

# Game Informer

NINTENDO • SEGA • TIPS • STRATEGIES

MAGAZINE



**Super Metroid**  
Nintendo's 24-Meg  
Masterpiece  
Pg. 36

July/August 1994  
Vol. III Issue 4



**BattleTech:**

Exclusive Low-Down  
on this Hot New Cart!

**Streets of Rage 3:**

Is it Just Another Sequel?

**Special Role-Play  
Feature Inside!**

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July/August 1994



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**Plus:**  
The Incredible Hulk, F1 ROC II, Breath of Fire,  
and Combat Cars Ultimate Race Sweepstakes!





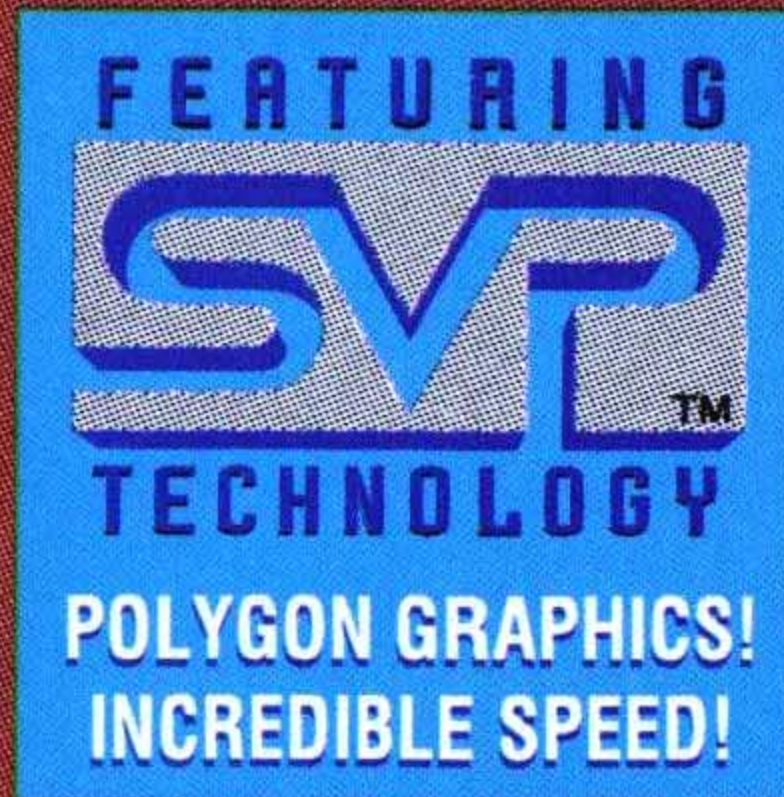
Presents

# Virtua

# how fast do you

**Adrenaline junkie.** You are, admit it. That's why you've been waiting for Virtua Racing on Genesis.

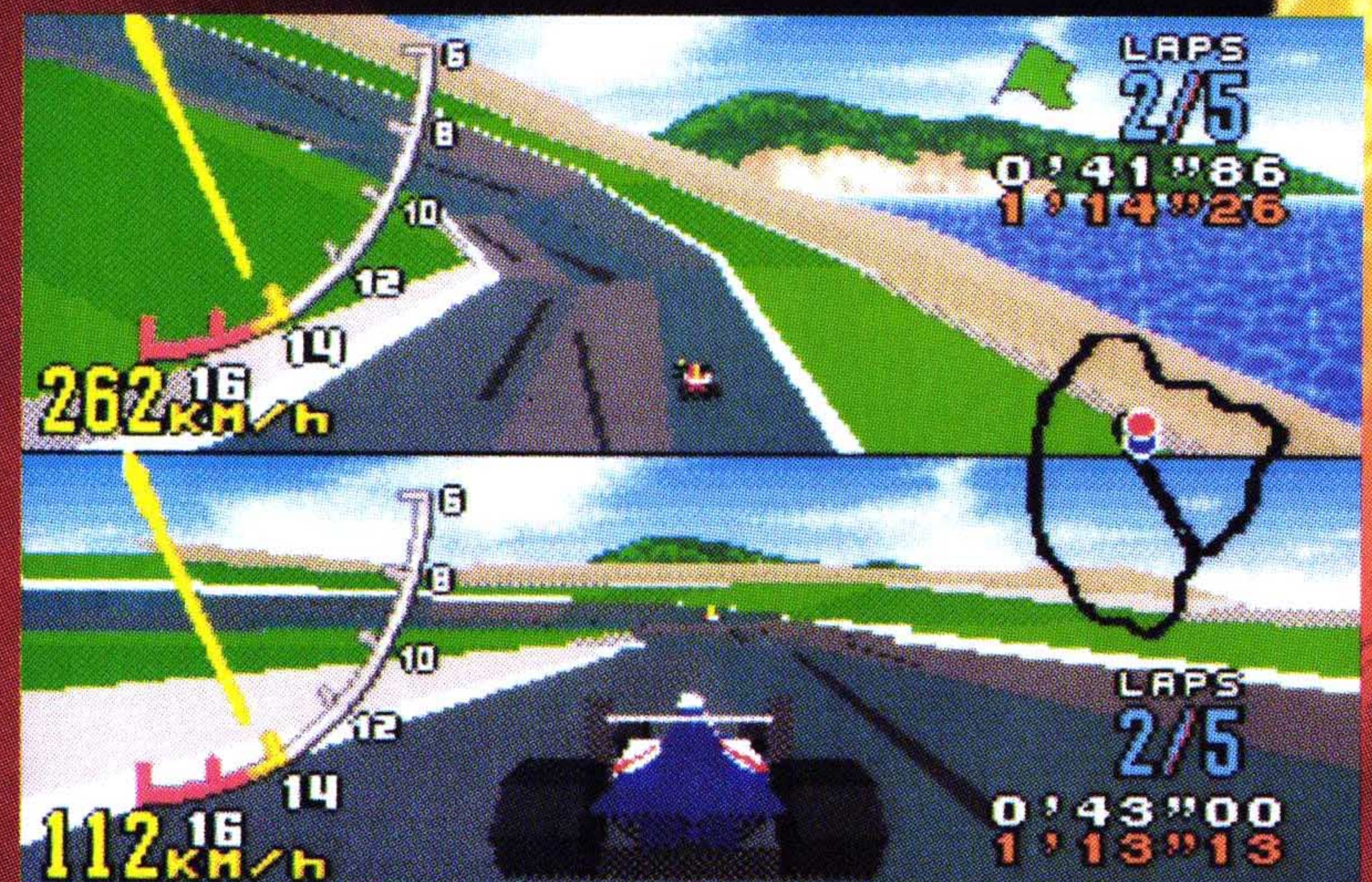
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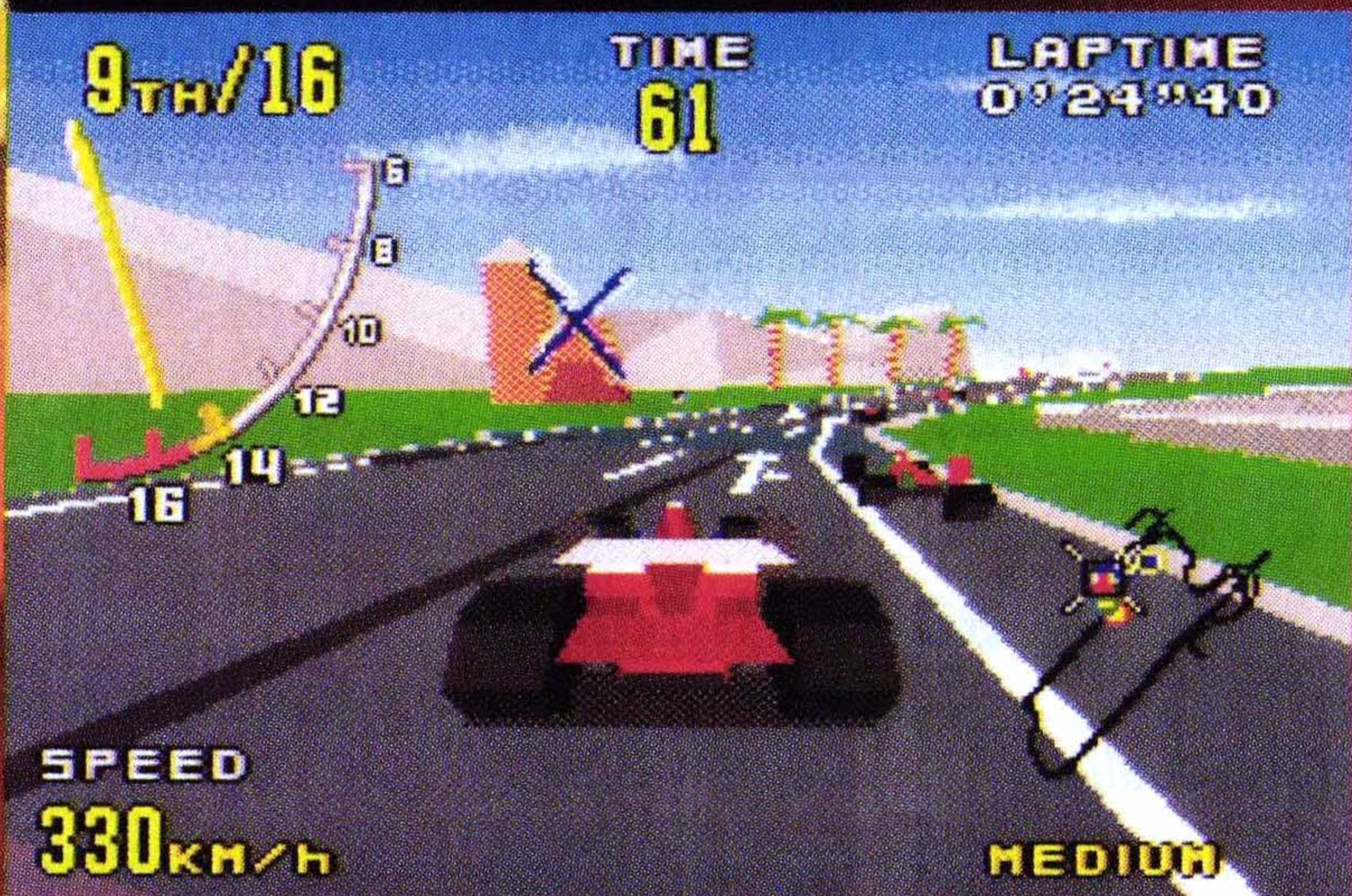
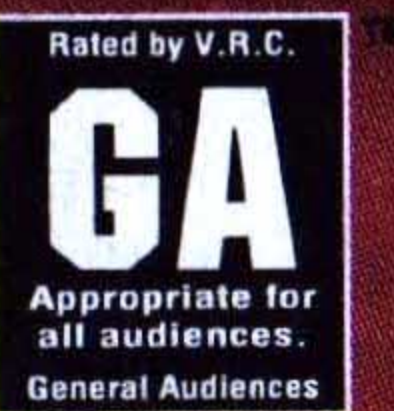


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u want to go?



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So much competition, so little time. Race against 15 other cars, the clock or, if you're shy...your own best time.





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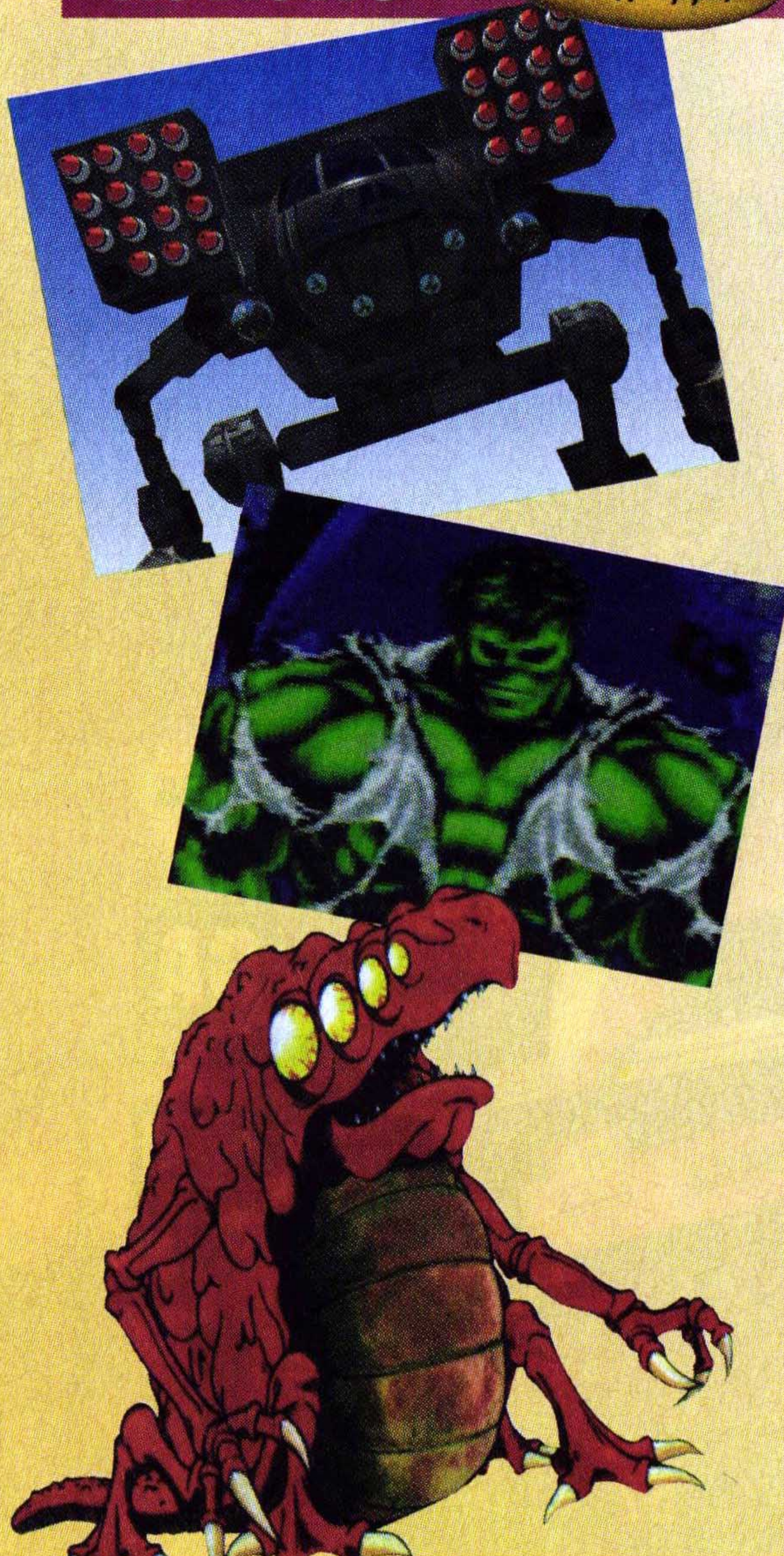
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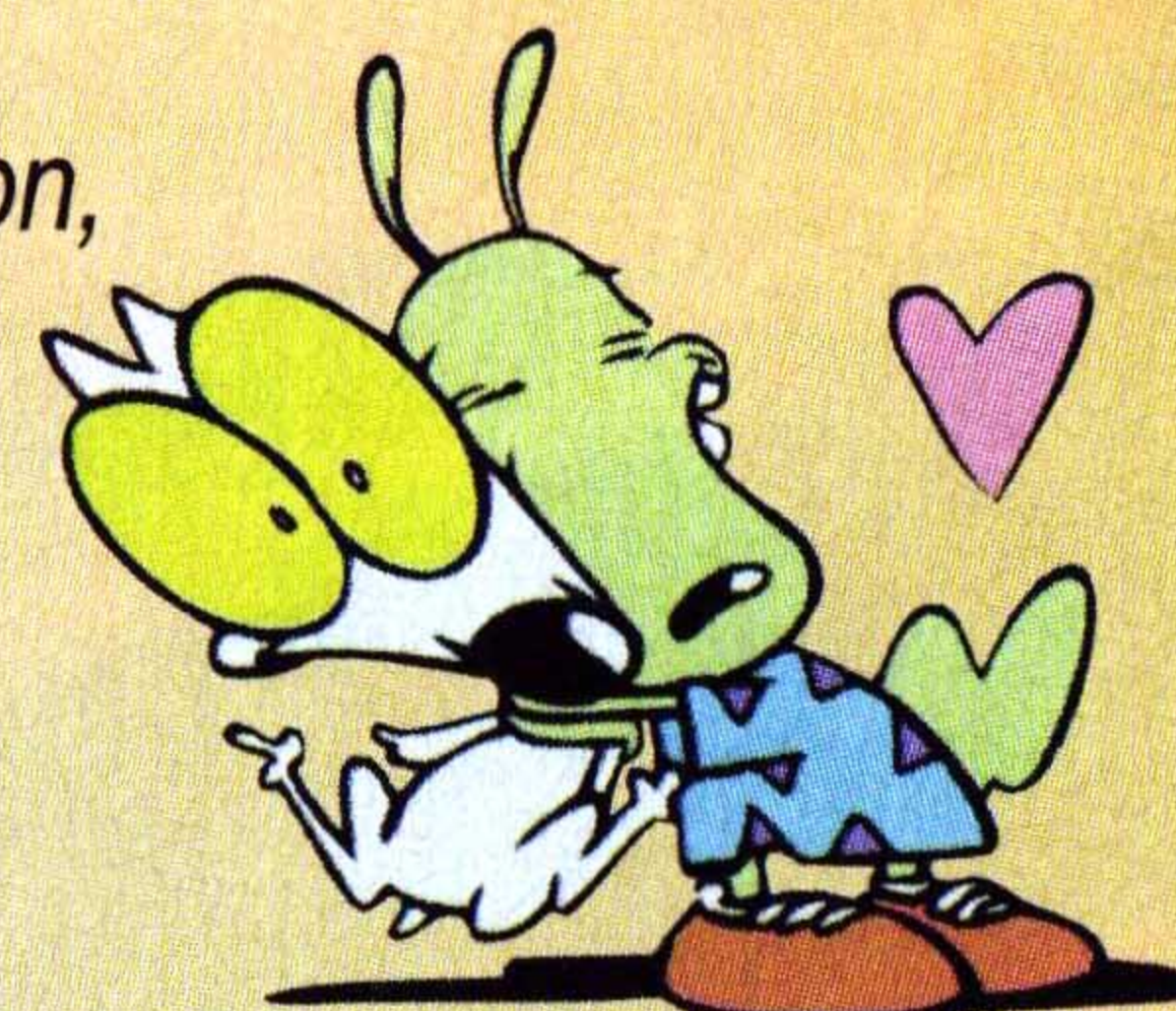
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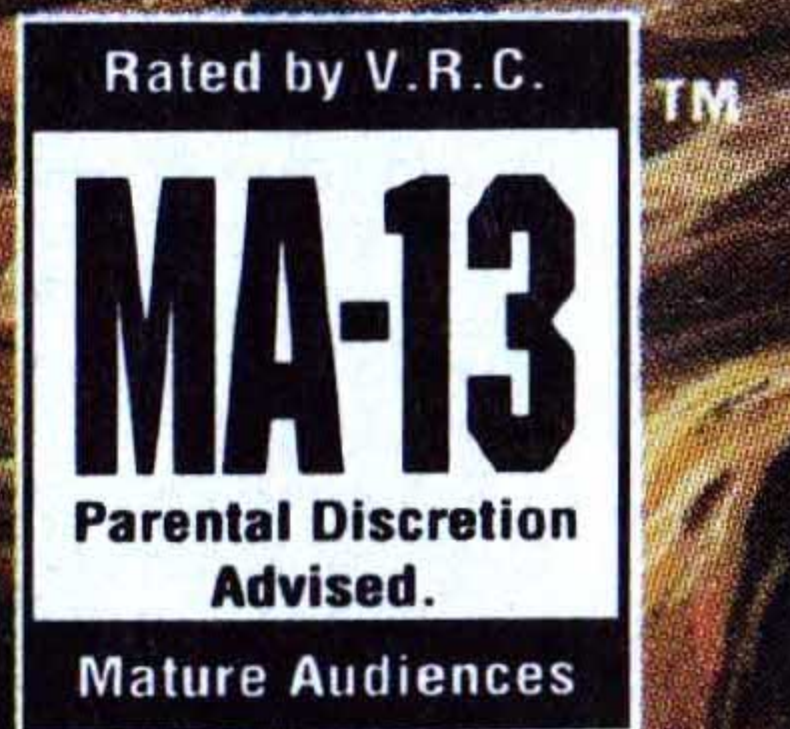
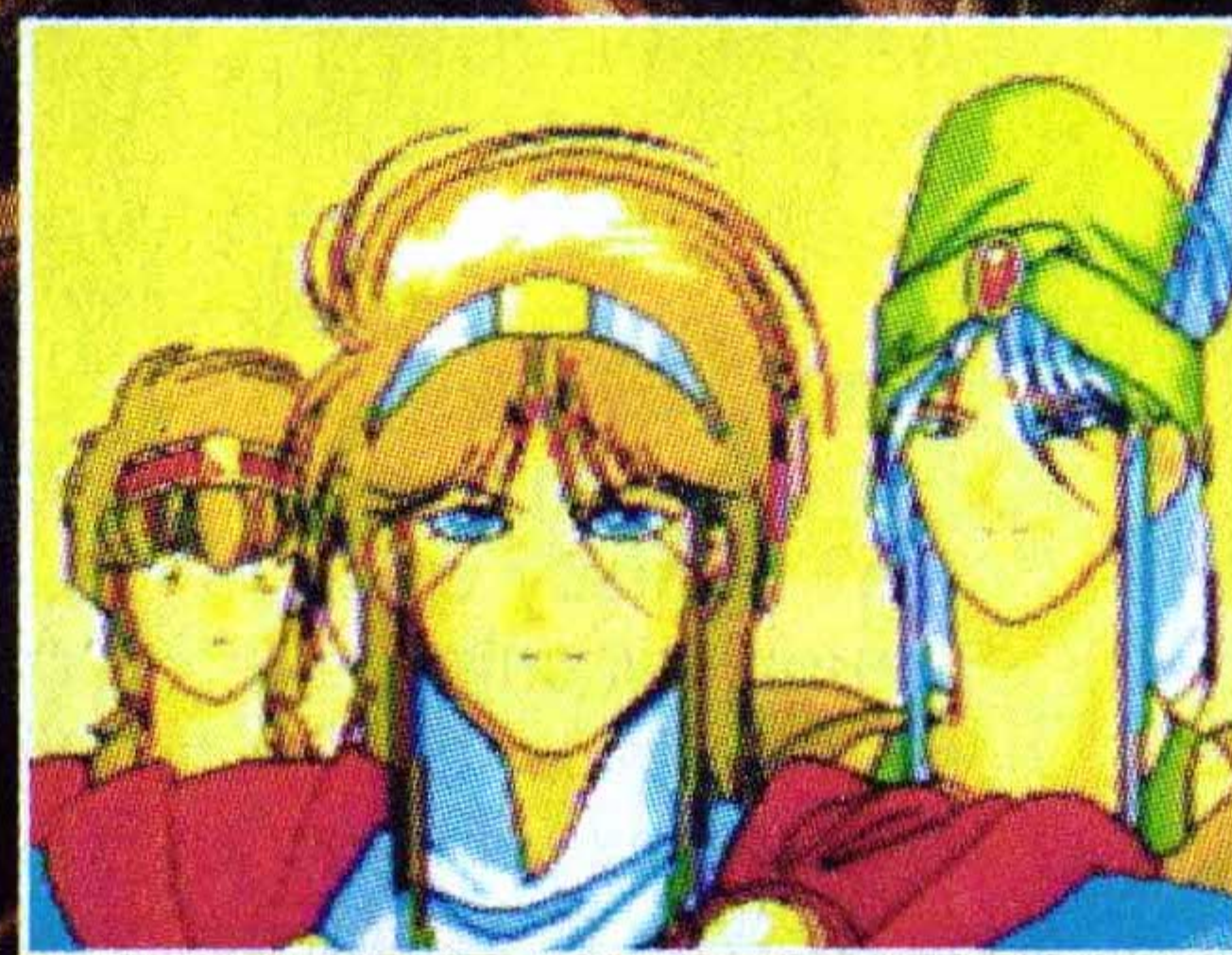


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*Our games go to 11!*



# Game Informer

NINTENDO • SEGA • TIPS • STRATEGIES  
MAGAZINE

July/August Issue 1994  
Volume III, Number 4

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Manufactured and printed  
in the United States of America

Game Informer Magazine (ISSN 1057-6392) is published bi-monthly at a subscription price of \$9.88 per year, by Sunrise Publications, 10120 W. 76th Street, Eden Prairie, MN 55344. (612) 946-7245 or FAX (612) 946-7250. Second-class postage paid at Hopkins, MN, and additional mailing offices. SUBSCRIBERS/POSTMASTER: Please send address changes to Game Informer Magazine, 10120 West 76th Street, Eden Prairie, MN 55344-3728.

The Editor welcomes company product information for all video games. Such materials should be addressed to: Editor, Game Informer Magazine, 10120 W. 76th Street, Eden Prairie, MN 55344. Editorial phone and FAX numbers are noted above. Unsolicited manuscripts cannot be returned or acknowledged.

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For subscription inquiries please write to our Customer Service Department:

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## Super Game Boy!

I have a question for you. In a local toy store, I was playing Game Boy. The Game Boy was hooked up to a T.V.! The graphics were the same, but looked cooler and bigger. If you have any information on this could you please tell me?

A Concerned Gamer  
East Rockaway, NY

The Game Boy you see hooked up in the store is what the industry calls a Wide-Boy, which is a converter that changes the standard LCD dot matrix into a video signal that any TV can translate. While extremely nice to look at, it runs for about \$1500 dollars, and that kind of money doesn't warrant Black & White home gaming. However, this September Nintendo of America will be releasing a Super Game Boy cart for approximately \$59 that will enable you to play Game Boy games through your Super NES. Plus, they will create Super Game Boy Games that are B&W on the Game Boy and in color on the Super Game Boy home converter.

## Don't... Don't Believe the Hype!!!

I began buying your magazine 3 issues ago, and I was doubtful at the outset. But your last issue (March/April) really showed me that you guys are legit. Your review of Cybermorph illustrated to me that you rate it... unlike some other mags I know of. The game is truly great, and as far as I'm concerned, any mag that trashed it has absolutely no credibility. In one review I read the reviewer wasn't even familiar with the controls of the game. Now unless I find out that you guys dissed Ranger-X in a past issue, I will definitely continue to buy your magazine. Good Job!

Patrick Ketaner  
Egg Harbor, NJ

Thanks Patrick, we're extremely happy with the work we've done over the last couple years, as well. Game Informer has gone from a tiny publication to a Magazine boasting over 130,000 subscribers. Considering the small amount of time that we have been around, we feel that we will continue to grow and deliver a first-rate magazine for many years to come. As far as reviews are concerned, everybody here at Game Informer was once an avid consumer, just like yourself. We remember reading other game magazines and finding it very hard to swallow that those guys actually played the games they reviewed. When we write Game Informer, we know what it's like to buy a lame cart that was hyped up to be the next big thing. Nothing could be worse, so we try to give you our honest opinions, but remember they're our opinions. If you see a game in our pages that looks interesting to you, but we dissed it, go rent it. GI, or any other magazine, can't decide what you like, but we can give you an educated point of view.

## AD&D Update!

I was wondering if you could help me? I greatly enjoy RPG's, and have thoroughly enjoyed AD&D's "Warriors of the Eternal Sun"! Considering how many games TSR has for PC's, I wanted to know if there will be any more D&D games for Sega? To date, I think it's the

## Letters From Our Readers:



best RPG for Sega and would like to see more.

Dan Trimarco

Dan you are one lucky guy, this just happens to be the issue where Game Informer tears into every RPG we could get our hands on. Unfortunately, only one of them is based on AD&D and it's for a system you don't have (or least we think you don't have SNES). However, there are a number of good RPG's available to you on Sega, and as we speak, Sega is working on a couple of surprises to keep all you RPG fans happy. Plus, FCI is working on a version of Eye of the Beholder for the Sega CD.

## Help?!

First, let me tell you all that you publish a fine magazine. I have received 2 issues and both have helped my gameplay tremendously! Thank you.

Second, how in the name of funky chicken do I finish Jurassic Park for Genesis? I can make it to the end of the Visitor's Center with both Grant and the Raptor, but then what? I'm losing my mind, so please help me.

Third, in my humble opinion, censorship in any form stinks! I applaud your reaction to the letter you received from Duane Giddings - Gary, II. I have two words for Mr. Giddings, "LIGHTEN UP!" Keep up the great work!

T.K.  
Smithtown, NY

Funky Chicken? Interesting?! We were thinking Kentucky Fried Raptor! Anyway, to beat the last level you have to jump on the skeleton's back, then jump back between the two skeletons and use your red concussion grenades. Of course, practice makes perfect.

## Code Trouble!

In your March/April 1994 issue I noticed a mistake. The mistake was in the section Secret Access. One of the games was Disney's Aladdin. For the level four code you had written Genie, Jafar, Aladdin, Jasmine. The right code is Genie, Jafar, Aladdin, Abu. Otherwise I enjoyed the rest of your magazine. I hope to see the mistake fixed in the next issue. Thank you.

Sarah Weigel  
Prospect Heights, IL

Whoops, that sometimes happens, but thanks for letting us know. If you see any more mistakes in the future be sure to let us know.

I was very unhappy about a code in your March/April 1994 issue. The code was for T.M.N.T. Tournament Fighters for Super Nintendo. I had rented the game and typed in the code: "AD64-DDA7" for Game Genie and turned off effects at the Title Screen (like it said

and nothing happened. So I want to give you a tip if you want to keep the people who read this magazine. CHECK THE CODES BEFORE YOU WRITE THEM DOWN, and if they don't work, don't write them down. Other than that code, I haven't seen any other code in your magazine that hasn't worked. Yet, I hope you take this seriously because I mean it seriously.

Nathan McGraw  
East Inver Grove Heights, MN

I'm sorry that you're upset Nathan, but I think you should have tried the code for a while longer because it does indeed work. Rat King or Karai do not actually appear on the screen at any time, you have to choose Leo or Raph. So we are guilty of not explaining it better, but not of printing an inaccurate code. Hey, we can't give it all away.

I recently picked up your magazine for the first time to find out the MKII moves. In reading a letter in your Letter from the Editor Department, I read about how someone supported the SNES watering down their version of Mortal Kombat. I disagree entirely. Game producers should be allowed to put whatever they want in the games. They do need to warn people, though. I think a rating system should be put into effect with home video game systems. It worked for movies and computer games; why not video games on the home systems? SNES producers can keep their "Competition Edition". Sounds more like Parents' Edition to me. The whole appeal of Mortal Kombat is the realism and gore. With that taken out, the game loses some of it's appeal. The substituted Fatalities are terrible compared to the originals. I say keep the game whole; blood and all!

Adam Drake  
Strongsville, OH

GI most definitely agrees with you on the whole censorship thing. It is wrong.

But the reason we bring this whole MK thing up again is that there are rumors that Nintendo will allow the Blood in the MKII version if an industry-standard rating system is put in place by that time (just a rumor). Our question for you is what if MKII comes out with the blood and a rating that requires that you be 17 to purchase the product and you're not 17, how will you get the product? Will gamers under the age of 17 look to their parents to purchase the product, or would you buy the watered down version if there was one? GI is very interested in hearing what you think about the addition of a ratings system, especially gamers who are underage. Please let us know what you think.

In your March/April 1994 issue there is a card on Mortal Kombat II on how to do the Fatalities, Babalities and Friendship Moves. How come or why does it have a #2 on the upper-right corner? Where is #1? Tell me where. I have the January/February 1994 issue and I did not see #1 on the MKII report. What kind of a card is it?

Elpidio Loveranes  
Burbank, CA

The card your referring to is the GI



**Training Card.** It's a recent addition to the GI arsenal that gives tips to games on a handy pull-out card. The numbers refer to the total number of cards in existence. For instance, Training Card #1 was Super SFII, and then Training Card #2 was MKII. Get it!

### Cybermorph Revisited

Remember my letter (about *Cybermorph* looking pale compared to *Star Fox* and *Silpheed*) that you printed in your May/June issue of *Game Informer*. And remember when you said you shouldn't listen to my opinions until I finally play *Cybermorph*? Well guess what? I purchased a Jaguar (May 9th) and I played *Cybermorph* and just like I guessed *Cybermorph* doesn't blow away *StarFox* or *Silpheed*... it doesn't even come close!!

*Cybermorph* is boring! I found it frustrating trying to control my ship, speeding up, and maneuvering, felt quite awkward.

As I observed, (and thereby formed my opinion) the graphics in *Cybermorph* lack detail and pale in comparison to *StarFox* and *Silpheed*. I felt *Cybermorph* had weird colors for their backgrounds, which gave me the impression of an unreal landscape. It looks more like I was skimming the surface of a psychedelic world globe. The one thing that was well done was the female voice, but after hearing her say the same phrases over and over nearly drove me insane.

Where's the music? At least give me some drum beats sheesh... One thing I did find interesting was the light effects on the ship as I was flying, pretty nice.

This game doesn't have the special effects music, nor the gameplay to "blow away" *StarFox* or *Silpheed*. On a scale from 1 to 10 *Cybermorph* is, at very best a 7. I found little to warrant me playing this game over and over... Maybe *Battle Morph* will be better.

Check Mate!

Chris (Arcade-A-Holic) Sims  
Milwaukee, WI

Thanks for the letter(s), Chris. We never get enough letters challenging or commenting on our reviews. We just hope that the whole issue wasn't solely responsible for you buying the Jag. As far as *Cybermorph* is concerned, we felt it was Atari's answer to *StarFox* and *Silpheed*. True, *Cybermorph* may not have "the detail" of the others, but can you turn around and kill things you've missed? Just think if you could do that "trick" on *Silpheed*. And what about the multiple views in *Cybermorph*? Just some things to consider.

Just to clarify things, Paul still holds to his words and thinks *Cybermorph* "blows away" the other two games. He played it and that's his opinion. And now everyone knows your valid opinion. He gave it a 8.75, you give it a 7. Enough said.

#### GI reviewers rate games in six categories:

- Concept
- Graphics
- Sound
- Playability
- Entertainment
- Overall Rating

We use a scale from 1 to 10.

- 10 = A Classic!
- 9 = Excellent
- 8 = Very Good
- 7 = Good
- 6 = Fair
- 5 = Average
- 4 = Weak
- 3 = Yawner
- 2 = Avoid
- 1 = Terminal

## Letter From the Editor By Andrew McNamara

Recently, I had a company (which will remain un-named) approach me about an article I wrote. They stated that they were upset with what we had written on them... "Too technical!"... Not enough marketing (which I will refer to as hype for the rest of this editorial). Believe it or not, that's really what it got down to. They wanted us to make sure that we hyped up what they were doing, instead of writing about what the game was about and how it worked. You know, maybe something you might want to read about.

This, in case you didn't know, really bothered me. Not that they didn't like what we were writing, but the reasoning behind it. For anyone to think that *Game Informer* is here as a vehicle to hype up a product, apparently has not been reading the magazine (for all intents and purposes, they can go someplace else to find their hype for all I care). You and I get enough hype in our lives, and hopefully by now, we can all see through it and read between the lines. They can't fool *GI*, and I know we can't fool you.

Now sometimes, we get blasted for taking this stance or any stance that we make. People don't agree with us... companies don't agree with us... maybe they think we're just trying to sell ads or push games, but I hate to break it to everybody, that's not what *Game Informer* is all about. We have the chance of a lifetime, a chance to tell people what we think. As a gamer, I like nothing better than leading a friend down the "good path". Leading them to a game that entertains and occupies them for an unknown amount of time. There's nothing quite like playing that "Game" (what ever it is for you). But you know what I mean. You and I both deserve a good video game voyage to break away from the crazy world we live in. We don't need to be buying some of the junk that companies slap a name on, hype for three months, then scam us out of our hard-earned cash.

Now, that's what *Game Informer* is all about. We like games, you like games. We'll show you what we honestly think is cool and you come right back at us with what you think. That's what makes this job fun. The mail from you, not approval from some company that we successfully kissed up too and helped to sell their lame game.

Welcome to the world of *Game Informer*, take it or leave it. I think you'll take it. ■

### Attention!

The release dates listed in these pages are those currently available at the time the *Game Informer* goes into production and are subject to change.



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### Thanks To:

Phil Stinson, Parrish Danesh, Rob Wilson, Andrew Bernstein, FASA Corporation, Jill Lucas, Merideth Mansfield, Donna Sava, Dan Winters, Andy Reiner, Dana Oertell, and Jared Houge (thanks we needed your help).

## MEET THE REVIEWERS



**ANDY**

**THE GAME HOMBRE**

"All I can say is this issue has got to have the coolest cover I've ever seen. *BattleTech* is not only a cool board game (RPG), but it has done extremely well on both conversions for SNES and Genesis. Plus, I'll take any chance I can get to go the *BattleTech* center in Chicago. *Super Metroid*, of course, was the best game in this issue, but *Hulk*, *BattleTech*, *Breath of Fire*, and *F1 ROC II* are games you just gotta see."



**ROSS**

**THE REBEL GAMER**

"With the coming and going of the SCES, which I missed due to personal reasons, the hopes are up for some new and impressive games. Summer is passing so fast and there seems to never be enough time to do what you plan. Games that pop into mind as being above the rest in this issue are *BattleTech*, *Super Metroid*, (oh, yeah!) and *Dark Wizard*. Next issue brings the cold and hockey season, see you then!"



**RICK**

**THE VIDEO RANGER**

"Summer is here and once again I need to make my tennis and video game habits peacefully coexist. Video games I really enjoyed this issue include *Illusion of Gaia*, *Super Metroid*, and *Lord of the Rings*. As for Genesis carts, I haven't seen anything outstanding in a while. I'm off to work on my tan. Catch you all next issue."



**PAUL**

**THE PRO PLAYER**

"All this *BattleTech* stuff has made me eager to let loose at *BattleTech Center* in Chicago. *Breath of Fire*, *Vay*, *F1 ROC II*, and *Super Metroid* are my faves for this issue. Other than games, my summer is filled with softball, trips to one of 10,000 lakes, & travelling around to see my favorite local band, gus."



# BATTLETECH®

## A Game of Armored Combat!

- **Cart Size:** 16 Meg
- **Style:** 1-Player Strategic Simulation
- **Special Features:** 2-Player Cooperative Mode, Password, and the FASA Corporation License
- **Levels:** 6 Intense Missions
- **Created by:** Malibu Games for Extreme Entertainment
- **Available:** September for Genesis

The year is 3050 and savage warfare has become the norm for the last two and a half centuries since the break-up of the once great republic known as the Star League. Warring factions of Mechwarriors, or Clans, have been barbarically fighting for control of distant lands, and nothing but poverty and destruction have resulted.

Until the Clans were united by a powerful Khan, the historic battle to stop the radical Inner Sphere has been impossible. With this new federation, the Clans are on the verge of destroying the evil Inner Sphere and reuniting the galaxy. Ironically, the untimely death of the Khan has torn apart the very fabric that held the ancient Clan rivalries at bay. Unless a new Khan is chosen and the battle continued, the alliance could topple from within. Already the Inner Sphere has begun refitting its defenses, and unless something is done... all is lost.

The Clans have one last chance, the 75-ton OmniMech known as Madcat. Madcat is a seven-story BattleMech with enough firepower to take on the Inner Sphere by itself. The only thing needed will be a MechWarrior brave enough to pilot this new Mech through 25 nearly suicidal missions across five planets.

Choose your weapons and prepare for your mission summary. The Drop-ship has scheduled touch-down at 13:00 hours. Prepare for battle. ■

## Level 1



1

The Radar sight is located in the SE quadrant of the Map. This installation feeds your coordinates to all ground based guns. You are a sitting duck when this station is operating. Take it out!



2

The Rerotech attacks are now more frequent and deadly. Take out the Aeroport in the Central Eastern Quadrant to rid yourself of this vicious nuisance.



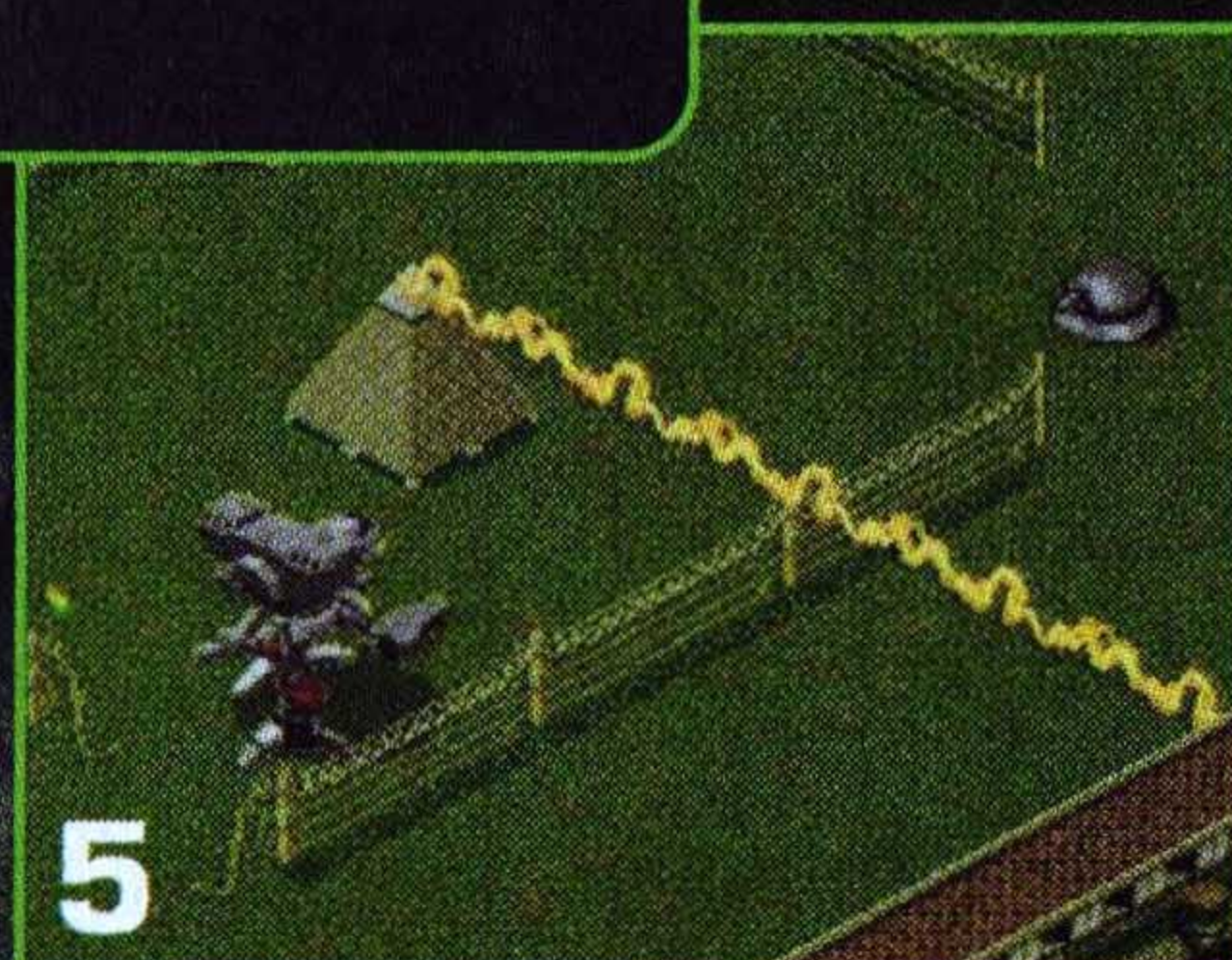
3

As soon as you were detected on the planet's surface, the DCMS Mech and Tank Bays in the central western quadrant began manufacturing mechs and tanks for you to fight. Eliminate this zone quickly or there will be an overwhelming force against you.



4

We have just discovered that our captured Star Captain is being held prisoner in the NW sector. He will be able to deactivate the DCMS Compound's bay doors for you.



5

The DCMS Compound has a very effective internal defense system. To disable this you must destroy the power generators at the four corners of the compound.



6

All that is left is to take out the DCMS Compound itself. Leave no building standing!

### ANDY, THE GAME HOMBRE

**Concept:** 8 "Strategy/Action games that follow this style of play control are among the best video games available, and BattleTech does not disappoint."  
**Graphics:** 9  
**Sound:** 7.5 "With its spectacular animation and detailed graphics, this game sucks you right in. The voices from your on-board computer are excellent, but the soundtrack is kinda lame. The only other complaint I have is that it should be longer, but like Desert Strike, BattleTech offers a steadily increasing challenge that demands hard work and practice if you wish to complete the game."  
**Playability:** 8.5  
**Entertainment:** 8.75  
**OVERALL:** 8.5

### ROSS, THE REBEL GAMER

**Concept:** 9 "Ever since the first time I played BattleTech at the center in Chi-Town, I knew that this game was destined to hit the home entertainment systems. Resembling the overview of Jungle Strike or Desert Strike, BattleTech gives you the total 3-D effect throughout the game."  
**Graphics:** 9.5  
**Sound:** 9  
**Playability:** 9.75  
**Entertainment:** 9.5 "Through the stereo, the sounds are outstanding! This slowly is becoming one of my favorite games for the Genesis. Every time I play it I see things that I haven't seen before."  
**OVERALL:** 9.5

### PAUL, THE PRO PLAYER

**Concept:** 8 "Your mech's size and animation are fantastic, not to mention the cool sounds that bring the scale of your machine into perspective. The ability to rotate the torso opposite of your forward motion is an advanced maneuver for the simulators, but is a breeze in this version. One improvement might have been to add a choice of Mechs. Regrettably, you can't always have everything you want. But what BattleTech has is cool control and challenging play. A good combination in my book."  
**Graphics:** 8  
**Sound:** 8.5  
**Playability:** 9  
**Entertainment:** 7  
**OVERALL:** 8



# Level 2



**1** We have just learned that the Rashalhaug are about to send a shipment of engines off the planet. Unfortunately, we do not know which of the two launch Sites they plan to ship the parts out from. Locate and destroy both sites before the shipment can leave.



**2** Take out the Material Gathering Stations. There are at least six gathering sites on the planet. Take them all out or the main assembly plant will be too volatile to attack. If the smokestacks on the main plant are still smoking, you didn't get them all.



**3** Beware of overheating. The Planet is full of lava pits and volcanic geysers.



**4** All that is left is the main Assembly Plant. The Plant is heavily guarded so be prepared for a wild firefight.



**1** Check your Radar Screen to get a reading on enemy numbers and objective locations.



**2** Locate the four hidden installations that hold the device pieces. Each installation is protected by an enclosed wall. Break through these walls and acquire each piece to the Fuel Air Demolition Device.



-Nitrous Oxide Canisters



-Dispersal Device



-Detonation Device

# Level 4



**3** Now that's what you call a mine field.



**4** Once you assemble the F.A.D.D. you need to place it at the enemy's doorstep before it explodes, which is a lot more difficult than it sounds.

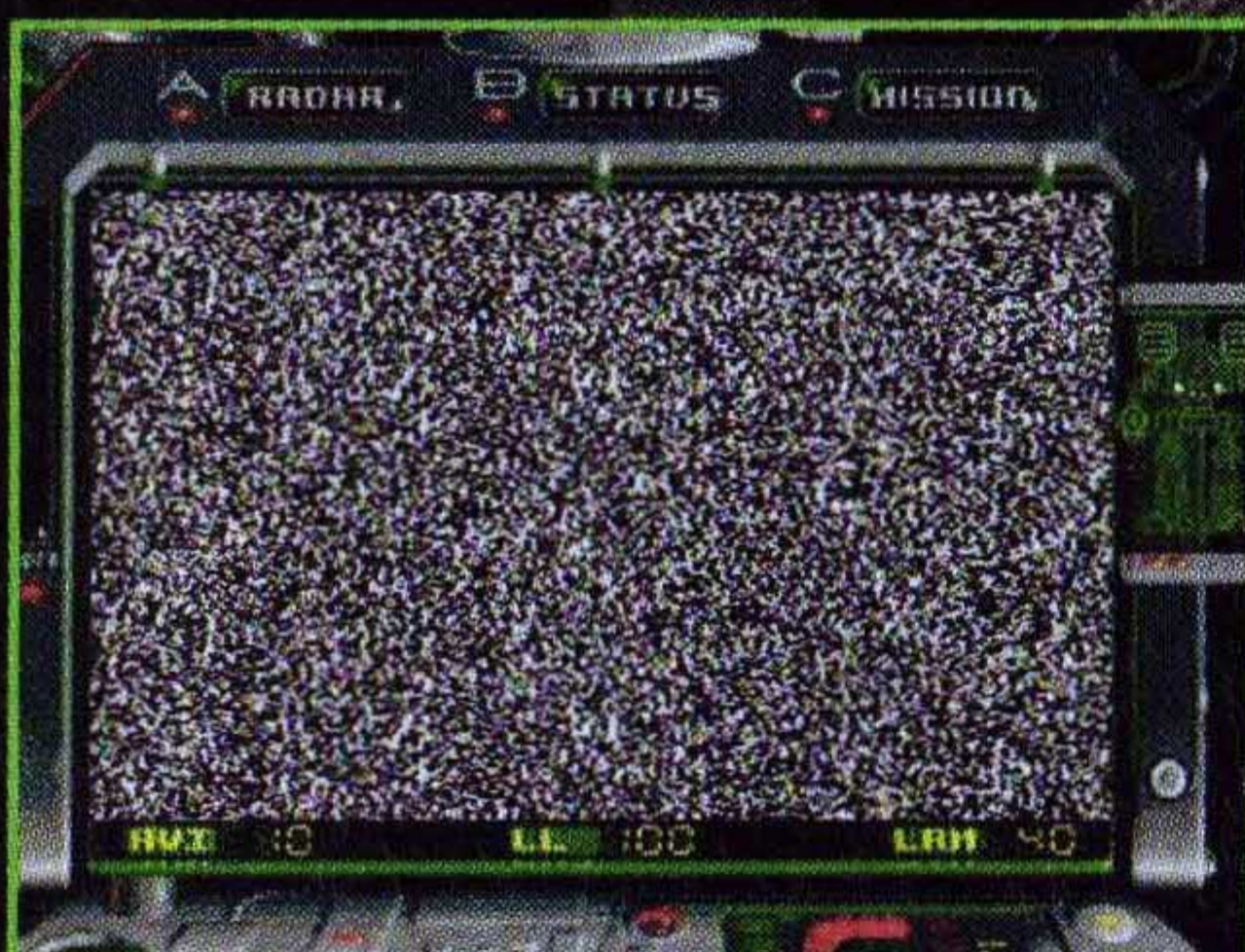


**5** If you manage to get the F.A.D.D. unit there, you can greet your new neighbors in your 7-story, 75 ton mech. Howdy neighbor!



