his disposal, but it makes for a static game.

On the other hand, players new to computer war gaming will have their hands full and should really enjoy the learning experience.

—Michael R. Shannon

Electronic Arts
1450 Fashion Island Blvd.
San Mateo, CA 94404
(800) 245-4525

EDITORS' CORNER

	1	2	3	4	5	6	7	8	9	10
AE								■		
CB							■			
DM								■		
MD							■			

Mike felt it was too similar to the original for his liking, while Dave highlighted the same strong engine that won awards from VG&CE and other magazines.

Wilson ProStaff Golf

KONAMI

Version: IBM PC ($39.95)

SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

Golf games are among the biggest moneymakers for software companies, largely because they have a wider target audience than most games (golf often being the lone game businessmen sneak onto their office computer). Currently, *LINKS*, *LINKS 386 Pro* and *Jack Nicklaus Signature Edition* have the lion's share of this market.

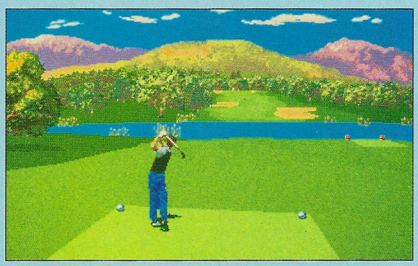
Now, Konami is releasing what it hopes will become a dark horse contender, *Wilson ProStaff Golf*. Faster than the aforementioned games, *Wilson* comes with a wide array of game variations in the hope that a sleek, fun game will lure players away from the lumbering, if beautiful, giants of the industry.

In *Wilson*, players create their own golfers, choosing not only their gender and level of play (beginner, amateur, professional) but also their exact handicap, their style of play (aimer, putter or average) and their appearance—a nice feature, as one can create color combinations that are almost as ugly as those found on real golf courses. *Wilson* offers the choice of gross or net scores, which allows players to handicap those who know the game better. Unfortunately, there are no real-game effects (missed hits, etc.) for a high handicap, and a beginner playing with a high handicap will almost always beat a pro's net score.

The most exciting aspect of *Wilson* is the variation on the standard stroke/match/skins play options. Twelve games—team competitions from best-ball to scramble, to individual competitions such as shootout and bingo-bango-bongo—make *Wilson* the most versatile game on the market. Regrettably, one cannot combine games, as golfers often do on the course.

Though fairly standard on the fairways, *Wilson*'s game play differs in that, once the players determine the strength of their hit, they then determine where to strike the ball, which allows for punch shots and shots with backspin. Putting, however, is extremely difficult, as it is hard to determine how firmly the player is striking the ball. Also, at the pro level, the golfer is not automatically given a putter once on the green—I divotted a few with a nine iron. Another problem lies in the incredibly inconsistent wind, which changes strength and direction on nearly every hole. Finally, the course itself is merely adequate; hopefully, an expansion disk is being planned.

Wilson's graphics are surprisingly solid for a game that takes up very little hard drive space (1.1 megabytes), and the sounds are appropriate, if minimal. A gallery review camera shows the ball's flight path and landing, an attractive feature, which, unfortunately, slows the game considerably.



This brings up the most annoying point of the game. The documentation goes to great lengths to denigrate other golf games as being so slow they take as long to play as "a real game of golf on a Saturday at the public links." This may be true, but, on my 386 SX, *Wilson* was far from lightning-quick: Though somewhat faster than *LINKS* or *Jack Nicklaus Signature Edition*, it is significantly slower than the original *Jack Nicklaus Course Design*.

An exciting arrival because of its compactness and added features, *Wilson* will appeal to many players; in the end, however, design limitations and inconsistencies hamper its playability. *Wilson* doesn't make the birdie, but scores a solid par.

—David Eadington

Konami
900 Deerfield Parkway
Buffalo Grove, IL 60089-4570
(708) 215-5100

EDITORS' CORNER

AE	1	2	3	4	5	6	**7**	8	9	10
CB	1	2	3	4	5	6	**7**	8	9	10
DM	1	2	3	4	5	6	**7**	8	9	10
MD	1	2	3	4	5	**6**	7	8	9	10

Andy thought Konami created a good game, which doesn't break new ground but is easy to play. Chris noted the similarity to the Game Boy's *Ultra Golf*.

Rome, Pathway to Power

MAXIS

Version: IBM PC ($49.95)

SOUND/MUSIC	1	2	3	4	5	**6**	7	8	9	10
GRAPHICS	1	2	3	4	5	6	**7**	8	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

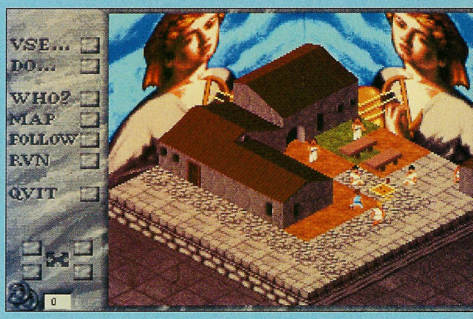
If there was one place in history civilized people could find plenty of adventure, it was in ancient Rome. With the highly charged political climate and diversions such as gladiators fighting it out in the Colosseum, one had little difficulty filling his day with excitement and intrigue. Up until now, any modern-day adventurer who wanted to sample Rome's offerings had to climb aboard a time machine. But now, thanks to Maxis, players yearning to explore the streets of the world's most famous ancient city need only boot up their computer and load *Rome, Pathway to Power*.

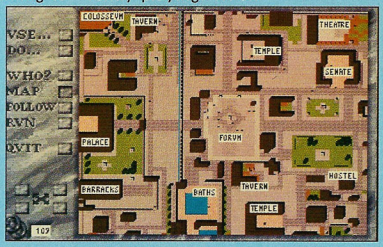
An unusual game for the simulation folks at Maxis, *Rome, Pathway to Power* is an animated adventure not unlike Sierra's *King's Quest* series. In the game, you take on the role of Hector, a slave belonging to the famous lawyer Habeas Corpus. Hector yearns not only for adventure, but also to make something more of himself. Barely escaping from Herculaneum in time to avoid being roasted by an erupting volcano, Hector enters Rome disguised as a Roman citizen ready to begin a new life.

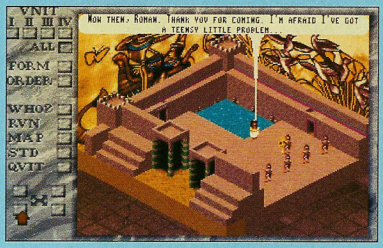
As you play the game, you use your mouse to guide Hector around the animated screens, talking to other people and gathering clues that lead to the game's solution. *Rome*'s game world is packed with all types of folks, from lowly slaves to noblemen watched over by palace guards. Although the residents of the city bustle about like ants in a hill, most everyone, if prodded for information, has something to say. Some can even provide Hector with the items he needs to succeed in his quest.

Completing *Rome* requires gathering a lot of information, as well as doing plenty of exploring. Luckily, if you get bored with the task at hand, you can always visit a slave auction, watch a play, attend a gladiator match or engage in any number of other diversions. If you succeed in obtaining funds and manage them wisely, you can even enter your own contestants in the activities.

Unlike many adventure games, *Rome* doesn't require a lot of mapping. Thanks to the game's overhead-view map screen, you can see the entire area in which you're currently playing. When you bring up the map, you can easily find your current location, as well as send Hector—with a quick click of your mouse—to any place on the map. This saves you from having to meticulously guide Hector on the *Populous*-like main display, which shows only a small segment of the current level.







The main display is convincing and well implemented. Moreover, the game's VGA graphics offer an attractive and detailed setting in which to adventure. Besides the main display and the overhead-view map, *Rome, Pathway to Power* also features graphical interludes and special scenes portraying the grisly deaths you may experience.

There aren't a lot of sound effects in the game, but those that are present are convincing and well implemented. Moreover, the game's VGA graphics offer an attractive and detailed setting in which to adventure. Besides the main display and the overhead-view map, *Rome, Pathway to Power* also features graphical interludes and special scenes portraying the grisly deaths you may experience.