**6** Once the defensive wall is down, move in to destroy all of the enemy Drop Ships and the plant itself. Good Luck!

# Level 3



**1** Your radar is being Jammed; find the five hidden radar sites and destroy them to reestablish radar.



**3** Notice the graphic detail - your Mech leaves footprints in the snow. very cool!



**4** Now take out the Main Base where all the research information is stored. the only way to reach it is by traversing down the frozen river. The river is heavily guarded by the First Lyran Regulars, so watch out!



**2** Once the Radar Jammers are taken care of, you should be able to locate the Research Center on your Radar Screen as well as the Weak Area in the Center's defensive perimeter. Break through it and take out everything in the center.



**5** Traversing the frozen rivers is very difficult. Traction is next to nil, and recoil from weaponry will send you smashing into the spiked walls.





1

Once again your radar is jammed, and you must find the two hidden Radar Jam sites. Be careful, this maze is easy to get lost in.



2

You must collect the ten hidden Genetic Canisters that are hidden in the Genetic Storage Centers. Each Canister contains a Giftake, or DNA Samples of a courageous warriors, that is used to produce better Mechwarrior pilots.



-Genetic Canister



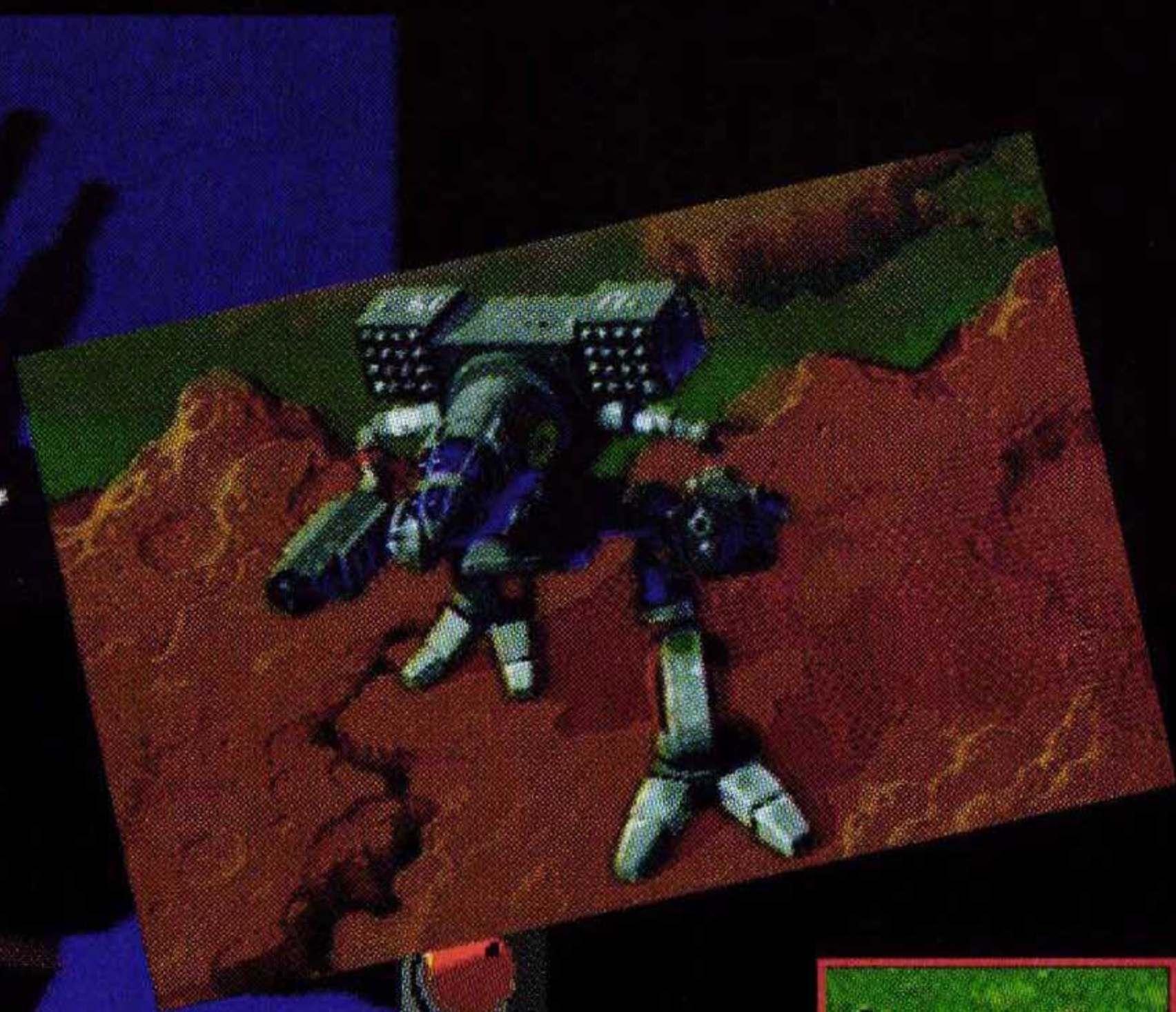
3

After you have found the ten genetic canisters, your encounter with the Thunderbolt mech is your final task. Defeat him, and live forever in the Mechwarrior lore. Die, and your carcass, just like your bloodline, will rot forever on this swamp planet.

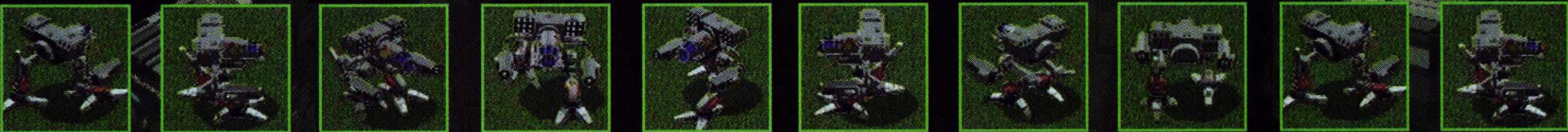
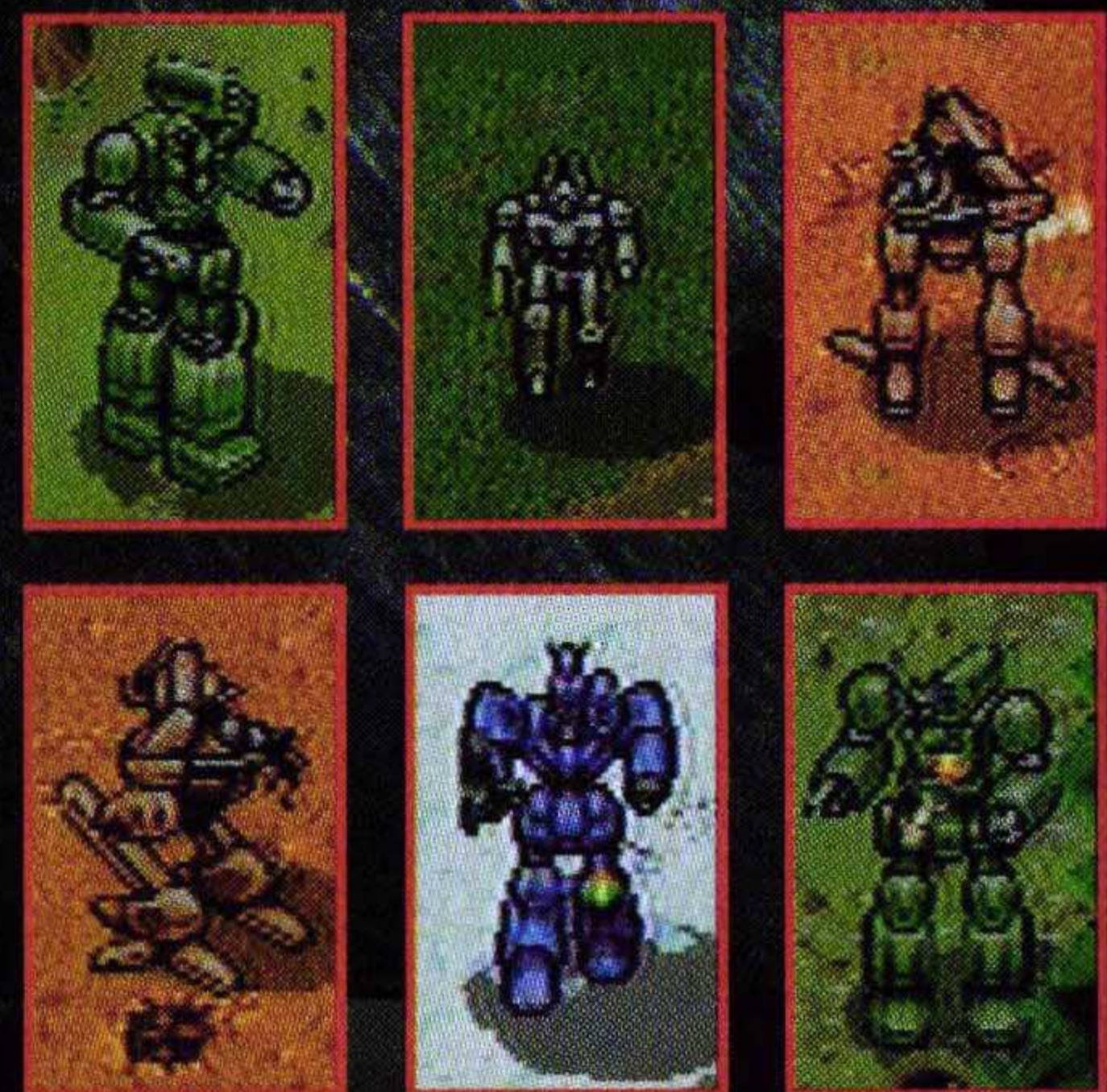
# Level 5



▶ THE BOTTOM LINE **8.75**



## Enemy Mechs



## The Madcat

A shrewd and skilled MechWarrior can take out almost anyone in the Galaxy. If you can't take them out with the Madcat's three optional weapons, you can always resort to crushing them with its massive metal feet. The most important things you'll need are a level head and a few techniques. The Madcat has two attack techniques available. The "Dash N Crash" method allows you to continually drive in a single

direction and then move the upper turret, while the "Automatic Control System" allows you to change the direction of your Mech once you get a locked target acquisition. Both methods will be crucial to survival unless you are playing in 2-Player cooperative mode, then Player 1 controls the turret and weapons, while Player 2 controls the direction. ■

### Heavy Ordnance

**Gauss Rifle**  
Max Ammo Load . . . 20 Rounds  
Damage . . . . . Heavy



**Arrow VI Missiles**  
Max Ammo Load . . . 10 Missiles  
Damage . . . . . Medium



**Particle Projection Cannon**  
Max Ammo Load . . . 10 Rounds  
Damage . . . . . Heavy



### Main Gun

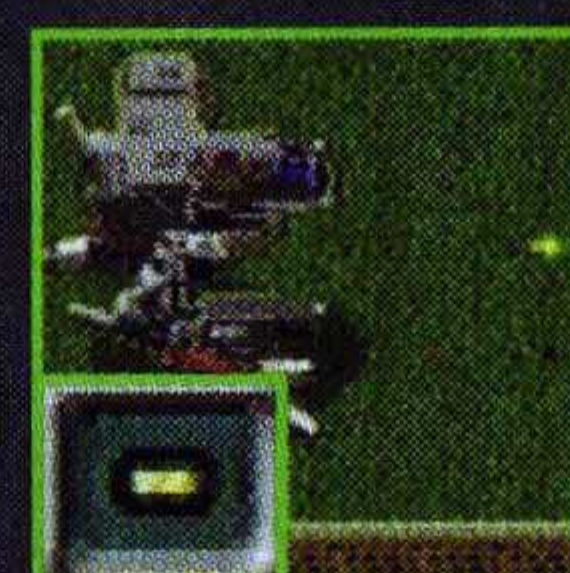
**Machine Gun**  
Max Ammo Load . . . 350 Rounds  
Damage . . . . . Light



**Auto Cannon**  
Max Ammo Load . . . 150 Rounds  
Damage . . . . . Medium



**Large Laser**  
Max Ammo Load . . . 100 Rounds  
Damage . . . . . Heavy



### Tactical Weapons

**"Inferno" SRM**  
Max Ammo Load . . . 70 Missiles  
Damage . . . . . Medium



**"Maelstrom" LRM**  
Max Ammo Load . . . 40 Missiles  
Damage . . . . . Medium



**"Thunder" Mines**  
Max Ammo Load . . . 100 Rounds  
Damage . . . . . Heavy







Use your map displays to follow your enemies activities.

## Activision to Debut New BattleTech Version This Fall

- **Cart Size:** 16 Meg
- **Style:** 1-Player BattleMech Simulation
- **Special Features:** First Person Perspective, Three Difficulty Levels
- **Created by:** Sculpture Software for Activision
- **Available:** Winter '94 for Super NES



### Weapons

#### Machine Gun



#### Short range Missiles



#### Long range Missiles



#### Gauss Rifle



#### Small Laser



#### Medium Laser



#### Large Laser



#### Auto Cannon



Unlike MechWarrior, BattleTech has obstacles rendered in 3-D.



Although still very early, you can already see the detail that they're putting into the Mechs.



Notice that the Mech canopy struts are missing-You can turn them on or off during battle.

# BATTLETECH



## The Mechs

Activision, creators of MechWarrior, and Sculpture Software, the company that programmed the SNES version of Mortal Kombat, have been hard at work on BattleTech, a new Super NES game based on the FASA license. BattleTech, will incorporate many new features into this MechWarrior update including a Quest Mode, a Combat Mode (to jump straight into the action), or "Design a Mission" Mode, where you can create your own scenarios.

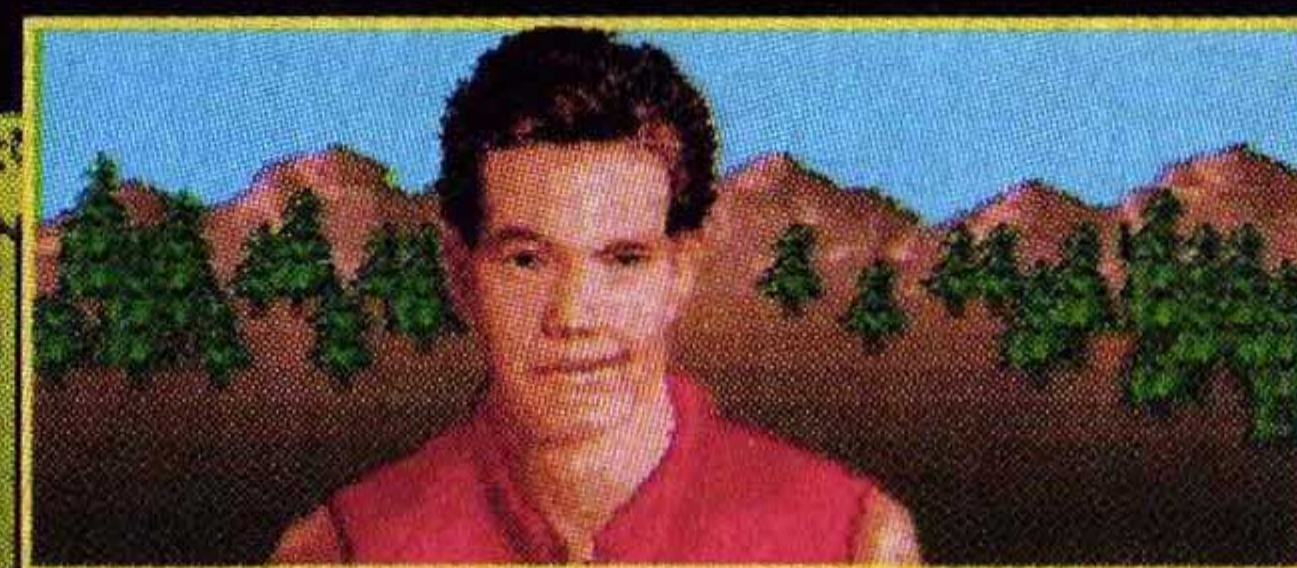
It's important to realize that this game is still very early in development (it hasn't even reached Alpha) and that many of the graphics are incomplete. More importantly, the plans for this game are steep. There will be eight Mechs with over 52 sprites (individual moving parts) and over 16 different weapons to choose from.

The Quest Mode takes you on an adventure as Taylor, a young cadet, learning what it takes to be a MechWarrior for the Wolf Clan, the Strongest of

the Clans. Filled with cinematic displays and an entertaining story, the quest mode will put you closer than you would like to the war-torn BattleTech universe.

In the Combat Mode you can easily enter battle with a number of quick scenarios. Luckily, after you have mastered these, the games not over. There is a unique "Design a Mission" mode where you can create your own mission, including such objectives as: Destroy Enemy Base & Mechs, Return to Base, Protect Home Base, Rescue Crippled Mech, and Survive to Dawn. After you choose your planet, you can outfit your Mech with three different weapons, and set your armor plating and maximum speed.

Using a new scrolling technology that increases speed, BattleTech reaches new heights for a first person simulator. If your looking for a home version of the BattleTech Center experience, minus the pod and networking, Activision has definitely got your game.





# VIRTUAL WORLD

A NEW AGE of DISCOVERY

## Home of BattleTech and Red Planet

**T**he *BattleTech* virtual experience began in 1990 with the opening of the *BattleTech* Center in Chicago, Illinois. Since their inception, the *BattleTech* phenomena, both RPG and virtual battle, have exploded from a hobby to a way of life. To accompany increase in interest, FASA (the company that owns the Virtual World Entertainment (VWE) changed the *BattleTech* Centers into Virtual World. This is a place where any cyberspace warrior can find a new and interesting virtual experience to keep his skills honed. VWE has even upgraded the existing Virtual World Centers to play both the *BattleTech* scenario and the new Martian Death Races on the *Red Planet*, and VWE plans to add one new scenario every year.

There are now five locations here in the United States (Chicago, IL., Walnut Creek, CA., San Diego, CA., Dallas & Houston, TX.) and four in Japan (3 in Tokyo and one in Yokohama), but VWE plans to open new locations in Los Angeles, San Francisco, Las Vegas, Boston, and Toronto during '94 with overseas prospects including London and Hong Kong.

Enough about the business, here's a run down on the two games that are available for play right now. Each Virtual World experience costs between seven and nine dollars and lasts about a half-hour, including the game briefing and training video (actual game time is around ten minutes). After you finish your scenario you watch the Mission Review, a computer replay of all the interaction that took place during the adventure (hint: this is a good place to learn other people's strategies) and then you receive a printed Pilot's Log that gives a detailed explanation of all your kills and an overall point score. This is a nice souvenir that, if you won, is a great way to remind your friends of all your brilliant moves. Enough talk, it's time to...



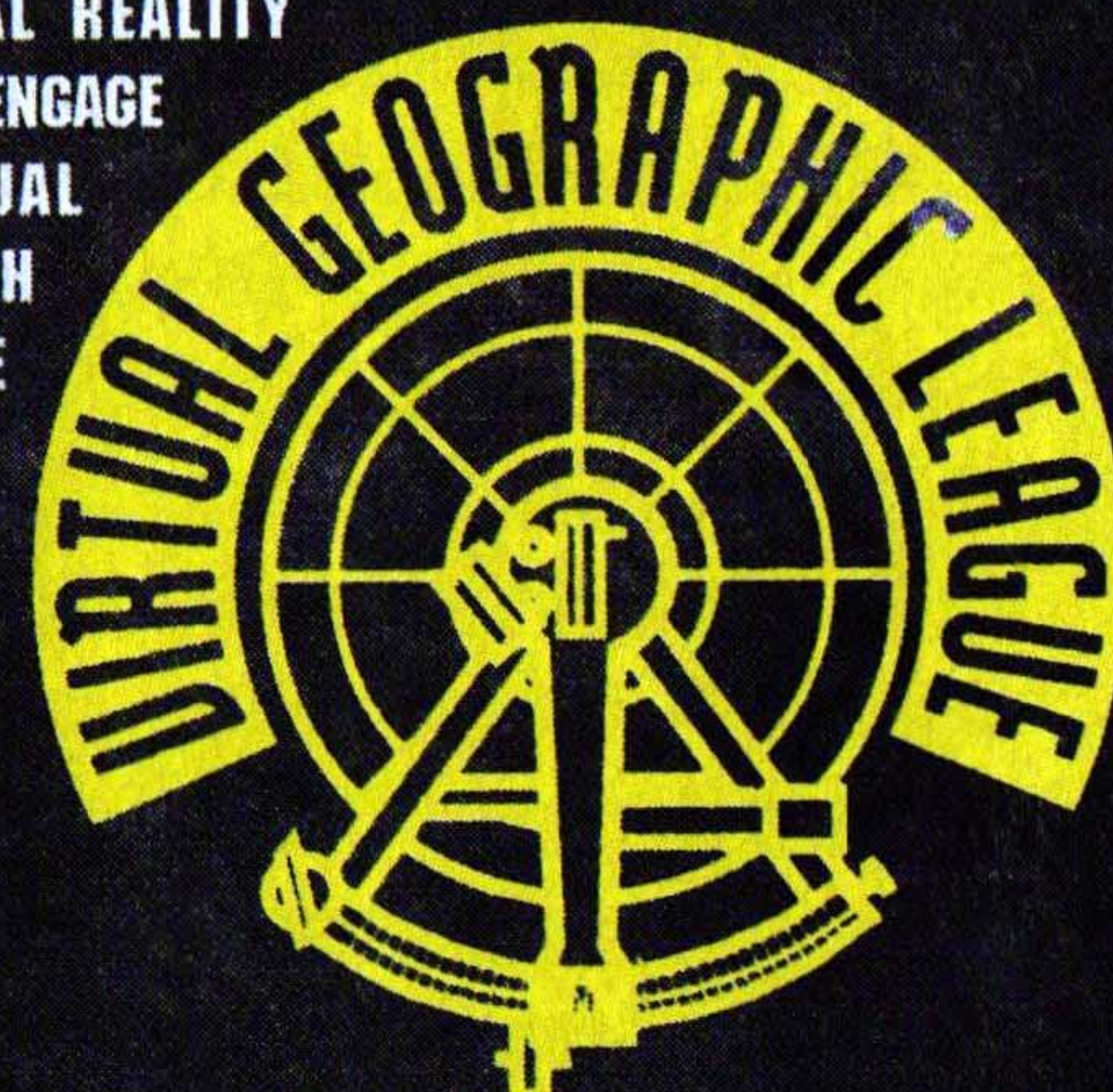
VIEW OF THE SOLID STEEL CONTAINMENT BAYS. THESE STRUCTURES CONTAIN 24 INTER-DIMENSIONAL TRAVEL VEHICLES OR VIRTUAL REALITY PODS.



THE EXPLORER'S LOUNGE HAS AN ECLECTIC QUASI-VICTORIAN FEEL, REFLECTING THE NEAR CENTENNIAL HISTORY OF THE VIRTUAL GEOGRAPHIC LEAGUE (FOUNDED IN 1895). THIS IS WHERE PLAYERS AWAIT THEIR MISSIONS.



A VGL (VIRTUAL GEOGRAPHIC LEAGUE) PILOT AT THE CONTROLS OF HIS VIRTUAL REALITY POD... FROM HERE, HE CAN ENGAGE OPPONENTS IN THE RITUAL COMBAT OF THE BATTLETECH OR THE MARTIAN DEATH RACE ON THE RED PLANET. ALL INTERACTION IN THE VIRTUAL WORLD IS BETWEEN PEOPLE, NOT COMPUTERS, SO EVERY ADVENTURE IS UNIQUE.

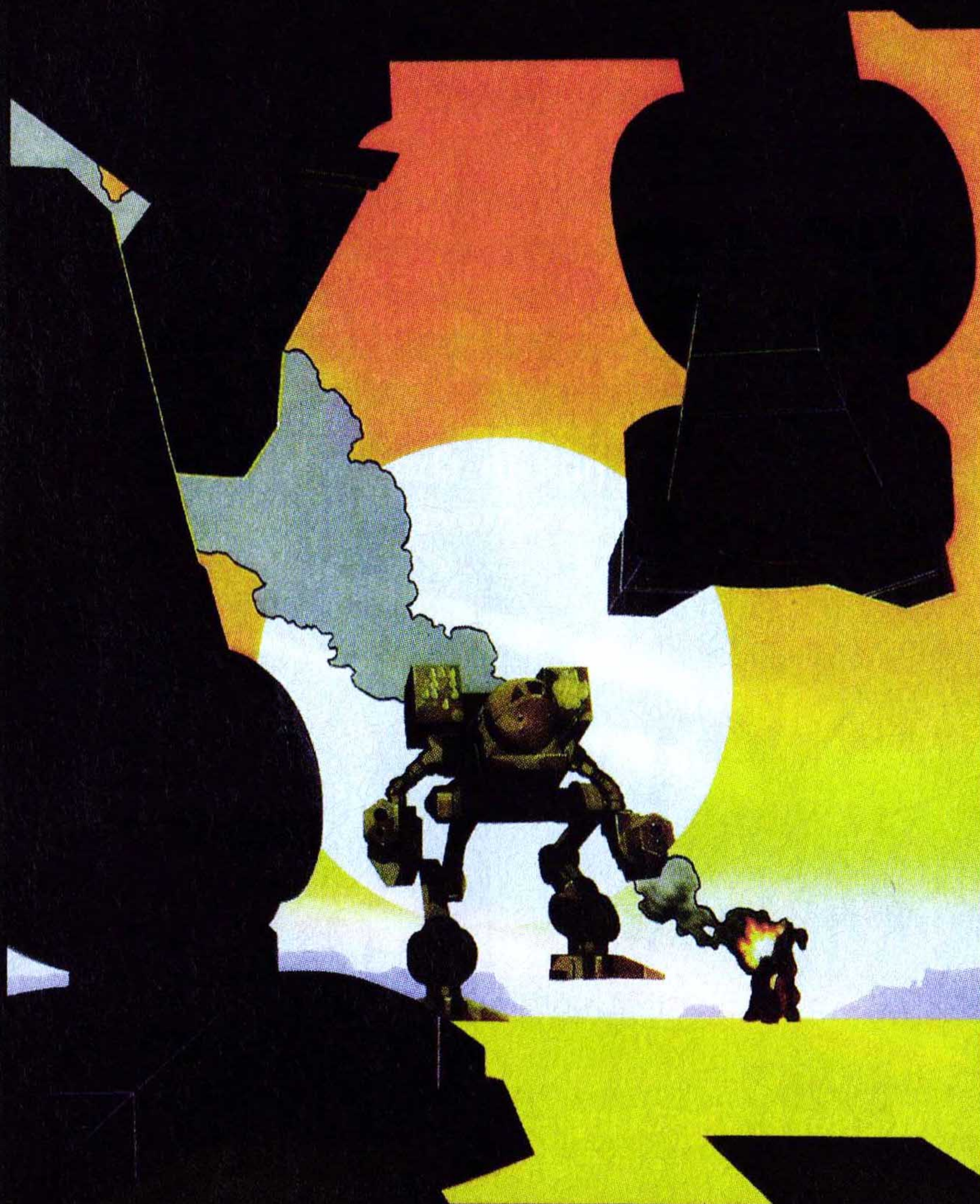


# ...PREPARE FOR TRANSLOCATION!



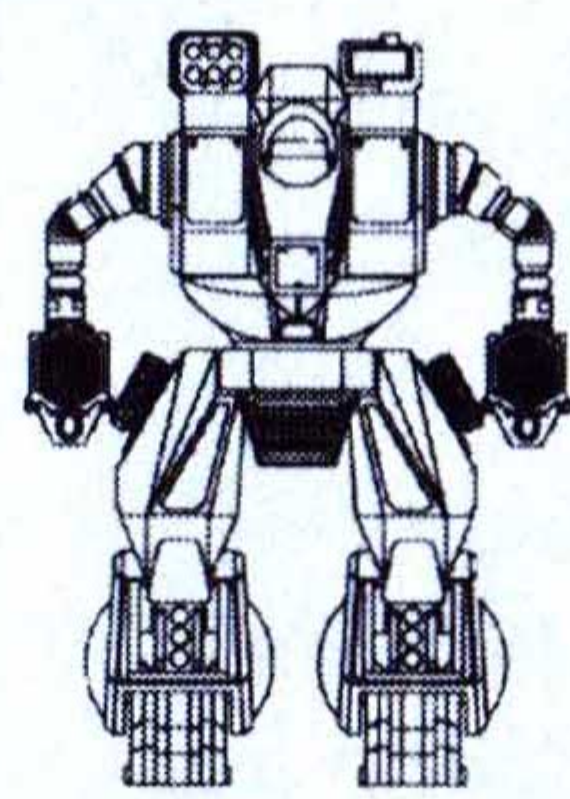
# BATTLETECH

NO GUTS NO GALAXY!

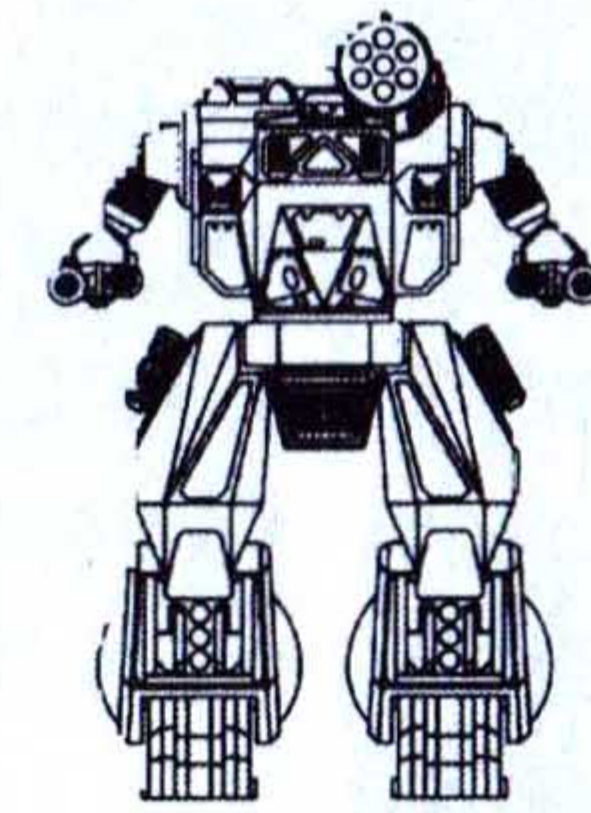


IN THE 31ST CENTURY, SPORT IS A DEADLY THING.

The year is 3050, and man has colonized the known universe. However, after the collapse of the Star League, the universe has slipped into a feudal society gripped by constant rivalries. The worlds are in constant battle using BattleMech Mercenaries, or MechWarriors, who fight for whomever offers the most cash. These MechWarriors, like knights of old, meet on the distant planet Solaris VII to test their skills against the best in the universe. Now is your chance to join them.



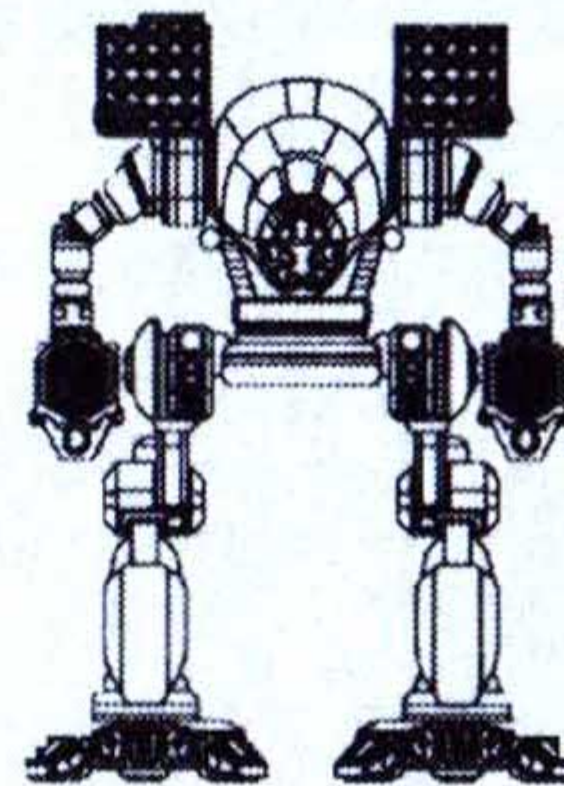
**MadCat**  
NIMBLE, BUT  
LIGHTLY ARMORED.  
4 CONFIGURATIONS



**Vulture**  
HIT AND RUN  
SPECIALIST.  
6 CONFIGURATIONS

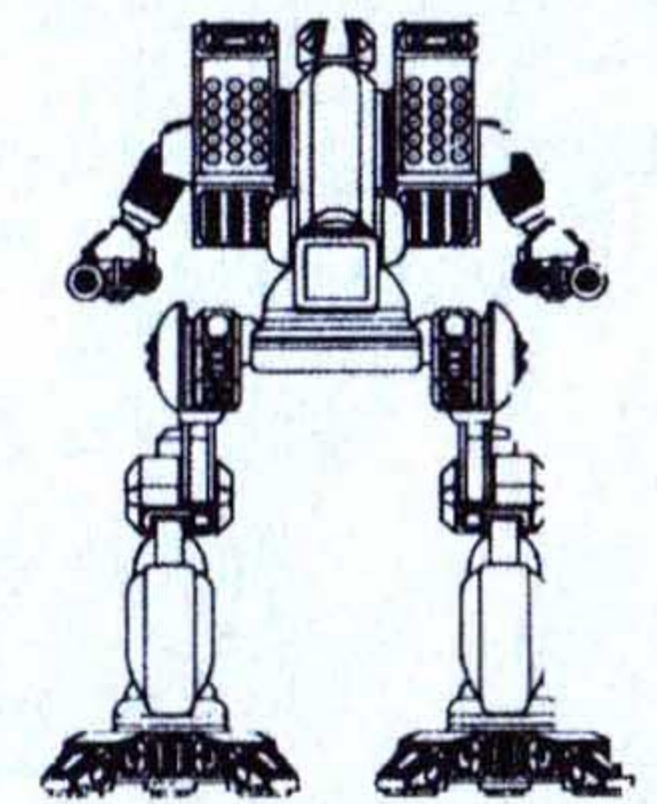
**Loki**  
VERSATILE AND  
DANGEROUS.

8 CONFIGURATIONS



**Thor**  
A SURVIVOR WHO'S  
GOOD CLOSE IN.

7 CONFIGURATIONS

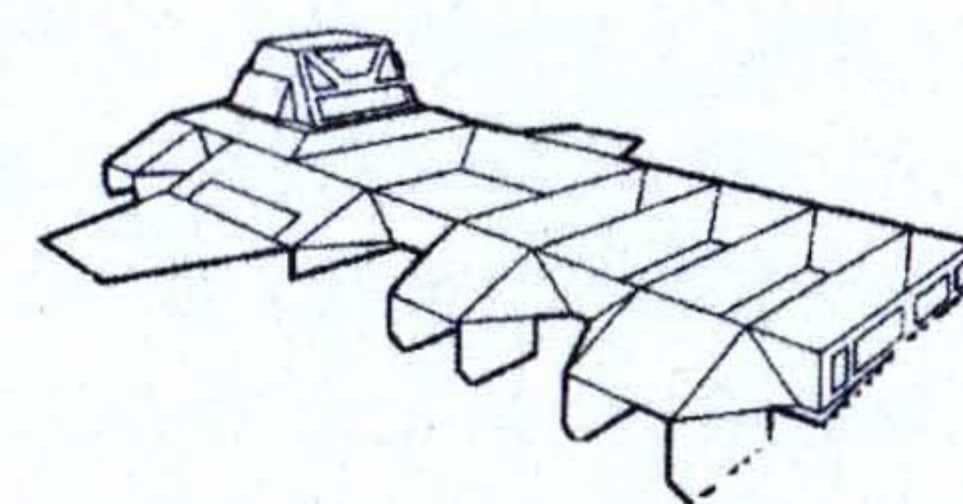


In the *BattleTech* scenario of the Virtual Geographic League, you pilot your own 55-ton BattleMech against up to seven other human opponents. Join up in teams, or go at it in a massive free-for-all. It doesn't matter, but the free-for-all is the best mode to learn the basic controls. With time (and the help of the Operations Manual), you can move up to Advanced controls that allow you to manipulate individual weapons and rotate the upper torso. This gives you a definite advantage when dealing with beginners. There are 11 different maps where you can do battle during a Night, Dusk, or Day mission, with or without fog that has a visibility range between 250 and 1100 meters. There are four different BattleMechs to choose from, with numerous configurations of speed and firepower.

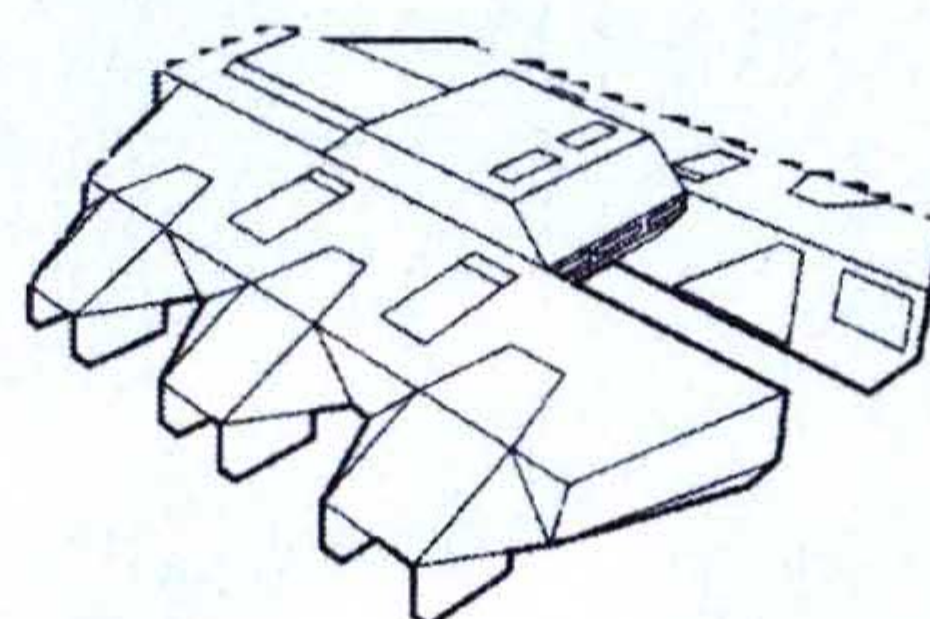
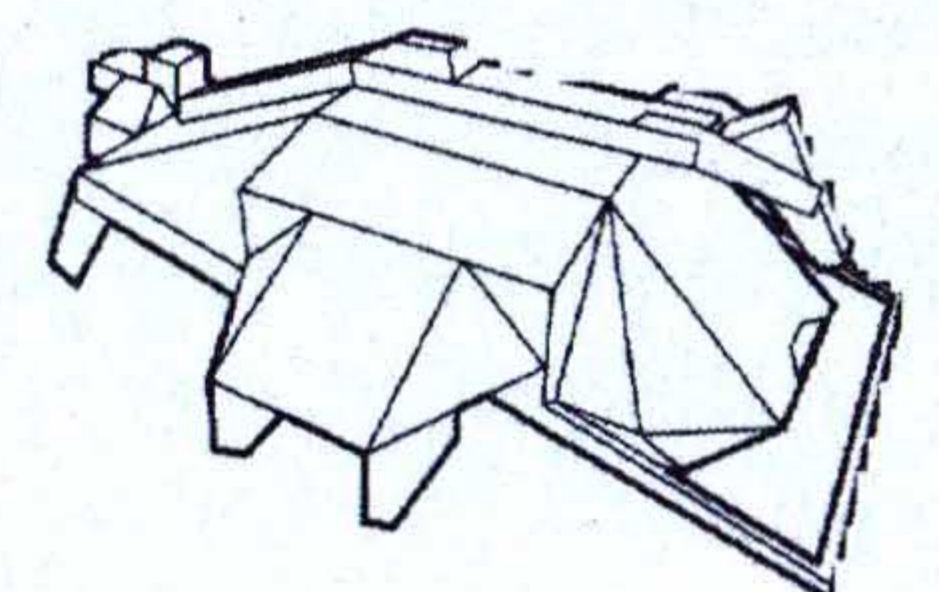
Jump in the pilots seat and get ready for the experience of your life. Keep your enemies in site, and don't get caught in the crossfire.

The Colossal Mining Corporation (CMC) has gouged Mars with thousands of mines in exploration of the valuable Blue Martian Crude. Its enslaved workers, called Slags, toil deep beneath the surface from dawn till dusk with no hope of ever escaping this Martian Hell hole. There is no chance that is, until the invention of the Martian Death Races. This is a desperate Hovercraft race through the canal labyrinths of the Red Planet, where the victor wins his freedom and the rest meet their death.

**The Longhorn**  
LUMBERING GIANT.  
OBLITERATES EVERYTHING  
IN ITS PATH.



**The Mule**  
FAST BUT FRAGILE.



**The Bull**  
VERSATILE, RUGGED.  
THE PICK-UP TRUCK  
OF MARS.

In the *Red Planet* scenario of the Virtual Geographic League, you pilot your ore-carrying Hovercraft against up to seven other Slags. This all out free-for-all is a race up and down the obstacle filled corridors of the surface canals. There are eight different courses to race on, but each one follows the same basic rules. At the end of each corridor, there is a score zone that you must cross to complete a lap. The entrance to each scoring zone is protected by huge fire door that opens and closes in order to keep things interesting. Some Hovercraft can even be equipped with mining tools and speed boosters that you can use to pulverize your opponents. There is also a team game code-named Martian Football that the you can learn from the Virtual World Techs.

Can you push the envelope and escape the *Red Planet*? Survival in the canals won't be easy, but with practice and some quick maneuvers freedom is within your reach.

# RED PLANET™

VELOCITY = VICTORY  
RACE THROUGH THE CANALS OF MARS



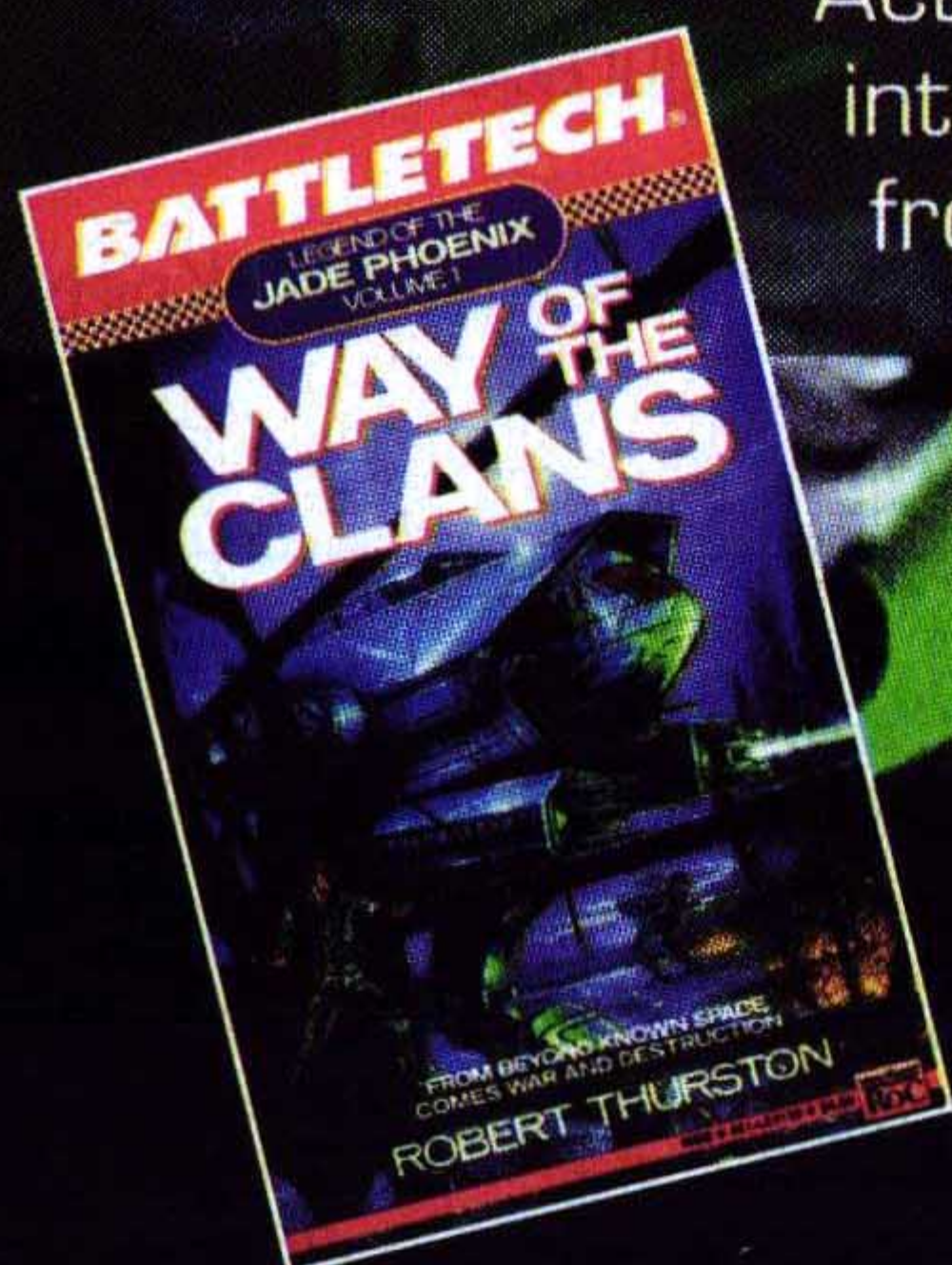
# The BattleTech Universe

In the last couple of years *BattleTech* has built up some steam as one of the fastest growing licenses available, and this fall you will be attacked at all ends by the *BattleTech* phenomenon.

The first piece of the *BattleTech* explosion will be from Malibu Comics. They will release a 4-issue Mini-series that is based on the Clans. They introduce the characters that will later become a part of the comic book series. The comics, which will continue the war, will be loosely tied to the animated television series (don't worry, that's next) and solely based on the FASA *BattleTech* Universe.

The television animated series will be produced by Saban Entertainment, producers of the smash-hit *X-Men*, and should be on your tube this fall. At the time we went to press, we were unable to get any pictures, but they did *X-Men* well, and the word is that things are looking pretty good. Shortly after the animated series makes its appearance, Tyco Toys will follow up with a new toy series that will feature Mechs and characters running somewhere between 5 and 25 dollars. The Toys should be available this November. The final nail in the coffin will be the release of the *BattleTech* movie late in 1995 from New Line Cinema.

Of course, if you don't want to wait to become a part of *BattleTech* you're in luck. There's the FASA RPG, *MechWarrior* (the Award-Winning Super NES Game from Activision), and also a whole series of intriguing books by Robert Thurston from Penguin Publishing.



## BattleTech: A Game of Armored Combat

This game began back in 1984 with the release of *BattleDroids*, the forerunner of *BattleTech*. *BattleTech*, which celebrates its 10 year anniversary this year, is one of the world's top selling combat games. Based on the plight of the Star League Worlds, *BattleTech* offers you the basic and advanced gameplay rules that will enable you to explore the endless *BattleTech* Universe.

The *BattleTech*: Third Edition comes packed with:

- 14 unpainted plastic Miniatures
- 2 22" x 27" full-colored Mapsheets
- 1 56-page Rulebook
- 1 16-page BattleMech Record Sheets
- 2 6-sided Dice

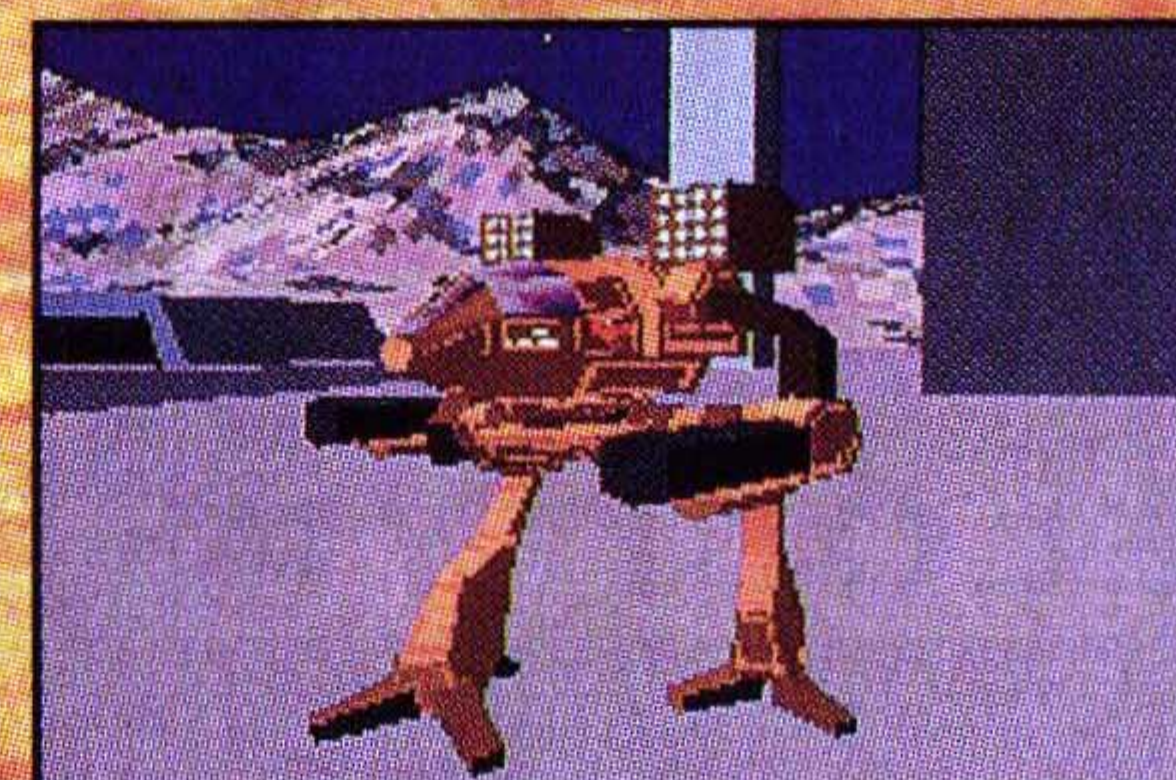


## MechWarrior 2: The Clans – IBM PC and Compatibles

All you PC owners out there need not worry because one of the most advanced versions of *BattleTech* is available only to you. *MechWarrior 2: The Clans* from **Activision** brings in all the elements of FASA's *BattleTech* to a simulator and features 16 BattleMechs.

This cutting edge simulator offers multiple play-modes including a *MechWarrior* Career Mode and an Instant Action Mode that lets you choose from hundreds of missions in every conceivable environment. If you've got a friend with a modem, you can hook-up to square off in real time one-on-one battle, or you can work together in co-operative mode.

Featuring stunning 3-D texture mapped graphics and an assortment of over 40 offensive and defensive weapons, *MechWarrior 2: The Clans* adds quite a punch to your PC Game library.





# STREETS OF RAGE 3™

# 3



**Go electro!** Mr. X's minions meet their match in Dr. Zan's electrifying Robotic Reach!



**Lift-off!** Use Skate's shreddin' airborne rollerblade spin-attack to Battle the 'Bots!



**Axel and Blaze are back** and getting their kicks with all new Martial Arts Moves!



**HIT'EM LIKE A TON O'BRICKS!**  
AND TAKE BACK THE STREETS WITH SEGA GENESIS™



# STREETS OF RAGE 3

## Mr. X and His Army Are Back For More

- **Cart Size:** 24 Meg
- **Style:** 2-Player, Action/Fighting
- **Special Features:** Activator and 6-Button Compatible, Four Different Endings, and a 2-Player Head-To-Head Dual
- **Created by:** Sega
- **Available:** Now on Genesis

▶ THE BOTTOM LINE **8**

**M**r. X is back and revenge against Axel Stone is foremost in his mind. Mr. X is confusing people by kidnapping the Chief of Police and scattering bombs across the city. In the confusion he will frame Axel, and put robots in place of the major leaders, take over the city, and get rid of Axel in one fowl swoop. Hearing the news from his friend, Dr. Zan, Axel decides to gather up a few of his gang and set out to stop Mr. X again.

This newest installment of the popular Streets of Rage series keeps the cast of characters from SOR2 and even adds a new one. The leader of the



On this level, the enemies come by the boat loads.



When you face the Bulldozer, hurry and get behind the beams.



Shiva is the first boss, but defeating him is not too difficult.



Be careful with these big dudes, they have some nasty heartburn.



When Zan picks up the weapons, they are different than when the rest of the gang uses them.



Doesn't she realize that S & M isn't allowed in video games?

group is Axel Stone, who many of you have seen before. Following him are Blaze Fielding, the only female in the group; Skate Hunter, Axel's brother; and Axel's friend Dr. Zan, a strong and aggressive cyborg. Each of the characters have their own patented fighting style and characteristics that affect the result of each battle. There are also four different endings, one for each character, when Mr. X is ultimately defeated.

24 Megs allow this game to provide numerous new moves and capabilities. For instance, Sega programmed Streets of Rage 3 to be used with both the 6-Button controller and, for you aerobic workout fans, the Activator. Thus allowing you more moves.



Another added feature is the two-player head-to-head battle. Here, two players choose one of four characters to use. Then, the first player chooses a background from the story mode as the setting for battle. Once the background is chosen, the battle between friends begins. With more moves per character, tougher enemies, and even tougher bosses, Streets of Rage 3 is destined to capture the attention of Streets of Rage fans and even the gamers that haven't seen one before. Sega introduces this third game in a series of punch and kick games for your Genesis. ■



Somebody tell these people that disco is dead.



In the dual mode, you can play against a friend with any of the four heroes.

## The Streets of Rage Gang

### Blaze Fielding

**BLAZE**  
 H 5' 6" M 155LB  
 PUNCH ★★★  
 TECHNIQUE ★★★  
 SPEED ★★★  
 JUMP ★★  
 REACH ★

### Skate Hunter

**SKATE**  
 H 6' 10" M 255LB  
 PUNCH ★★  
 TECHNIQUE ★★  
 SPEED ★★★  
 JUMP ★★★  
 REACH ★★

### Axel Stone

**AXEL**  
 H 6' 0" M 165LB  
 PUNCH ★★★  
 TECHNIQUE ★★★  
 SPEED ★★  
 JUMP ★★  
 REACH ★★

### Dr. Zan

**ZAN**  
 H 6' 7" M 332LB  
 PUNCH ★★★  
 TECHNIQUE ★★★  
 SPEED ★★  
 JUMP ★★  
 REACH ★★★

#### ANDY, THE GAME HOMBRÉ

**Concept:** 7 "Streets of Rage is definitely a cornerstone of the Sega Genesis that has, unfortunately, only evolved a little bit over the years. However, SOR has always offered a great adventure with unusual enemies, and lots of action. The new character is pretty cool, and the old ones are fun to play with in the fight mode (which is better this time, but still isn't that great). I recommend this game to fans of the first two, because the game continues along the same lines."  
**Graphics:** 8.75  
**Sound:** 8  
**Playability:** 8  
**Entertainment:** 8  
**OVERALL:** 8

#### RICK, THE VIDEO RANGER

**Concept:** 8 "I'm a Streets of Rage fan and #3 does not disappoint me. First, there are the usual improvements to the look of the game. The roll maneuvers and rush attacks are great additions. The new character Dr. Zan is pretty nasty too. I do have a couple of complaints though. The new specialty move drains your own life bar and there is a little bit of a slowdown. What I liked best about Streets #3 is that they brought the challenge level way up. Even on easy, this isn't a breeze. I like playing as Skate or Blaze because they are much quicker than Axel and Zan. There are plenty of reasons to take another quest through the Streets of Rage."  
**Graphics:** 9  
**Sound:** 7  
**Playability:** 8  
**Entertainment:** 8.5  
**OVERALL:** 8.25

#### PAUL, THE PRO PLAYER

**Concept:** 8 "Sega already proclaims SOR I to be a classic (as in 4 in 1, CD), so why not a second and now a third installment? Now with six button and Activator set-up, it may be the one truly destined to be the classic. I thought it pretty much left off where #2 ended, but it added great new moves and a cool new cyborg character. The fighting technique has been refined a great deal. This is much better than the mindless controller abuses that other games of this style put you through. Of course, this is the best edition of Streets of Rage with enough new stuff to keep the old fans thrilled."  
**Graphics:** 8  
**Sound:** 6  
**Playability:** 9  
**Entertainment:** 9  
**OVERALL:** 8



# THE INCREDIBLE

# HULK

**T**he Incredible Hulk has been in publication for over 30 years, and has spawned cartoons, toys, and a TV series in the late 1970's and early 80's. U.S. Gold has teamed up with Marvel Comics to bring one of Marvel's classic characters to the Genesis.

This intensely animated game puts both the Hulk and Dr. Robert Bruce Banner in a battle against some of his greatest foes including the Leader, Tyrannus and Rhino. The Hulk must clear five enormous levels, which are filled with the Leader's diabolical cronies. The Hulk must prevail as the Leader attempts to produce an army of bio-chemical warriors to conquer the world. Along the way, the Leader has set switches that you must trigger to open different passages or nasty traps that usually spell doom for the Hulk.

## You Wouldn't Like Him When He's Angry

- **Cart Size:** 16 Meg
- **Style:** 1-Player Action
- **Special Features:** 3 Difficulty Settings and 20 Different Moves
- **Levels:** 5 Chaotic Levels
- **Created by:** Probe Software for U.S. Gold
- **Available:** Now on Sega Genesis

### ROSS, THE REBEL GAMER

**Concept:** 9 "Marvel has yet another character brought to life by the Genesis. I'm surprised that it took this long for the Hulk to debut. Stunning graphics can be found throughout the game.

**Graphics:** 9 There is some "Incredible" character animation, especially the transformation sequences when Hulk returns to his human form as Robert Banner.

**Sound:** 8 I really like the way the special moves are determined by the amount of life meter you have, and the "Hulk Up" moves are great. A great character that has already proved to be a classic is adding to his notoriety, and I love it."

**Playability:** 8

**Entertainment:** 9

**OVERALL:**  
**8.75**



Absorbing Man takes quick timing to defeat. Wait until the ball slows and move in.



As Dr. Banner, crawl to reach areas the Hulk cannot.



Tyrannus takes on the Hulk.



Bow down to the Hulk.

### ▶ THE BOTTOM LINE 8.5



**ANDY, THE GAME HOMBRE**

**Concept:** 9 "The Hulk is definitely one of the best comic-to-vid translations. It's filled with fluid character animations and smooth parallax scrolling back-grounds. The soundtrack and sound effects are just average for a game of this caliber, but the playability outweighs this small setback. With a multitude of moves, the Hulk terrorizes his way through level after level. If you liked the X-Men or Spiderman on the Sega, you'll love the Hulk."

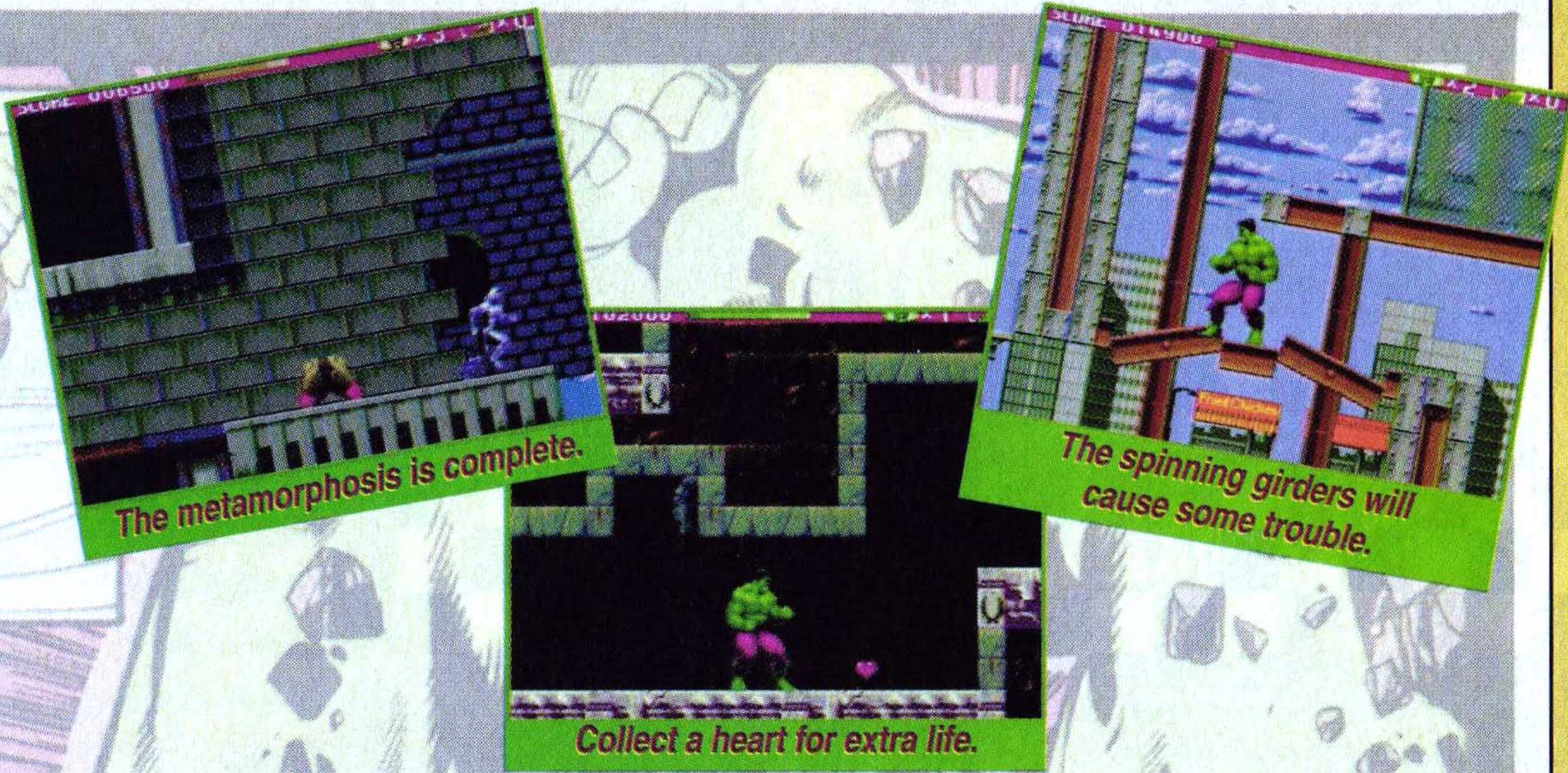
**Graphics:** 9

**Sound:** 6

**Playability:** 9

**Entertainment:** 8

**OVERALL:**  
**8.25**



**PAUL, THE PRO PLAYER**

**Concept:** 7 "It's no surprise to me that the Hulk has gone interactive. I've been a fan since Bill Bixby and Lou Ferrigno did the TV show. Hulk is packed with great action. The levels are fairly tricky because there are different routes to the same end. I like the fact that Dr. Banner plays a role in the plot, and the transformation from the Banner to the Hulk is really some serious Gamma animation. The play mechanics are top notch because you're not stuck with the basic punch-kick-jump routine. The overall challenge kept me playing for hours, and that was on easy. This is not one to breeze through."

**Graphics:** 9

**Sound:** 8

**Playability:** 9

**Entertainment:** 9

**OVERALL:**  
**8.5**

The Hulk can assume four different states in the game according to his energy level: Dr. Banner, Hulk, Super Hulk or Hulk-Out. All four of these characters have different moves and attributes. There are up to 20 moves you can execute in the four Hulk states, and only a few show up in the manual. You begin the game as Super Hulk who has such moves as the Ceiling Smash, where you wing your foes through the air and bash them into whatever is above. Be careful, because if your energy decreases too far, you'll metamorphasize back to Dr. Banner. In this state you don't have any attack capabilities unless

you find a gun. Even then, the weapon only has 2 shots. Dr. Banner has one strength. He can access areas of the levels the Hulk cannot. Many of those areas contain extra lives, continues, or Gamma Radiation pills that will transform you back to the Hulk. Also, if you acquire a Mega-Gamma capsule, you will Hulk-Out and have more speed, jumping ability and moves.

The Incredible Hulk's unique play mechanics and outstanding animation will please fans of the green guy. It should also surprise many who are expecting an ordinary side-scrolling action game.



**Incredible Moves:**

- Bear Hug**
- Lift Item**
- Pile Driver**
- Ceiling Smash**
- Headbutt**
- Uppercut**
- Stomp**
- Throw Item**
- Sonic Clap**
- Grab**
- Bowling Ball**



Your Chance at a Career of a Lifetime

# Mario Andretti Racing

- **Cart Size:** 16 Meg
- **Style:** 1or 2-Player Simultaneous Racing Simulation
- **Special Features:** Indy, Stock, and Sprint Racing; 2 Views; Career, Circuit or Single Game Mode; Instant Replay; Manual or Automatic Transmission
- **Tracks:** 15, 5 for Each Style
- **Created by:** Hi-Score Productions and Stormfront Studios for EA Sports
- **Available:** Now for Sega Genesis

## RICK, THE VIDEO RANGER

**Concept:** 8 "There is a lot to like about Mario Andretti Racing. It has three different popular racing styles, more choices of racing views than any other 16-bit game, and tips from the legendary racer himself. The graphics are clean and above average. The sound effects are sweet, especially when you slide around the corners. The thing that sets this game apart from the pack is the strategy. Mario Andretti Racing uses positioning and drafting techniques better than any other racing game. I have played racing games with more impressive graphics and a faster pace (Top Gear 2 comes to mind), but this is a better game to develop your racing skills."

**Graphics:** 7.5

**Sound:** 7.5

**Playability:** 9

**Entertainment:** 8

**OVERALL:** 8

## ANDY, THE GAME HOMBRE

**Concept:** 8 "Though the graphics and sound in this cart aren't wonderful, the playability is great. You can throw the cars into the turns, bang it up with your opponents and even draft for some serious speed. All three styles of racing are different, but the Sprint cars are the most unique and definitely the most fun. The career mode is cool, but the game needs a lot more tracks and items. If you're looking for good racing cart, Mario Andretti is the most realistic you can find."

**Graphics:** 7

**Sound:** 7

**Playability:** 9

**Entertainment:** 8

**OVERALL:** 8

## PAUL, THE PRO PLAYER

**Concept:** 9 "Mario Andretti Racing should be looked at as three racing games in one. The Stock and Sprint cars set it apart from all other racing carts for SG. While the sound is not very impressive, the control and car attributes are excellent. I like how you must push the car to the edge of disaster to be competitive. The career mode is also cool because it makes you learn fundamentals that apply to future races in different classes. With awesome car views, options, and two-player action, Mario Andretti Racing gives you the most for your money."

**Graphics:** 8

**Sound:** 5

**Playability:** 9

**Entertainment:** 9

**OVERALL:** 8

**EA Sports** has teamed up with the world-famous Mario Andretti to bring you the new word in sports racing simulations, featuring three different styles of car racing, multiple views, and three different race modes.

Practice is the best place to start. You can run each track in a single race, or get some help on how to slide and turn in the "Andretti Tips" mode. As Mario Andretti once said, "the driver may have a few seconds (to recover), when only experienced and conditioned reflexes save them from a slide".

Once you get the hang of driving, you can move on to the Career Mode or the Circuit Mode. In the Career Mode, you begin as a Sprint Car Driver with aspirations of one day driving Stock and then maybe someday becoming a World Famous Indy Driver (like you know who). To advance to the next vehicle you'll need to complete the circuit in first place. Along the way, you'll be able to upgrade your engine, tires, pit crew, and brakes to keep up with the competition, but nothing will increase your chances of winning as much as good driving.

After you master how to slide and counter steer in the Sprint cars and turn and brake in Stock cars, you'll be ready for the ultimate challenge in the Indy car, which brings together all these skills together into one. Can you handle the Bayshore International Raceway at 218 MPH while sliding sideways in the middle of traffic?



### Sprint Tracks



### Stock Tracks



### Indy Tracks



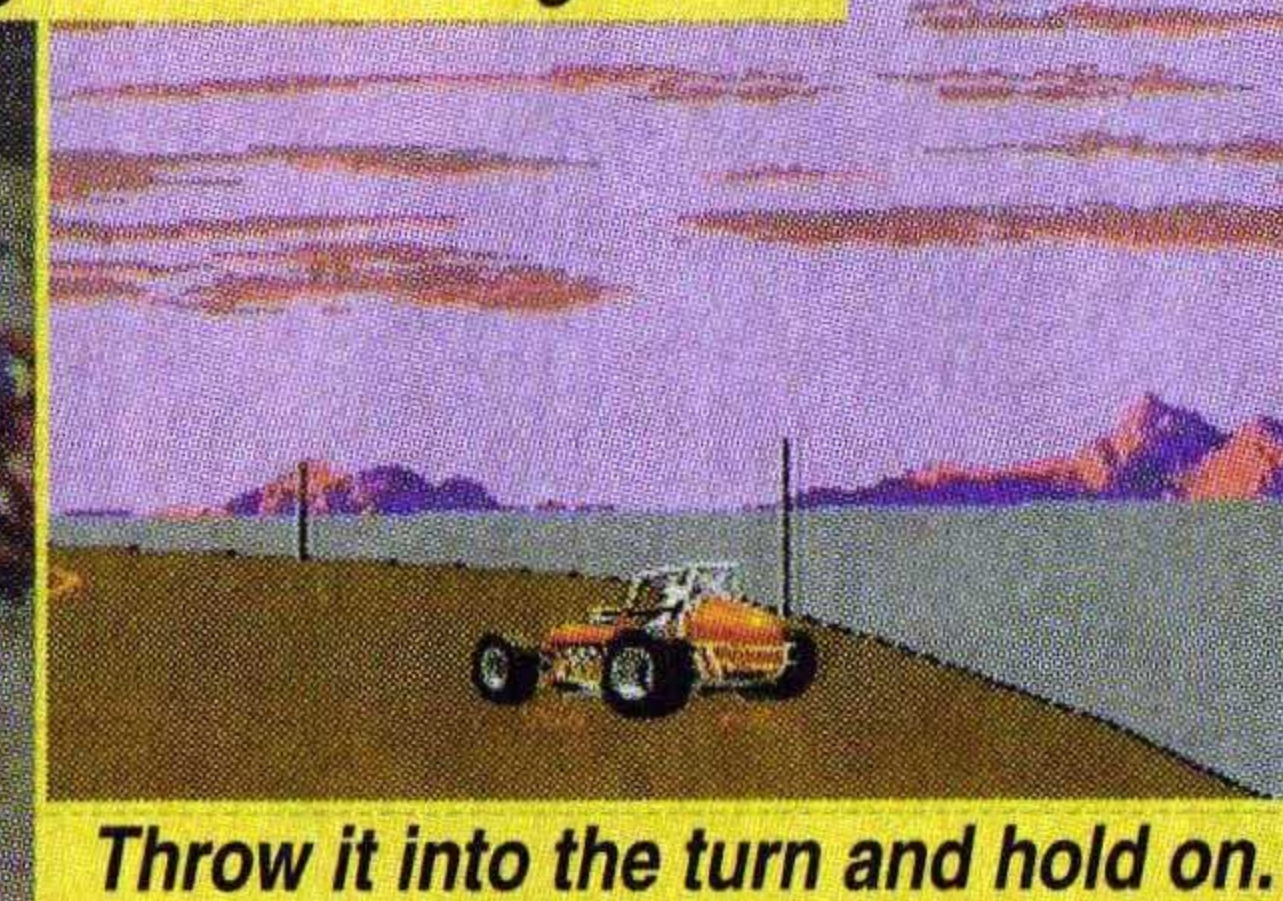
You can choose between five different split screen views.



Hit the pits for tire changes and refueling.

GRID POSITION	NAME	TIME
1	PLAYER 1 BART FINLEY	00:33:44"
2	SEAN STOCKWELL	00:33:44"
3	NANCY CONNORS	00:33:32"
4	STU HICKS	00:34:38"
5	J.A. ACREHNA	00:34:34"
6	SKIP WILSON	00:35:32"
7	SHERMAN LONG	00:35:39"
8	WILL HULLFAMS	
9	P.T.J. HARDWAY	

It's best to go through the Qualifying round and get the Pole Position.



Throw it into the turn and hold on.

► THE BOTTOM LINE 8



29. BICEPT  
OF FIGHTING  
STEEL.  
AND YOUR  
SWEET TO BE  
IN HIS WAY



**VIRTUAL REALITY GAME WEAR.  
COMING SEPTEMBER 5.**

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# At a Glance GENESIS

**RATING SCALE:**

10 = A Classic!	5 = Average
9 = Excellent	4 = Weak
8 = Very Good	3 = Yawner
7 = Good	2 = Avoid
6 = Fair	1 = Terminal

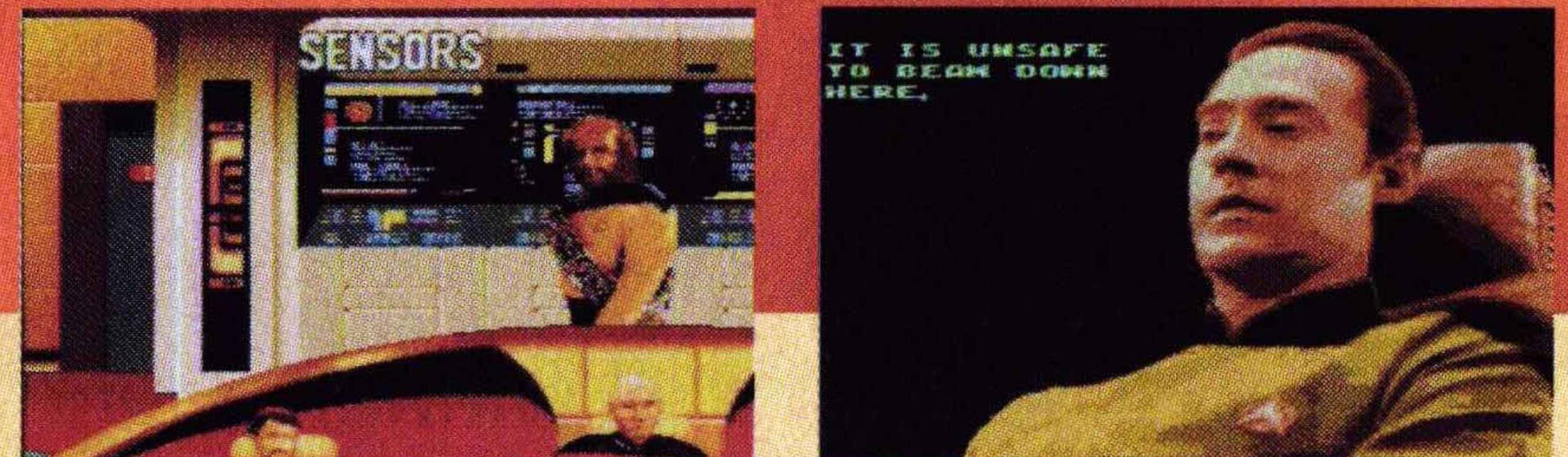
**Overall: 7**

**Cart Size:**  
16 Meg with  
Battery Back-Up

**Style:**  
1-Player  
Action/Strategy

**Created by:**  
Sega

**Available:**  
Now



**Star Trek: The Next Generation – Sega**

The crew of the Starship Enterprise becomes interactive in this new Sega Genesis cart. This game places you in several missions throughout both known solar systems, as well as a few unexplored ones. You command the crew through deep space battle, contact with other life forms, and Away Team missions. With eight different solar systems, each with at least three different planets and numerous locations for you to explore, you will be challenged by many missions. Choose four of 19 actual Star Fleet crew members to beam down on away missions, but remember to always observe the "Prime Directive". - Star Fleet Command out.

**Overall: 8.5**

**Cart Size:**  
16 Meg with  
Battery Back-Up

**Style:**  
1-Player  
Action/RPG

**Created by:**  
Sega

**Available:**  
Now



**Shadowrun – Sega**

It's the year 2053, you are a Shadowrunner on a quest to revenge your brother's death. Sega's installation into the world of shadows features overhead real-time graphics, 14 weapons, and numerous items and spells. Plus, a rather handy feature called the "Pocket Secretary" keeps key notes & tips to help guide you on your quest. You must master the virtual reality world known as Cyberspace to collect essential

data and codes. Jack in with your cyberdeck, but prepare for battle, because the computer's defense systems aren't going to let you steal their precious data. Like all Shadowrunners, you must do other people's dirty work for a price, and ultimately take out your revenge on your brother's killer. Running in the shadows gets pretty nasty, so keep your wits about you and your finger on the trigger.

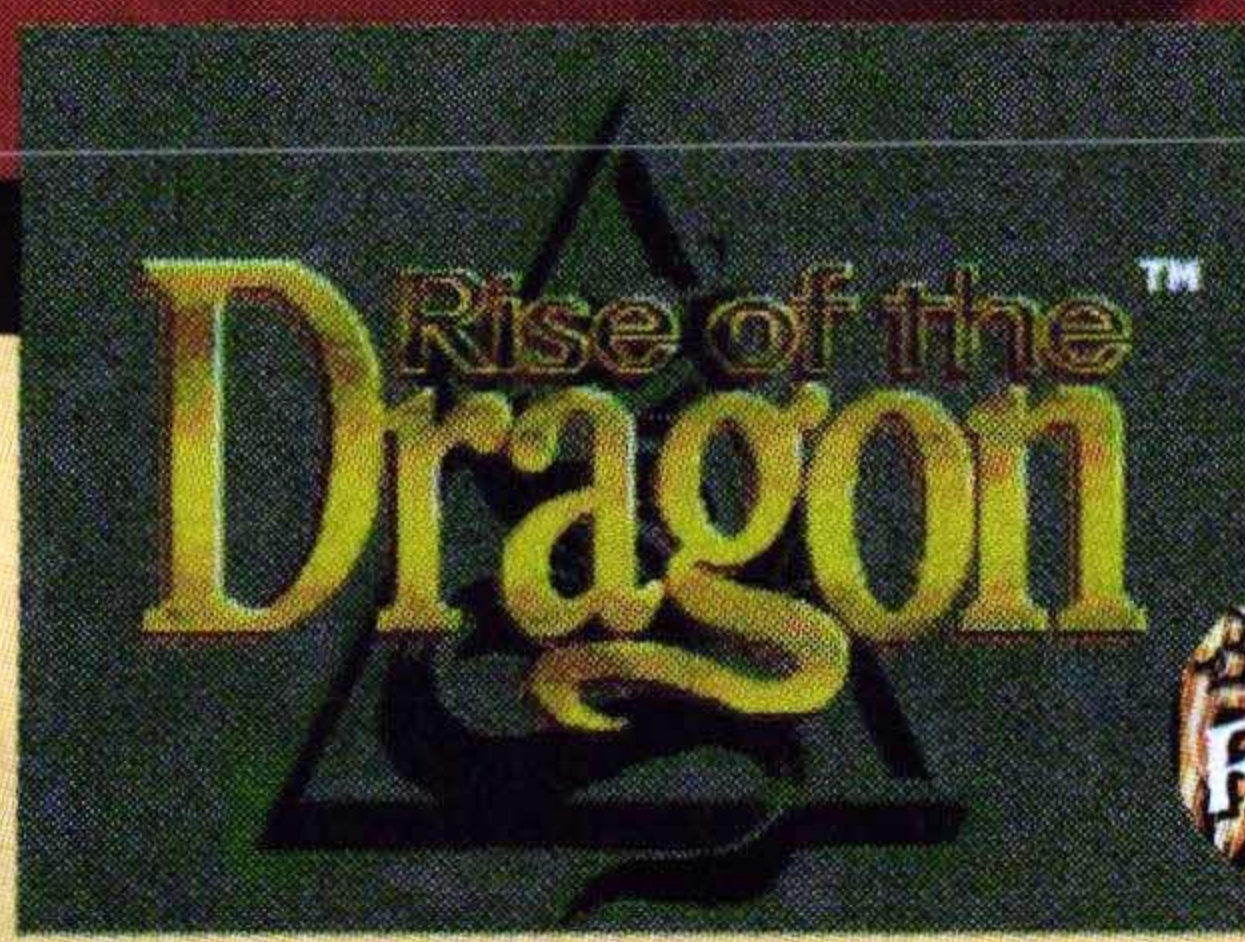
**Overall: 7**

**Cart Size:**  
Sega CD-ROM

**Style:**  
1-Player RPG

**Created by:**  
Dynamix

**Available:**  
Now



**Rise of the Dragon – Dynamix**

The mayor's daughter has been killed and you have been hired by him to find out who killed her. An ancient Japanese prophecy is about to unfold and the player, unwittingly, may be the Rise or fall of the Dragon. The game features many control menus and sub screens to give the

effect of playing an RPG, but it also has a number of arcade-style sequences to keep the action moving. Speak with everyone you can and leave no rock unturned because you must use every ounce of your powers to discover the fate of the Dragon.

**Overall: 7**

**Cart Size:**  
8 Meg

**Style:**  
1-Player  
Action/Puzzle

**Created by:**  
Core

**Available:**  
Now



**Bubba N' Stix – Core**

Bubba is a truck driver for the local zoo that gets kidnapped by an alien called Wardo and taken to Urfnurkle T. Floink's Theme Park and Zoo on a strange planet. He befriends a magic stick named Stix, and the two of them set forth on an adventure through five levels

and five bonus levels of puzzle mayhem. Bubba can use Stix as a javelin, baseball bat, pool cue, a lever, or any other item that will help him solve any of the over 100 situations that he will be faced with.



# This Is Like Drivers Ed... ...With Weapons Training

## Play To Win In The Combat Cars Ultimate Race Sweepstakes!

**Combat Cars** from Accolade presents a challenge to all you fanatic racing fans. We're not talking about driving around with a smelly driving instructor named Herb. We're talking about getting behind the wheel of a cranked-up urban assault vehicle with assorted missiles, mines and sludge slicks and hitting the track. It's about you and a buddy ripping around 24 grueling tracks and ripping apart the competition. Turbo thrusts, heat-seeking missiles, glue globs.... Hey, driving was never this much fun.

**Sound cool?** Well maybe you should hurry up and fill out the entry form. In the Combat Cars Ultimate Race Sweepstakes, you could win tons of killer prizes. So don't just sit there. Send it in. Unless you'd rather hit the road with Herb.

### AWESOME PRIZES!

#### Grand Prize (1)

Sega Genesis system  
20" color TV  
2 hardcore ASCIIWARE Fighter Stick SG-6  
A Combat Cars video game  
An official Combat Cars T-shirt  
Year subscription to Game Informer  
Winner's name and photo will appear in an upcoming Game Informer issue

#### First Prize (25)

1 handheld ASCII PAD SG  
A Combat Cars video game  
An official Combat Cars T-shirt  
Year subscription to Game Informer

#### Second Prize (100)

An official Combat Cars T-shirt  
Year subscription to Game Informer



### Just Fill This Out And Send It In. That's It.

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City/State/Zip: \_\_\_\_\_

Phone: (     ) \_\_\_\_\_

Do You Own A Sega Genesis System: Yes \_\_\_\_\_ No \_\_\_\_\_

**1 Entry Per Person**

**Send to: Accolade**

**Attn: Combat Cars Ultimate Race Sweepstakes**

**237 22nd Street**

**Greeley, CO 80631**



1. There is no purchase necessary to win. Only one entry per person. Winner does not need to be present to win. All entries that are duplicated will be voided. Accolade, Game Informer, Funco, Inc., and ASCII Entertainment Software assume no responsibility for late, misdirected, incomplete, or illegible entries. 2. By entering this contest each contestant agrees to abide by the rules and regulations printed on the card and applicable to the state in which they win. 3. Offer is void where prohibited by law and subject to all federal, state, and local laws. Taxes on prizes are the responsibility of the prize winners. No substitutions. No cash alternative. The prize selection decision of the judges is final. 4. All entries must be postmarked no later than December 31, 1994. Winners will be determined in a random drawing by January 16, 1995. 5. Grand Prize (1 prize with a retail value of \$500): a Sega Genesis system, a 20" color TV, 2 hard-core Fighter Stick SG-6 Joysticks from ASCIIWARE, a Combat Cars video game, and official Combat Cars t-shirt, a one year subscription to Game Informer. 6. Second Prize (100 prizes with a retail value of \$40 each): An official Combat Cars t-shirt and a year subscription to Game Informer. 7. Odds of winning are based on the number of entries received. Winners will be notified by phone and/or mail. The grand prize winner's name and photo will appear in a future issue of Game Informer Magazine. Winner's entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of Accolade, Game Informer, Funco, Inc., and/or ASCII Entertainment Software without further compensation. 8. This promotion is operated by Accolade, Game Informer, Funco, Inc. and ASCII Entertainment Software, which are solely responsible for its conduct, completion and awarding of prizes. All decisions of Accolade, Game Informer, Funco, Inc., and ASCII Entertainment Software on all matters relating to this promotion are final. Accolade, Game Informer, Funco, Inc., and ASCII Entertainment Software, and participating sponsors assume no liabilities resulting from the use of this prize. 9. Employees of Accolade, Game Informer, Funco, Inc., and ASCII Entertainment Software, and all participating vendors, their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible.

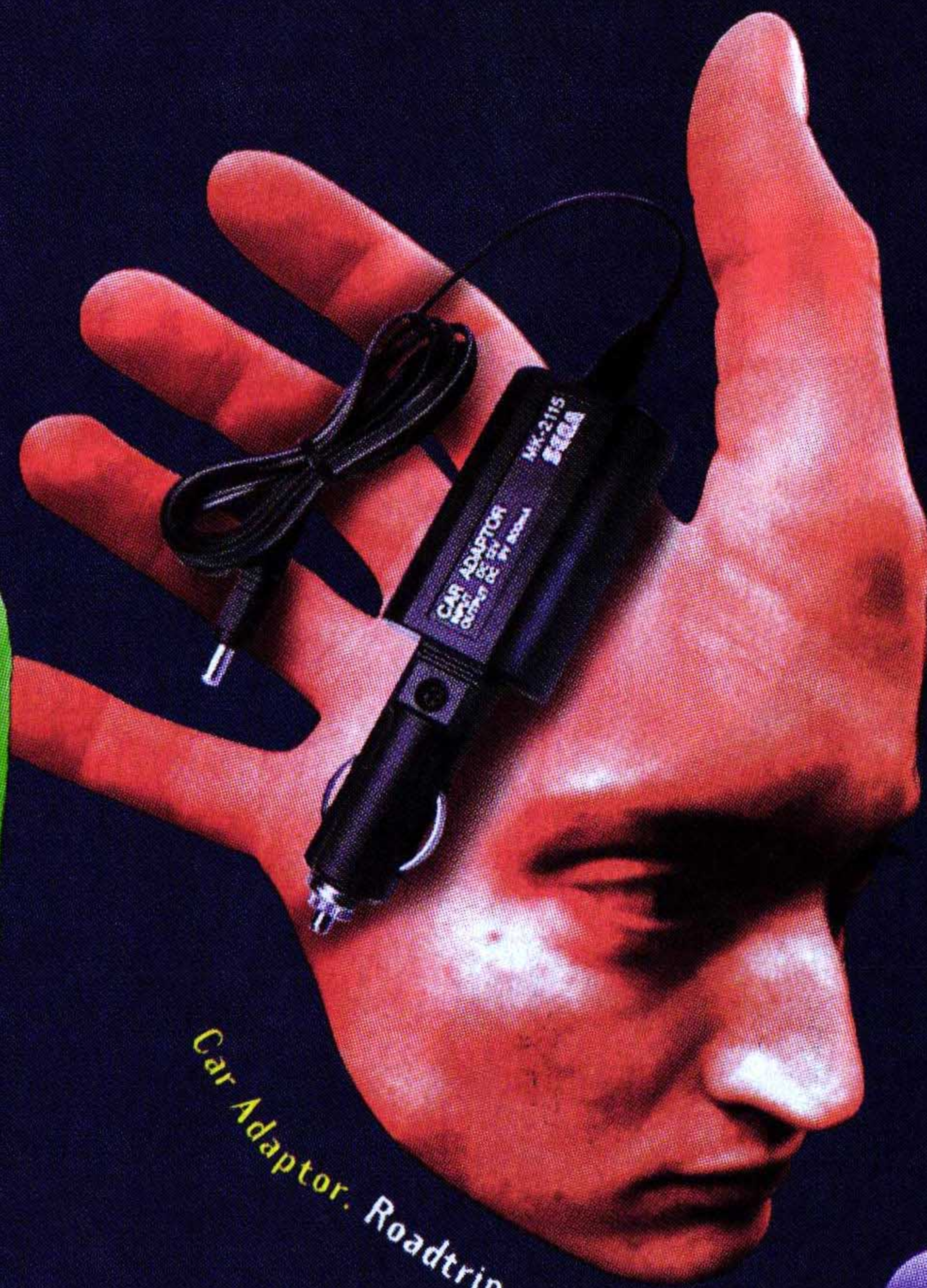
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**ACCOLADE™**  
**GAMES WITH PERSONALITY™**

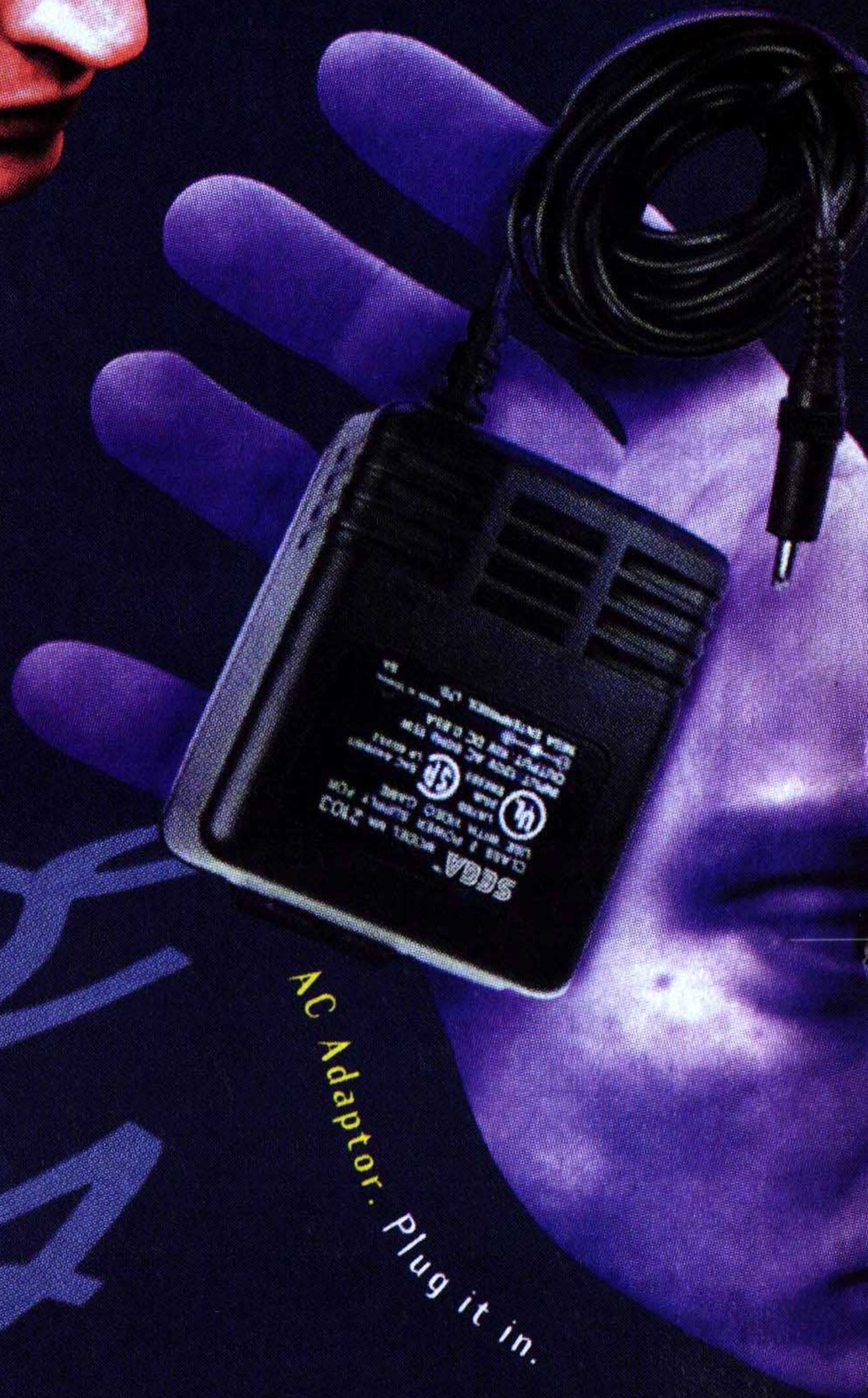




Cleaning Gear™. Works better than your mother.



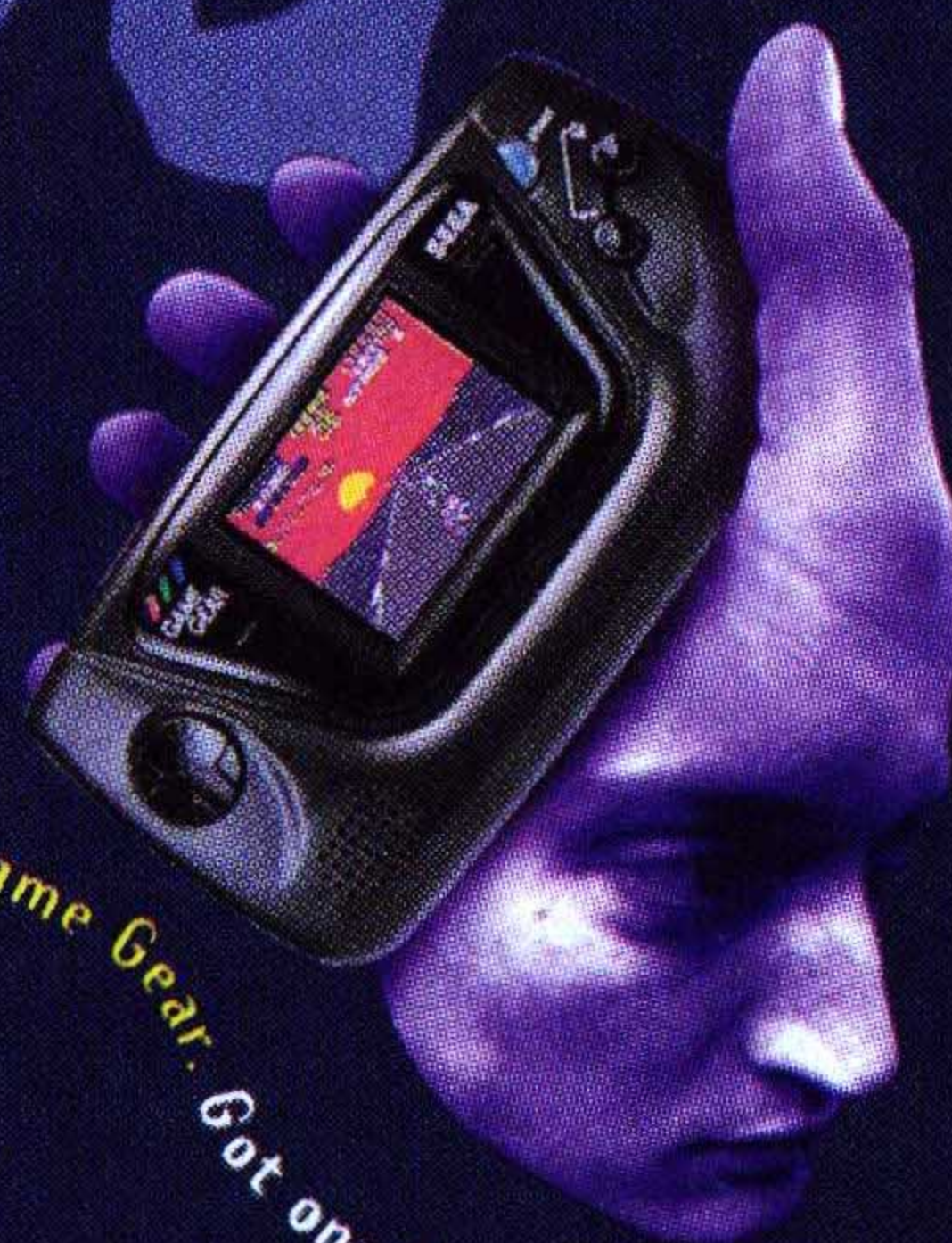
Car Adaptor. Roadtrip.



AC Adaptor. Plug it in.



Gear-to-Gear™. Two Players. Same Game.



Game Gear. Got one?

IT'S NOT  
START A  
YOU TO SEE

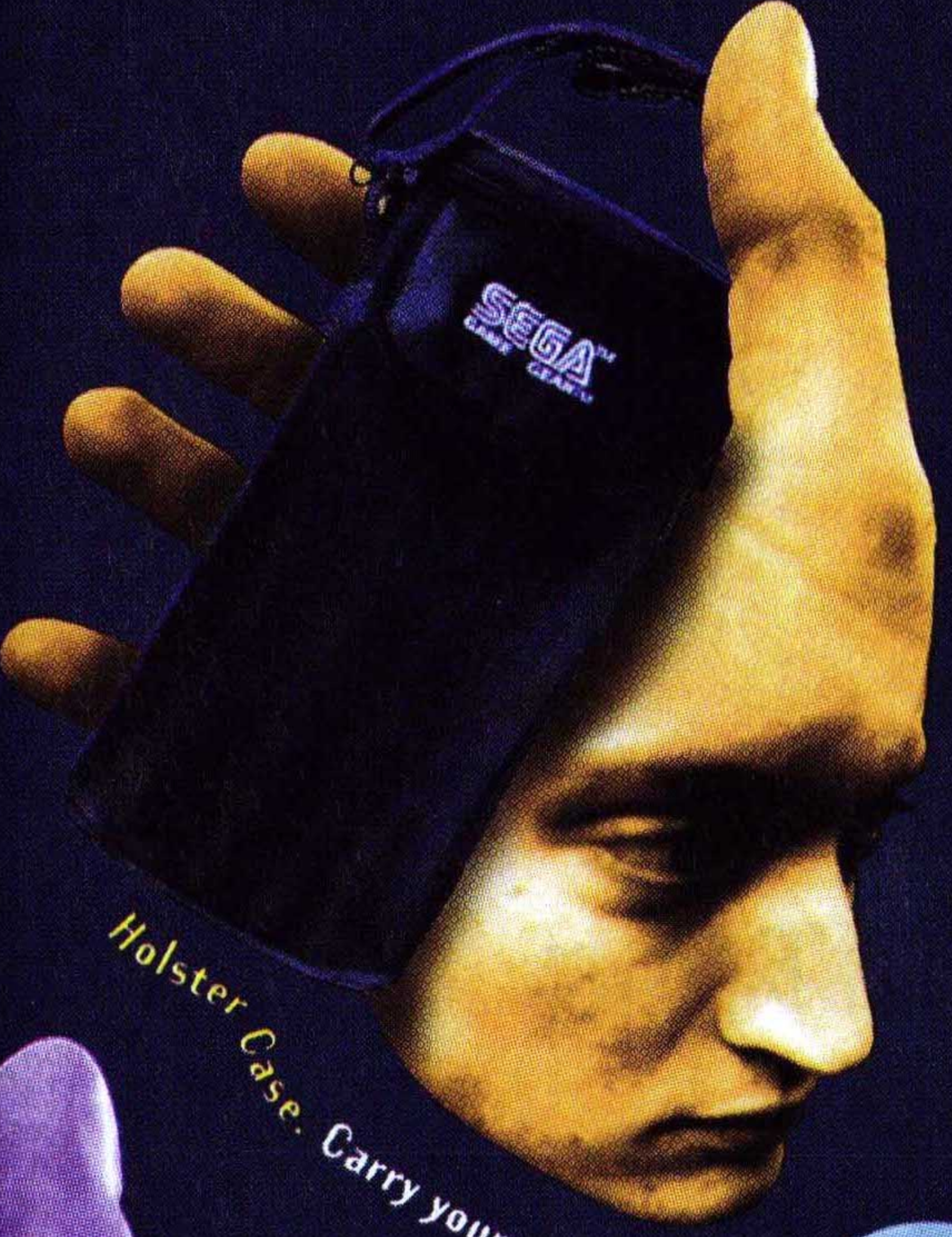
SEGA™ Game Gear™ - Extras.