Although *Rome, Pathway to Power* is an entertaining adventure, advanced adventurers may find the puzzles too easy, and they may even be able to complete the game in a single sitting. On the other hand, novice or intermediate adventurers will probably find *Rome* perfect for developing their adventuring skills. In any case, all players can expect an entertaining excursion into history.

—Clayton Walnum

Maxis
2 Theater Square, Suite 230
Orinda, CA 94563-3346
(510) 254-9700

EDITORS' CORNER

AE	1	2	3	4	5	6	**7**	8	9	10
CB	1	2	3	4	5	6	**7**	8	9	10
DM	1	2	3	4	5	**6**	7	8	9	10
MD	1	2	3	4	5	**6**	7	8	9	10

Andy called it short and light, though with a good perspective; Chris thought it looked weird. Mike felt it was a nice departure from Maxis' typical simulations.

World Tour Tennis

ELECTRONIC ARTS

Version: IBM PC ($49.95)

SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	7	**8**	9	10

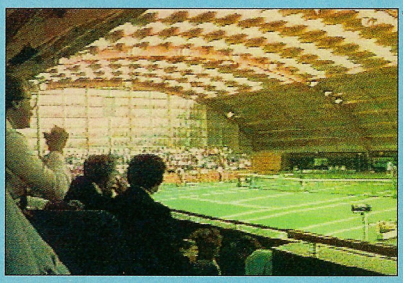
Simulations always seem to suffer from one key problem: The game can never provide a true situational awareness of the player's position. Fortunately, this is changing with simulations in both aviation and sports (*Aces of the Pacific* and *Front Page Sports: Football* are just two examples of programs with variable camera angles). It will never be the same as playing the real game, but Electronic Arts' *World Tour Tennis* does a very good job of bringing the feel of tennis to the family room.

This program's key strength is in its tremendous flexibility. Users are given the power to customize everything from the interface tool (mouse, joystick and keyboard are all supported), to the tennis players, to the camera angles on the court.

The camera angle feature is very powerful. Users can select to view the action from almost anywhere on the court. This feature is especially useful in viewing the replays. The graphics detail can be modified also, though some camera angles are not available in full detail mode. The only gripe here is that control of the viewpoint is just a bit cumbersome, not nearly as easy or intuitive as the camera operation in the Dynamix flight simulators.

The modeling of tennis physics is pretty solid, and the ball seems to behave as it should. Controls allow for the player to add some English to the ball, and to apply different levels of power and aim to a stroke.

The program's key weakness is that, customizable as the camera views are, sometimes it is still a little tricky figuring when or where to hit the ball. Using the exterior view from behind the player's side of the court is effective, but, when players get close to the net, it is hard to pick out details and counter the computer's shots. The first-person perspective takes some getting used to, but it, too, is an effective view. As with real-life tennis, however, practice makes perfect, and, while the computer may maul the user early, there is room for pay back!

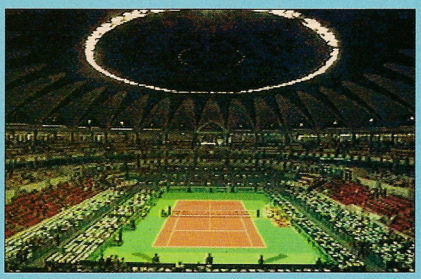


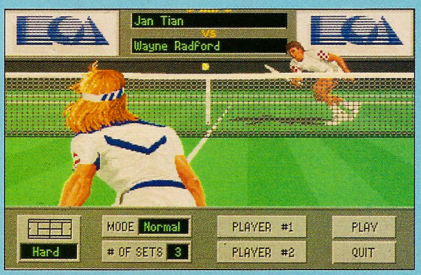
The animation is smooth and a joy to watch. Players on the court do more than just run and hit. The programmers gave them personalities. The figures bounce lightly on their feet in the ready position, wipe sweat from their brows and raise or pump their arms triumphantly. Though Sound Blaster music and effects are not a major factor in this program, what there is of them is well done. A rock song plays as the main soundtrack, and game time is filled with the sound of the bouncing tennis ball and the calls of the judge. The occasional McEnroe grunt is there too (minus expletives!). The only thing missing is the crowd's applause after a heated volley.

A welcome feature in a future version would be a two-player option. As with many programs, the AI is sometimes too tough to beat when the game is new, and too easy after the program has been mastered. But against another human dealing with the same interface limitations, this could be a great head-to-head game. Still, as it is, *World Tour Tennis* is a solitaire game that is fun to play and to watch.

—Bernard Dy

Electronic Arts
1450 Fashion Island Blvd.
San Mateo, CA 94404
(800) 245-4525





EDITORS' CORNER

AE	1	2	3	4	5	6	**7**	8	9	10
CB	1	2	3	4	5	6	**7**	8	9	10
DM	1	2	3	4	5	6	7	**8**	9	10
MD	1	2	3	4	5	6	**7**	8	9	10

Chris didn't think *World Tour Tennis* was a great tennis game, but that its surreal nature was fun to play with. Dave called it impressive, but a little awkward.

Tony La Russa Baseball II

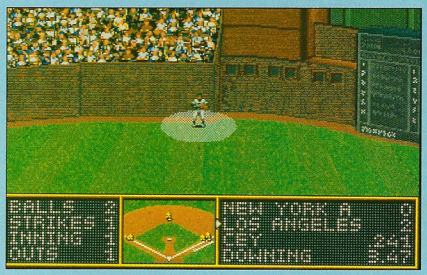
STORMFRONT STUDIOS

Version: IBM PC ($59.95)

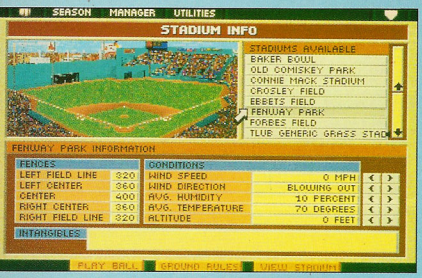
SOUND/MUSIC	1	2	3	4	5	6	7	**8**	9	10
GRAPHICS	1	2	3	4	5	6	7	**8**	9	10
PLAYABILITY	1	2	3	4	5	6	**7**	8	9	10
OVERALL	1	2	3	4	5	6	**7**	8	9	10

Before the first boys of summer hit the turf, you can bet game designers have warmed up to knock one out of the park. An early contender for sports game of the year is *Tony La Russa Baseball II*, a major league overhaul of last year's hit hardball simulation. Stormfront Studios (formerly Beyond Software) loads the bases with more statistics, action and managerial options than anything in its league.

Improvements abound, beginning with sound and graphics: 256-color VGA, with more realistic animation, including nearly 3.5 megabytes of digitized, big-screen, animated replays. The catcher's-eye view of the action is now less cluttered, rendered in a low, wide-angle perspective for greater depth of field. The game captures the ambiance of 11 classic ballparks, each depicted with remarkable attention to detail. Sportscaster Ron Barr's clear, digitized play-by-play also adds a lot of flavor to the action.



Graphical enhancements also extend to the newly revised, intuitive interface. Pull-down menus, point-and-click dialogue boxes, hot keys and context-sensitive on-line help make program navigation extremely user-friendly.



Rather than license the latest—and ever-changing—MLB rosters, the game features a lineup of nearly 2,000 historical players and 54 classic teams. What it lacks in timeliness, however, the simulation more than makes up for in detail. Players and teams are rated in 134 different statistical categories, augmented with excruciatingly detailed statistics and box score printouts. One fascinating new feature is the ability to display and print user-defined box scores—game statistics defined from a list of 14 special parameters.

In-depth manager profiles allow adjustments to lineup, pitching rotation, batting and baserunning strategies. Advanced team and player editing capabilities let you design your own leagues, divisions and team rosters—detailed down to uniform color and itemized player ratings. You can also trade players and import team or league stats accumulated from the original *Tony La Russa Ultimate Baseball*.