Sega, Game Gear, PowerBack, Super Wide Gear, Gear-to-Gear and Cleaning Gear are

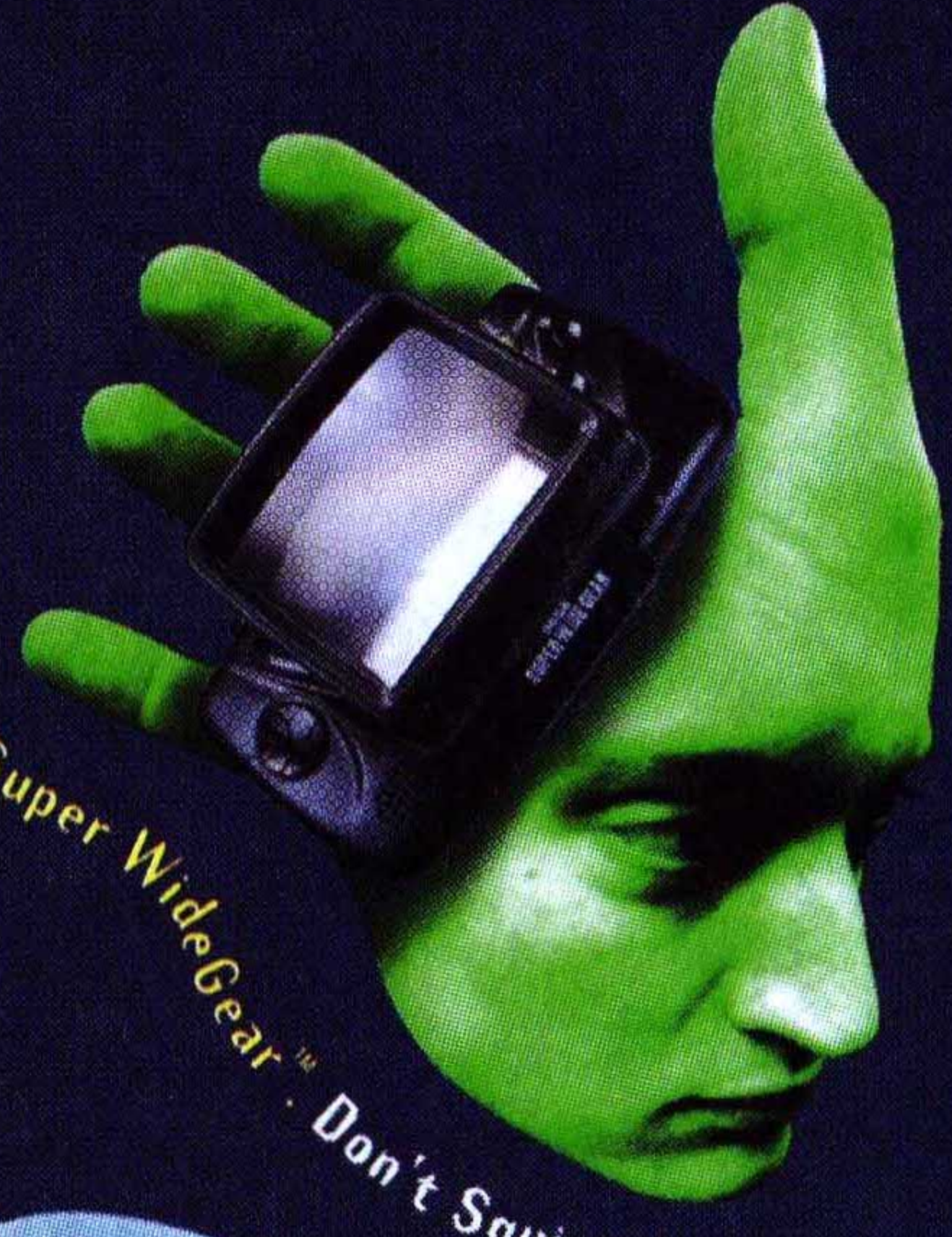




SEGA Seal. Look for it.



Holster Case. Carry your gear.



Super WideGear™. Don't Squint. Magnify.



PowerBack™. Rechargeable. Pop it on.



- **Cart Size:** 12 Meg
- **Style:** 1-Player RPG
- **Special Features:** Multiple Endings, Battery Back-Up for up to 3 Games
- **Created by:** Capcom of Japan; Translated and Published by SquareSoft
- **Available:** Now for SNES

► **THE BOTTOM LINE** 9

# BREATH OF FIRE

## The Story of the Dragon

**F**or thousands of years the land was protected by the Dragon Clan, a powerful group that used its unique powers of transformation to keep the world at peace. Until, that is, the appearance of an evil sorceress, Tyr, who tempted the Dragons with limitless powers, then split the clan into two factions, the Light and Dark Dragons.

Armageddon ruled the land as the Dragon Clans battled for control, until a brave Light Dragon was sent to stop the sorceress Tyr. During his journey he formed a band of powerful warriors that miraculously sealed the evil Tyr into an alternate plane with the use of the six legendary Goddess Keys.

Peace was once again at hand, so the Light Dragons neutralized their powers in hopes of avoiding another global war. Unfortunately, they underestimated the power of the Dark Dragon Clan.

The Dark Dragon Clan have begun to use their powers to take over the world, and with no Light Dragons remaining to protect the people, the world is in turmoil and in danger of falling into a dark abyss. Will the Light Dragon hero wake and save the world, or will the Dark Dragons finally tighten their deadly grip and finally destroy the world of the Dragons? \*

### The Party

Each member of the party has individual skills that are essential to the completion of your quest. Your party can hold as many as eight members but only four can be used in a battle at one time. Throughout the entire game, you will take the role of different characters, as your party expands and contracts to follow the winding story.

#### Cobi

A crafty merchant who has the ability to travel in water, and can supply the group with needed goods and excellent spells for water travel.

#### Bo

A creature of the forest that can use his skills to lead the party through forests, and can hunt down animals in the field for food and items.

#### Mogu

Mogu is the mole of the group with the ability to dig underground.

#### Nina

One of the Winged Warriors from the Windom, Nina can fly and take along other non-flying party members. While she has no attack magic, she is the healer of the group.

#### Ox

The slowest member of the group, but his strength enables him to break through cracked walls with one swing of his mighty hammer.

#### The Hero

A member of the Light Dragon Clan, who with time, will be able to transform into 9 different dragons.





You must find the Dragon Shrine to learn to use the Hero's spells.



Your enemies are animated with an assortment of different attacks and spells.

Monsters



Travel the land to piece together your party of warriors and witches.



In the Laboratory you will be shrunk down to access hidden items.

You must travel by land, sea, and air if you wish to reach the outer reaches of the Dragon World.



You must get the giant robot up and running if you wish to save the town of Tantar.



You must search the land to find the six goddess keys.



Monsters slide around on the 3/4 perspective battlefield to create a unique battle feel.

Some characters, like Ox, have a unique skill that can be used on the overhead maps that will be essential to your quest.



Even though only four party members appear on the overhead map or a battle scene, you can still interchange them on the fly to put the whole party to good use.



Use your spells wisely or risk running out of magic power.



The sorceress Sara tries to save your town.



He has such pleasant breath!

**Bleu**  
A mysterious indigo warrior who is the master of attack spells. She can warp the group out of dungeons and transport them to different destinations.

**Karn**  
A thief and master lock-picker, Karn can open any locked door, and eventually learns a transformation spell that enables him to meld with other warriors.

**Karn's Alter Egos**  
Doof Puka Shin



**ROSS, THE REBEL GAMER**

Concept: 8.25  
Graphics: 8.75  
Sound: 8  
Playability: 9  
Entertainment: 9

**OVERALL: 8.75**

"SquareSoft has finally shown us a new RPG, other than Final Fantasy, and I think I like it. The graphic content and the zoom in views during battles can be classified as 'SWEET'. I also think that good sound is hard to come by in an RPG, which gives Breath of Fire a huge sigh of relief. I particularly like the multi-character parties and the total control of the party throughout."

**PAUL, THE PRO PLAYER**

Concept: 9.5  
Graphics: 9  
Sound: 9  
Playability: 9  
Entertainment: 10

**OVERALL: 9.25**

"How CAPCOM, USA let this game leave the company to settle for Eye of the Beholder & Wizardry V is beyond me. I guess the price was right. Breath of Fire is easily the best RPG so far, and it will be difficult for others to surpass it. The battle scenes and character animations are unique and fun to watch. I like how the game doesn't track you through from one task to another. You must really investigate all possibilities to be successful. Don't even read the manual if you want a real challenge. I can't say enough about how cool this cart is; Check it out!"

**ANDY, THE GAME HOMBRE**

Concept: 8.5  
Graphics: 9  
Sound: 9  
Playability: 9  
Entertainment: 9.5

**OVERALL: 9**

"This is an excellent RPG with unbelievable graphics for a 12-meg cart. The story, though it sounds confusing, is actually pretty good and has great sound and animation to back it up. Although the quest goes a little slow at times, it usually has enough to keep you busy and very, very hooked. Easily the best RPG of our feature, and a must have for any SNES RPGer. Just you wait till you see the last boss!"



- **Cart Size:** CD-Rom
- **Style:** 1-Player, Strategy/Role-Play
- **Special Features:** Back-up Ram Saves, Zoom In Battles, Four Unique Leaders to Choose From
- **Created by:** Kenji Terada for Sega of American, Inc.
- **Available:** Now on Sega CD

# Dark Wizard

An Ancient Battle  
Between Good and Evil

## ► THE BOTTOM LINE 8

In a time long since past where Kings and Magic ruled the world, there was the Grand Wizard Gilliam and his apprentice Velonese. They were sworn to protect the Jewel of Darkness which contained Arliman, the God of Darkness. Velonese betrayed his master, and during his punishment the power contained in the jewel turned him to the dark side. Consumed by anger, Velonese used an ancient and forbidden magic to summon four elemental demons. Aided by hired warriors, the demons ravaged the world of Cheshire, until only one kingdom remained, Quentin.

There are four warriors that you can choose from to save Cheshire; Prince Armer, Robin, Amon, and Krystal. Each leader

is given a number of warriors that they can use in each battle, plus they have the ability to summon the help of powerful monsters or hire warriors to aid them. As you battle the elemental demons and their troops, your goal is to first capture the kingdoms that they now inhabit, and then ultimately capture all of Cheshire. You will be able to use your humanoid characters to enter cities and gather information and supplies. To aid you in your quest, each character can gain experience levels and increase in power like a role-play.

So choose your hero wisely, because all of Cheshire is in your hands. If you fail, you will surely suffer throughout all eternity at the hands of Arlinman.

### ANDY, THE GAME HOMBRE

**Concept:** 9 "This game has everything it needs to be a great military strategy game.  
**Graphics:** 8 Numerous options, weapons, and spells set up on huge playfields with excellent detailing. The animated sequences are also fantastic, with  
**Sound:** 8 long cinemas and medieval music.  
**Playability:** 7 The only problem is in actual game-play execution. It creeps along and the fight scenes should be longer.  
**Entertainment:** 7 I would recommend this game to any military strategist who is looking for a good challenge. I just have to warn you that it moves a little slow. Other than that, it is an excellent game in this category."

**OVERALL:**  
**7.5**

### ROSS, THE REBEL GAMER

**Concept:** 9 "Sega brings another role-play to the limited number of RPG's available for the Sega CD. If there is one type of game that the CD needs, it's more role-plays. To tell the truth, I think  
**Graphics:** 8.5 Dark Wizard is the best RPG that the Sega CD has seen. Although the graphics were not outstanding, they really have little to do with the overall feel of the game. The intro is fantastic with animations that are unparalleled and crisp with dominating sound. The battles seem to last forever, but that means that you could spend a lot of time on the game. I love a great RPG, as I have said before, and this is a great RPG!"  
**Sound:** 9  
**Playability:** 8  
**Entertainment:** 9

**OVERALL:**  
**8.75**

### PAUL, THE PRO PLAYER

**Concept:** 8 "Dark Wizard is the traditional strategy game from graphics to control.  
**Graphics:** 7 The little hexagons covering the map have been used in a multitude of games like this. I haven't really indulged in strategy until this came along. The battles are long and drawn out, but they never become boring. With a variety of beasts to summon, the battles become intense as characters level up. I like the fact that you can turn off the fight scenes to speed up the game play. Strategy game players seem to be few and far between, but Dark Wizard is the first of its style for the Sega CD and will fill the void for CD owners who crave this type of game."  
**Sound:** 6  
**Playability:** 8  
**Entertainment:** 9

**OVERALL:**  
**7.75**

### THE FOUR ELEMENTS



Water



Wind



Earth



Fire



Cavalry Leader  
Robin



Sorceress  
Krystal



The Puppet  
Master Amon



Prince  
Armer IX

**Choose  
A Ruler**



The World 300 years ago



The Dark Wizard,  
Velonese, brings the four  
elements to life.



Use your magic to attack the  
enemy leader from within  
your own castle!



The battle is about  
to begin.







# THE TWISTED TALES OF SPIKE McFANG

VAMPIRE WITH AN ATTITUDE

**S**pike McFang is an up and coming young vampire who is thrown into the center of turmoil. Spike's native land of Vladamasco is being upturned by one of its three leaders, General Von Hesler. Von Hesler has kidnapped Vladamasco's other two leaders, Dracuman and Vampra. Of course, it's up to Spike and his buddies Professor Steam, Camelia, and Rudy to keep Vladamasco safe by defeating the evil forces of Von Hesler and rescuing the abducted leaders.

Spike has two weapons in his arsenal to defeat Von Hesler's forces throughout the game. Spike's large

but stylish hat can be used much like a boomerang and be thrown at enemies. This, if executed

- Cart Size: 16 Meg
- Style: 1-Player Role-Play/Adventure
- Special Features: Battery Back-up with Three Save Slots
- Created by: Naxat Soft for Bullet-Proof Software
- Available: Now for Super NES

► THE BOTTOM LINE **8.25**



VAMPIRA



DRACUMAN



VON HESSLER

## MAGIC CARDS



correctly, can score multiple hits on opponents. Spike's other, and most frequently used, weapon is his cape. By spinning, Spike's cape will take hit points away from such foes as the killer cloves, zombies, blobs, and other wacky monsters.

Aside from Spike's normal weapons, he can acquire items in two different shops in the land of Vladamasco. The Card Shop will supply Spike with a grab bag of various cards. Each card will teach Spike a trick or spell, which comes in very handy when fighting bosses or sub-bosses. The General Store will supply energy cards and different hats for Spike to use.

*The Twisted Tales of Spike McFang* is a children's game by all outward appearances, but offers challenge and entertainment for all ages. With excellent animation and a witty dialog, the game creates a funny and dangerous world for the player to conquer. ■



YOU MUST FIRST GO THROUGH TRAINING ON FIGHTER ISLAND.



THE FINAL TEST IS TO BATTLE THE MASTER HIMSELF.



THE TRAINING CONSISTS OF MISSIONS THAT WILL HELP YOU LEARN THE CONTROLS.







FELINE IS THE FIRST REAL TEST OF SKILLS



THE JUNGLE MAZE.



ARE YOU THE ICE MAN?



CROC BLOCKS THE ENTRANCE TO THE DESERT CASTLE.



FIND THE CHICKEN SOUP TO DEFEAT THE ICE MAN.



SPIKE GETS A HAND FROM HIS PET DRAGON.

**ROSS, THE REBEL GAMER**

**Concept:** 9 "I don't believe that a vampire has been portrayed as the good guy for a long time, and I think it's a uniquely great idea, especially when it's put into an RPG. Graphically, this game compares to *Zelda 3* and *Secret of Mana*. The overall gameplay was excellent and the hours that I spent on this game flew by. Although the sound effects were generic, the music isn't bad. Finally, there is another game to challenge the top INTERACTIVE role-plays out there. Is it possible that a trend is being set? I sure hope so."

**Graphics:** 8.25

**Sound:** 6

**Playability:** 9

**Entertainment:** 8.75

**OVERALL:**  
**8.25**

**PAUL, THE PRO PLAYER**

**Concept:** 8 "When I first cranked up *McFang* I thought I was in for a real "cutesy" stroll through boredom. As I played for a few hours I still found the cute element present, but I was not on the verge of slumber. What I did find was a surprisingly fun game. *McFang* is a traditional action/RPG in every sense of the word. The control is simple, but it takes time to develop attacks and build up levels. All of the action is graphically excellent and the sound is not bad either. I would have liked a few more items to purchase, but the magic cards are cool and a necessity to get anywhere. Spike *McFang* really surprised me, and is worth a look."

**Graphics:** 8

**Sound:** 7

**Playability:** 8

**Entertainment:** 9

**OVERALL:**  
**8**

**RICK, THE VIDEO RANGER**

**Concept:** 9 "Spike *McFang* is like *Zelda* meets *Count Duckula*. I prefer Spike as my hero compared to Link any day. Spike's spinning cape attacks are cool and the variety of magic card tricks you can use are a big help. The key to success in this game is mastering the use of your magic hat, which you can shoot at the enemies. The hat will always come back to you, so if you walk away from it at just the right time you can destroy a number of enemies in a single throw. The creative design in *Spike McFang* is evident in almost every detail. This is an RPG that is great fun for younger and older gamers alike."

**Graphics:** 8

**Sound:** 7.5

**Playability:** 9

**Entertainment:** 8.5

**OVERALL:**  
**8.5**



# Soulblazer Illusion of GAIA

- **Cart Size:** 16 Meg with Battery Back-up
- **Style:** 1-Player, Action / RPG
- **Special Features:** 3 Save Slots, 2 Special Character Transformations
- **Created by:** Enix America Corporation
- **Available:** Now for Super Nintendo

*"You are Tim, a boy of unusual power born from an ancient era. Recently, while on an expedition to the Tower of Babel with your father, all the members of your party became lost in the ruins. Only you escaped and returned home to South Cape. But you were changed—the power hidden within you has awakened! Now you hope that your newly found talents will help you locate your father. You must explore the intricate mazes of an Inca City, the mysterious Angkor Wat, the dreadful Tower of Babel, in search of the six Mystic Dolls. You must obtain them!"*



Be patient, the key to escaping the dungeon is time.



Tim will launch off ramps if he has enough speed.



The Radar Screen will show you enemies around you and items that need to be collected.



Picture Perfect.



This is the first boss you'll encounter, just imagine what is to come!



Karen: Look at this wall! This mark, a black panther...

Princess Karen will help you along, and also annoy other party members.



Tim enters the Dark Space by opening portals throughout the game.

Freedan is one of the characters Tim can transform into.



## ▶ THE BOTTOM LINE **8.75**

### ANDY, THE GAME HONDRÉ

**Concept:** 8 *Illusion of Gaia is yet another original RPG from Enix. Although it really doesn't relate to the original Soulblazer, it does have some new play aspects which prove once again that time and effort always translate into fun play. If you are an RPGer, then you shouldn't miss out on Gaia's cool graphics and excellent playability. The game's only drawbacks are a boring soundtrack (put in a disc) and a amazingly boring beginning. Otherwise, it's an excellent cart."*

**Graphics:** 8.5

**Sound:** 7

**Playability:** 8.75

**Entertainment:** 8

**OVERALL:**  
**8**

### RICK, THE VIDEO RANGER

**Concept:** 9.5 *"Enix is one of the pioneers of Nintendo RPG's and Illusion of Gaia proves that they are as innovative today as they ever were. The characters are large, well animated and 3-D. What I really like about Gaia is the unique gameplay. The Dark Powers of Tim involve maneuvers usually reserved for action games. There are many surprises to keep even the best RPG'ers on their toes. Action/adventure fans should also consider this one. This is the best RPG since Shadowrun, maybe better."*

**Graphics:** 9

**Sound:** 9

**Playability:** 10

**Entertainment:** 9.5

**OVERALL:**  
**9.5**

### PAUL, THE PRO PLAYER

**Concept:** 9 *"Initially, I thought this game needed a jump start. It starts pretty slow, as if someone is holding your hand and walking you through it. I then found a point where the path is a bit more cloudy. The game now had to wait for me rather than me waiting for it. The play style can be compared to many, but Tim's "alter egos" really make it unique. Liquify? Completely cool. With some hints and tips in the back of the manual, Illusions of Gaia will please the hard-core and casual RPG'er alike."*

**Graphics:** 8

**Sound:** 9

**Playability:** 9.5

**Entertainment:** 9

**OVERALL:**  
**8.5**



# LORD OF THE RINGS

## J.R.R. Tolkien's Epic Comes to Life on SNES

During the first years of the second age, 19 rings of power were forged and spread throughout Middle Earth. Nine were given to mortal men, seven went to the dwarf lords, and three to the elf kings. The evil lord Sauron heard of the forging and used his ringmaking skill to create One Ring to control all of them.

Using the power of the One Ring, Sauron easily took control of Middle Earth. Until Prince Isildur the only one powerful enough to match Sauron, eventually destroyed him. Foolishly, Isildur did not destroy the ring and Sauron's soul lived on because of it. Slowly, Sauron would capture the souls of the mortal men who owned the rings, in hopes of once again possessing the one ring.

Bilbo Baggins, the Hobbit, has held the single ring since the day he lifted it off of the evil Gollum, but now he has been instructed by the powerful wizard Gandalf to give the ring to you, his young nephew Frodo.

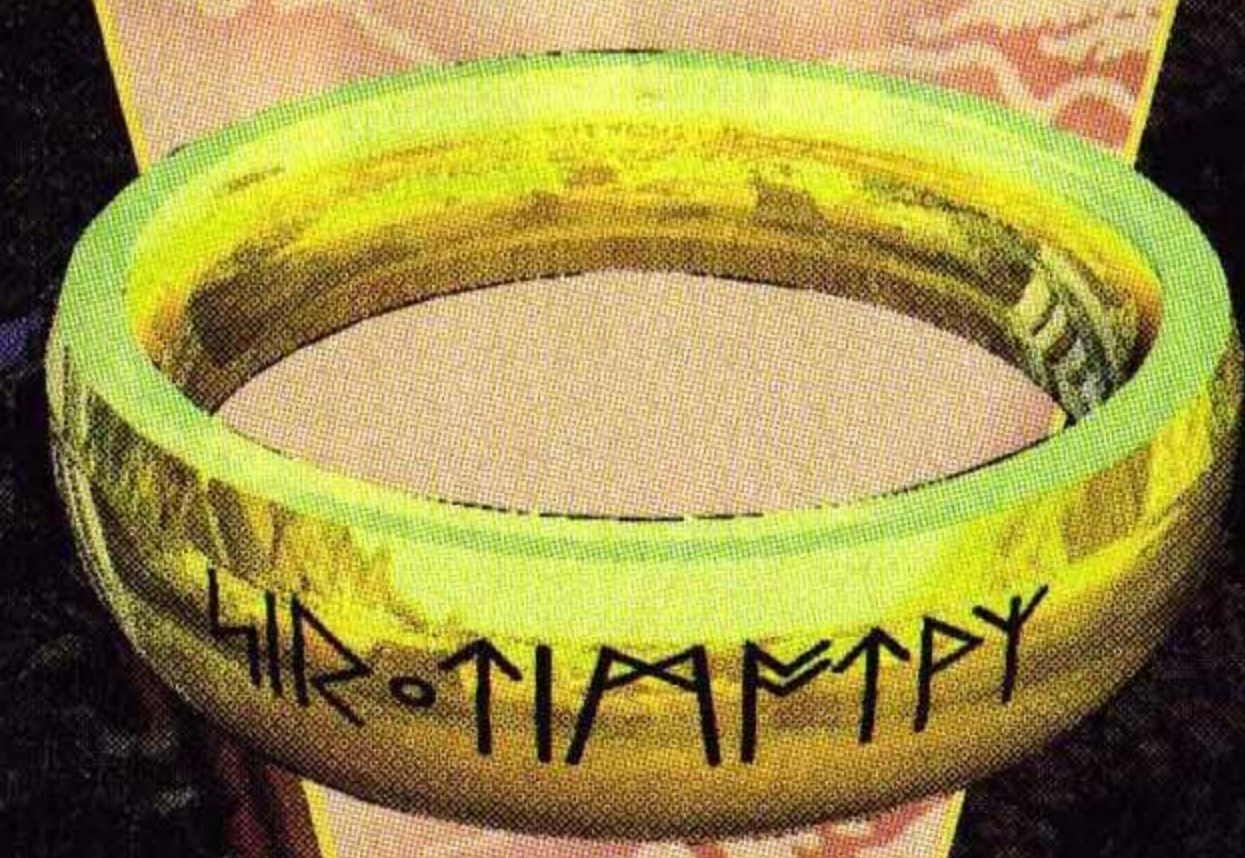
The game follows the story of the first book of the Lord of the Rings trilogy written by J.R.R. Tolkien. You assume the role of Frodo Baggins and must journey through the perils of Middle Earth, from Hobbiton to Rivendell, to meet with Gandalf and the council to decide the fate of the ring.

As you travel, you will encounter a barrage of enemies, as well as many friends and allies. You will need to collect different items,

- **Style:** 5-Player Fantasy Role-Play
- **Special Features:** The Largest Use of Rotoscoping of any Game on SNES and State-of-the-Art A.R.D.I. Sound System
- **Created by:** Interplay Productions
- **Available:** Now on SNES

weapons, and armor to succeed in your quest. For many puzzles and adventures will confront you before you reach your final destination at Rivendell. But never fear, Lord of the Rings is a multi-player game so you can bring up to four of your friends (and you'll need'em).

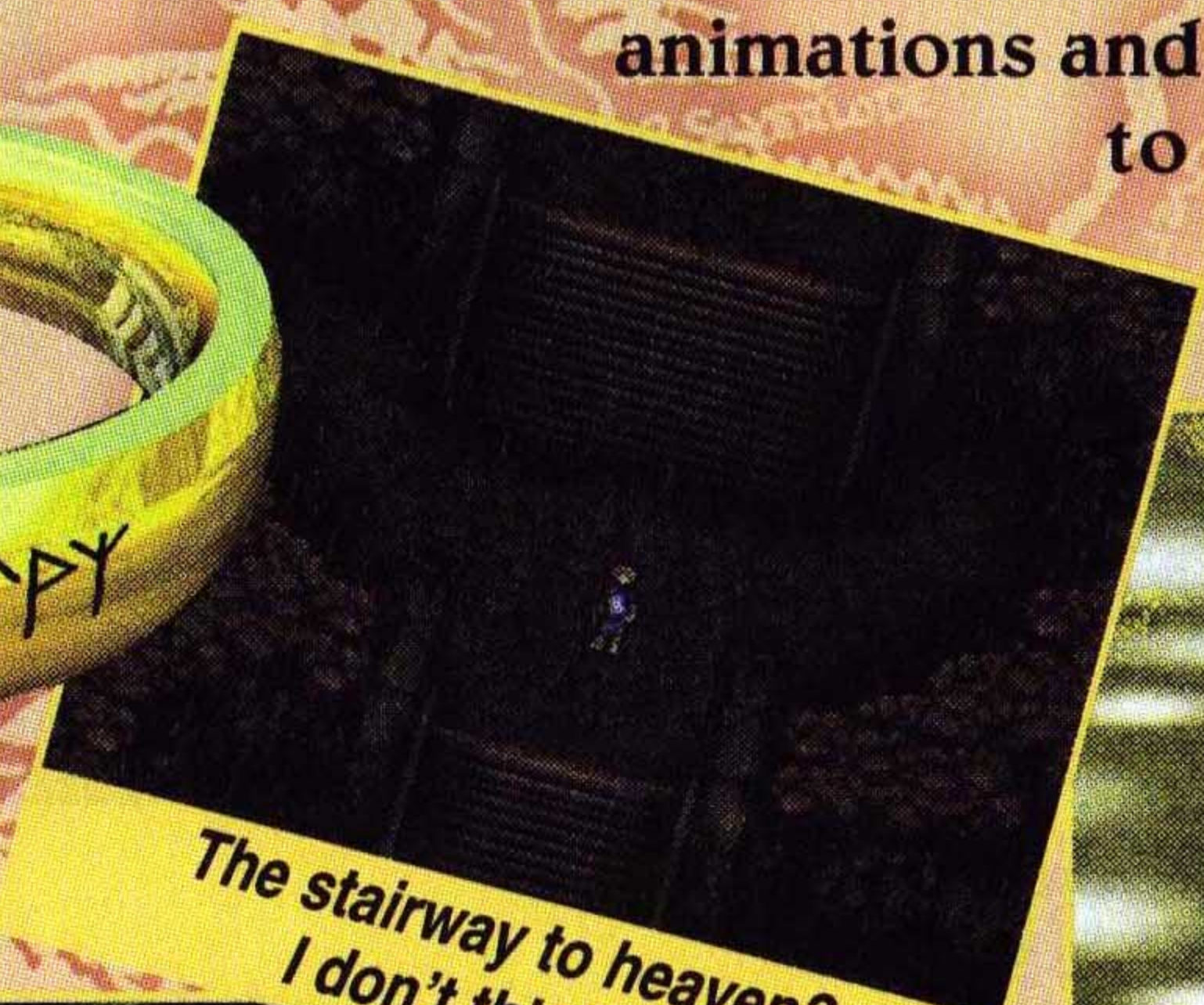
This game uses thousands of rotoscoped animations and fully interactive battles to bring J.R.R. Tolkien's masterpiece to life.



Get helpful knowledge from the Elf Elders.



Pick up all of the items you can or you may have to go back.



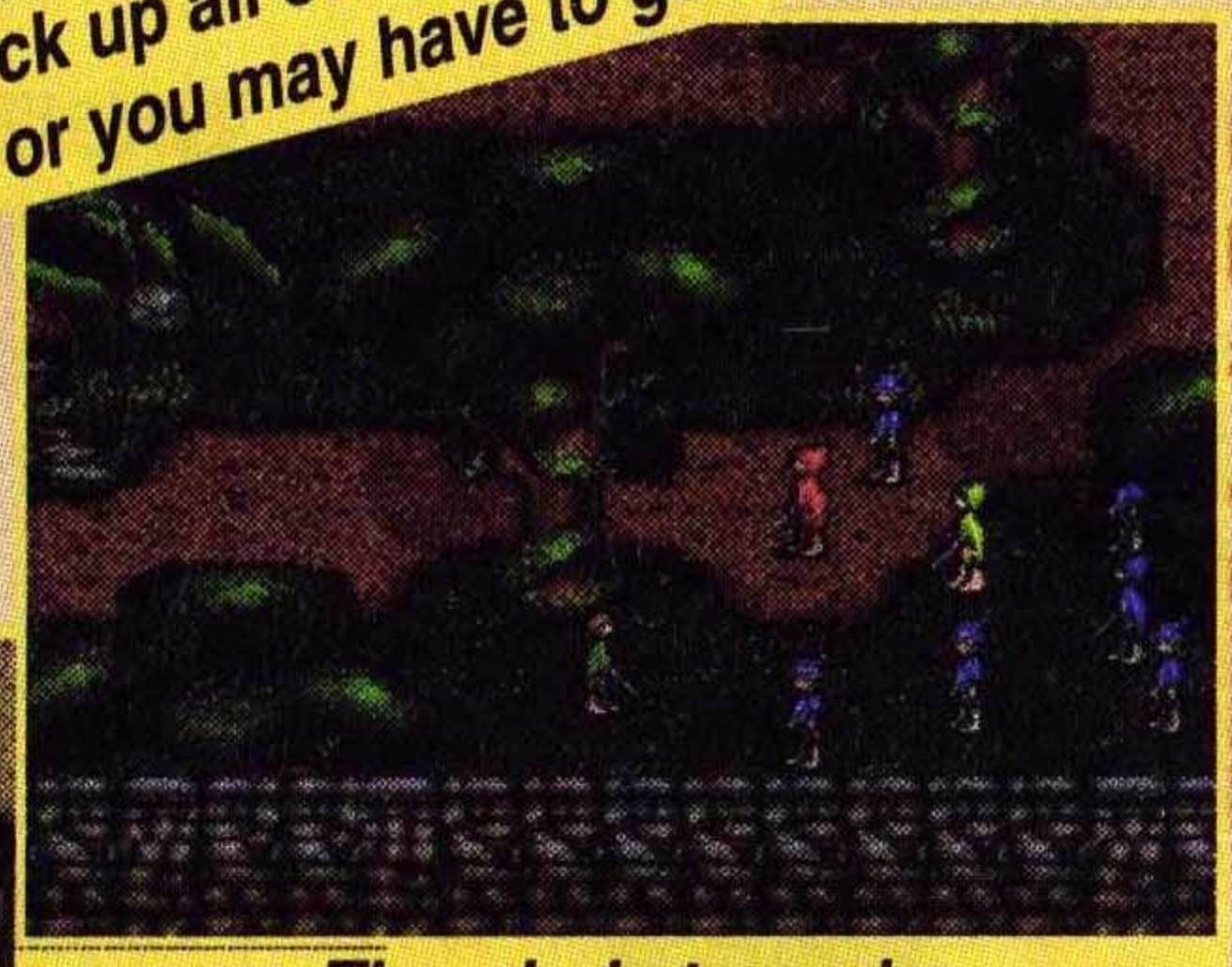
The stairway to heaven? I don't think so.



Boy, the fog sure is thick around here.



Oh No! A group of Orcs!



The whole troop is safe within Hobbiton.



Bilbo reaches his eleventy-first birthday and gives Frodo the ring.



When exploring the caves, You'll want to stay in the fire's light.

### ▶ THE BOTTOM LINE 8

**ROSS, THE REBEL GAMER**

**Concept:** 9.5 "I'm ecstatic to see that someone has come to realize the genius of one of my all-time favorite authors and made a game from his books. I am also impressed with the quality of the graphics that are in this game. If there is one thing that doesn't measure up to the rest of LOR, it is the sound. The music begins to grow on you though. This game is huge, and absorbed many hours of my attention. The full interaction with the characters is absolutely a necessity and without it the game wouldn't be the same."

**Graphics:** 8.75

**Sound:** 8

**Playability:** 9

**Entertainment:** 9.5

**OVERALL:** 9

**RICK, THE VIDEO RANGER**

**Concept:** 9.5 "This is a wonderful Role-Play/Adventure that should appeal to those who haven't read the book, and those who have will get even greater enjoyment. The scenery and animation are a wonder to behold. The 1-5 player feature in this game is incredible, but if you're playing by yourself it is very hard to keep new characters alive. This game is very good, but it would have been almost perfect if they had better artificial intelligence for computer-controlled characters and a higher beginning level for characters introduced later in the story."

**Graphics:** 9.5

**Sound:** 8.5

**Playability:** 8.5

**Entertainment:** 9.5

**OVERALL:** 9

**PAUL, THE PRO PLAYER**

**Concept:** 6 "I never read the book so I guess I'm not as excited about the game. I think the look of the characters was pretty lame, but the five player capabilities made up for that a bit. The only problem with the five player is that it takes a long time to assemble the entire party. What, am I gonna wait around for who knows how long? The control is adequate, but again, the attacks are lame. I don't think the game, as a whole, is bad. If you're into the Bilbo story, you'll probably dig it."

**Graphics:** 6

**Sound:** 6

**Playability:** 6

**Entertainment:** 6

**OVERALL:** 6



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NFL  
'94

By WILLIAM ROBINSON AND HIGH SCORE PRODUCTIONS  
Licensed by Sega Enterprises Ltd. for play on the SEGA™ GENESIS™ SYSTEM

SEGA 16 MEG GA

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SEGA 16 MEG GA

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**BILL WALSH COLLEGE FOOTBALL**

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By VISUAL CONCEPTS AND HIGH SCORE PRODUCTIONS

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Nintendo EA ELECTRONIC ARTS

**EA SPORTS**  
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**FIFA INTERNATIONAL SOCCER**

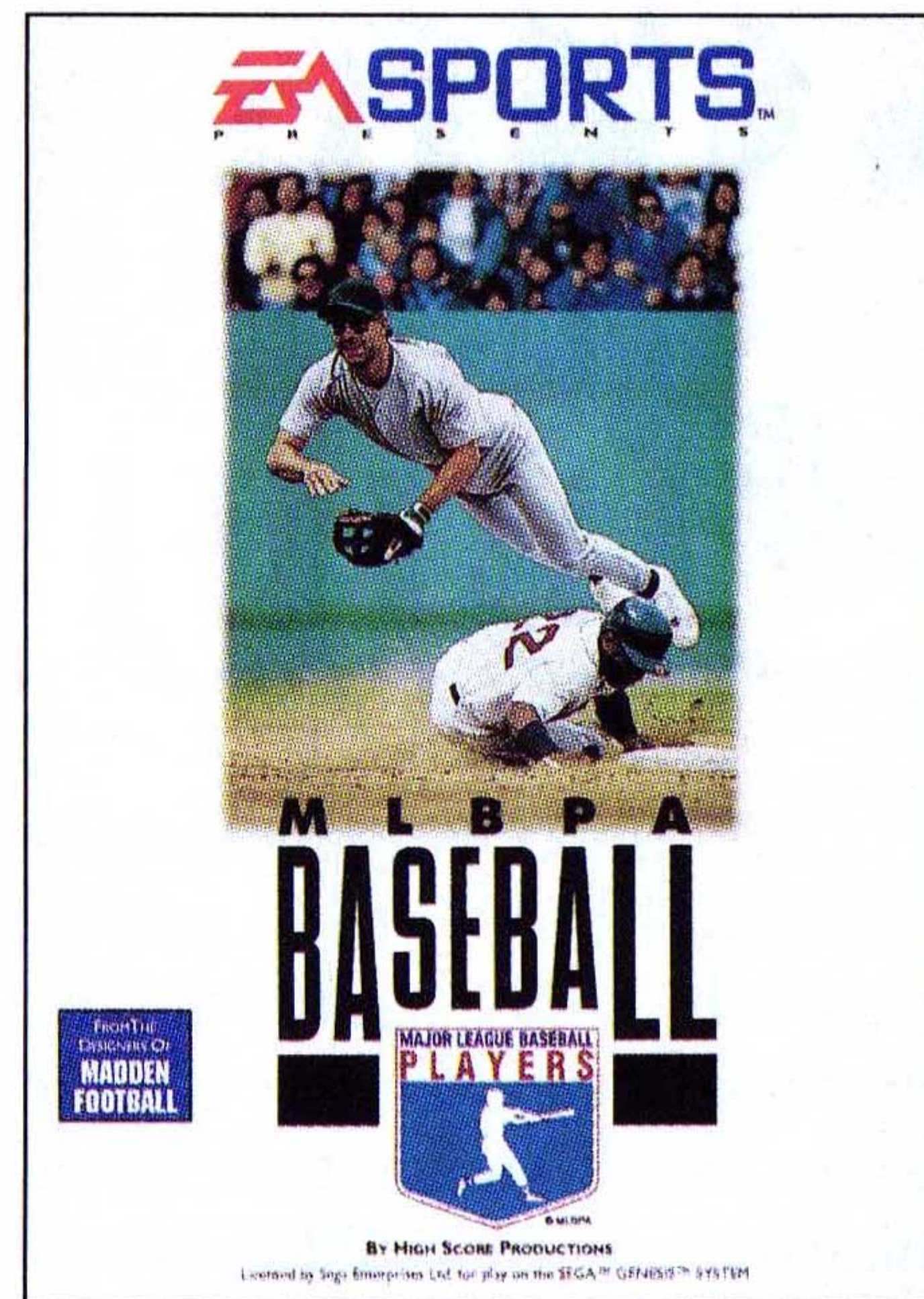
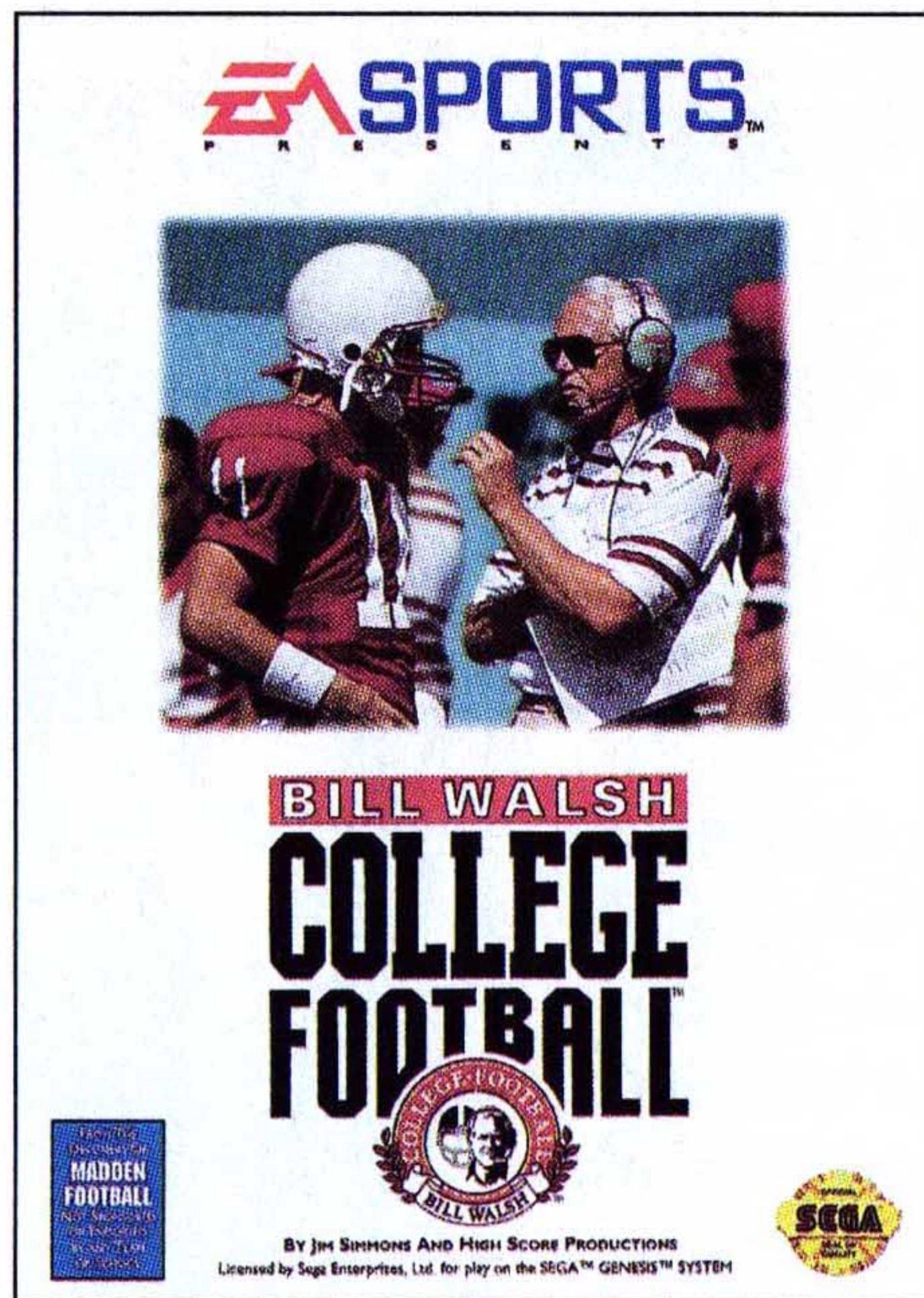
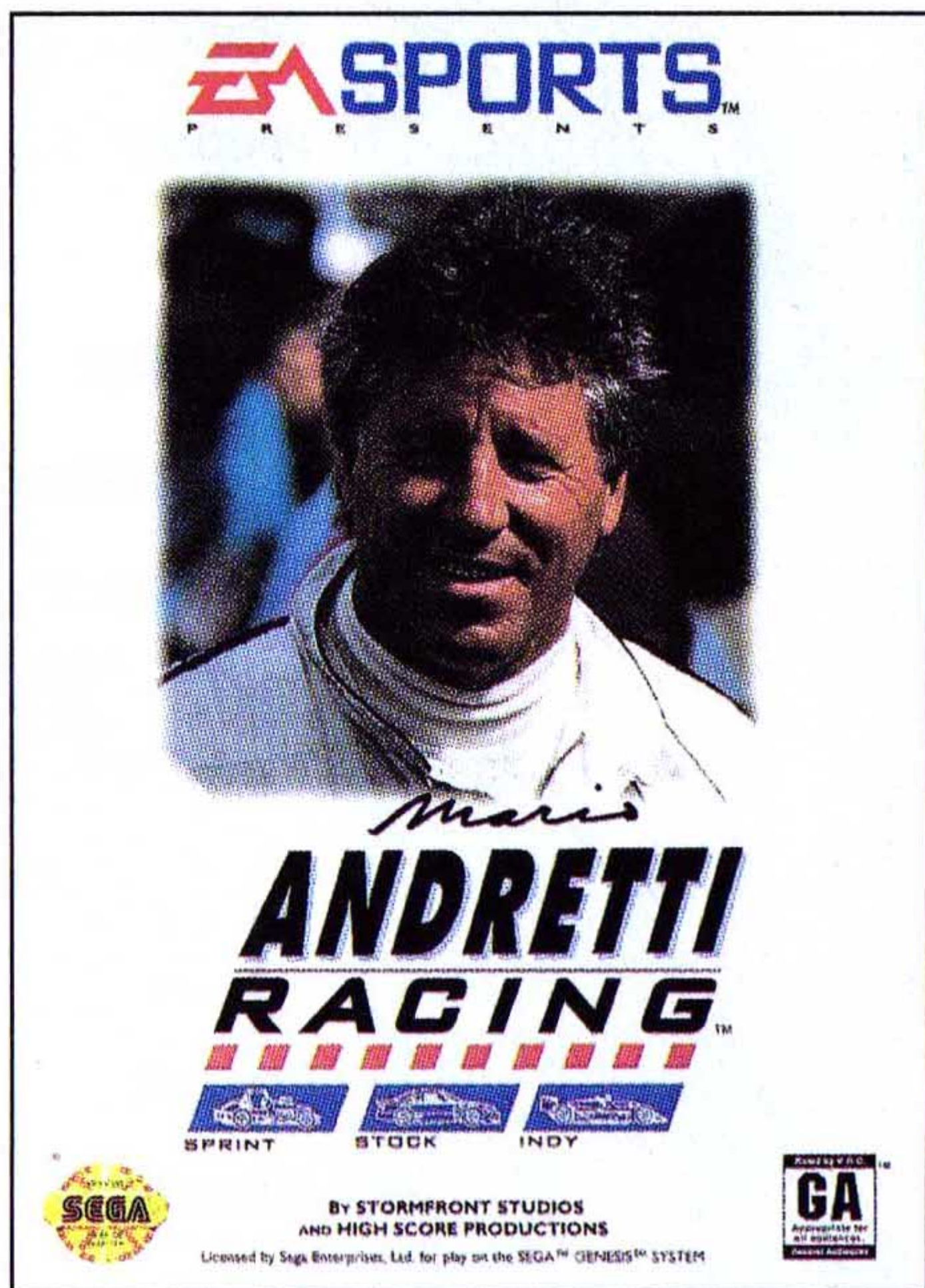
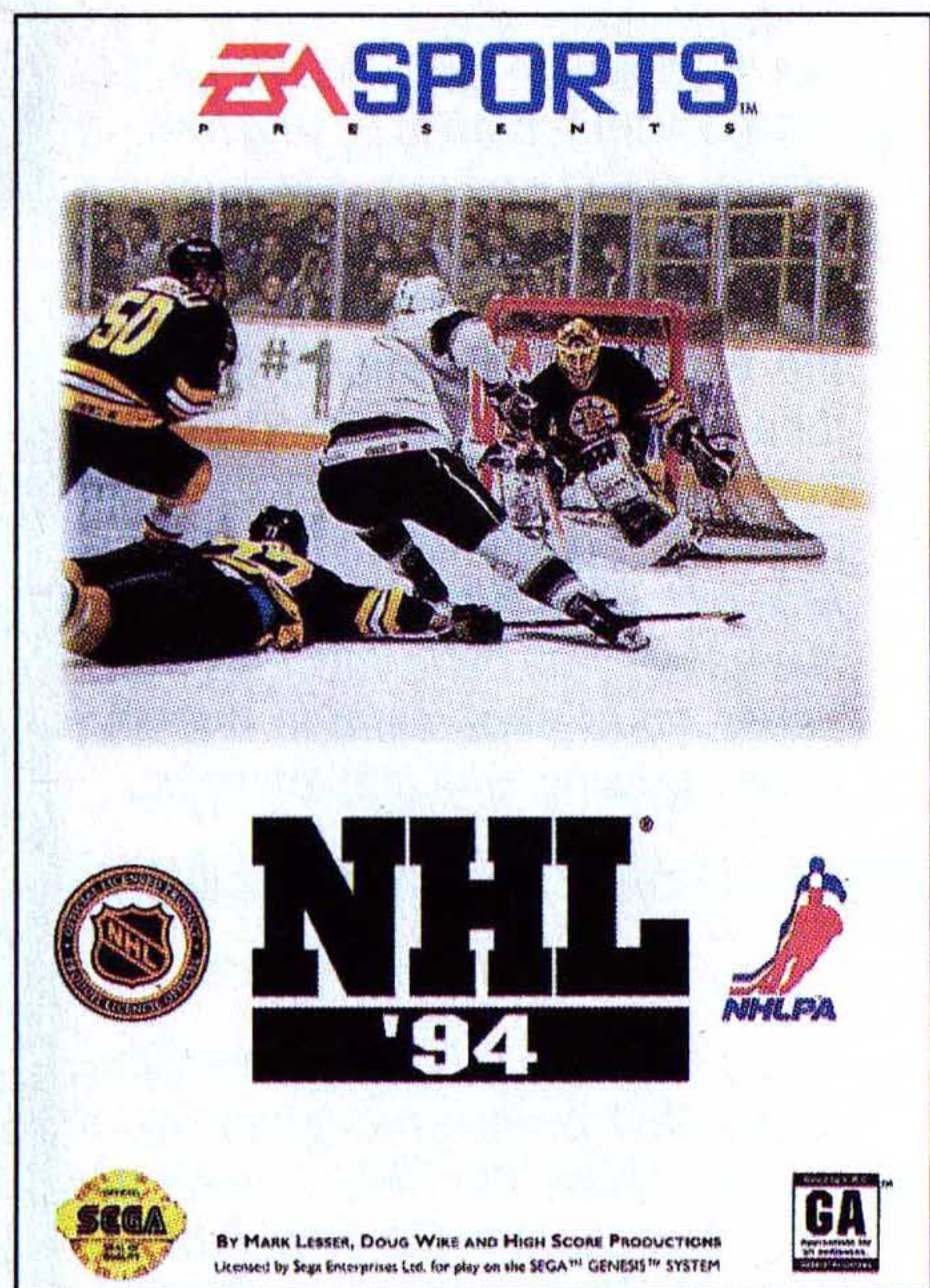
By EXTENDED PLAY PRODUCTIONS