Utilizing a powerful baseball database pioneered more than 20 years ago, the game can accurately simulate an entire 162-game season (more than 2,000 individual games) in less than 30 minutes. You can also customize seasons by number of games played, starting dates and whether schedules are randomly generated or round robin. Built into each season are all-star games, divisional playoffs and the World Series. Designate which games you'd like to feature and hit the field.

Although vastly improved elsewhere, the game threatens to fall apart on the field. The biggest problems are sloppy, incredibly frustrating pitching and batting controls. The game buffers extraneous player input, resulting in time-delayed, uncontrollable action. Tap the keyboard or joystick once too often and you'll find that you've preselected your next three swings or pitches. Another major disappointment is the weak depiction of the ball crossing home plate, making accurate batting a nightmare. Fans in the market for the best action-oriented simulation should stick with Accolade's superior *Hardball III*.

Tony La Russa Baseball II grounds out as an action game, but scores big as an in-depth statistical and management simulation.

—Scott A. May

Strategic Simulations Inc.
675 Almanor Ave., Suite 201
Sunnyvale, CA 94086
(408) 737-6800

EDITORS' CORNER

AE	1	2	3	4	5	6	7	**8**	9	10
CB	1	2	3	4	5	6	7	8	**9**	10
DM	1	2	3	4	5	6	**7**	8	9	10
MD	1	2	3	4	5	6	**7**	8	9	10

Mike felt it was too stat-laden, and Dave was annoyed by the poor arcade element. Chris thought it was very realistic, and Andy said it was fun, though a bit jerky.

S.C.OUT

INLINE DESIGN

Versions: IBM PC ($59.95), Macintosh ($59.95)

	1	2	3	4	5	6	7	8	9	10
SOUND/MUSIC							■			
GRAPHICS								■		
PLAYABILITY									■	
OVERALL								■		

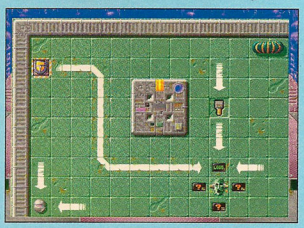
S.C.OUT is one of those diabolical games that you start playing in midafternoon—and the next thing you know, it's 2 a.m. It requires thought and experimentation to solve its many levels, but it contains none of the frustrations that can make these types of games real "hair-pullers."

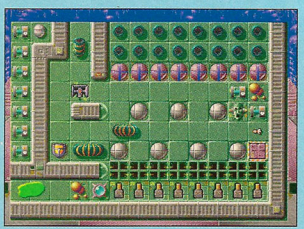
In *S.C.OUT*, the object is to pilot a small ship through an abandoned moon base. Abandoned, that is, except for a variety of alien life-forms, including worms, viruses, slime and one "entity" that inhabits each level of the base. To move to the next level, you must destroy the entity. To destroy the entity, you must place a photon grenade next to the entity and set off the grenade by firing a missile at it from a safe distance.

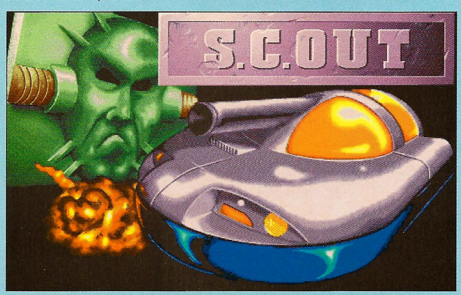
Sounds simple, doesn't it? Wrong! You see, you enter the base with no photon grenade and no missiles—in fact, you have no cargo or weapons of any kind. You must find everything you need by exploring the levels of the moon base. The good news is that the moon base is loaded with all kinds of items. The bad news is that your ship can only carry one item at a time. You must decide what to pick up and carry in order to achieve your goal.