**SUPER NINTENDO ENTERTAINMENT SYSTEM**

Nintendo EA ELECTRONIC ARTS

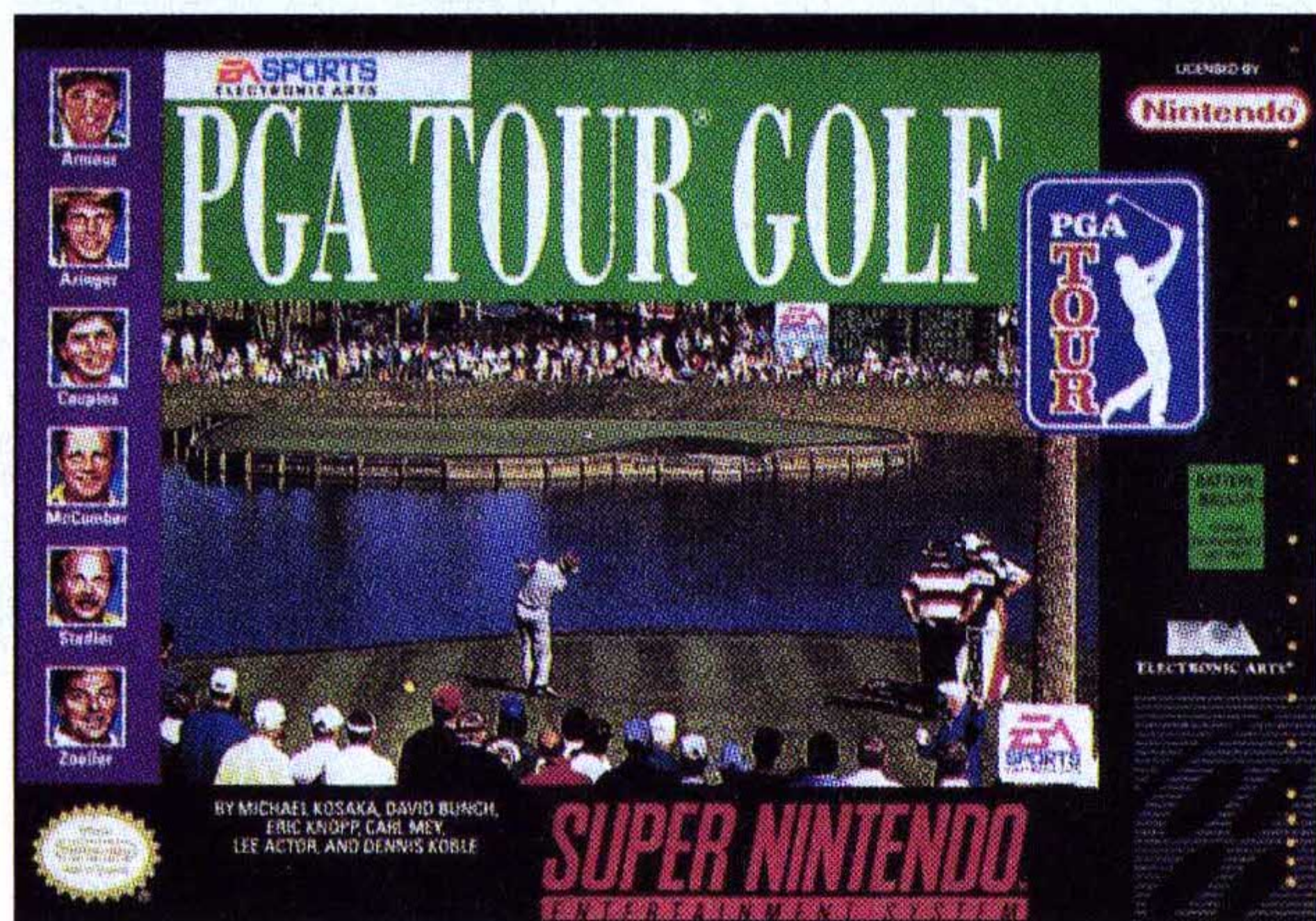
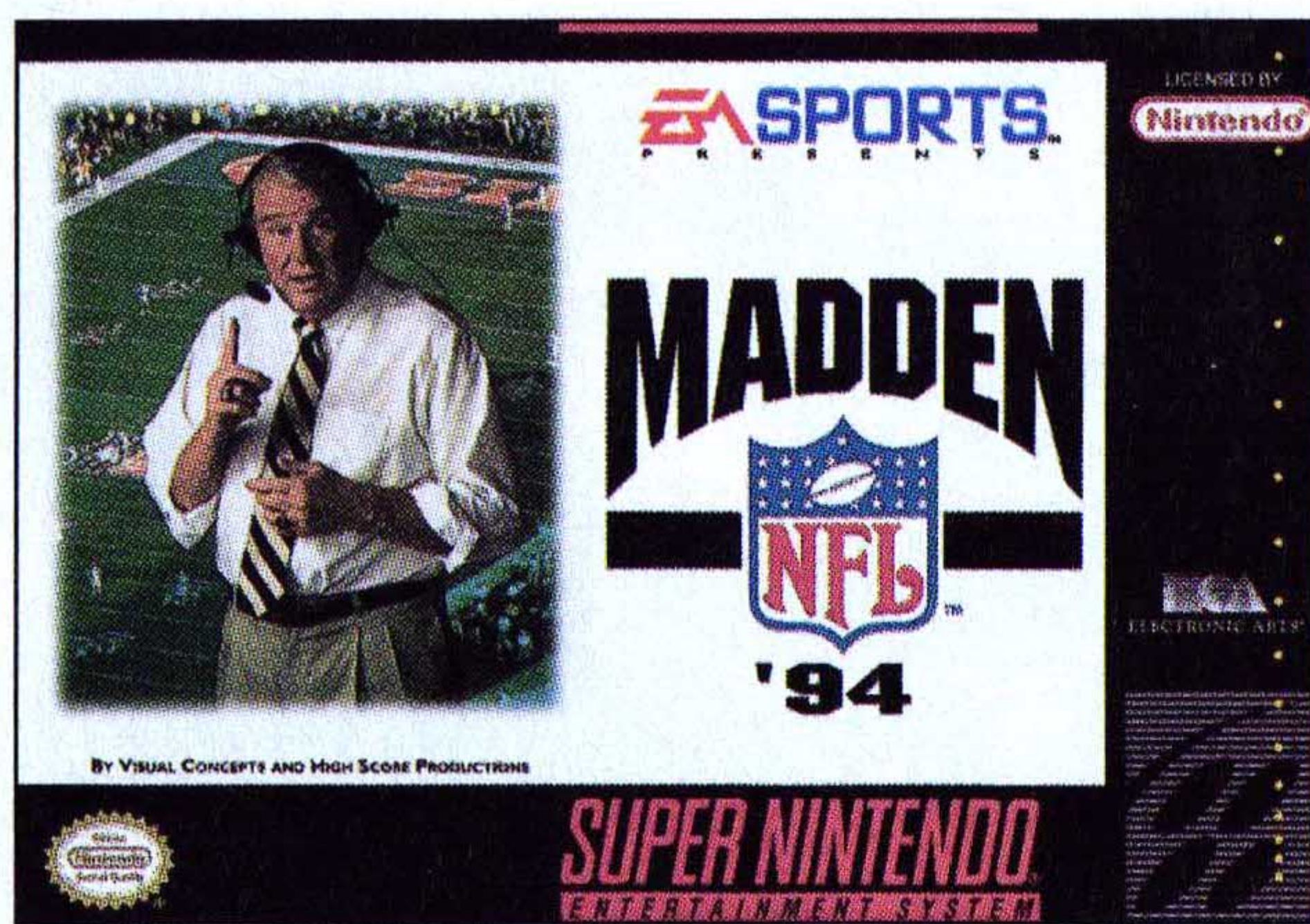
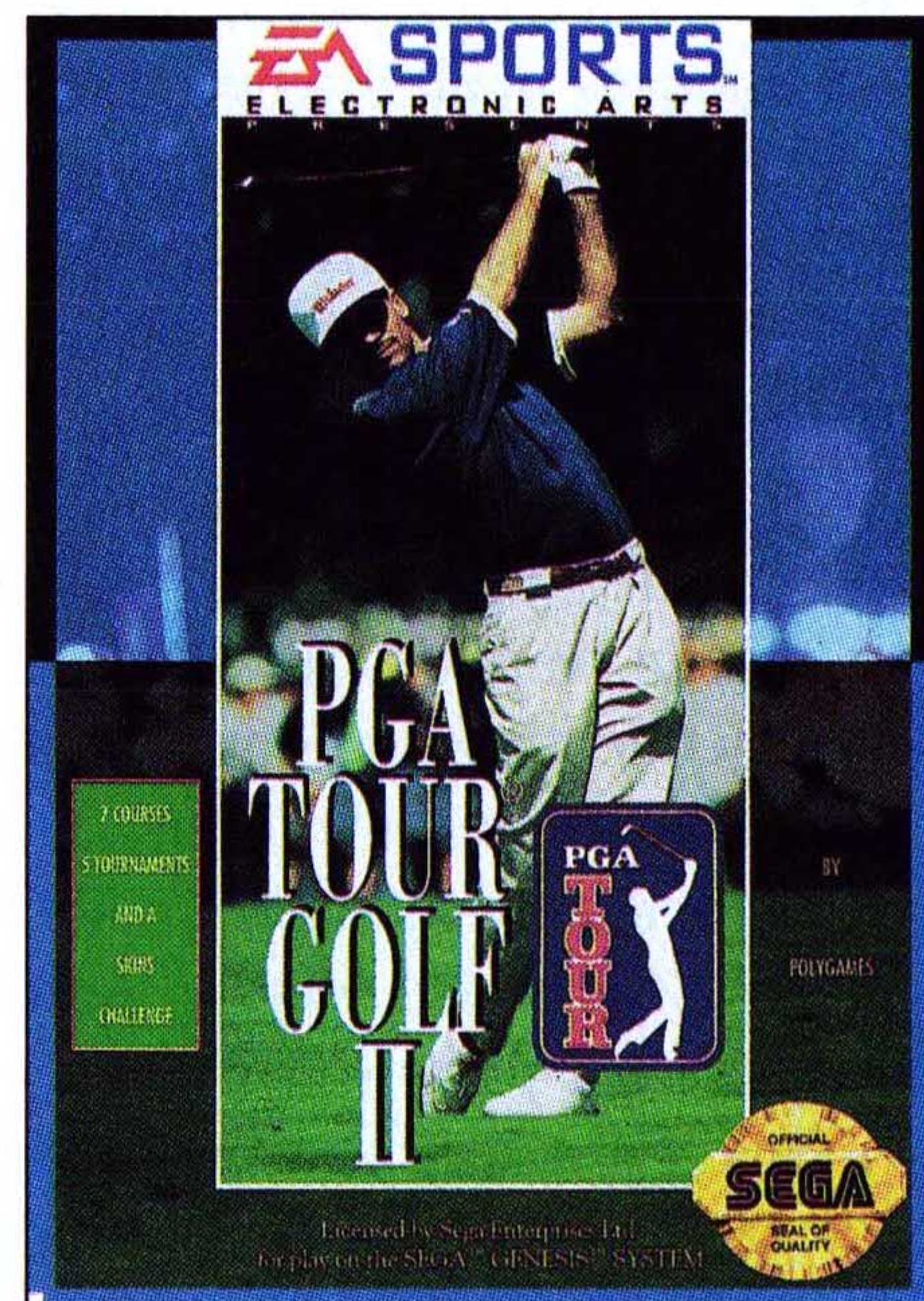
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If it's in the game,  
it's in the game.™



Trapped In a Labyrinth of Monsters and Mayhem

# Eye of the Beholder

The city of Waterdeep is being overrun by a powerful evil that has put the whole city in danger. In an effort to find the creatures that have been terrorizing the city, Khelben, Waterdeep's leader, uses his magic to find the source. The only thing that anyone could find that was unusual was the reappearing name of Xanathar. The origin is still unknown, but there is only one place that the City Watch does not patrol, the sewers. This must be the source of all the evil. To save Waterdeep, you will choose four warriors to search the sewers and rid the city of the source of evil.

This game follows the principle rules of the popular RPG game Advanced Dungeons & Dragons and is an exact duplicate of the PC game by the same title. You will command the chosen warriors in a unique maze of sewers, collecting items and solving puzzles such as locks and switches. You will also fight a variety of monsters and creatures as you go, so choose wisely which spells or weapons your party will use.

The characters can be either human, elf, half-elf, gnome, halfling, or dwarf. Depending upon the character's race, their class can be established as one, or a combination of Fighter, Ranger, Paladin, Mage, Thief, or Cleric. You will be able to choose the alignment of each character and choose their portrait as well.

You are trapped in the sewers and in danger of becoming monster food. You must journey deeper into the labyrinth and destroy the evil pestering Waterdeep.



Send 'em running with a little magic.



Check out the size of the mouth on that thing!



This item could be pretty useful.



Learn your spells by reading the scrolls.



The enemy is approaching.



Rest your party to regain lost hit points.



Going Down?



Use the switches to open new possibilities.

ANDY, THE GAME HOMBRE

**Concept:** 7 "This game is OK, but I really don't like first-person perspective games that go from screen to screen instead of fluid, realistic motion. However, the  
**Graphics:** 7.5  
**Sound:** 7  
**Playability:** 7  
**Entertainment:** 5  
**OVERALL:** 6.75  
 I would advise this game to fans of Might & Magic or other first-person perspective games. But bring your pencil and paper, you'll need them to map out the huge dungeons that await you."

RICK, THE VIDEO RANGER

**Concept:** 5 "Fans of the AD&D series will likely enjoy this electronic game as it closely follows the RPG. I prefer my role-plays more in the Final Fantasy II mode. When I look for a role-play game to buy I'm looking for the escape of a good story and the interaction of the characters. To me, Beholder is more of a job than a game. I found my way through mazes that never seemed to end, only to start over again. Graphically this is OK, but I have seen much better."  
**Graphics:** 6.5  
**Sound:** 6.5  
**Playability:** 5  
**Entertainment:** 5.5  
**OVERALL:** 5.75

ROSS, THE REBEL GAMER

**Concept:** 8 "Basically, you can almost never go wrong when you take a great selling computer game and bring it to the home systems. I liked Beholder on the PC, therefore I like Beholder on the SNES. The 3-D graphics really help to improve the first-person perspective a great deal. The one problem with the first-person games is the slow maneuvering which seems to make the game go on forever. Also, the chore of picking up the items and placing them in your inventory adds to the lack of speed in the game."  
**Graphics:** 8  
**Sound:** 5  
**Playability:** 7  
**Entertainment:** 8  
**OVERALL:** 7.25

- **Cart Size:** 12 Meg with Battery Backup
- **Style:** 1-Player RPG Simulation
- **Special Features:** 3-D First-Person Perspective and Mouse Compatible
- **Created by:** Strategic Simulations, Inc. and TSR for Capcom
- **Available:** Now on SNES

▶ THE BOTTOM LINE **6.5**



# ZODA'S REVENGE

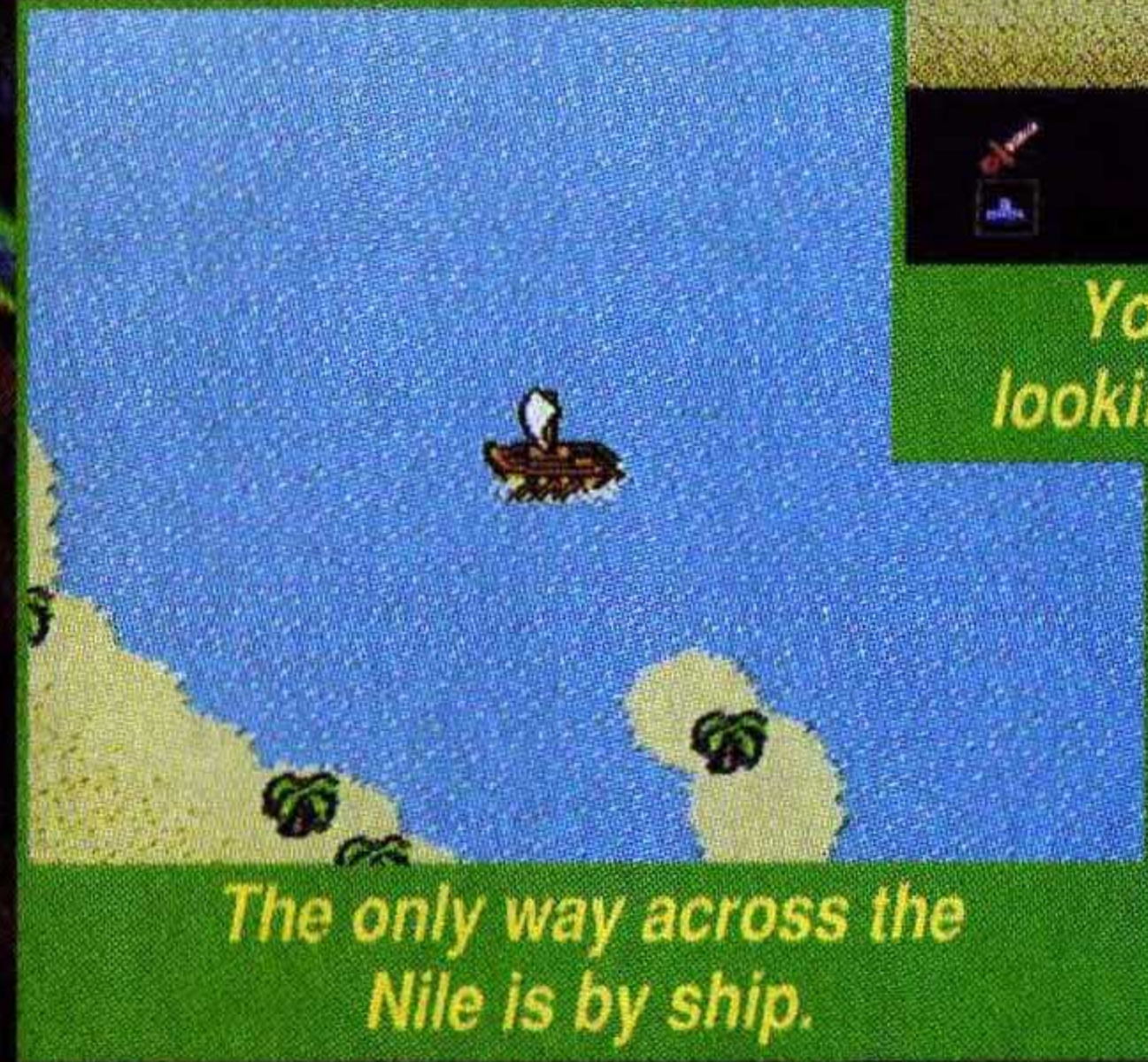
STAR TROPICS II

A Wacky Adventure Through Time and Space!

- Cart Size: 4 Meg with Battery Back-Up
- Style: 1-Player Role-Playing Action/Adventure
- Special Features: Three Save Slots
- Levels: 4 Places in Time
- Created by: Nintendo
- Available: Now for Nintendo



You must travel the lands looking for pizza for the queen.



The only way across the Nile is by ship.



To Defeat Yum Yum just avoid his fire then hit him when he comes down the right side.



The vile Zoda steals the next Tetrad.



Make sure you check every tile for secret panels.



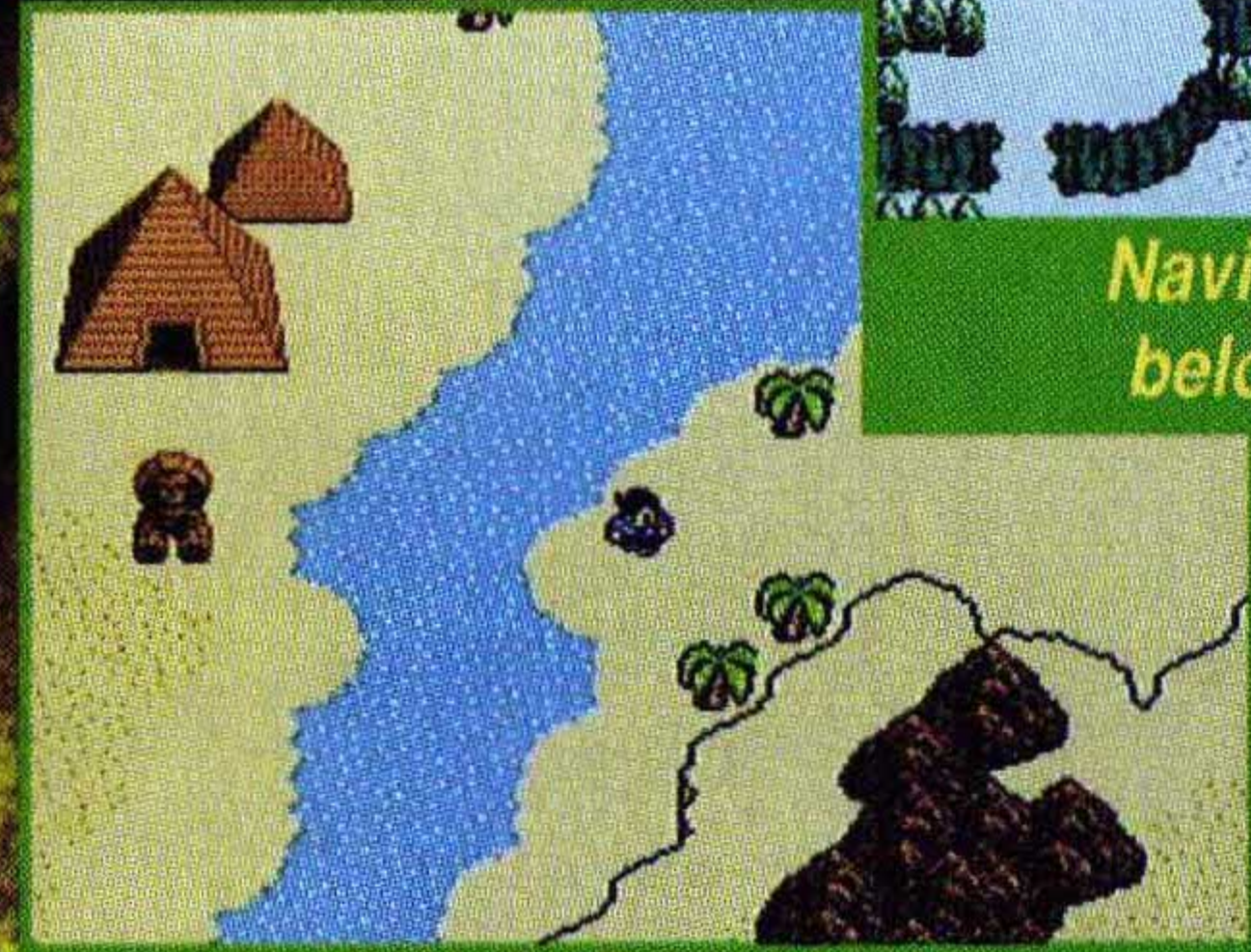
I know that address from somewhere.



One-eyed killer frogs?!... What will they think of next?



Navigating the ice field below is treacherous.



Ancient Egypt is the second place you will visit.

Not many years ago, Mike Jones, a junior in high school, traveled to the South Seas and foiled the plans of an evil alien named Zoda. He managed to save his uncle Dr. Steve Jones and seven space children from Zoda's grip. Now, Mike has returned to his home in Seattle where his uncle, Dr. Jones, has been busy trying to decipher the strange inscription that was found on planet Argonia, escape pod that was sent by the leader of planet Hirocon. Dr. Jones believes this could be the key to destroying the evil Zoda once and for all. To decipher the code, Dr. Jones is using an ancient book called The Oxford Wonder World, a book that he received many years before from a very wise old man. The book contains stories of cavemen, Cleopatra, Sherlock Holmes, King Arthur, and even Leonardo DaVinci. If Dr. Jones can figure out the mystery of the inscription, he might be able to find a connection between the stories in the book and the plight of the Algonians. One thing is certain though, if he ever does uncover the mystery, Mike is certain to begin yet another zany adventure.

► THE BOTTOM LINE **7.75**

**ANDY, THE GAME HOMBRE**

**Concept:** 8 "Nintendo really knows how to make some good games, and Zoda's Revenge is no exception. The original Star Tropics was a zany mad-cap adventure game that got its notoriety from the elusive slip of paper that you got from your uncle. Expect nothing less from ST2 (except maybe the slip of paper). I highly advise this game. The adventure, graphics, and play control are excellent. This is one of those games that is just fun to play."

**Graphics:** 8

**Sound:** 6

**Playability:** 9

**Entertainment:** 9

**OVERALL:**  
**8**

**RICK, THE VIDEO RANGER**

**Concept:** 7.5 "Something I do in every RPG game I play is look for the opening and development of the story. Without strong story development no role-play will ever get my approval. For an 8-bit game, Zoda's Revenge had a good story line that kept me involved. The gameplay was much like Zelda, but the graphics were better. Zoda's Revenge is nothing new but is an enjoyable diversion."

**Graphics:** 8

**Sound:** 7

**Playability:** 7.5

**Entertainment:** 7.5

**OVERALL:**  
**7.5**

**PAUL, THE PRO PLAYER**

**Concept:** 7 "With all of these newfangled systems and software hitting the streets, it's a bit hard to get psyched for an NES release. It seems like Nintendo discovered this while cleaning out the 8-bit closet. But fortunately for us, Nintendo usually produces games that are well-designed and researched. ZR is no exception. I'll take a fun game with good 8-bit graphics and excellent play control over a lame 16-bit title with awesome looks and weak play any day. Nintendo gave me just that game."

**Graphics:** 9

**Sound:** 7

**Playability:** 8

**Entertainment:** 8

**OVERALL:**  
**7.5**



# SUPER METROID

Back to the Planet Zebes!

- Cart Size: 24 Meg
- Style: 1-Player Action/Adventure
- Special Features: Multiple Weapons, Huge Mazes, and 3 Save Slots
- Created by: Nintendo
- Available: Now for Super NES

► THE BOTTOM LINE **9.5**



That is one big Metroid!!!



Use the same technique as the original, freeze'em then fill'em full of lead.

## Tourian



After you have defeated all four of the bosses, you can finally enter Tourian.

Luckily you won't go in unprepared. There are many items to find and collect along the way that will be essential to the completion of the game. As a matter of fact, many areas will be inaccessible unless you have the power-up that lets you enter that zone. Discovering the secret on Planet Zebes won't be easy; Ridley and Kraid will make sure of that. However, if there is one thing you can be sure of, it is that this will be the battle of your life.



## Maridia



Now, how exactly do I get up there?



This boss is fast, and actually quite frustrating, but once you defeat him, you will be awarded with the Space Jump.



Sometimes, someone else will do the work for you.



All the greatest foes from the original are back..

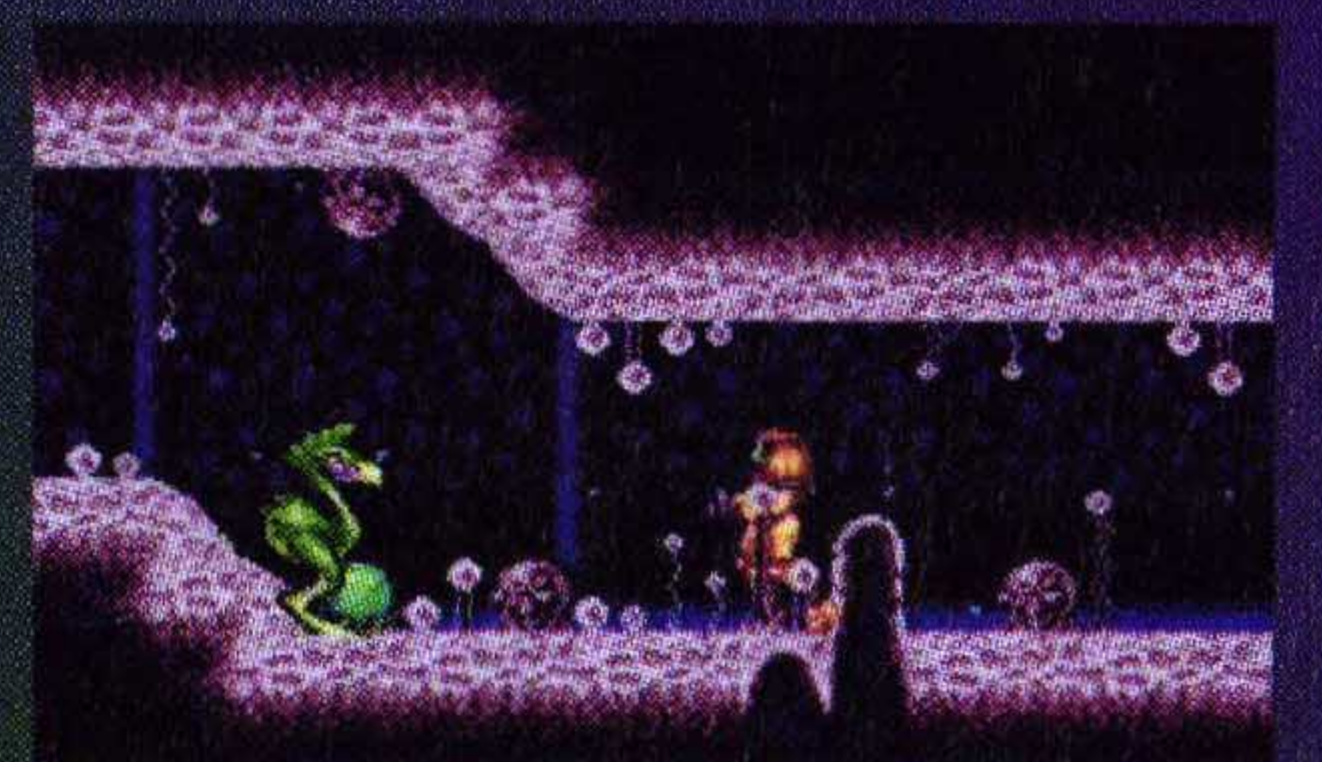
## Crateria



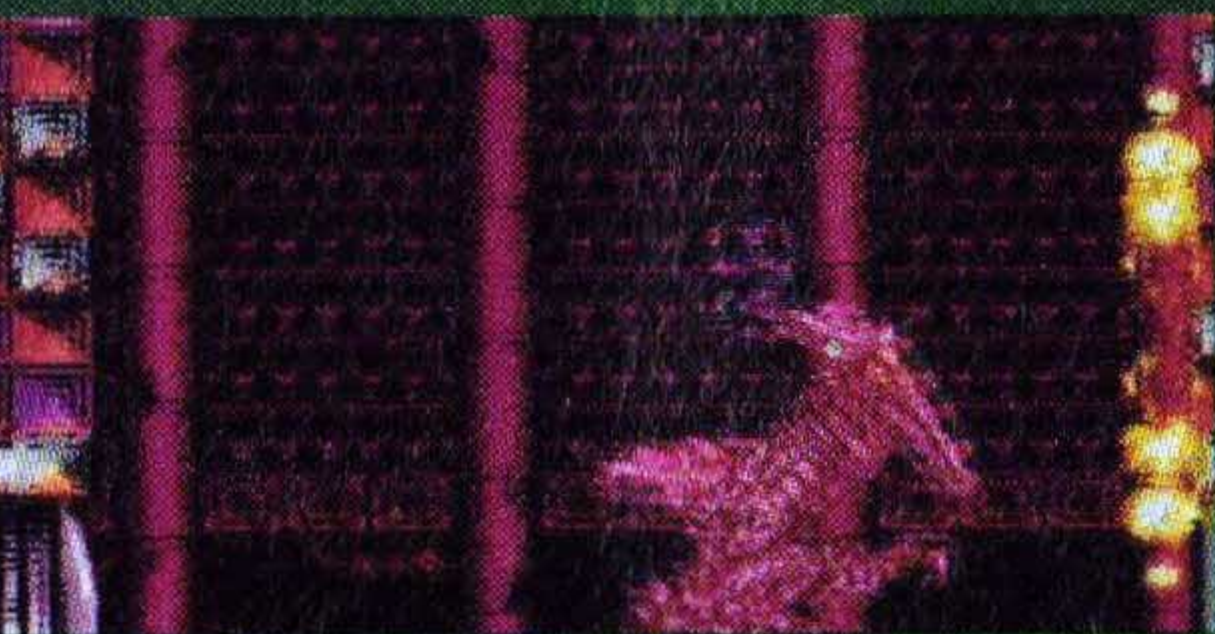
Samus doesn't look too happy to be back again.



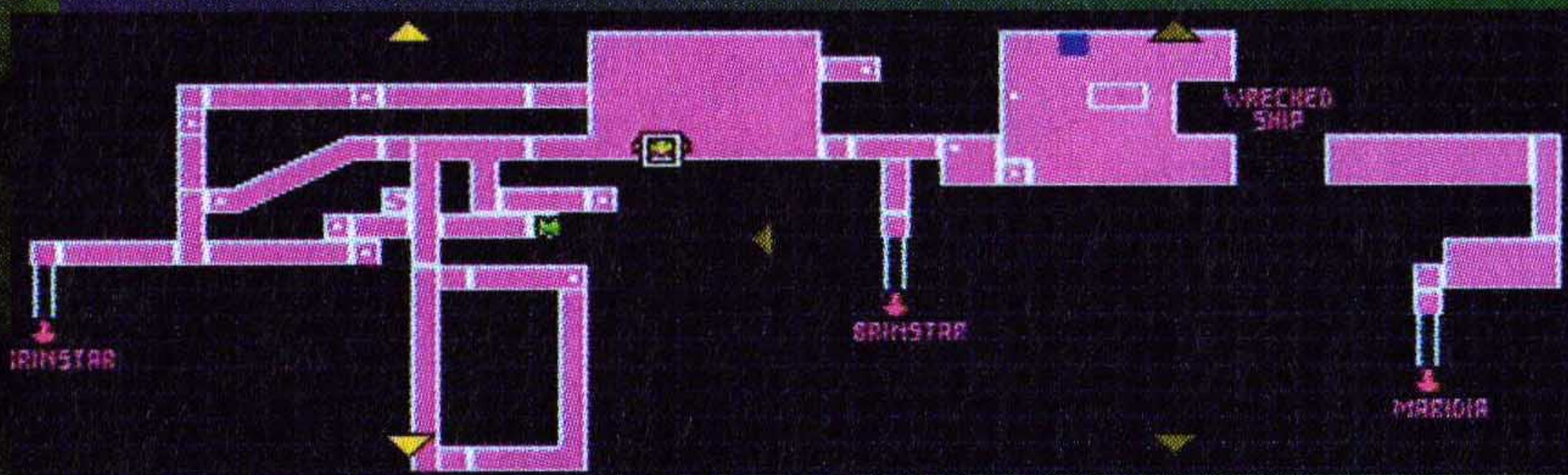
These dudes will give you lots of energy and weapons before you enter.



This guy will teach you how to use the Super Leap, once you find him.



Unload Missiles as fast as you can, if you want to get a good chunk of Ridley..



## Norfair



Make sure you've got enough missiles to keep pushing this guy back, because as soon as you run out, he'll skewer you on the back wall.



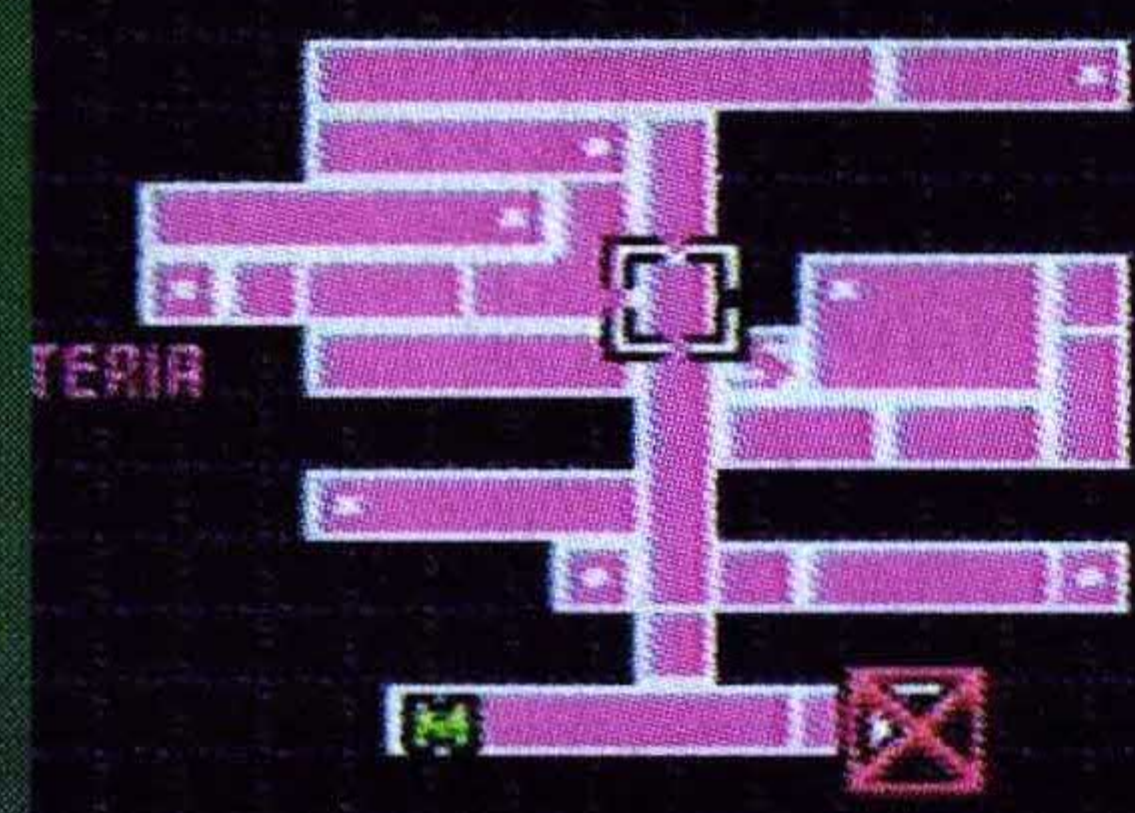
Samus Aran, a bounty hunter for hire, is well known throughout the galactic civilization as the woman who stopped the evil Metroid. Her first encounter was on the Planet Zebes, where Samus saved the universe from the evil pirate known only as the Mother Brain. After their confrontation on Planet Zebes, Samus encountered the evil Metroids on their homeland, Planet SR388, where she eradicated every Metroid except for one young larva which followed her like a confused child.



**S**he captured this young Larva and took it to the scientists based on the Ceres Station. After many tests, they discovered the Metroid has amazing energy producing qualities that could be harnessed and used as an endless resource. Satisfied with her work, Samus headed out to find new bounties. Now she has received a distress signal from the Ceres Station.

Alert! The last Metroid has been stolen from the Ceres station by the vile Ridley, who has taken it back to the planet Zebes. You must guide Samus through the labyrinths of Norfair, Brinstar, Crateria, the Wrecked Ship, Maridia, and the final confrontation on Tourian if you hope to discover the secret hidden deep on Planet Zebes. ■

## Wrecked Ship



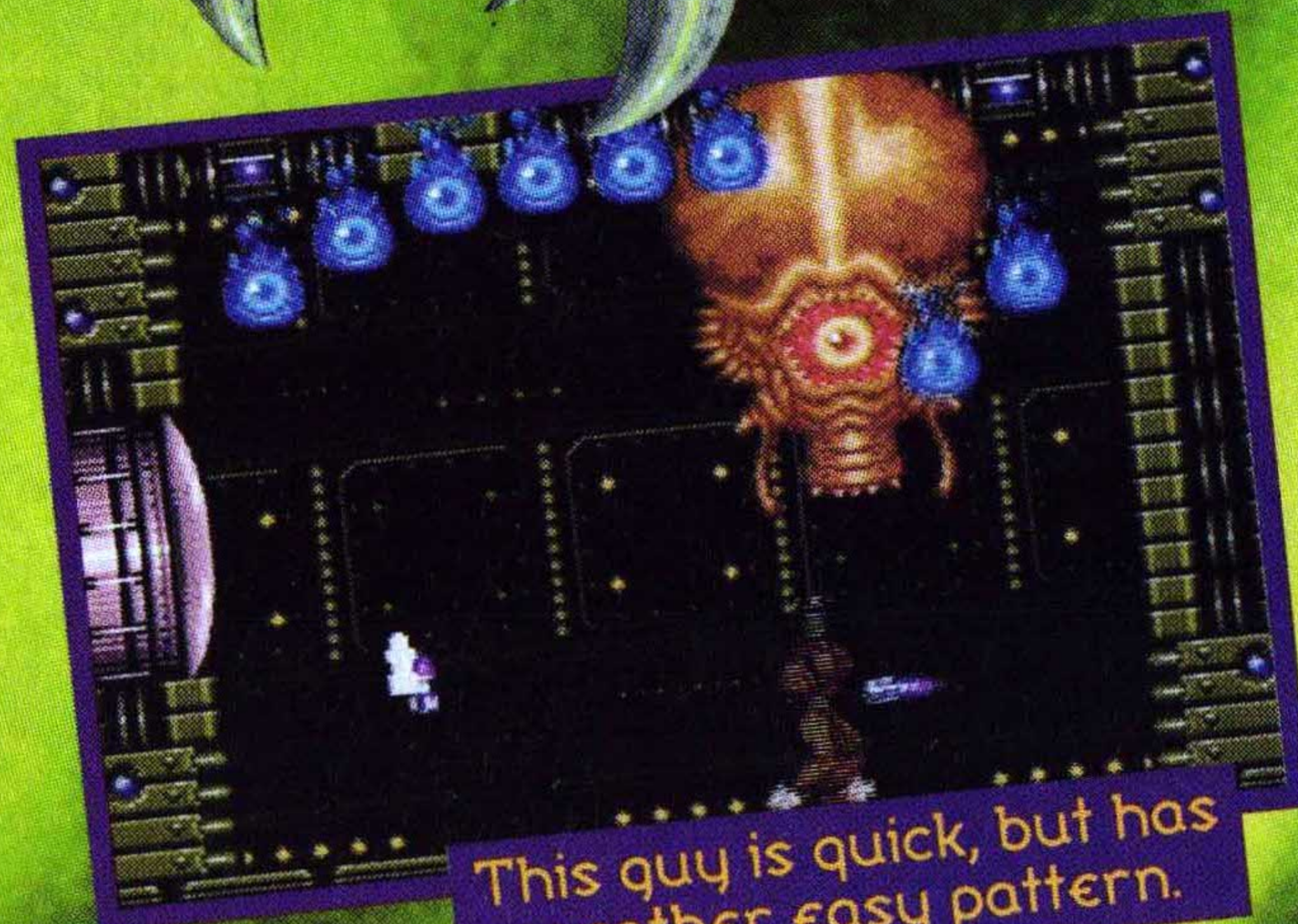
It helps if you've already found the Grappling Hook by the time you enter the Wrecked Ship.



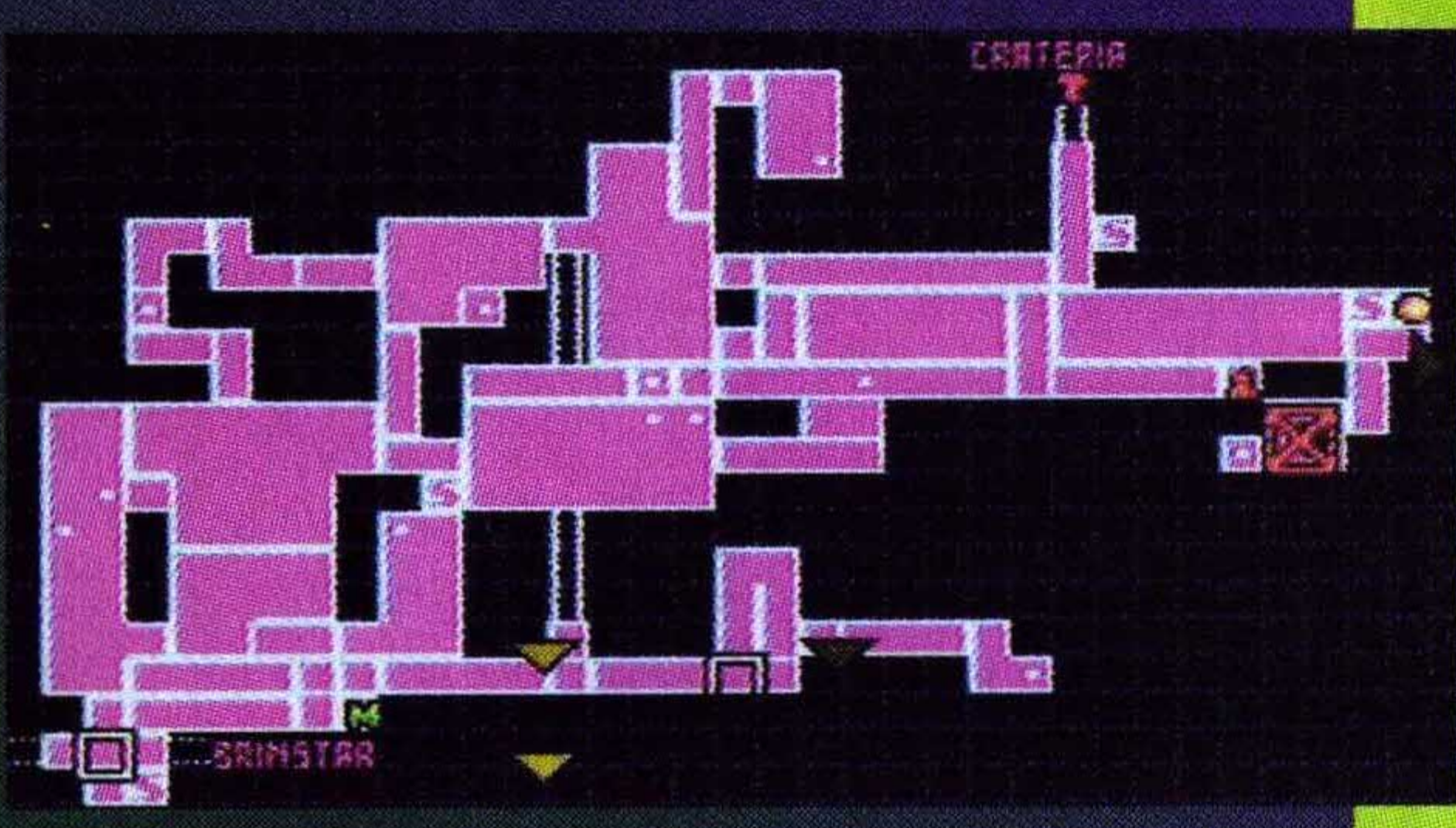
Who turned off the power?



Unless you've got the gravity suit (which is in the Wrecked Ship), water is not fun to jump through.



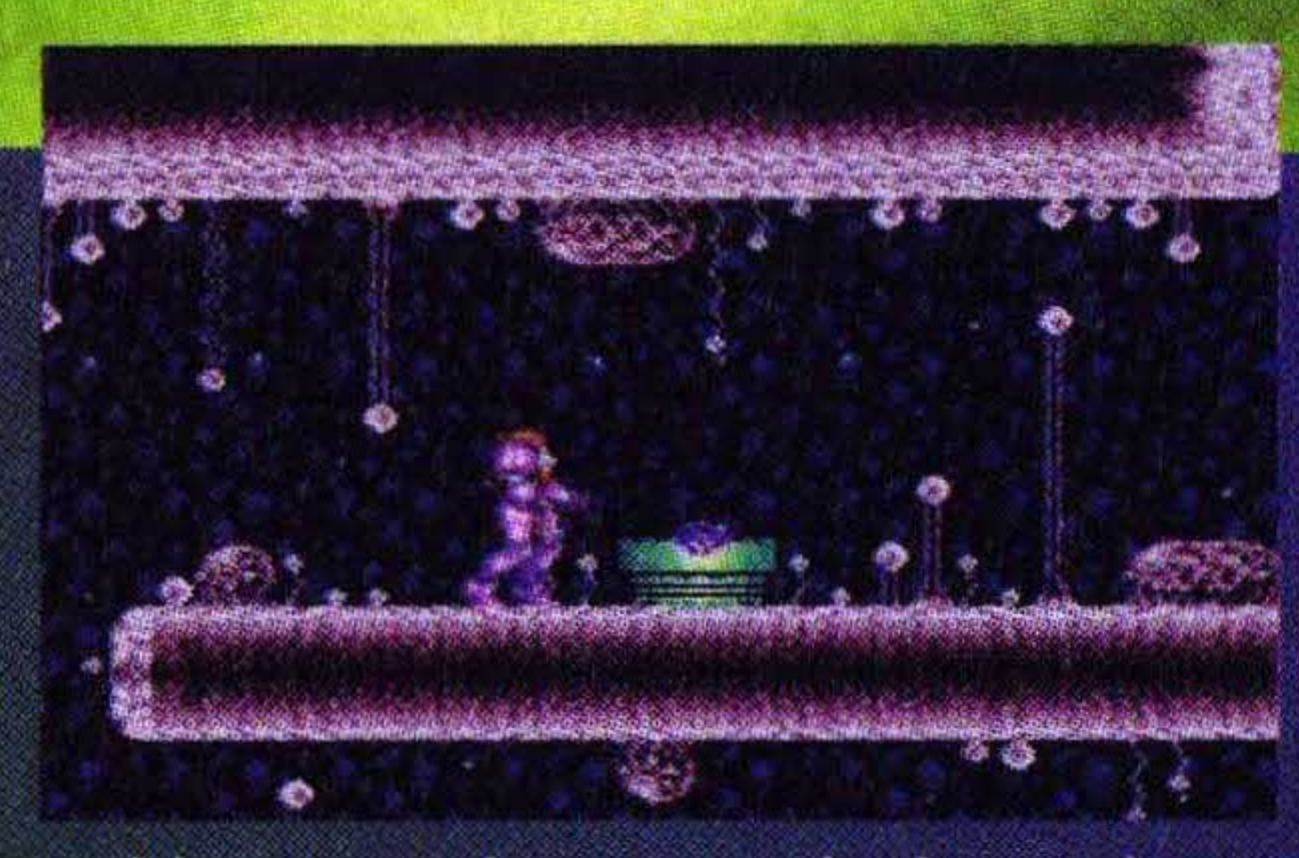
This guy is quick, but has a rather easy pattern.



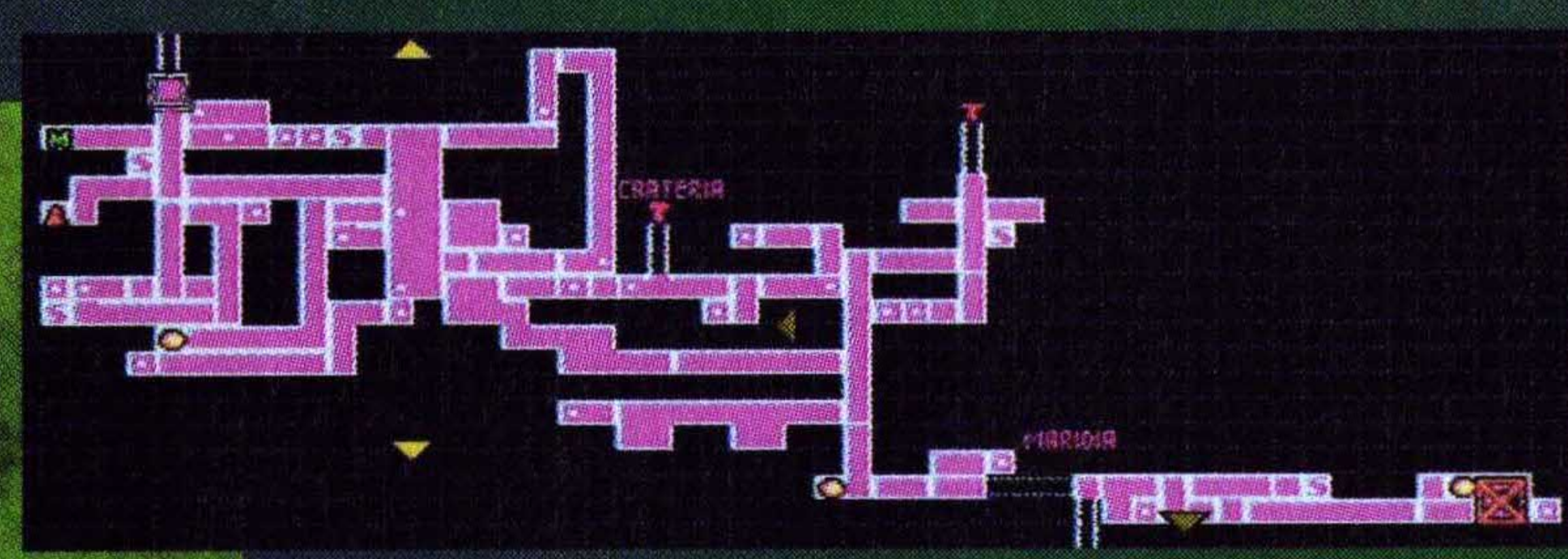
Once you get the Ice Beam you will be able to reach previously undiscovered areas.



This guy can be tricky, but just stay low, and use missiles.



Hang out around pipes, to collect weapons and energy.



The beginning of the game has you running through some very familiar areas.

## Brinstar



Kraid is back and he's mad...



... and huge!!!!

### ANDY, THE GAME HOMBRE

**Concept:** 10 "As everyone probably already knows, Metroid was my favorite NES cart, and this game is nothing less than what I expected. Super Metroid has incredible graphics, and a pulsating soundtrack that draws you into the game from the start, and huge levels with multitudes of power-ups to find and enemies to destroy. Super Metroid is THE best adventure game ever, and if you haven't played it, man are you missing out. I can't wait to play the PR version."

**Graphics:** 9.25

**Sound:** 9

**Playability:** 10

**Entertainment:** 10

**OVERALL:** 9.75

### RICK, THE VIDEO RANGER

**Concept:** 9 "Super Metroid is just what I hoped it would be. They kept all of the innovative qualities of the NES version and enhanced them ten-fold.

**Graphics:** 8.5

**Sound:** 9.5

**Playability:** 9.5

**Entertainment:** 9.5

**OVERALL:** 9

The levels come to life in a way I never imagined with 3-D backgrounds that look almost real. As for the bosses, they are big and bad. Those looking for action will find all they can handle, but there is a lot more to Super Metroid than that. This game requires strategy! For the SNES there is nothing else like Super Metroid. This is a game that I recommend to just about everyone."

### ROSS, THE REBEL GAMER

**Concept:** 9.5 "All of you Metroid maniacs are going to freak when you get a hold of this cart because all of the original Metroid tactics are here, plus a few bonuses. A perfect balance of sound, graphics, and animation gives gamers the rush they all are looking for. I, as well as the rest of the gang can simply not get enough of this game. If you start the game, you'd better be prepared to play it until the end. There's no stopping because even if the body may be willing to quit, the mind is not. Justin Bailey lives on forever!!!!"

**Graphics:** 9

**Sound:** 9

**Playability:** 9.75

**Entertainment:** 9.5

**OVERALL:** 9.5



# BLASTERS

BEAM      PLASMA      SPAZER

None			
Charge			
Ice			
Wave			
Charge Ice			
Charge Wave			
Ice Wave			
Charge Ice Wave			



Wave Beam



Gravity Suit



Gravity Suit



Varia Suit



Varia Suit



Normal Suit

Suits



Spazer Beam



Plasma Beam

Beams



Ice Beam



Charge Beam



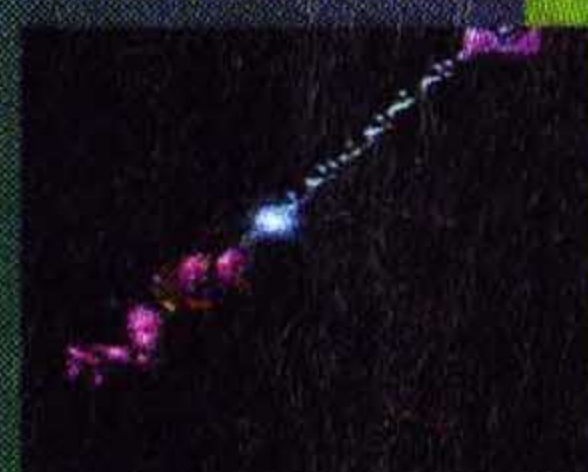
To avoid that nasty collecting phase that was a problem with the NES version, Nintendo added these handy refill stations.



Grappling Beam



Grappling Beam Vertical



Grappling Beam



Space Jump



Space Jump



Screw Attack



Screw Attack



Morphing Ball



Morphing Ball



Spring Ball



Spring Ball



Bomb



Bomb



Speed Booster



Speed Booster



You must successfully defeat every Boss before you can enter Tourian.



Mmmm..... Map Data.



Fill'er up!



Look, Samus is a power-up.



Missiles



Missile Tank



Hi-Jump Boots



High Jump Boots



Jump Kick



Power Bombs



Power Bomb Explosion



SuperLeap



Power Bomb



Charging Bombs



Super Missiles



Super Missiles



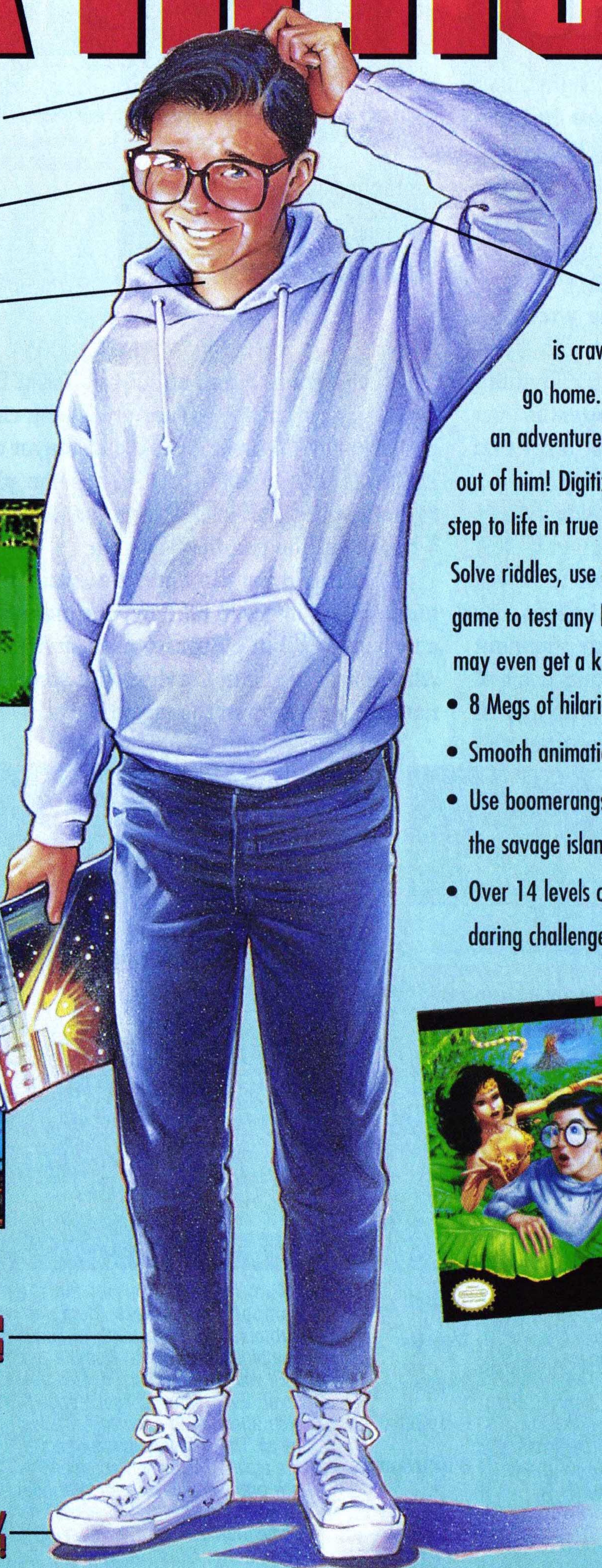
X-Ray Goggles



X-Ray Scope



# ANATOMY OF A HERO

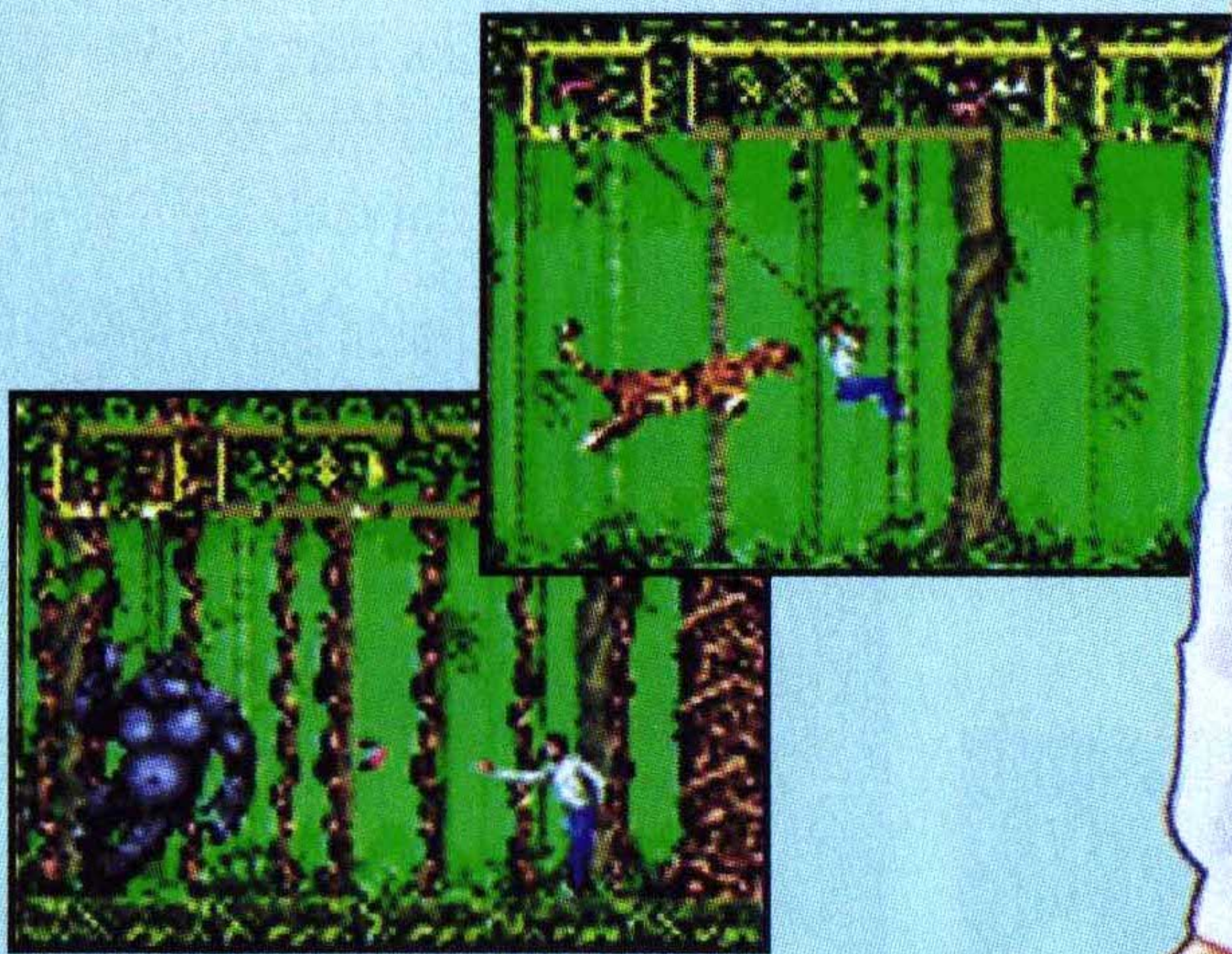


No greasy kid stuff here.

The only part of Lester that's bullet proof.

Support unit for massive brain.

All weather gear. Very rugged! (and that sweat never shows!)



Hey, a hero has to get inspiration from somewhere.



Built to survive a 100-year flood!

Leap confidently into hostile terrain!

Unlikely is a kind word for Lester.

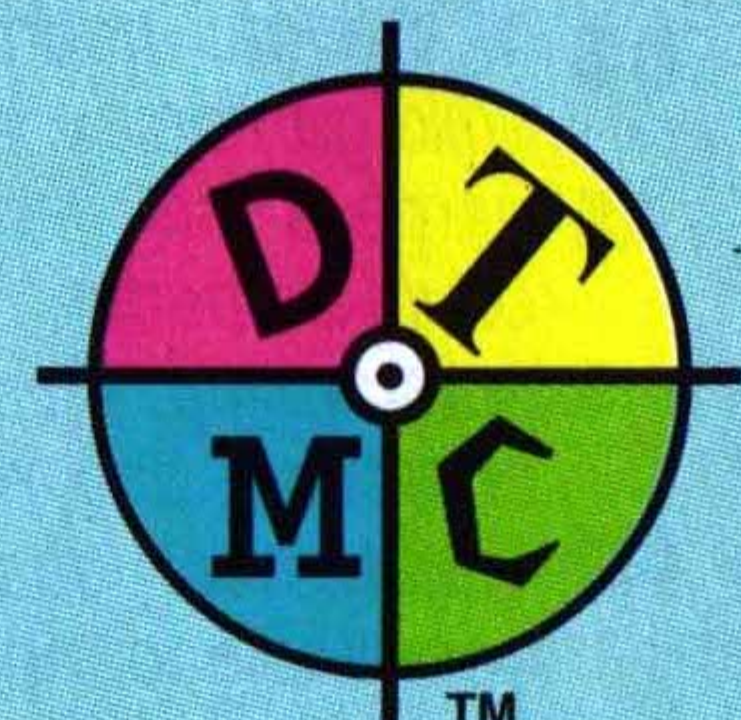
This nerdish boy is marooned on

**Nature's answer to personal radar.** a desert island that

is crawling with pirates! All Lester wants is to go home. Between the beaches and his home lies an adventure so incredible, it might just make a man out of him! Digitized graphics brings Lester's every jerky step to life in true Geek-O-Rama action!

Solve riddles, use items and grab treasure in the hottest game to test any kid. Hey, jam it in their face and you may even get a kiss from Tikka, the jungle babe!

- 8 Megs of hilarious action and heroic adventure!
- Smooth animation makes it feel hel-o-real!
- Use boomerangs, rocks and props to escape the savage island!
- Over 14 levels of mind-popping puzzles, daring challenges, and deadly traps await Lester.



DTMC Inc.  
370 Convention Way, Suite 202  
Redwood City, CA 94063



Ladies and Gentlemen! The Battle Royal is About to Begin!

Saturday Night

# SLAM MASTERS

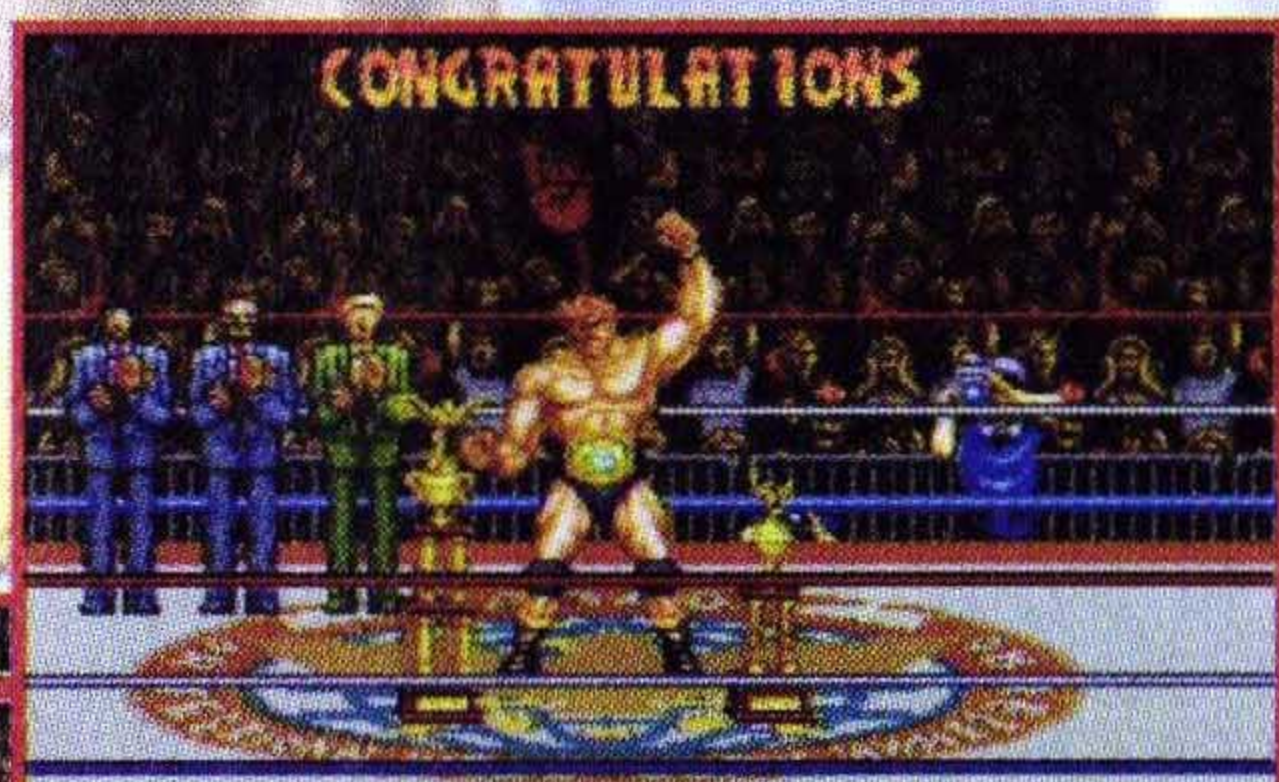
With the success of Saturday Night Slam Masters in the arcades, Capcom was destined to introduce it to the home gamers. With a full 24 Megs of colorful graphics and unique animations, Capcom provides a no rules, action-packed wrestling game to the ever-growing number of wrestling fans.

SNSM stars 10 wild and agile wrestlers who are hungry for a shot at the CWA championship belt and willing to do anything to their opponent to get it. Each wrestler has their own style of fighting and at least two lethal special attacks.

When any of the 10 contestants enters the ring and the battle begins, you, the player, can use a number of tactics to defeat your opponent. For instance, climbing the turnbuckle and launching into your opponent is totally legal. Or, if you are taking a lot of damage, roll out of the ring and grab any of the objects lying around, then toss the object into the ring and use it to gain the upper hand on your opponent.



The pin...One, two, three!



If you keep the belt through a second set of matches, you will become the Grand Champion.



Use the turnbuckles to flaunt your stuff and taunt your opponent.



King Rasta 'Mon' does his victory dance.



That looks pretty familiar.

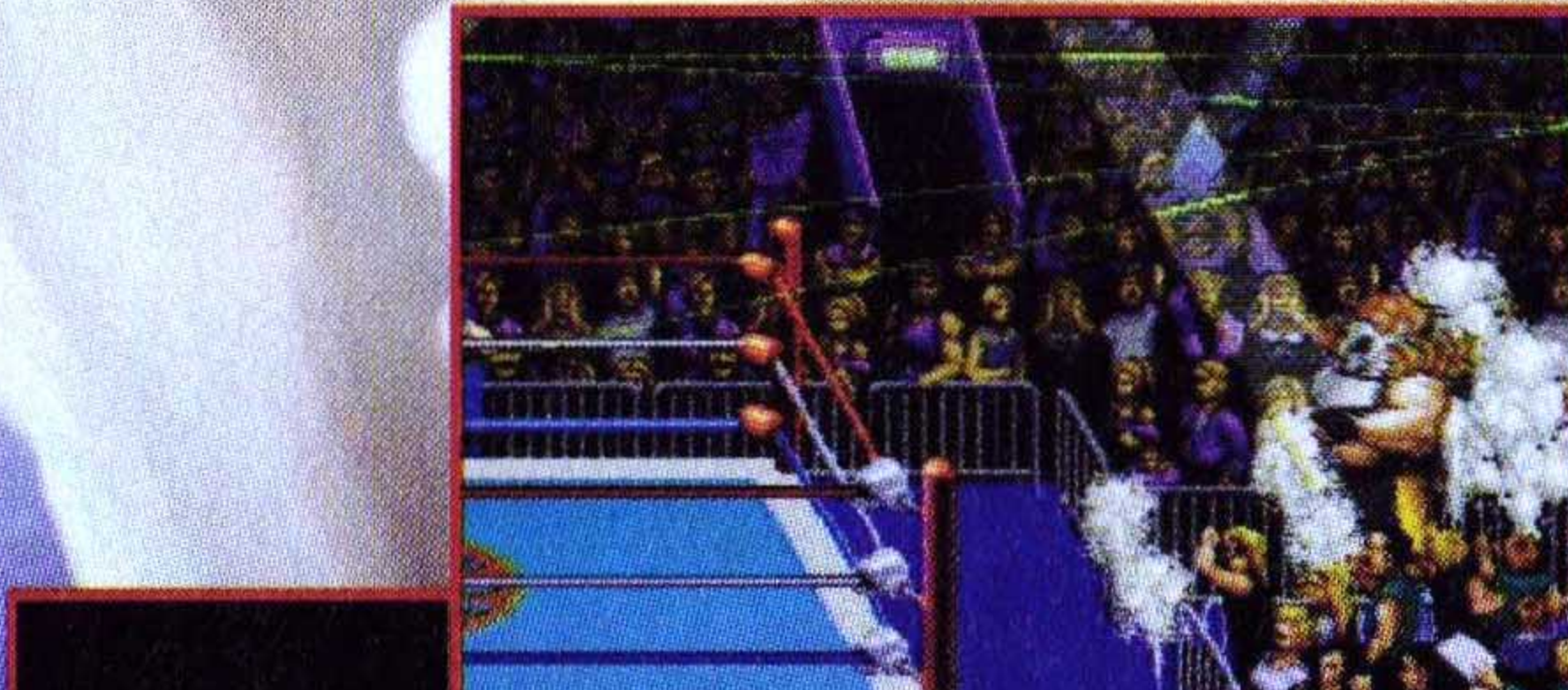


Pick up the objects, throw them into the ring, and use them to beat your opponent.

- Cart Size: 24 Meg
- Style: 1 to 4-Player Sports
- Special Features: 4-Player Simultaneous Action, Ten Unique Wrestlers, and an Adjustable Difficulty Setting From 1 to 8
- Created by: Capcom USA
- Available: Now on SNES

This game features an all-out Team Battle Royal where four wrestlers are in the ring at the same time. There is also a one-player quest for the championship title where the player takes on the other wrestlers in the CWA to get a chance at the champ, Scorpion.




















Whether you play in the one-on-one tournament, or try to take the tag-team title in a two-on-two Battle Royal, you're sure to learn what it's like to be in the ring with some of the nastiest wrestlers in the world.



The contestants enter the ring.



During the four player brawls, all four players are in the ring at one time.

	The Scorpion	
	Alexander the Grater	
	Gunloc "The loose Cannon"	
	Mike Hagger "The Uncivil Servant"	
	Titanic Tim "The Battle Axe"	
	King Rasta "Mon"	
	El Stingray	
	Biff Slamkovich "The Rockin' Russkie"	
	Jumbo "Flap" Jack	
	The Great Oni	

## ▶ THE BOTTOM LINE 8

**ANDY, THE GAME HOMBRE**

**Concept:** 8 "Slam Masters is the best wrestling available on any system. The variety of moves, incorporated with good, solid gameplay, combine to give this game a long lifespan. The sounds could be better, but the graphics are outstanding. This game needs more characters and maybe a little bit more variety, but I guess you've got to save something for number two."

**Graphics:** 8.5

**Sound:** 7.5

**Playability:** 8

**Entertainment:** 8.5

**OVERALL:** 8

**RICK, THE VIDEO RANGER**

**Concept:** 8 "Slam Masters doesn't pin the competition-it beats them into submission. This game is like a combination of Royal Rumble and SFII with graphics raised to a new level. Every wrestler looks superb, with attention to even the smallest detail. The SFII-type specialty moves are a plus. The computer opponents are pretty tough, but for the most fun, get together with 3 friends for some multitaap action. If wrestling is your thing, Slam Masters is the undisputed champion!"

**Graphics:** 9.5

**Sound:** 8

**Playability:** 8

**Entertainment:** 8

**OVERALL:** 8.25

**ROSS, THE REBEL GAMER**

**Concept:** 8 "24 Megs of raw video game give both the animation and the graphics a superb boost, knocking the rest of the competition out of the ring. Blood-curdling screams of pain and the sound of exposed flesh hitting canvas are the only sounds that are missing, but who cares."

**Graphics:** 8

**Sound:** 6

**Playability:** 7

**Entertainment:** 8

**OVERALL:** 7.5

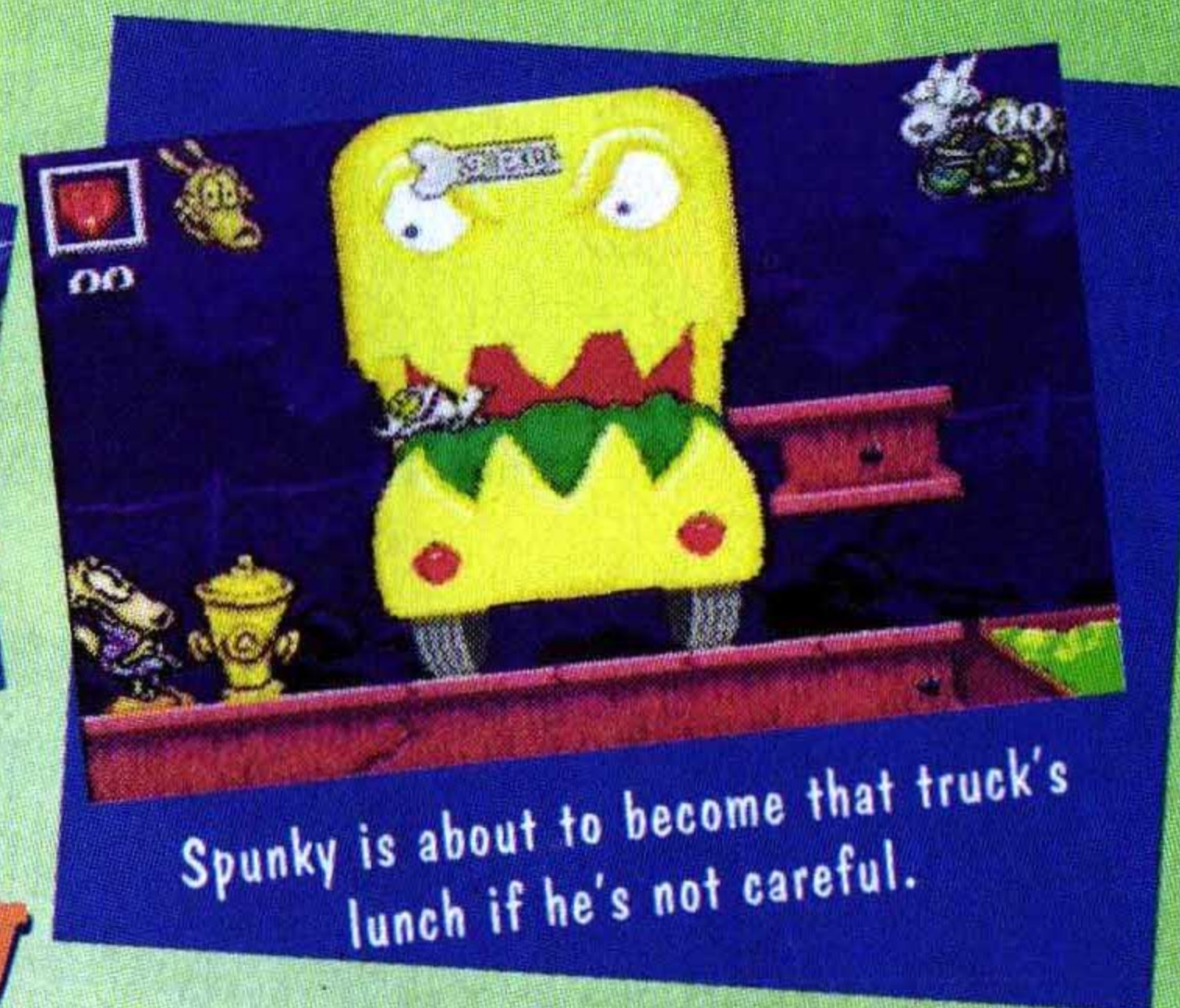


# ROCKO'S MODERN LIFE™

- **Cart Size:** 12 Meg
- **Style:** 1-Player Action/Strategy
- **Created by:** Viacom New Media in Association with Nickelodeon
- **Available:** Now on SNES

▶ **THE BOTTOM LINE** 7.25

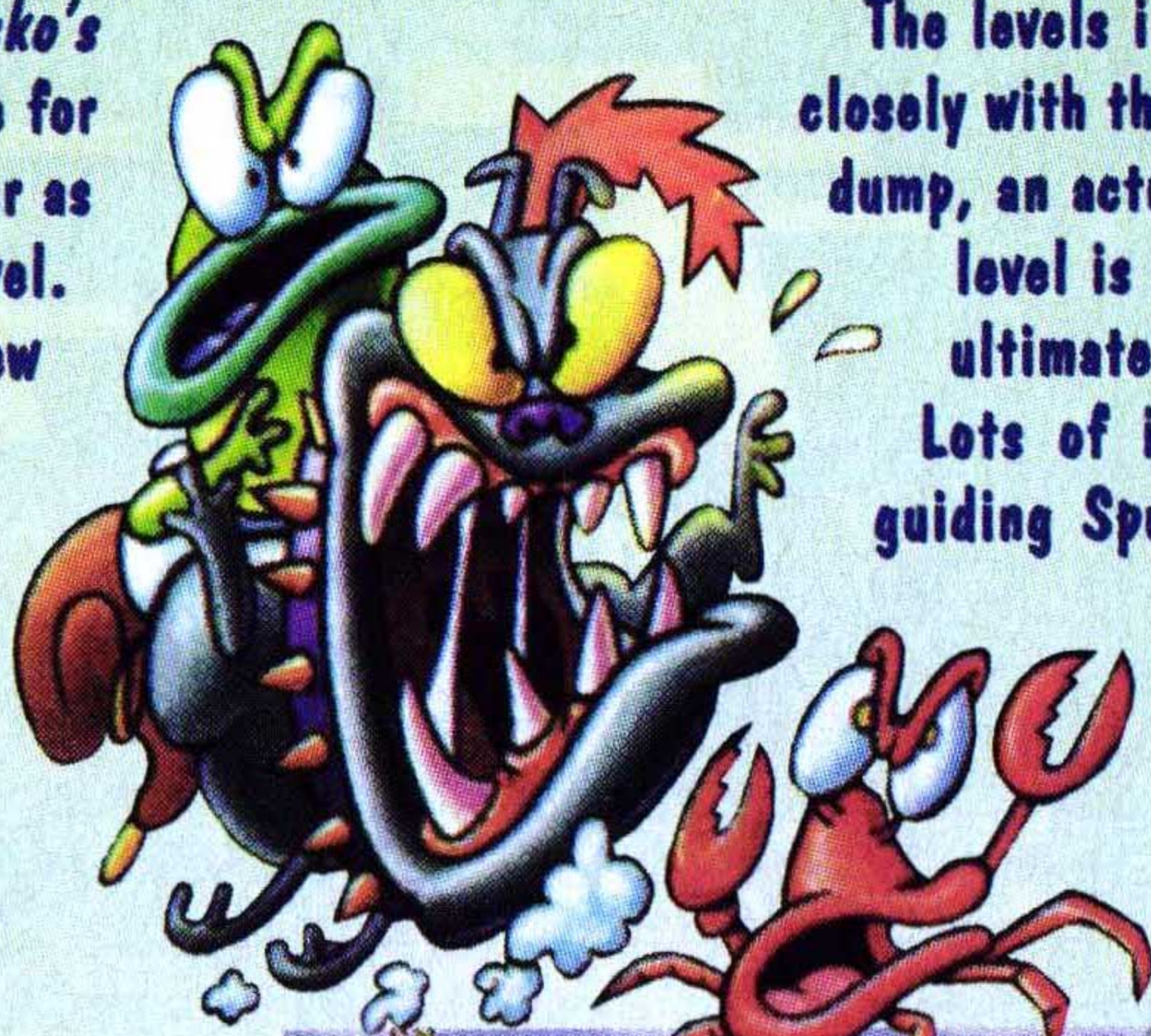
Nickelodeon's Wonder From Down Under and His Faithful Pet



## Spunky's Dangerous Day

**V**iacom teams up with Nickelodeon to introduce *Rocko's Modern Life: Spunky's Dangerous Day*, their first game for the Super Nintendo. This action/strategy pits the player as the hero of the story out to protect his helpless pet through each level.

Following the storylines and characters from Nickelodeon's new cartoon, the game includes the Squash and Stretch characters. The star is Rocko, an Australian wallaby, who is a mild-mannered and selfless character who generally avoids being aggressive and is always willing to lend a hand. Spunky, Rocko's pet dog, is a faithful companion that depends on his owner for survival. Making a cameo appearance is Rocko's lazy and well-fed friend, Heffer, who will unknowingly help his little friend navigate some areas.



The levels in this game are made up of four sub-levels, and correspond closely with the actual cartoon. One example is the Hill-O-Stench garbage dump, an actual place found in O-Town on the series. The object of each level is to guide Spunky through a mound of traps and obstacles and ultimately reach the Golden Hydrant placed somewhere on the level. Lots of items are strewn about the levels to aid the player in guiding Spunky. For instance, pick up the peppers and feed them to Spunky to make him move faster, or refill his life with a beating heart.

Demonstrating a new concept in a video game, *Rocko's Modern Life: Spunky's Dangerous Day* brings another of Nickelodeon's soon-to-be classic cartoons to life. ■



The goal in each stage is to get Spunky to the gold hydrant.



Whoa! I hope Earl has had his shots!



Down Spunky, Down boy!



If there's one thing Heffer does better than eating, it's sleeping.



LOOK OUT BELOW!!!



Slippy the Slug makes his appearance by tossing lethal bombs at you.

### RICK, THE VIDEO RANGER

**Concept:** 8 "I give *Rocko's Modern Life* a thumbs up for being a very original game in an age of copycats. As for how well this new concept works it's a mixed bag. The graphics and sound are well done, but they are nothing special.

**Graphics:** 7

**Sound:** 7

**Playability:** 7 The gameplay is a slapstick comedy reminiscent of *Keystone Cops*. I have more fun watching my fellow reviewers play this game than playing it myself. I laugh my butt off watching them get frustrated as Spunky falls into another trap and they have to start over from the beginning. When this happens to me, it's not much fun at all.

**Entertainment:** 6 *Rocko's Modern Life* is a creative game that can also be a lesson in frustration.

**OVERALL:** 7

### ROSS, THE REBEL GAMER

**Concept:** 9 "Viacom makes a big impression on me with their first Super Nintendo game. Not only did they use a great cartoon, they introduce a new style of game that is fairly unique. The color and animation of the characters are also very impressive and close to the show. Sound is not a strong point here, however, and neither is the overall gameplay. I think that the boards are a bit too long near the middle and end levels, so the levels seem to go on and on. For a first game, this is really good for players of many ages."

**Graphics:** 8

**Sound:** 7

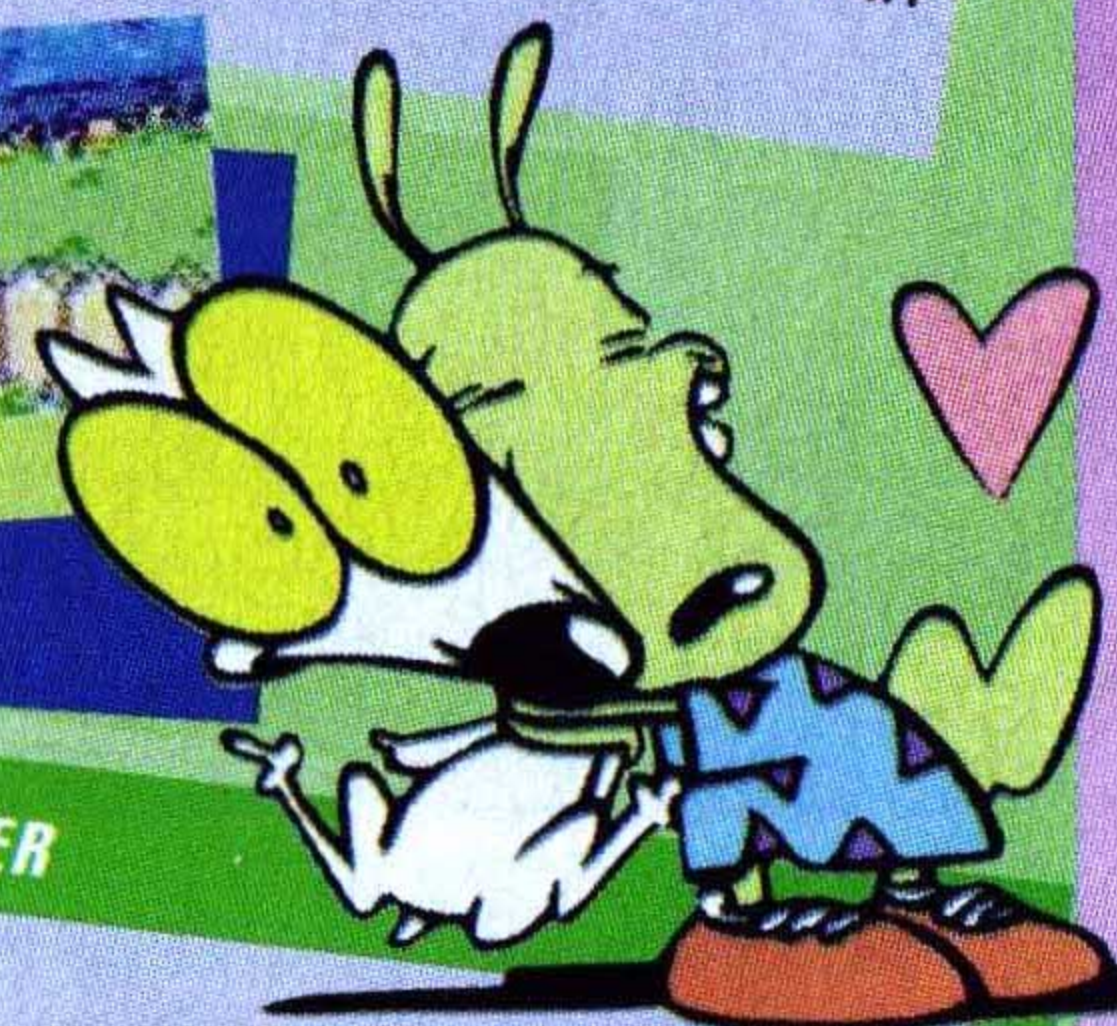
**Playability:** 7

**Entertainment:** 8

**OVERALL:** 8



Spunky!!!!"



### PAUL, THE PRO PLAYER

**Concept:** 6 "Rocko's has a very similar concept to *Krusty's Fun House*. The animation and graphics are excellent. This, along with the sound, gives the game that comical edge that is very enjoyable. About the only other thing I can add is to be sure to try this game before you but it. Although it looks like a *Cool Spot* meets *Mario* style, the puzzle solving may not be everyone's idea of fun."

**Graphics:** 9

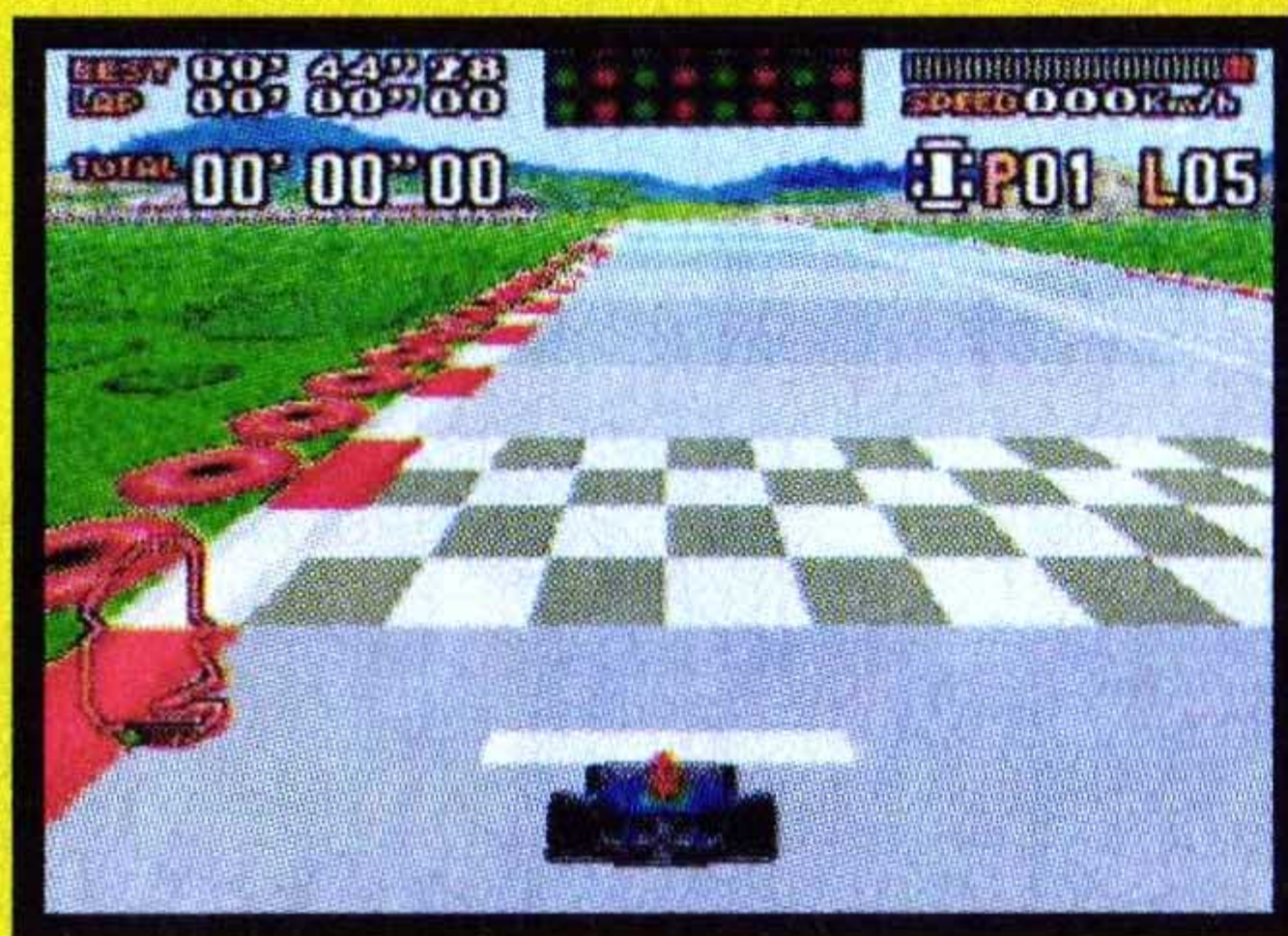
**Sound:** 9

**Playability:** 5

**Entertainment:** 6

**OVERALL:** 7





Ahhh...The Pole Position.

**RESULT**

1	A. SETA	MCL	3' 47" 02
2	J. Alesi	FER	0' 02" 29
3	G. BERGER	MCL	0' 04" 39
4	N. HANSELL	WIL	0' 06" 82
5	R. PATRESE	WIL	0' 07" 91
6	AHEL		0' 09" 79
7	M. SUZUKI	FOT	0' 11" 38
8	M. SCHUMACHER	BEN	0' 14" 25
9	I. CAPELLI	FER	0' 14" 50
10	M. BRUNDLE	BEN	0' 15" 60
11	M. ALBARETO	FOT	0' 18" 70
12	D. GROTILLARD	TVR	0' 19" 98

**DRIVER'S POINTS**

1	A. SETA	MCL	42
2	G. BERGER	MCL	32
3	J. Alesi	FER	19
4	N. HANSELL	WIL	16
5	R. PATRESE	WIL	8
6	I. CAPELLI	FER	7
7	AHEL		6
8	M. SCHUMACHER	BEN	0
9	M. BRUNDLE	BEN	0
10	M. SUZUKI	FOT	0

**STARTING GRID**

1	A. SETA	MCL	0' 35" 81
1	J. Alesi	FER	0' 35" 81
3	G. BERGER	MCL	0' 36" 97
4	N. HANSELL	WIL	0' 36" 90
5	R. PATRESE	WIL	0' 37" 18
6	M. SUZUKI	FOT	0' 37" 23
7	M. SCHUMACHER	BEN	0' 37" 31
8	I. CAPELLI	FER	0' 37" 94
9	M. BRUNDLE	BEN	0' 38" 50
10	AHEL		0' 38" 59
10	M. ALBARETO	FOT	0' 38" 59



**G**ame Informer first featured F1 ROC in our Summer '92 issue. The consensus at that time was that the great things about that version were the controls, car customizer, and overall looks. It received an overall score of 8 from the review staff. Now, two years later, F1 ROC II has hit the circuit. It features many of the attributes that made the previous edition great and some new stuff that will make race fans put the pedal to the metal.

First, F1 ROC II is designed with Seta's new DSP chip. What that chip does is give each of your 25 computer racing opponents their own independent characteristics. That means that you must have good racing technique to compete against the better cars. Technique is not the only thing that will produce victory. Investment in research and development is needed to modify your machine. F1 ROC II has a R&D engineer that continually hounds you for more money (software publishers know about these guys) to develop tires, spoilers, engines, brakes and suspensions that will modify a car's performance. To earn the money that will keep the R&D crew working, you must race to some good finishes or it could be a long season driving a poor machine.

- **Cart Size:** 8 Meg with Battery Back-up
- **Style:** 1-Player Racing Simulation
- **Special Features:** 32 Courses, Real F1 Cars from the '92 Formula 1 Season, 25 Professional Drivers, Seta's Brand New DSP Chip
- **Created by:** Seta USA, Inc.
- **Available:** Now on SNES

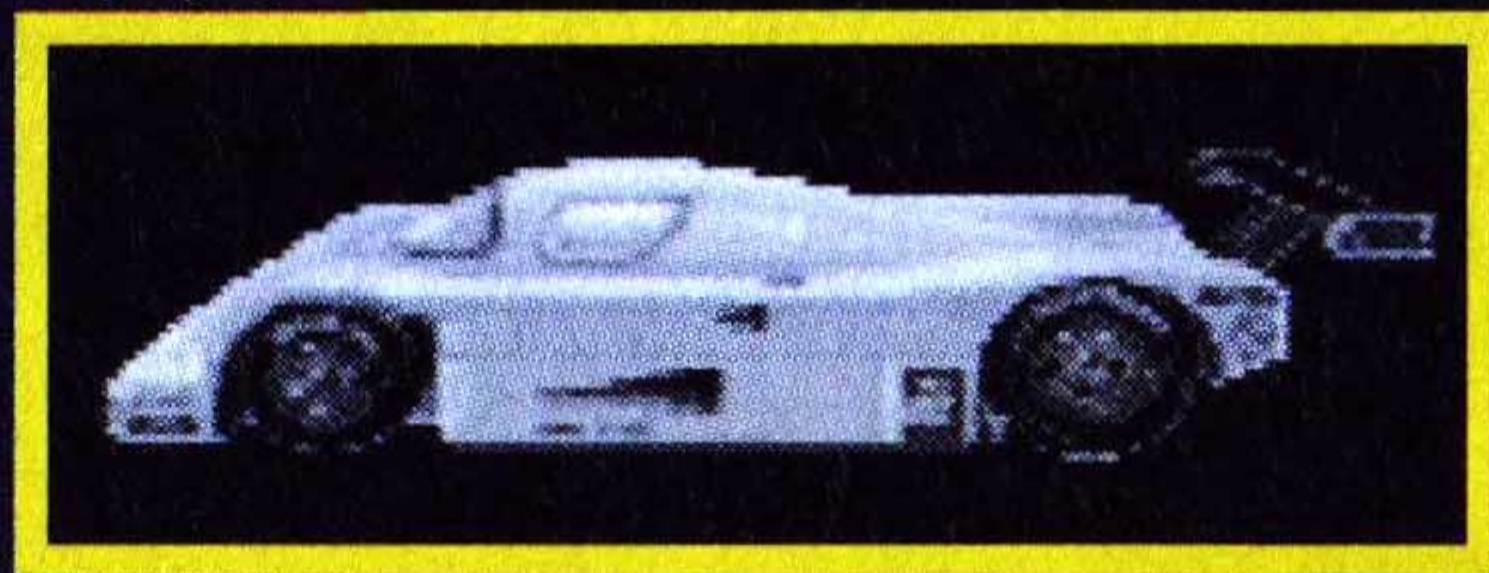
▶ **THE BOTTOM LINE** **8**

# F1 ROC II

"The Race Of Champions"



F1



C Class



F3000



05"93

Hey, why are all those guys standin' around? Get to work!