What really adds the challenge to this game is that the moon base was once inhabited by some very security-conscious people. There are locked doors (you must find the key), one-way doors, explosive booby traps (don't shoot these!), automatic cannons, force mirrors and barriers of all types. There are also roving armored vehicles that appear to be impervious to missile fire. Thus, you must solve each level, figuring out how to maneuver through or around obstacles, avoid or destroy enemies, unlock doors, find the photon grenade—and survive. You will find missiles to defend yourself or blow holes in walls. However, a missile can fire in only one direction, which adds a new element of strategy to the game.

Highly developed arcade skills are not necessary. The real focus of the game is figuring out how things work and solving each level. At the end of each level, you receive a password. You may start at any level you have solved by using the password for that level. You start the game with three ships, but you may restart a level at any time, so the ship limit is not a big restriction.







The VGA graphics are colorful and well-animated. The view is from above, and the screen scrolls smoothly as you move the ship through each level. Sound is limited to some explosions and a decent musical soundtrack—but that is all this game really needs. *S.C.OUT* is easy to control with either the keyboard (you may define the keys you want to use) or the joystick. Oddly, the game would not run until I installed my mouse driver, although the game does not use the mouse.

This is one of the most playable games to come along in some time. It's a blast to play—especially if you stumble onto one of those explosive booby traps. Just don't expect to get in a "quick game." This game will hook you.

—David Plotkin

Inline Design
308 Main St.
Lakeville, CT 06039
(203) 435-4995

EDITORS' CORNER

	1	2	3	4	5	6	7	8	9	10
AE							■			
CB						■				
DM							■			
MD							■			

Dave found it hard, even with the nice graphics and puzzle quality, to get addicted to the game. Chris billed it as "an okay strategy game."

LANDS OF LORE™

THE THRONE OF CHAOS

The Dark Army encroaches. King Richard falls. And Scotia beckons you, laughing...

In her mad quest for power, Scotia has ravaged the kingdom. She seeks the throne, yet it eludes her. She's getting desperate. She's getting mean.

CAN YOU STOP HER? DO YOU DARE?

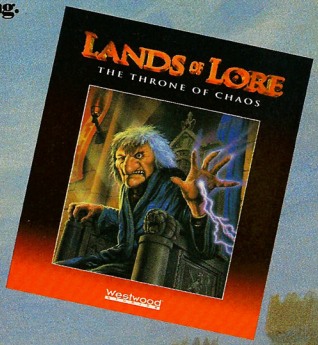
FEATURING

❧ **Compass and Automapper Included -** Adventure through ancient keeps and living forests. Unearth hidden ruins and haunted caves.

❧ **Indulge in a Land of Sensory Delights -** Over 20 megabytes of compressed art and special effects. Actually hear the clash of steel! Feel the blows of terrors who slip beneath your guard!

❧ **Make Friends and Influence People -** Cooperate with the helpful, sidestep the treacherous and destroy the dangerous.

❧ **Quick and Easy Combat and Spell Casting.**



AN INSPIRED FANTASY RPG EXPERIENCE FROM THE DEVELOPMENT TEAM THAT CREATED EYE OF THE BEHOLDER™ I AND II.

Westwood STUDIOS

Distributed Exclusively by

Virgin GAMES

Available for your IBM PC.

Eye of the Beholder I and II are trademarks of TSR, Inc.
The Eye of the Beholder games,TSR, Inc. and SSI are not connected or related in any way to the Lands of Lore game, Virgin Games, Inc. or Westwood Studios, Inc.
Lands of Lore is a trademark of Westwood Studios, Inc. © 1993 Westwood Studios, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd.

The Best Super NES Game Yet.....Or Ever!

- 2 Player Simultaneous Action
- Pocky and Rocky play differently

Official Nintendo Seal of Quality

NATSUME® *Serious Fun*™

Natsume Inc. 1243A Howard Ave.
Burlingame, California 94010

If you are unable to find this at your local retailer, you can order direct by calling (415) 342-1712

Nintendo and Super Nintendo Entertainment System are trademarks of Nintendo of America Inc.
Pocky and Rocky is a trademark of Natsume Inc. Natsume is a registered trademark of Natsume Inc. © 1993 Natsume Inc.

CIRCLE #127 ON READER SERVICE CARD.