You've got no time to admire the lovely sunset.



Take the straightest line possible through the Chicanes.



**T**he play consists of starting on the less expensive cars and easier race tracks. The Class C prototype is your first machine and is distinguished by the car's closed canopy and enclosed wheel wells. In the Class C races, as in all classes, the racer is required to choose from 2 to 9 laps to qualify for the best starting position. The Final consists of a 5 to 81 lap rubber burnin' race. Win all 8 courses in that class and graduate to the F3000 series. These cars have more of the traditional "Indy" look. F3000 Class has 8 different courses to conquer and then it's onto the ultimate F1 racing machines. The F1 races consist of a 16 race season

**"Technique is not the only thing that will produce victory."**

on real international courses. Now, you're in the cockpit of a McLaren designed machine driven by a V12 power plant. Here, you shoot for overall point ranking and prize money to modify your car. If you survive the first season, you'll then have the ability to pick a new sponsor and choose from cars such as Ferrari, Williams and Benetton. The lifelike graphics using Mode 7 scaling and scrolling make the driver lean into every turn and accelerate through every corner. Seta has also reported that again there is a hidden casino on one of the courses. (They're from Vegas, ya' know.) The overall speed, quickness of controls, and multitude of options create an excellent racing environment. The racing environment should get your RPM's up and your hand glued to the controls. ■



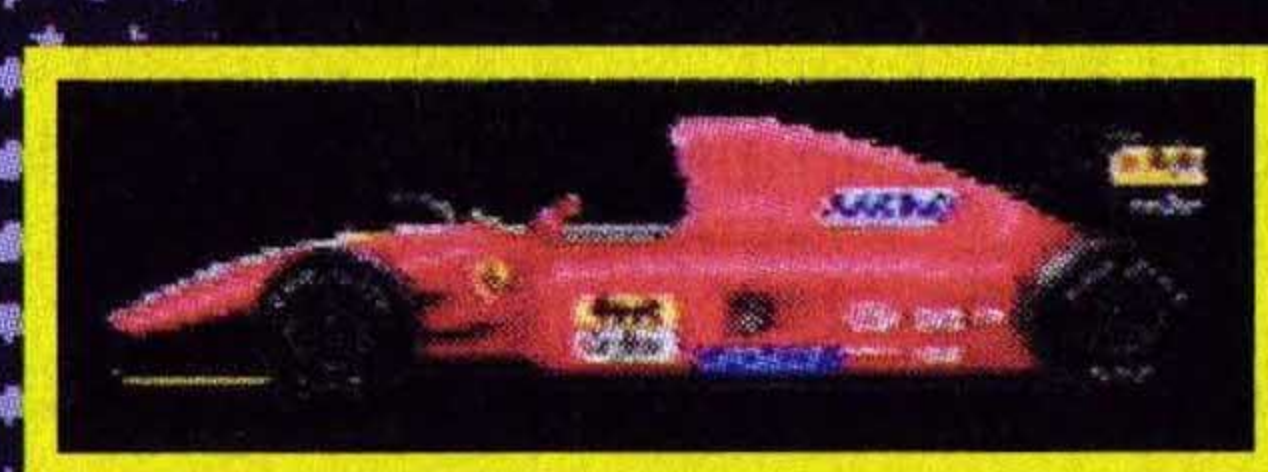
**Your R&D engineer will develop parts to modify the car's performance.**



**Take your new parts to the garage and equip the car.**



**Starting with the prototype car will help you learn good technique.**



**Racers**



**ANDY, THE GAME HOMBRÉ**

**Concept:** 9 "This game is a grueling race to the finish with huge sweeping turns that put you right on the edge of your seat."

**Graphics:** 8.75

**Sound:** 9 F1 ROC was one of my favorite racing games, but this game blows it away. The drivers are all out for the checkered flag and they won't stop until they get it, so you have to want it even more. This is easily, in my opinion, the best racing game on the SNES, if not on any system. Very sweet!"

**Playability:** 9.5

**Entertainment:** 9.5

**OVERALL:** 9.25

**RICK, THE VIDEO RANGER**

**Concept:** 5

**Graphics:** 8 "If you've played F Zero you've pretty much played F-1 ROC. While this game has good graphics and sound, the gameplay is repetitive and the thrill wears off quickly. I think they had rookie racers in mind when they made this game. Challenge is minimal and you win money even if you don't place. If you can't win, just take your money and buy a better engine."

**Sound:** 7.5

**Playability:** 5

**Entertainment:** 6

**OVERALL:** 6.25

**PAUL, THE PRO PLAYER**

**Concept:** 8 "The first edition really rocked, and the second edition is equally as cool."

**Graphics:** 9.5 The Mode 7 scrolling effects and great speed give it the look of F-Zero.

**Sound:** 7 Compared to the previous release, your car looks much bigger and the perspective has shifted more to track level. The choice of cars and the new season are great additions. Add all that to excellent control and car modifications that actually can be felt in the controls, and ROC II rocks (like you didn't see that coming). As Ross says, "Cut the corners, and punch it through the turns."

**Playability:** 9.5

**Entertainment:** 9.5

**OVERALL:** 8.75



# At a Glance™ SUPER NES

## RATING SCALE:

10 = A Classic!	5 = Average
9 = Excellent	4 = Weak
8 = Very Good	3 = Yawner
7 = Good	2 = Avoid
6 = Fair	1 = Terminal

### Preview

**Cart Size:**  
16 Meg

**Style:**  
1-Player  
Action

**Created by:**  
Blizzard for  
Sunsoft

**Available:**  
Now



### The Death and Return of Superman – Sunsoft

Looks like Sunsoft is making a run at Konami for action games, because *The Death and Return of Superman* is an action packed kick-punch game worthy only of the "Man of Steel". You start the game, as Superman on his way to stop the havoc-wreaking Doomsday, then reality hits, and Superman takes the plunge. As the rest of the

story unfolds, following DC's hit comic book series, you get to play as all four of the Superman, could be, impostors: Eradicator, Superboy, Man of Steel, and Cyborg. Who is the real Superman!? There's only one way to find out!

### Overall: 3.5

**Cart Size:**  
16 Meg

**Style:**  
1 to 5-Player  
Sports

**Created by:**  
Natsume

**Available:**  
Now



### Natsume Championship Wrestling – Natsume

Ever wondered if you have what it takes to climb into the ring against some of those brutes who compete in a wrestling match? Now you can find out with *Natsume Championship Wrestling*. This game features 12 unique wrestlers and over 50 different moves to heat up the action. There are also five styles of game play, such as a single or a Tag Team Championship Tournament, and a single or Tag Team Round Robin Tournament. This game also follows the sanctioned wrestling rules and is Multiplayer compatible, so you can play with four of your friends. Real wrestling action is now yours in this new sports cart from Natsume.

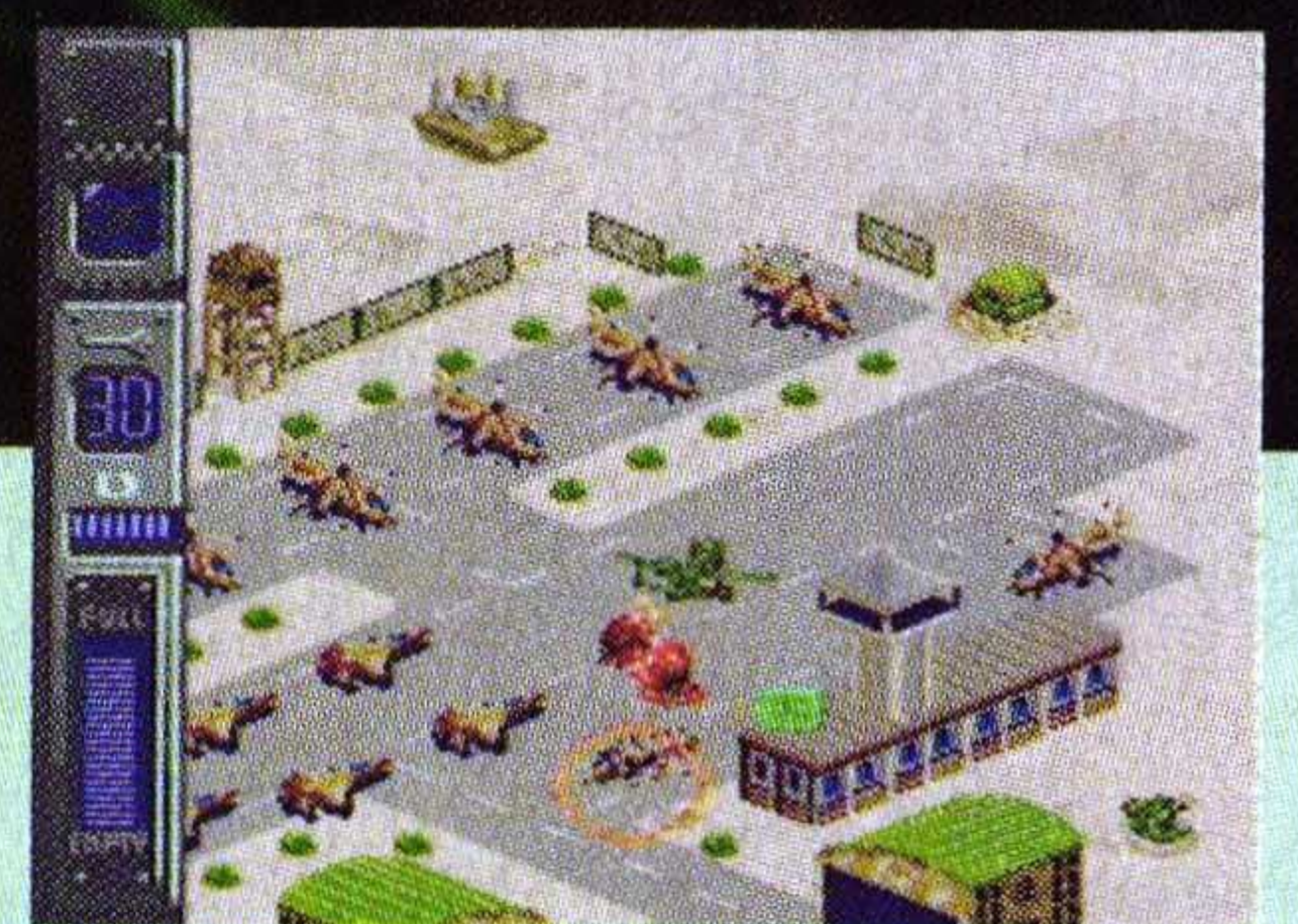
### Overall: 8

**Cart Size:**  
8 Meg

**Style:**  
1-Player  
Shooter/Strategy

**Created by:**  
Seta

**Available:**  
Now



### Air Strike Patrol – Seta

In the Middle East, the country of Sweit is being invaded by the evil Commander Zarak and his men. In an effort to put an end to Zarak's assault, the UN is about to send in the troops, but first an air patrol (that's you) must be sent in to clear a path for the troops. This 3-D flight sim puts the player in control of either an F-15 or an A-10 attack fighter deep

behind enemy lines. You must complete each mission in a limited amount of time, while destroying enemy sites and protecting civilian buildings. After the game is complete, the player will receive one of many different endings based upon their performance. *A.S.P.* from Seta gives the player the chance to prove themselves in the heat of battle.

### Overall: 7

**Cart Size:**  
12 Meg

**Style:**  
1 or 2-Player  
Action/Adventure

**Created by:**  
Capcom

**Available:**  
Now



### Knights of the Round – Capcom

The follow up to the 1992 arcade hit, *Knights of the Round* gives players the fantasy of Medieval battle based on the adventure of King Arthur's search for the Holy Grail. This side-scrolling adventure lets the player choose one of three characters, King Arthur, Sir Lancelot or Percival, and puts them up against many evil warriors that they will

encounter on their quest. Each character has his own set of unique characteristics so that you can choose one to match your style of gameplay. Many items are hidden throughout the journey, including Arthur's horse which you can ride on to victory. Loads of great looking animation and moves round out this new cart from Capcom.



**Overall: 7**

**Cart Size:**

8 Meg

**Style:**

1-Player

Action/Adventure

**Created by:**

Hudson Soft

**Available:**

Now



### Beauty & The Beast – Hudson Soft

Hudson Soft and the artists at Disney Studios team up to bring you *Beauty & The Beast: the interactive video game*. Using a new-found effects capability on the Super Nintendo, this game gives you real-time light source shading to create a realistic look. The path to save Belle from Gaston is made up of some uniquely perplexing puzzles and

promises not to be an easy one. If The Beast is to have any chance, he must use his amazing skills such as jumping, lifting heavy objects, attacking with his claws and his ear-shattering roars and snarls. With direct input from some of Disney's artists and animators, this game delivers a powerful parallel to the animated movie.

### Preview

**Cart Size:**

24 Meg

**Style:**

1-Player

Action

**Created by:**

Acclaim

**Available:**

Now



### Spiderman & Venom: Maximum Carnage – Acclaim

Three of Marvel Comic's greatest heroes team up for the first true conversion of a comic book series into a video game in Acclaim's new *Spiderman/Venom: Maximum Carnage*. The player can choose either Spiderman or Venom to battle his way to the final showdown with Carnage, the macabre incarnation of Spiderman. This translation of the

14-part comic book series features unique attacking moves with both characters and "Mode 7" graphics to add to the excitement. There are also cameo appearances by three more Marvel characters including Captain America, DeathLok and Black Cat, giving *Marvel Maniacs* an even greater thrill.

### Preview

**Cart Size:**

24 Meg

**Style:**

1 or 2-Player

Head-to-Head

Fighting

**Created by:**

Williams

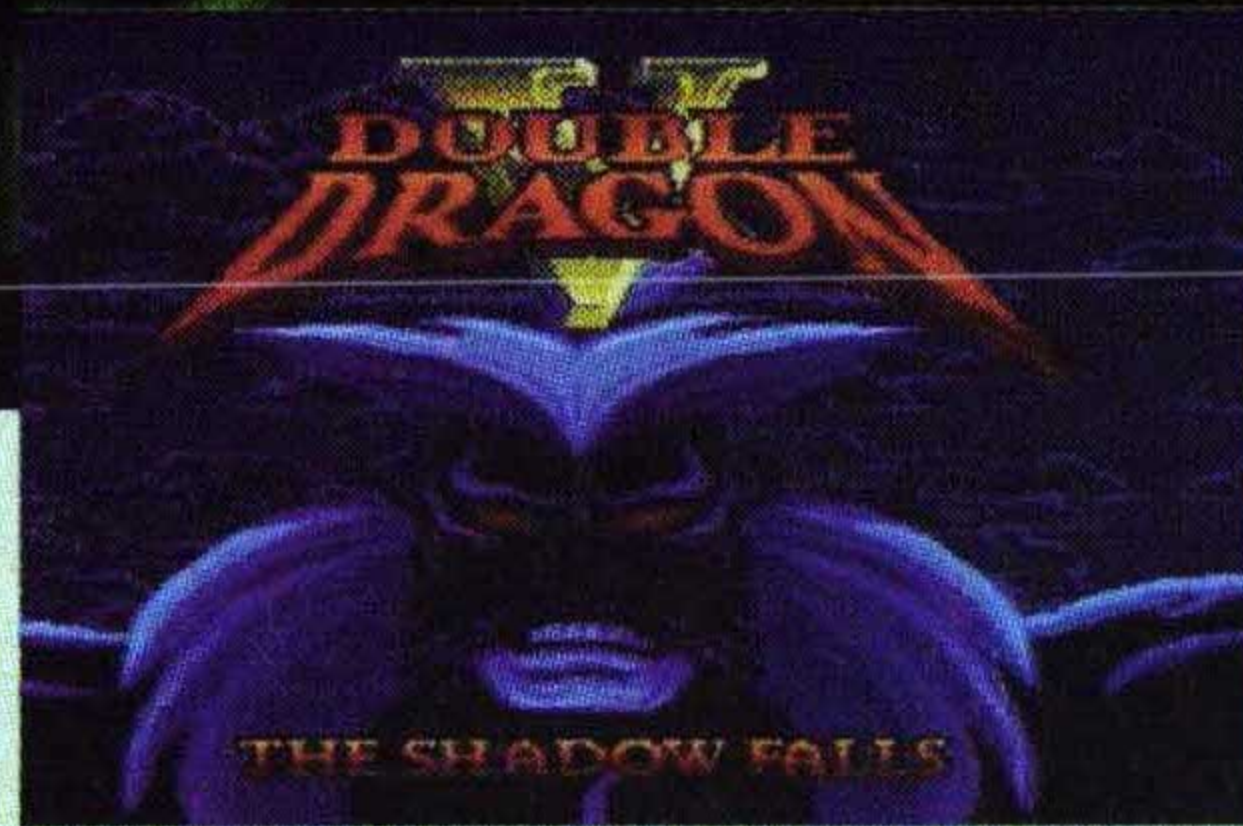
Entertainment

(Formerly

Tradewest

**Available:**

August



### Double Dragon V – Williams Entertainment

Hoping to top all of the ones previous, *Double Dragon V* takes on a whole new style of gameplay, head-to-head fighting (How original!). This game features four different fighting modes, twelve powerful characters (including the baddest boss ever), and a number of

different options including turbo levels. Yes, the game still features the famous gruesome twosome, Billy and Jimmy Lee, but it also has a few new guys never seen before. The game is closer to the new cartoon out on TV for all you *Double Dragon* nuts that can't get enough.

### Overall: 6

**Cart Size:**

8 Meg

**Style:** 1-Player

Action/Strategy

**Created by:**

Ocean

**Available:**

Now



### Eek the Cat – Ocean

Fox's newest cartoon star from Saturday morning TV has been transformed into an up-and-coming video game star in the new hit from Ocean. The player takes control of the always misfortunate feline and guides his friends through six levels of hilarity. Being squashed and crunched is what this invincible cat does best. Gamers of all ages will

love the zany animation and stunning sounds as they solve the many puzzles ahead of them (while enjoying the fact that Eek never dies). As one of Nielsen's top ten picks, this game serves up a ton of challenging situations and non-stop humor.



# SONIC THE HEDGEHOG SPINBALL™

He's Fast, He's Blue, and He's Back on the Game Gear

- Cart Size: 4 Meg
- Style: 1-Player Action/Pinball
- Special Features: Three Bonus Stages and Five Game Rounds
- Created by: Sega
- Available: This Fall on Game Gear



Defeat Dr. Robotnik and you will be transported into another stage.



Land on this platform to regain control of the little blue guy.



Check out the bonus levels between each stage.

The little blue spiked speedster is back in his popular "Sonic Spinball", but this time he's on the Game Gear. Robotnik is up to his old tricks again and it is up to Sonic to stop him. On his way to Robotnik's Veg-O-Matic to shut it down, Sonic uses his super speed to break into the Dr.'s pinball defense system.

This game plays like its counterpart on the Genesis, and uses the basic principles of most pinball games. Use the flippers to maneuver Sonic through the five levels of madness; bouncing off bumpers, smashing into Robotnik's troops and collecting the Chaos Emeralds. There are three bonus rounds that can be reached by collecting each of the three Chaos Emeralds in the levels. Each level is loaded with rings and power-up shells that will increase your bonus points if you can get out in the required time limit.

Dr. Robotnik's Veg-O-Matic must be stopped, and there is only one animal that can do it. Can you get Sonic to the final showdown with Robotnik in the new "Sonic Spinball" from Sega? ■

	Andy	Paul	Rick	Ross
Concept:	7	7	7.5	6
Graphics:	8	7	8.5	7
Sound:	6	7	7	6
Playability:	6	7	6.5	6
Entertainment:	8	7	7	6
Overall:	7	7	7.25	6.25

## ▶ THE BOTTOM LINE 6.75

### Ross, The Rebel Gamer

"This duplicate of the Genesis game Sonic Spinball tries hard to match its predecessor but fails miserably. The graphics are nice considering it's on the Game Gear, but the sound and playability are definitely lacking. Although it is not a bad game, I don't think that it will do well on the Game Gear."

### Rick, The Video Ranger

"If you've played the Genesis version, this is a good imitation. I like the large, multiple levels. I would like it better if it played a bit faster. It's a little too slow for the experienced video pinball player."

### Andy, The Game Hombre

"Pinball is always good on the go and Sonic Spinball offers excellent graphics with that wild and crazy hedgehog we all love. It does suffer from slow reaction times, but that just makes you think that far ahead."

### Paul, The Pro Player

"Capturing the feel of the 16-bit version is great. I prefer playing it on the Game Gear rather than the home system. The pinball does get a bit old."

# MS. PAC-MAN™

An Arcade Classic Revived

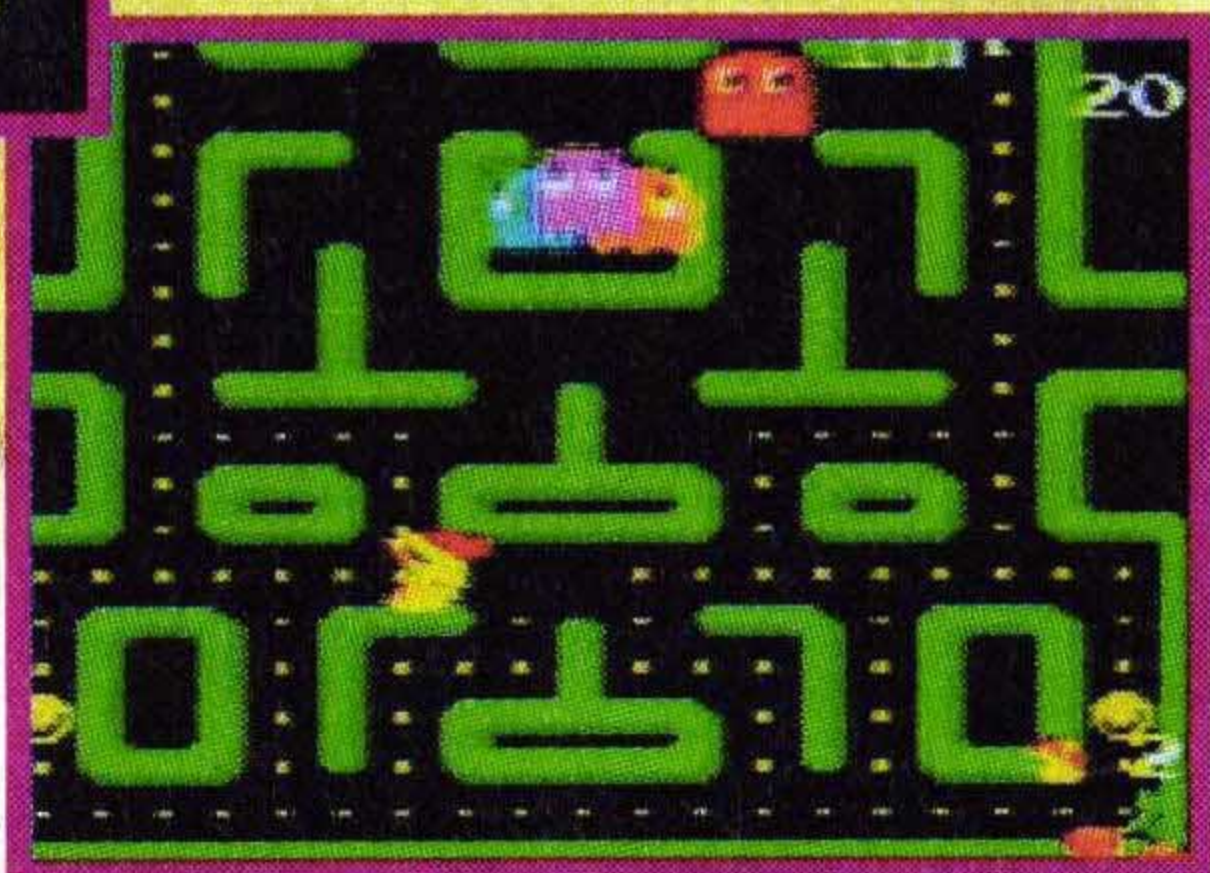
- Cart Size: 4 Meg
- Style: 1 or 2-Player Strategy
- Special Features: Gear-to-Gear Compatible for Simultaneous Play, Four of the Original Arcade Screens and Two Views
- Created by: Namco Hometek
- Available: Now on Game Gear



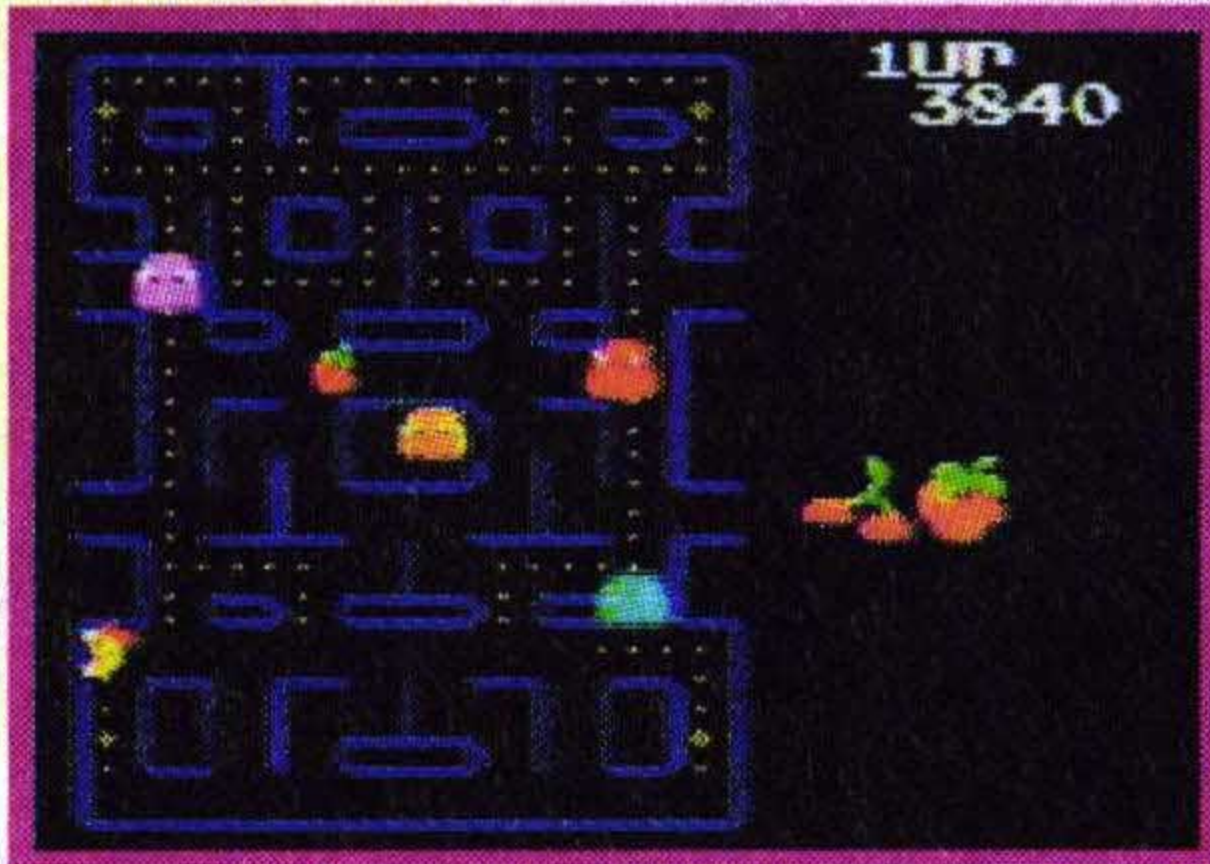
The zoom-out view gives you full sight of the entire maze.



Isn't that cute?



Whoa, check out the size of that thing!



Wait for the ghosts to come to you before you eat the Power Pellet.

Pac-Man's ghost gobbling love, Ms. Pac-Man, is back, bringing with her four of the original boards from the arcade as well as some new and exciting ones. Now, Ms. Pac-Man addicts from the original arcade games can get their fix on the Game Gear.

Keeping the bouncing food and Power Pellets, the game sticks to the original, giving you the arcade feel on a hand-held. There are a few new additions. For instance, the link up option allows two players to team up as the lovable Ms. Pac-Man, and the stud in her life, Pac-Man. A close-up view of the mazes and characters and a full view of the mazes combine to give you the arcade feel. There is even a two-level difficulty setting for those people who want an even harder version than they've played before.

Ms. Pac-Man, once an innovative and groundbreaking game, has become a legend in the gaming industry and proves it has what it takes to stand the test of time. Both the first generation of gamers and the new get a game which narrows the generation gap. ■

	Andy	Paul	Rick	Ross
Concept:	8	8	6	5
Graphics:	5	8	7	8
Sound:	7.5	5	7	6
Playability:	8	6	3	8
Entertainment:	7.5	6	4	7.5
Overall:	7.25	6.5	5.5	7

## ▶ THE BOTTOM LINE 6.5

### Ross, The Rebel Gamer

"Another arcade to home entertainment system? Oh well, what can you do? I think this is what, the third system that it's on? I am really surprised that they dug this one up from the grave. The only thing that I miss is the 'Zoom' button that the stand-up had."

### Rick, The Video Ranger

"The simple graphics and sound of Ms Pac-Man translate well to the small screen. The play leaves a lot to be desired. Without a joystick, the control is sluggish and this game moves real slow. Play the Lynx version instead!"

### Andy, The Game Hombre

"Fans of Mrs. Pac-Man will not be disappointed by this cart. It's fun, and brings back some great memories. The overhead mode is the easiest to play, but the graphics stink. But who cares, it's Ms. Pac-Man!"

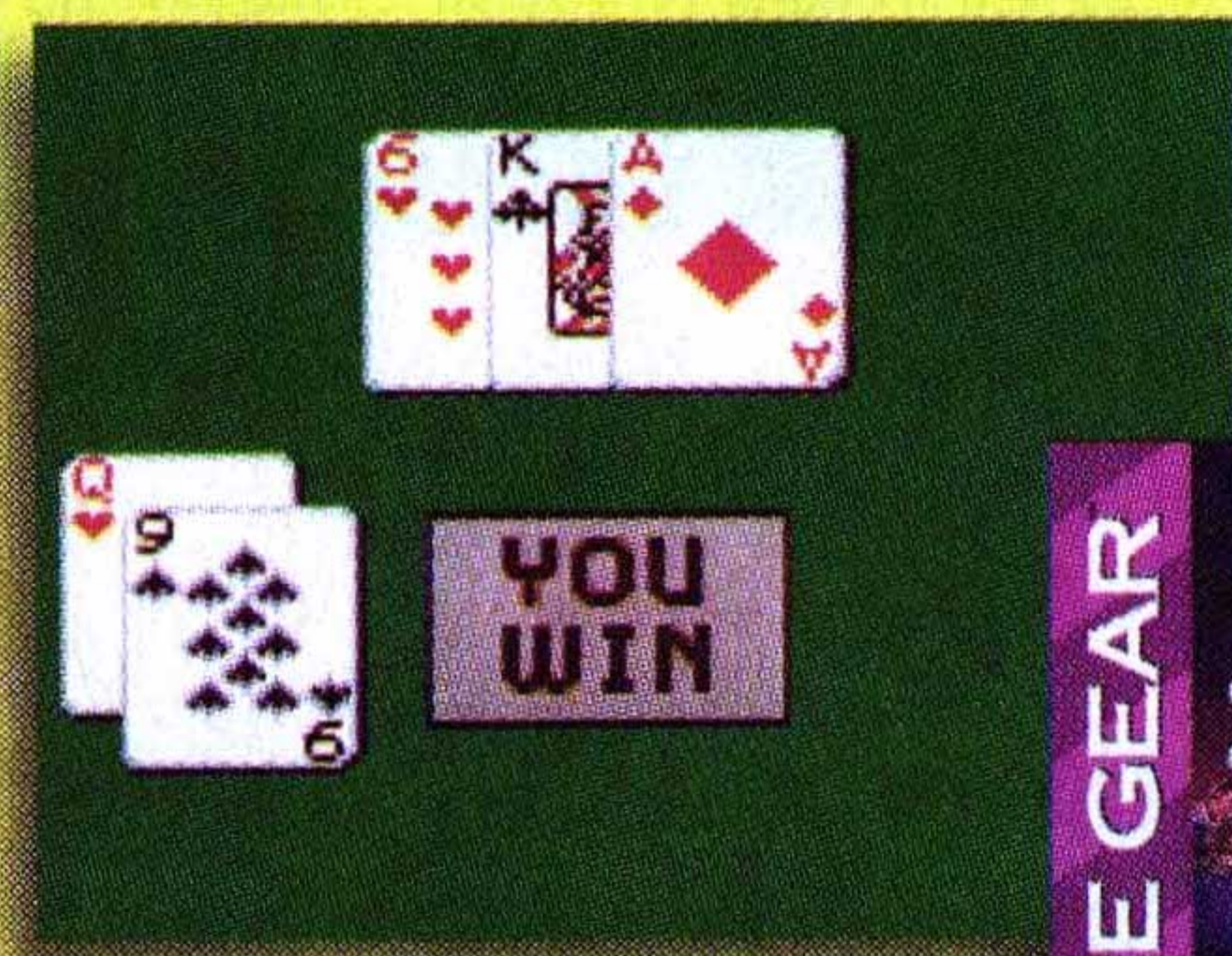
### Paul, The Pro Player

"Game Gear is a great system for classics like this. The two screen options are great, but the speed may bore a true Ms. Pac-man fan"



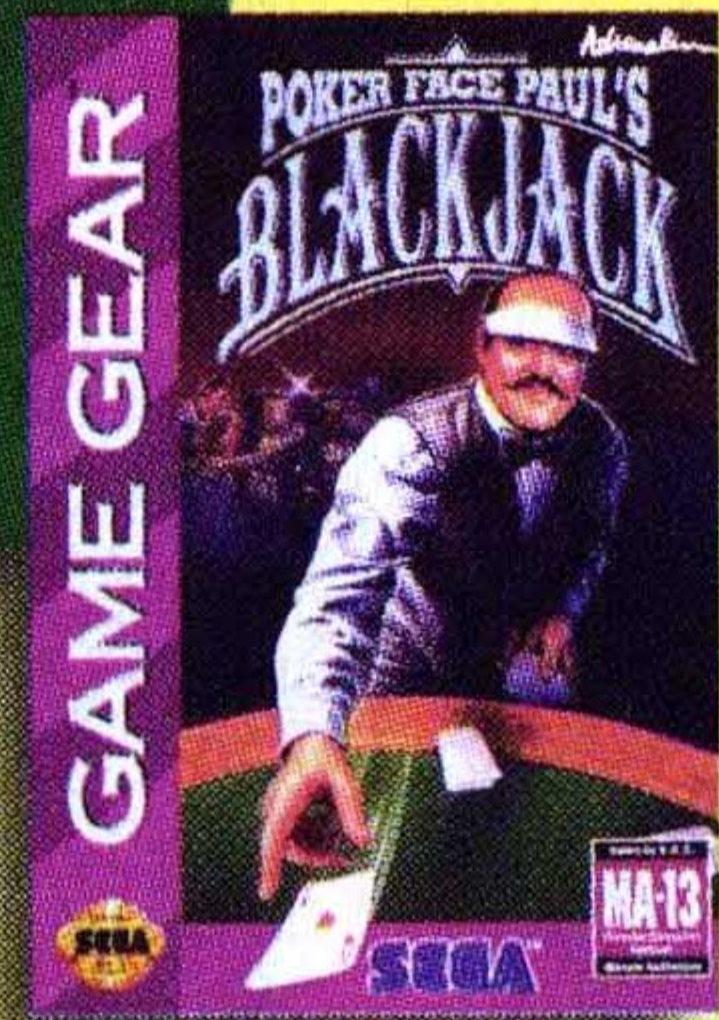
# POKER FACE PAUL'S™

**BLACKJACK**  
**POKER**  
**SOLITAIRE**



**BLACKJACK ♦**

*Hit. Stand. Double down. Different rules for each casino. You pick the city. Losing streak in London? Try Vegas. The weather's better anyway.*

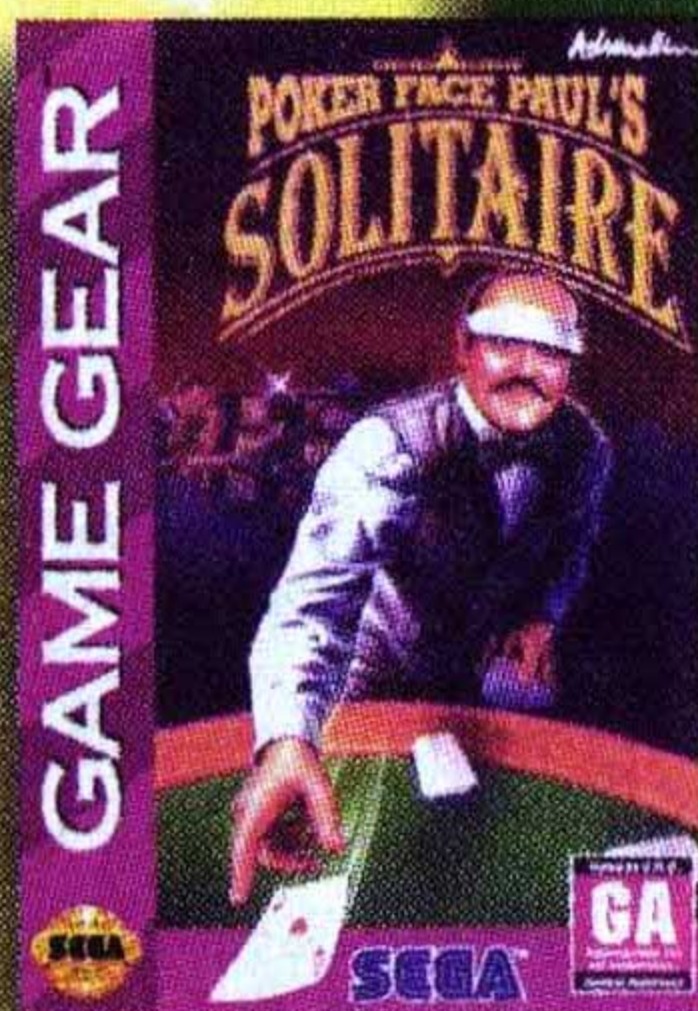


Poker. Blackjack.  
 Solitaire. Three separate games. They're portable. Realistic. Addictive. Play them. Win big. Or, lose your shirt. And hey, if your luck does run dry, buy a new one. They're cheap, you can do that.



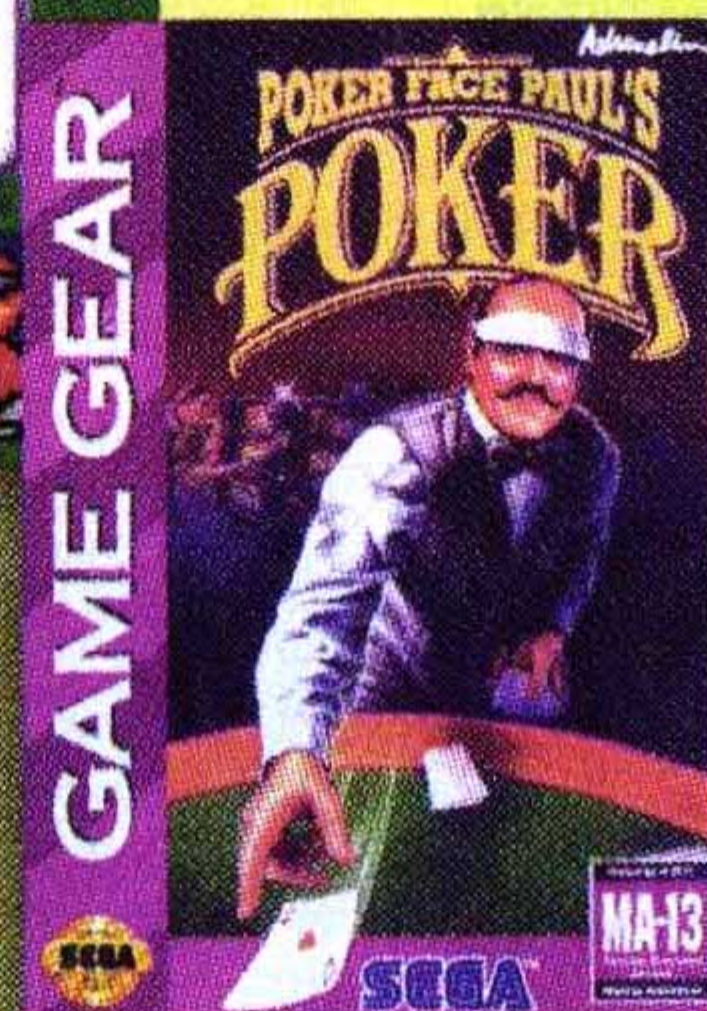
**SOLITAIRE ♦**

*4 kinds. Klondike, Calculation, Monte Carlo and Elevens. Just you. Competing against yourself. Makes it easy to be a good loser.*



**POKER ♦**

*Play 2 ways. Video poker--you vs. the computer. Or 5-card stud--you try and out bluff 4 computer players. (Try is the key word here.)*



DON'T  
 JUST  
 SIT  
 THERE

**SEGA™**  
**GAMEGEAR™**

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In a recent visit to Atari, home of the Jaguar, we were able to get a preview of some of the hot titles that are "in the works". While some of these titles weren't playable (namely *Vortex* and *Double Dragon*) we were very happy to take a look at what's on the horizon for this new predator in the video game hunt.

The first surprise was *Flashback* from Delphine Software. *Flashback*, a favorite on the Genesis and Super Nintendo, is now better than ever with improved animation sequences and even more amazing detail. Also, the soundtrack has been enlarged to make *Flashback* a keeper when it comes out this June.

Now, lets talk fighting games. *Kasumi Ninja*, Atari's first fighting game, will feature digitized graphics that look almost real. This game, however, is not for the faint of heart, because during battle when a character is struck the blood flies (in buckets) and then stays on the ground throughout the entire round, so by the end of the round the battleground is a pool of coagulating blood. Featuring seven to nine warriors with a assortment of cool death moves and even a unique character selection

process that puts you in a dungeon, where you choose your fighter by moving through doors (very cool). *Kasumi Ninja* will hopefully be available in stores this July.

## PREVIEW • JAGUAR •

BY RYAN MACDONALD

ALIEN VS PREDATOR



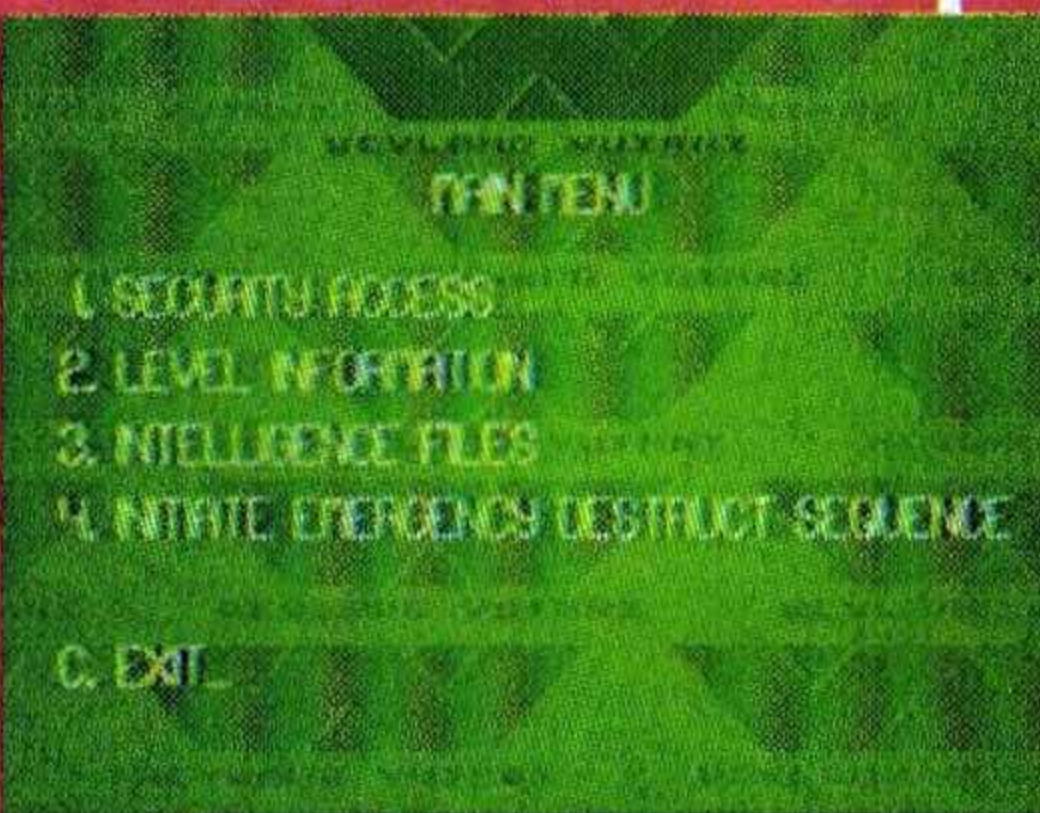
As the Alien, you'll have to save the queen and protect the Alien eggs.



Aliens don't like fire.



Hey.. he's a lefty.



Use the computer interface to access different levels, or destroy the base.



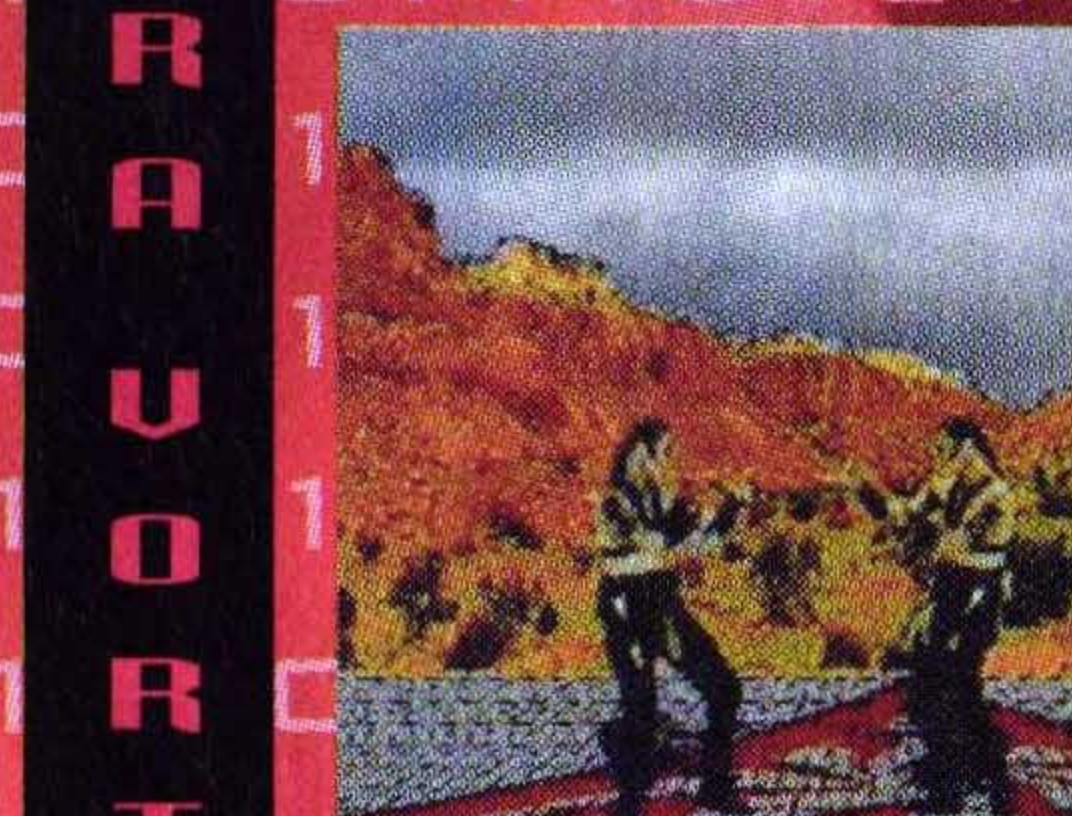
Each character has an arsenal of weapons.



This has been one of the most anticipated carts for the Jag. And you can see why.



The backgrounds are sweet; the clouds were taken through time-lapse photography, then sped-up to give you an eerie sensation.



This game is still in the early stages, expect to see more soon.

ULTRA VORTEX

### Doom



Talk about Texture-Mapping!



Check out the detail on the floor and out the window!



In this early preview of the game it only moved at 5 frames per second (it should be 24 when it's finished) but the graphics were complete.



Choose your fighter!



The backgrounds looked nice, but the play mechanics were almost non-existent.

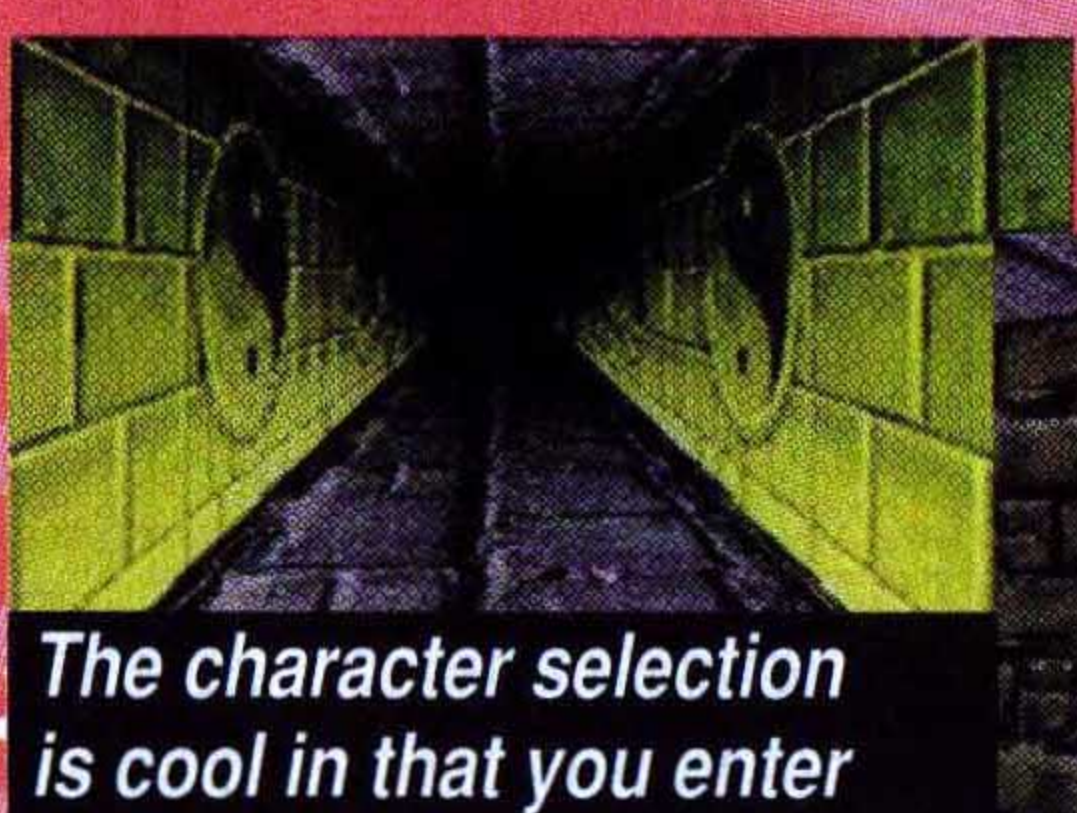
### Double Dragon V



## Kasumi Ninja



Too much blood? Kasumi Ninja might stir up some controversy.



The character selection is cool in that you enter a labyrinth and pick doorways.

This game has really evolved since an early debut in January.

## REDLINE RACING



Redline Racing has gone back to the drawing board, because Atari felt it used too many square polygons. So expect to see more detailed graphics in the finished version.

## Wolfenstein 3-D

## FLASHBACK



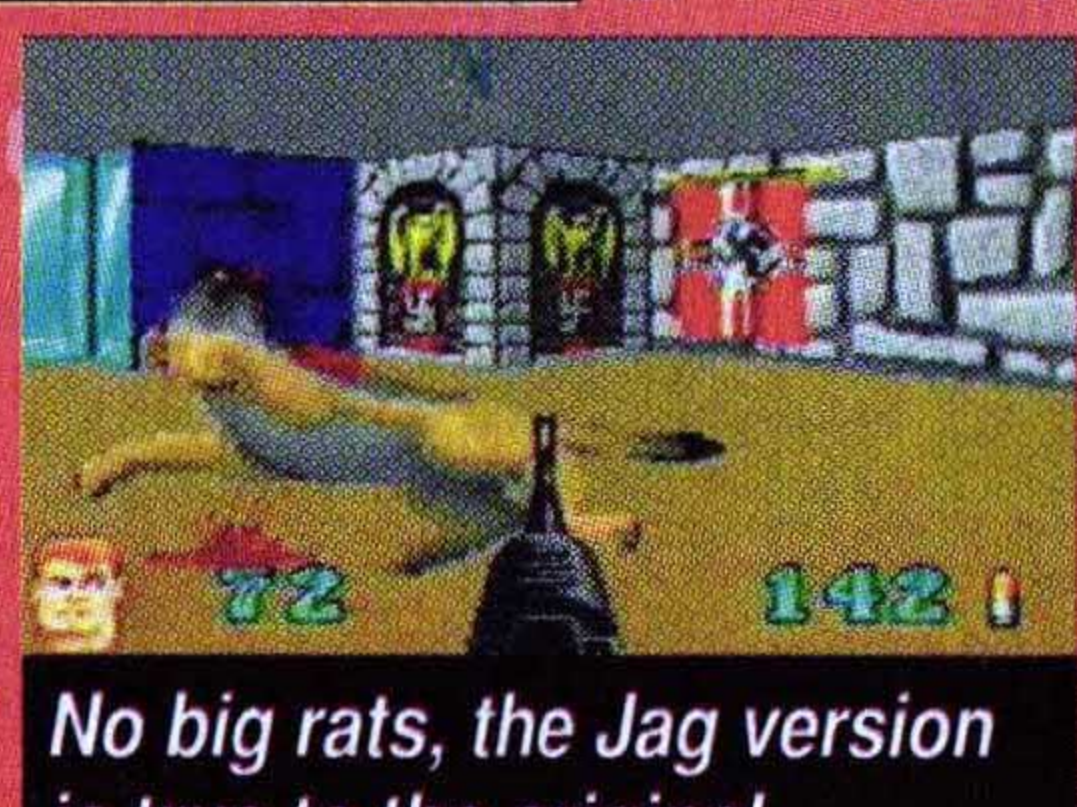
Conrad is back, but this time on the Jag!



Aim a bit more to the left.



The animation and resolution is comparable to the PC.



No big rats, the Jag version is true to the original.



Gutten tag.



Ultra Vortex, a fighting game from Beyond Games, is still pretty early, but what we did see of it looked very promising. Very cool digitizing and full motion that could make the 3DO shiver.

Double Dragon V: The Shadow Falls from Tradewest appears to be a unique fighting game that is based on the cartoon series. It features the Lee brothers, Jimmy and Billy, from the regular Double Dragon games, and numerous characters from the cartoon series. Look for this one around November.

The next batch of games are from the geniuses at ID Software. Both Wolfenstein 3-D, which should be out this July, and Doom, hopefully late September, are in the works. Wolfenstein 3-D, based on Apple II classic, runs amazingly fast on the Jaguar with graphics, scaling, and gameplay that are

unmatched. It is easily better than both the PC and the Super Nintendo version. For those who are not familiar with Doom, it is the coolest first person game on the PC. Based on the driver used in Wolfenstein, Doom adds a whole new dimension with odd-shaped rooms, texture-mapped ceilings and floors, and unbelievable detail and gameplay. This is a game definitely worth the wait. Alien vs. Predator is almost done and should be on store shelves in July, and Checkered Flag has been changed to Redline Racing, with the possibility of it getting a major racing license.

Well, with all these games coming out for the Jaguar, Atari should start taking a bite out of the video game market; and with the August release of their CD peripheral, we should see a lot more to come from Atari and their army of over a 100 licensees. ■

# JAGUAR

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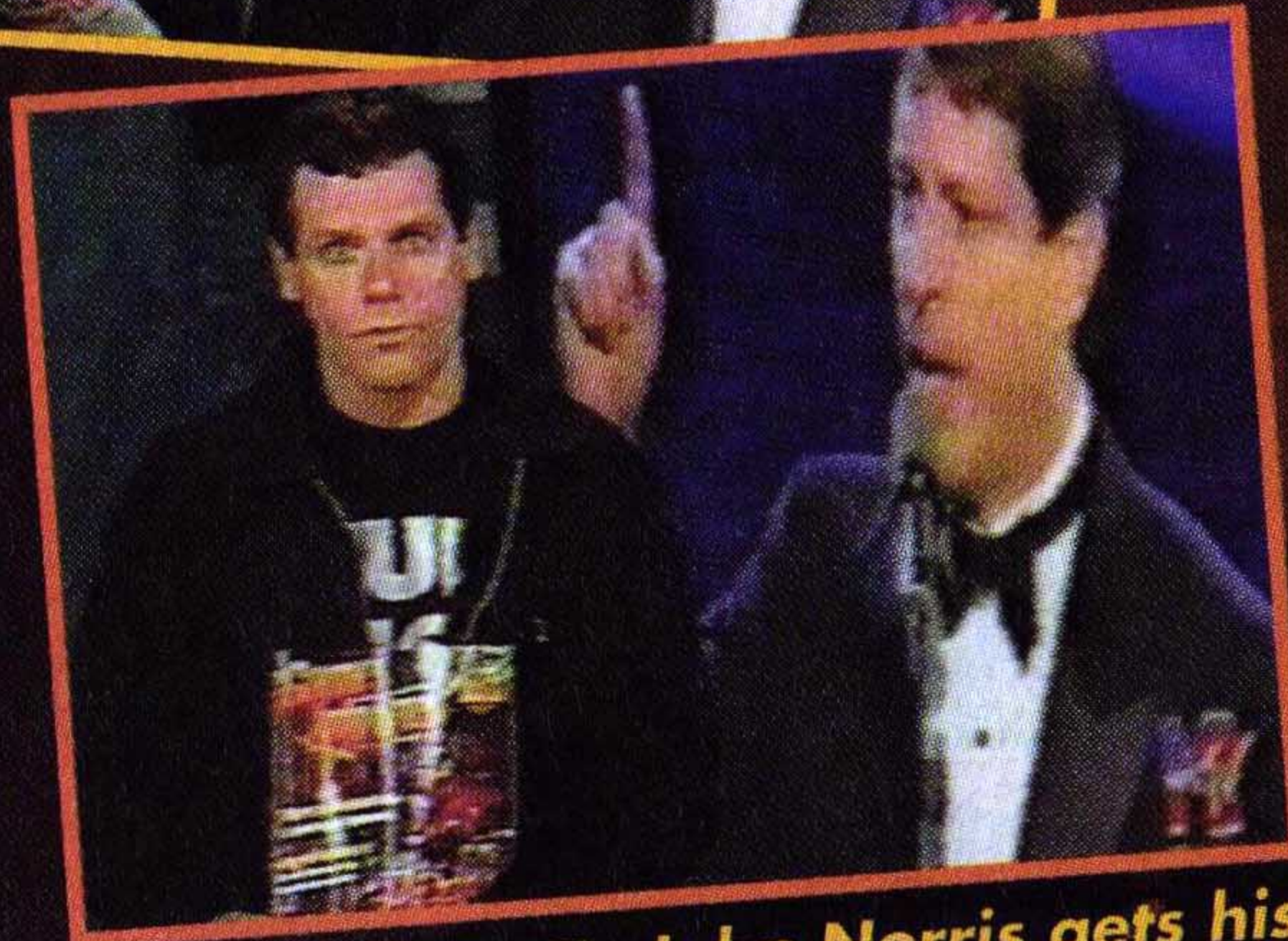
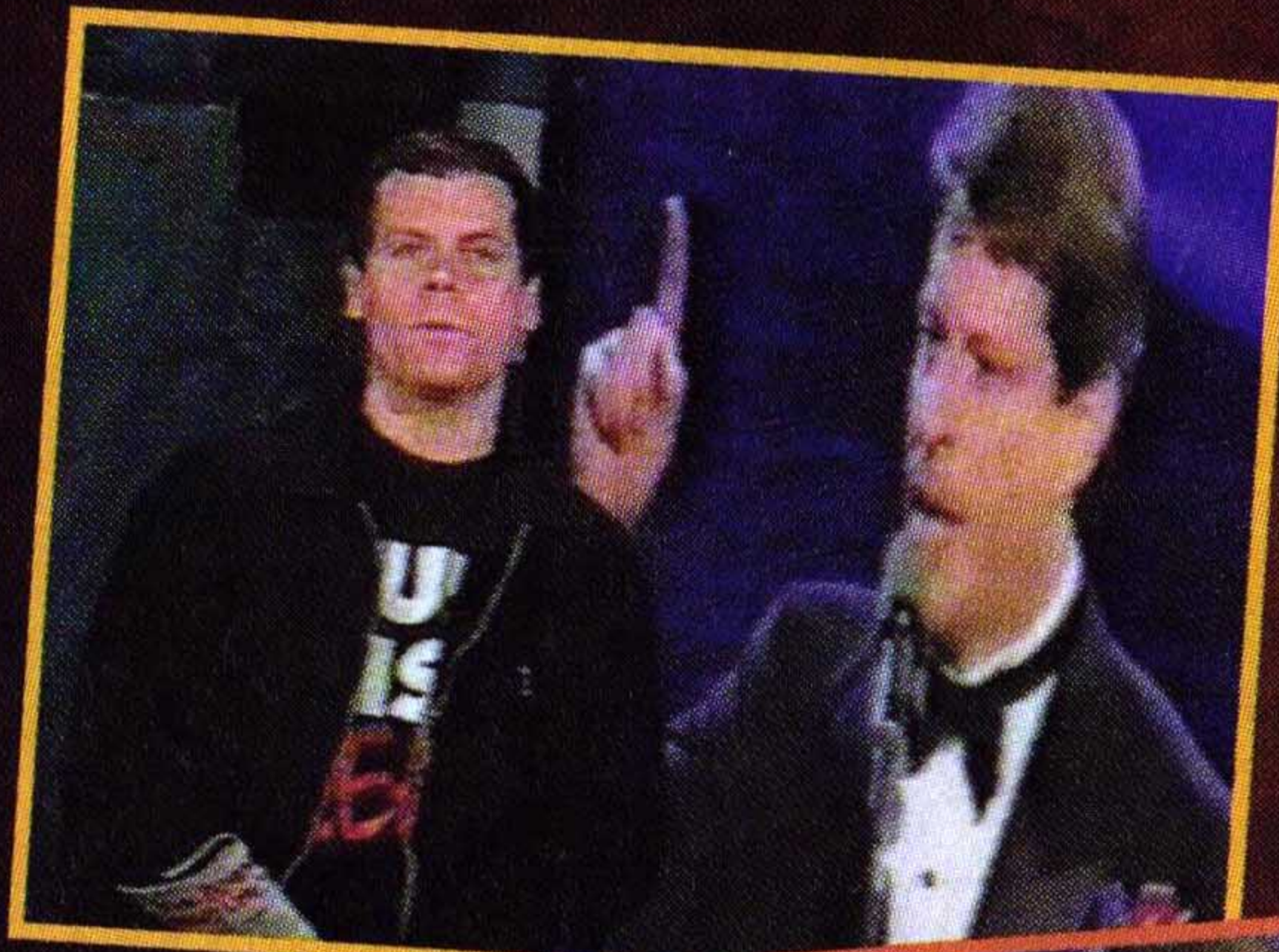


# WHAT'S HOT!

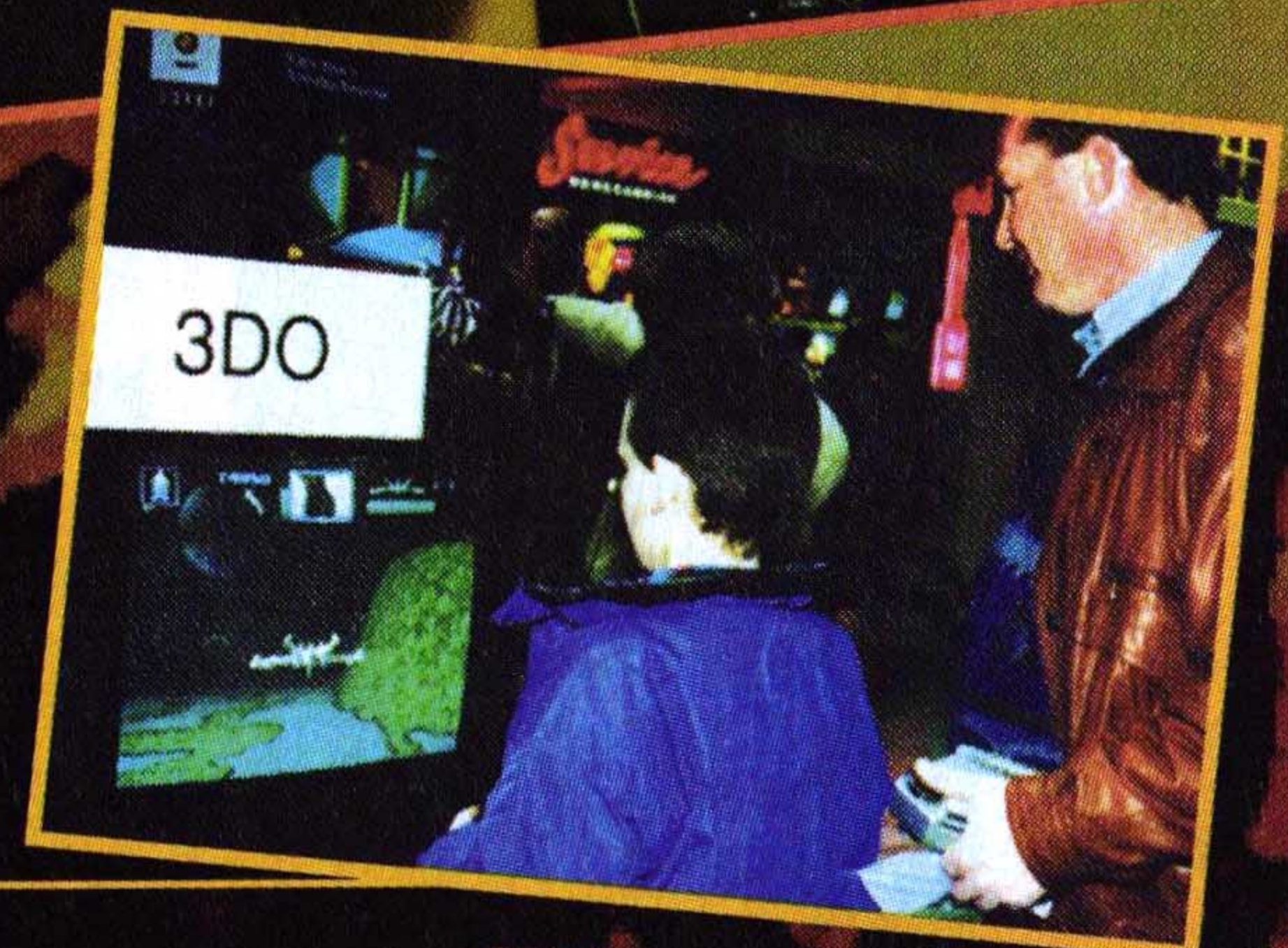
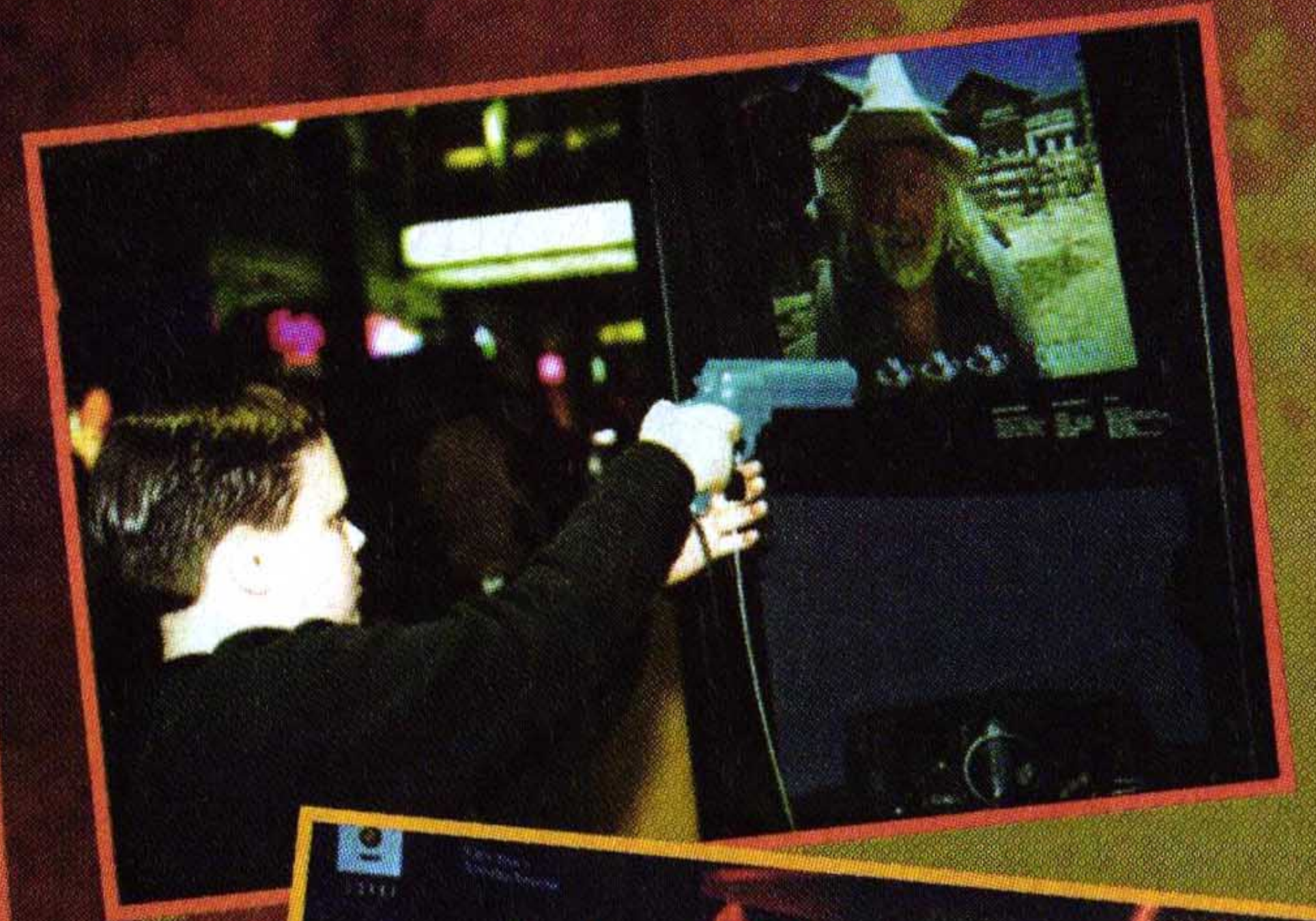
## News & Rumors From the Video Game Industry

### MTV Knows What's Up!

Yep... that's right... that's MTV's John Norris with a **Game Informer** in his mitts. Why you ask? Well, last March MTV's *Daily Dose* ran a review of everybody's favorite basketball game, *NBA Jam*. When it came time to give the greatest tips on this hot cart, MTV's John Norris turned to everybody's favorite magazine to get the scoop. Hey, John Norris says it best, "**Game Informer Magazine**...the source for all your greatest tips and strategies."



MTV's John Norris gets his *NBA Jam* codes from GI!

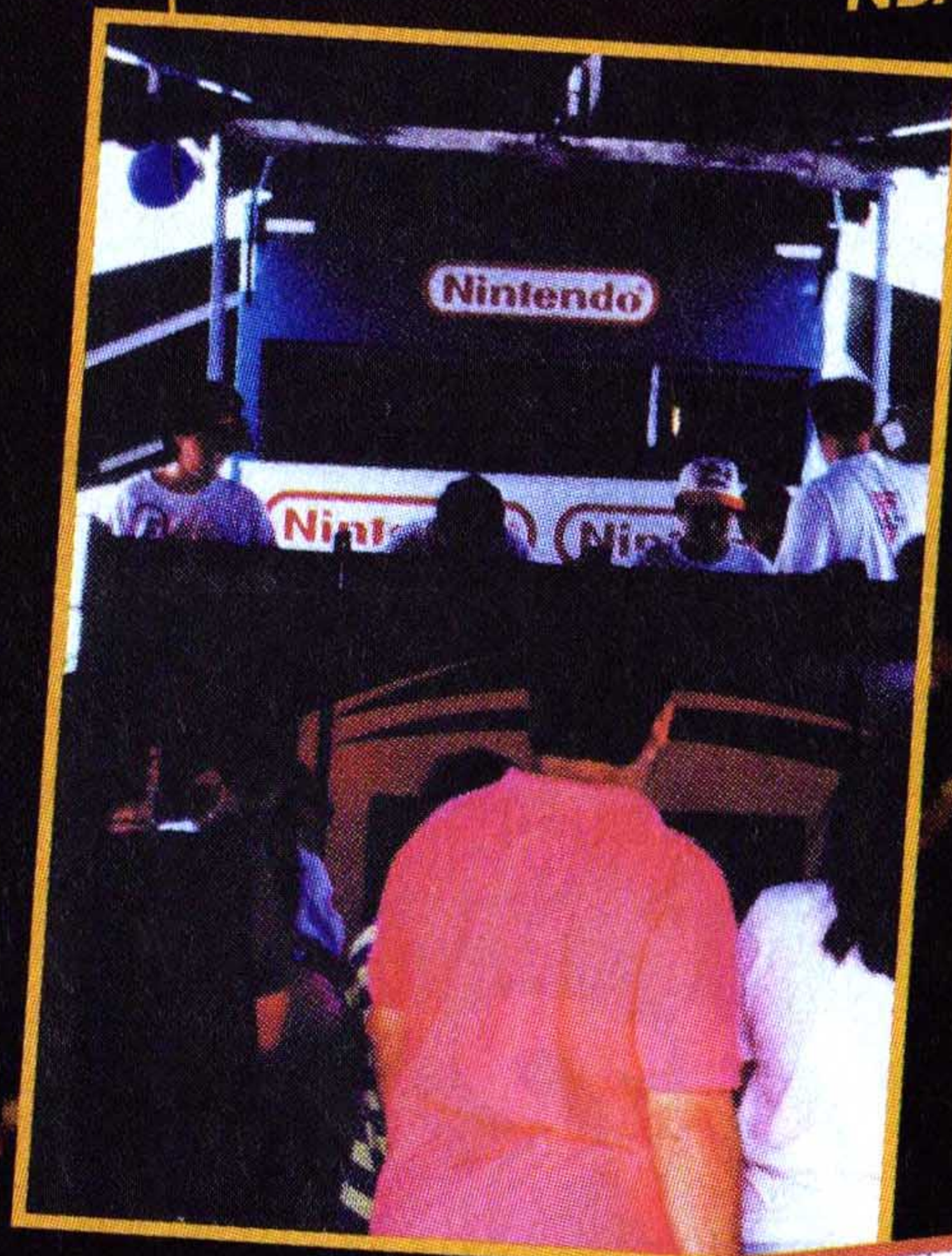


### 3DO goes on Tour

Everybody has read about the **3DO** and maybe even seen pictures, but now **3DO** is giving everyone the opportunity to experience it at the **3DO** Mall Tour. You'll have to look for it when it's coming through your town, but when they came to the Mall of America here in Minnesota, **Game Informer** was on the scene. The Tour, sponsored by **Panasonic**, features the **FZ-1 Multiplayer** and many of the available **3DO** titles, plus the **3DO** Hardware Challenge. The Challenge, which pits *Total Eclipse* head-to-head with **Super Nintendo's** *StarFox* and **Sega CD's** *Silpheed*, lets players try all three games and choose for themselves which system they want. While some stayed true to their **Segas** or **SNESs**, many were impressed with **3DO's** stunning graphics and lifelike movements. If they come to your town, make sure you check it out.

### POWERFEST '94 SCHEDULE

Store	City
<b>July 1st - 3rd</b>	
Wal-Mart	Weatherford, TX
ShopKO	Sheboygan, WI
K-Mart	Johnson City, TN
ShopKO	Lovelande, CO
<b>July 8th - 10th</b>	
K-Mart	Lakewood, CO
K-Mart	Concord, NC
<b>July 8th - 12th</b>	
FanFest	Point State Park, Pittsburgh, PA
<b>July 15th - 17th</b>	
Wal-Mart	Walpole, MA
Wal-Mart	Marietta, GA
AAFEF	Fort Drum, NY
<b>July 22th - 24th</b>	
Hill's Department Store	Reeding, PA
Central Electric	Los Angeles, CA
Wal-Mart	Wareham, PA
Wal-Mart	Gainesville, GA
<b>July 29th - 31st</b>	
Venture	Edmond, OK
Wal-Mart	Springdale, OH
Venture	Garland, TX
Venture	Duncanville, TX
Venture	Geneva, IL
Venture	Houston, TX
<b>Aug 5th - 7th</b>	
Wal-Mart	Ruston, LA
Wal-Mart	Miami, FL
<b>Aug 12th - 19th</b>	
Wal-Mart	Brookhaven, MS
Wal-Mart	Memphis, TN
<b>Aug 19th - Aug 21st</b>	
Wal-Mart	Reno, NV
Wal-Mart	Corydon, IN
Wal-Mart	Cerritos, CA
<b>Aug 26th - Aug 28th</b>	
Wal-Mart	Houston, TX



### PowerFest '94

**Nintendo of America** has just begun the nationwide hunt for the best player in the land with the kickoff of *PowerFest '94*. This six-month search will involve about 500,000 players at approximately 150 separate events and will have over \$1 million in prizes.

The *PowerFest* will have six simultaneous traveling tours that consist of four semi-trailers, two vans, and a number of support vehicles. Each tractor-trailer contains a gaming network of over 40 sampling machines (with more than 100 games for free trial) and four game contest stations featuring the specially-designed Competition Cartridge.

## POWERFEST '94

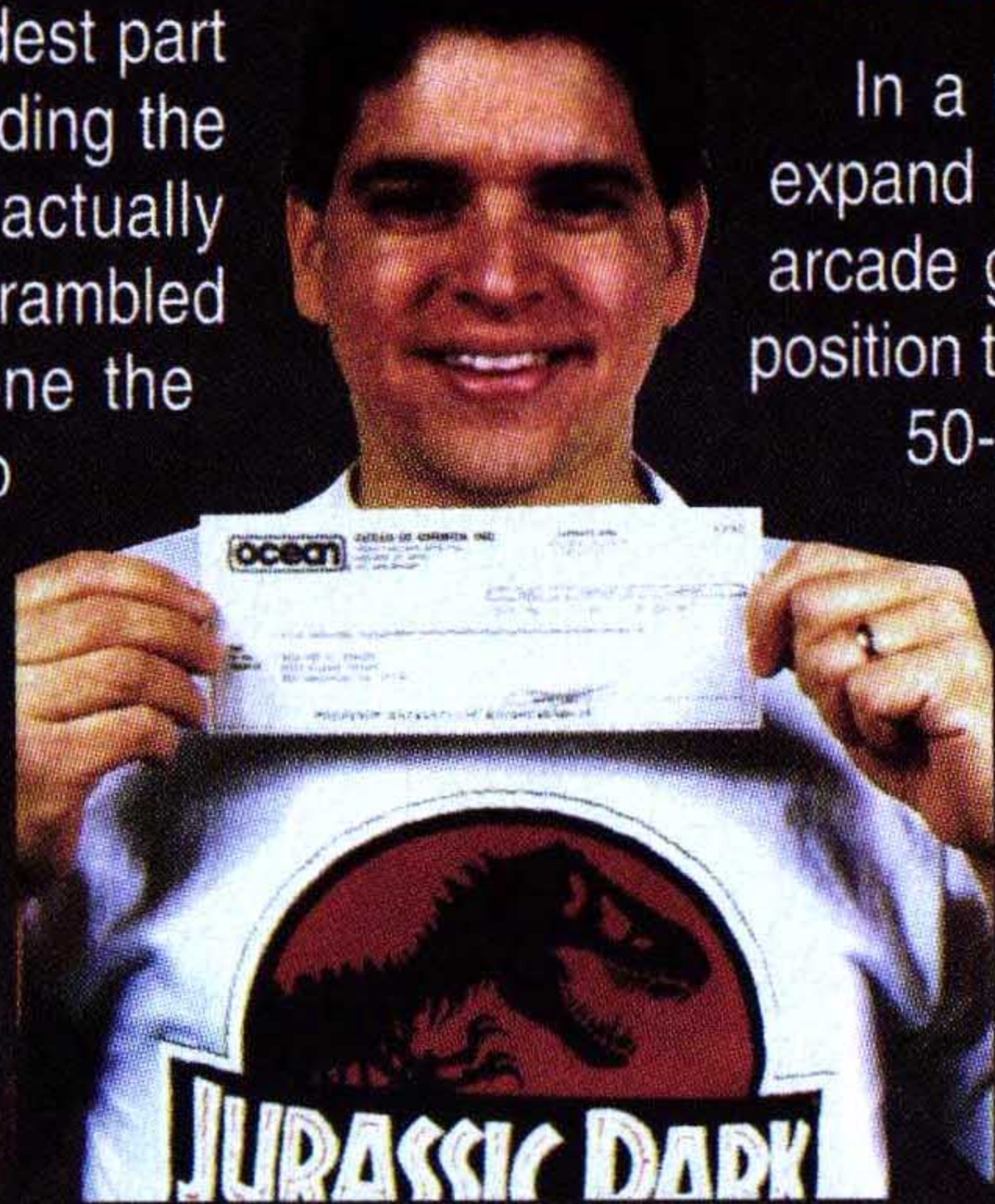
The *PowerFest* will work its way across America, from Miami to Los Angeles, and let players of all ages duke-it-out against the clock for the highest score at that location during the 3-day competition. The specially designed five-minute competition **Super NES** cart features three hit titles from **Nintendo**: *Ken Griffey Jr. Presents Major League Baseball*, *Super Mario Bros: The Lost Levels*, and *Super Mario Kart*.

If you think you've got what it takes, or if you just want to go have some fun, **Nintendo's** *PowerFest '94* is definitely for you. If you're interested in when the *PowerFest* is coming to your town, you can call **Nintendo** at 1-800-255-3700, or read **Game Informer** for the dates for each month.



## And the \$5,000 Winner is...

Bill Vargas, a 29-year-old System Engineer and avid game player from Philadelphia, Penn., won the \$5,000 prize for being the first gamer to send in the correct answer to Ocean's "Great Dino Egg Hunt" contest for *Jurassic Park Super Nintendo*. The contest, which began with the release of the game in October '93, was based on the search for eight hidden "eggs" (that were actually letters) that gamers would have to find, correctly identify their positions, and then unscramble to get the winning message. Vargas discovered the code after two days of intense hunting according to Vargas, "the hardest part of the entire contest - aside from avoiding the jaws of a very hungry T-Rex - was actually unscrambling the message." The unscrambled winning answer was "Dr. Horner", one the world's leading paleontologists who was the inspiration for the character of Dr. Alan Grant from the best selling novel, as well as a consultant to Stephen Spielberg during the making of the film. Congratulations Bill!



The winner, Bill Vargas.

## Nintendo Signs Exclusive Project Reality Deal with Williams/Bally/Midway!

Amidst the battle for rights to **WMS** titles, **Nintendo** slipped behind enemy lines and struck a deal with **WMS** from out of the blue. **WMS Industries**, creators of arcade hits such as *Mortal Kombat I & II* and *NBA Jam*, and **Nintendo of America, Inc.** have formed a joint venture company, **Williams/Nintendo Inc.**. This deal gives **WMS Industries** a long-term worldwide license to create arcade games using **Nintendo's** proprietary 64-bit technology, and gives Nintendo a bit of the **WMS** spotlight. Future **PR** arcade games will be distributed under the "**Midway**" name, but the home versions, due in early '95 along with the home version of the **Project Reality** system, will be distributed by Nintendo exclusively for the **Project Reality** (sorry Sega). The deal is rumored to only be for three exclusive titles, but you never know.

## Williams Buys Tradewest Inc.

In a bold move, **WMS Industries** signed an agreement to purchase **Tradewest, Inc.** to expand their recently formed subsidiary, Williams Entertainment, Inc.. This acquisition by the arcade giant moves it one step closer to the home video game market, and puts them into a position to become a major player in the following years. Not only does **WMS** get an experienced 50-person development team from **Tradewest**, but more importantly, it gets licenses to develop titles for **Nintendo, Sega, Atari, and 3DO**. Nice move!

## More info on DigiPen

After last issue's article on the **DigiPen Applied Computer Graphics School** (What's Hot! pg. 47) we were flooded with questions about this newly-created **Super Nintendo** programming school. If you're interested please write to:

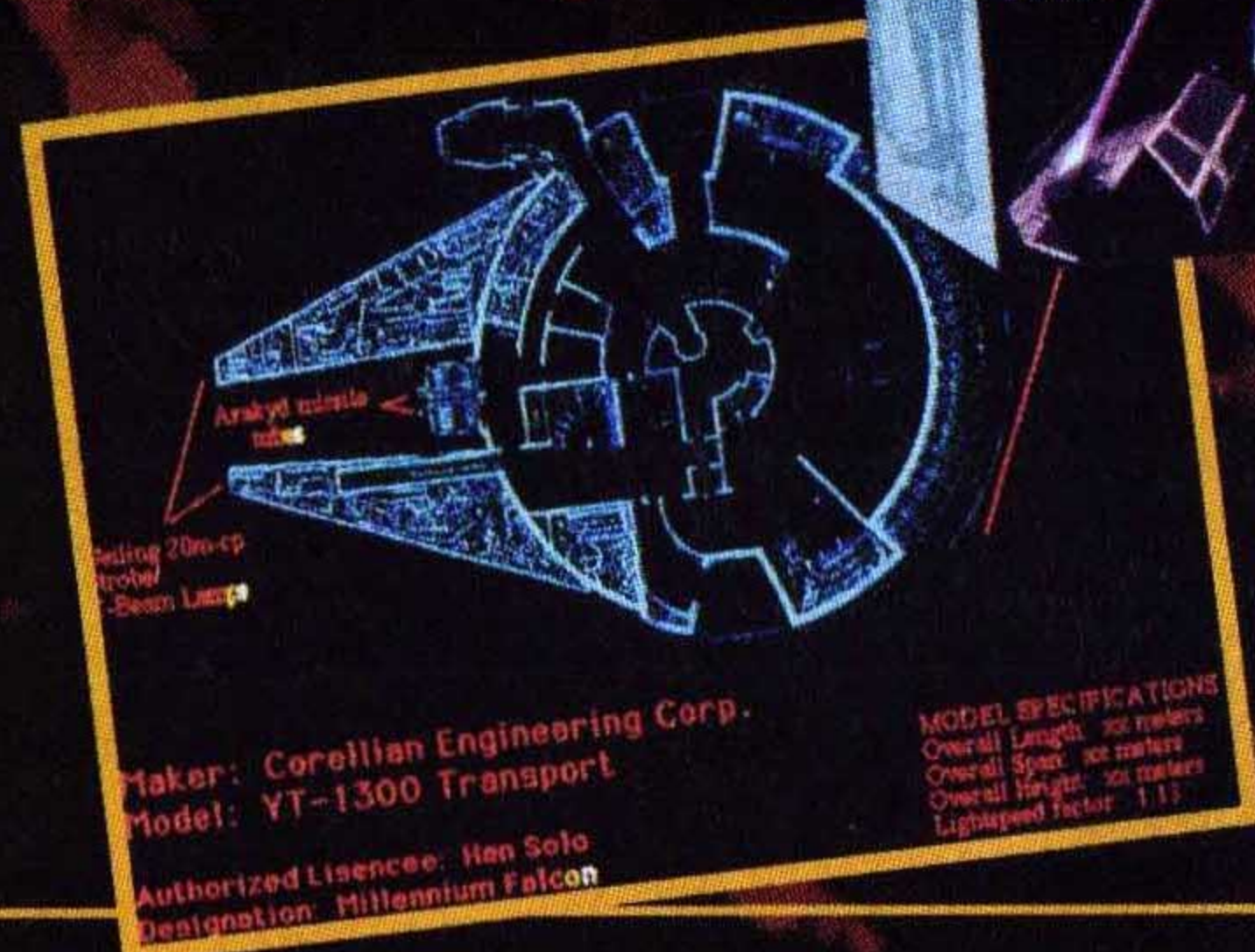
DigiPen Applied Computer Graphics School  
Attn: Jason Chu  
5th Floor Hornby Street  
Vancouver, British Columbia Canada v6C - 2E7

## Killer Instinct Slated as First Project Reality Cart

**Rare Ltd.**, best known for the **Nintendo** hit *Battle Toads*, and **Nintendo of America, Inc.** have signed an exclusive development agreement to create the first game "*Killer Instinct*" for the **Project Reality** Arcade System. *Killer Instinct*, a futuristic fighting game, will be distributed by **MWS Industries** and will be shown at an "invitation only," behind closed doors meeting at this Summer's Consumer Electronic Show.

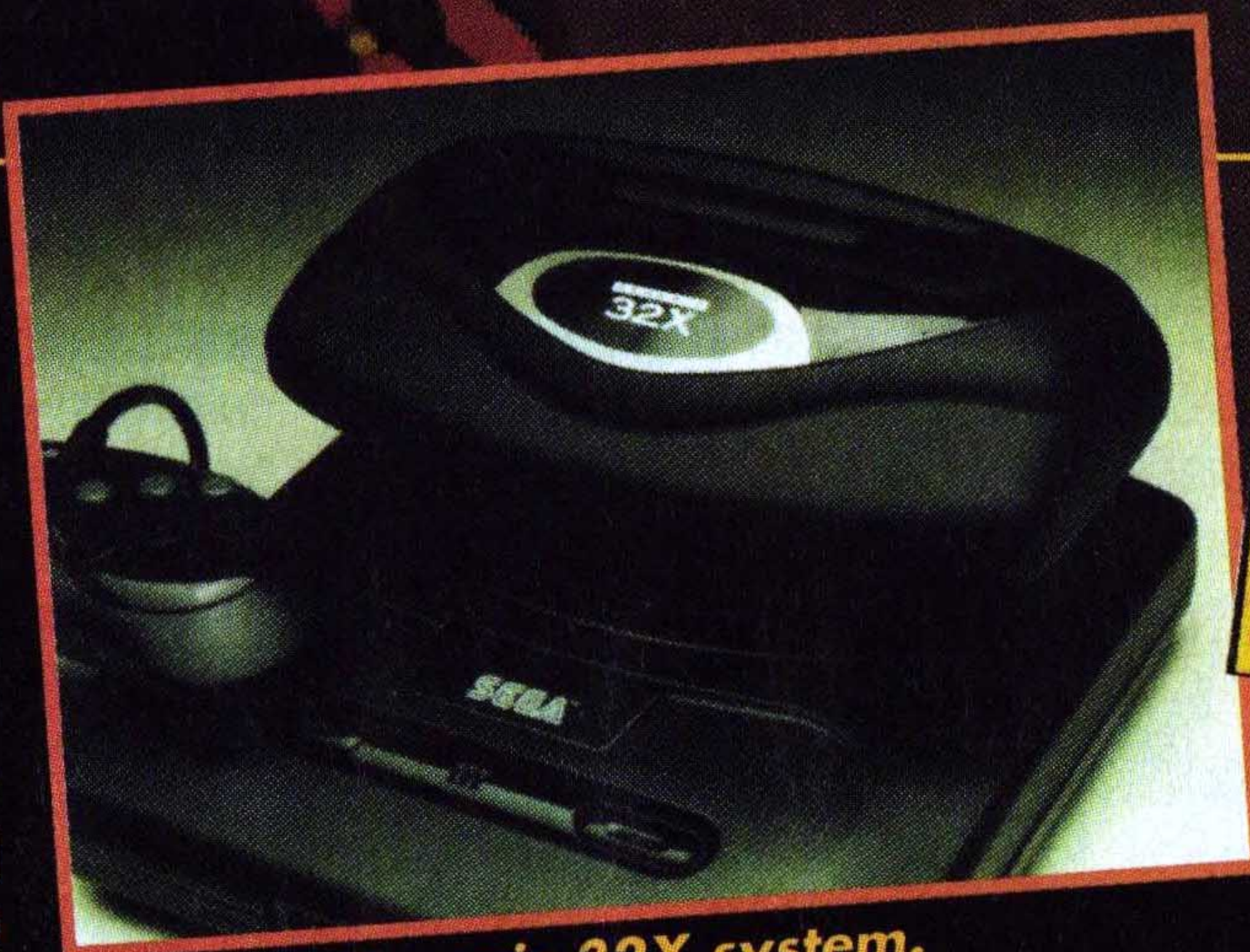
## LucasArts Releases Star Wars Screen Entertainment

If you like *Star Wars*, you know there is no substitute. Now, **LucasArts** gives every *Star Wars* fan who owns a **PC** or **Macintosh** a chance to experience the screen saver: *Star Wars Screen Entertainment*. While the Screen Entertainment is very cool and has lots of varied *Star Wars* modules, the real news is that, at random, a message from George Lucas appears regarding the creation of a new *Star Wars* trilogy (finally!). He states that he will begin writing the screenplay for the prequels (yes, we're going back in time) by the end of this year, with a release by the year 2000 (*Star Wars* fans, REJOICE!!!).



## 32X Due this Fall!

Sega's announced that their new **Genesis 32X**, an arcade upgrade for the **Sega Genesis** and **Sega CD**, will launch this fall with six games on the shelves and ten games on the way. The **32X**, which enable you to upgrade you current **Sega Genesis** with dual 32-bit RISC CPU's and the new VDP, will allow for faster processing, texture mapping and polygon graphics, over 32,000 colors, and (finally) high resolution video on the **Sega CD**. Perhaps the best news is, that the **32X** will use the same cartridge port that the **Sega Saturn** will sport when it comes out this winter. In other words, compatibility. Way to go **Sega**.



The new Genesis 32X system.

The 32X Virtua Racing Deluxe features 6 tracks and 3 vehicles.



Here is a list of the current titles under development for the **32X** and their tentative release dates:

<i>Star Wars Arcade</i>	Fall 1994	<i>Super After Burner</i>	Fall 1994	<i>Fahrenheit</i>	Fall 1994
<i>Doom</i>	Fall 1994	<i>Super Space Harrier</i>	Fall 1994	<i>Midnight Raiders</i>	Fall 1994
<i>Super Motorcross</i>	Fall 1994	<i>Stellar Assault</i>	Fall 1994	<i>Tempo</i>	Winter 1994/1995
<i>Virtua Racing Deluxe</i>	Fall 1994	<i>Cyber Brawl</i>	Fall 1994	<i>36 Great Holes</i>	Spring 1995



# At a Glance™

3DO

## RATING SCALE:

10 = A Classic!	5 = Average
9 = Excellent	4 = Weak
8 = Very Good	3 = Yawner
7 = Good	2 = Avoid
6 = Fair	1 = Terminal

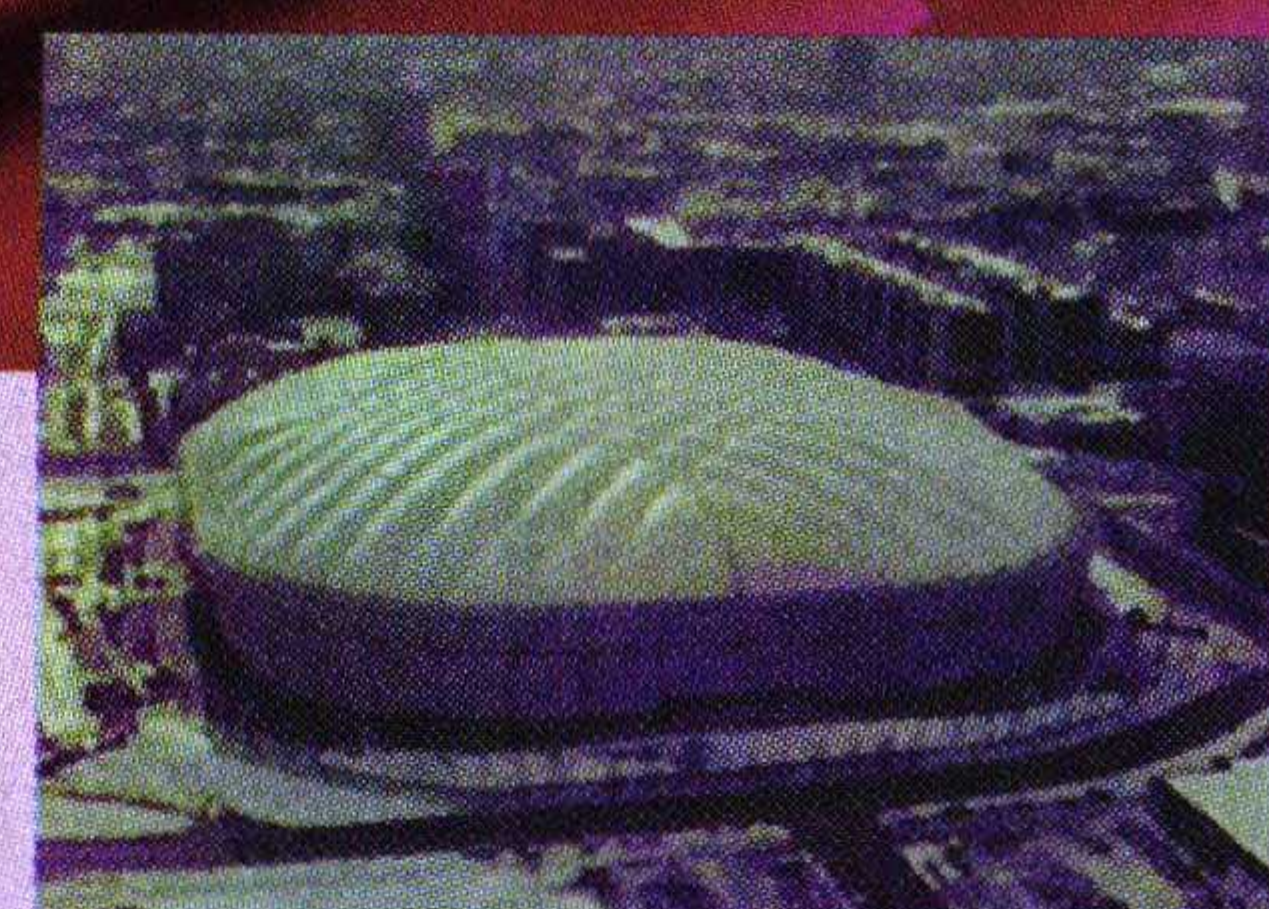
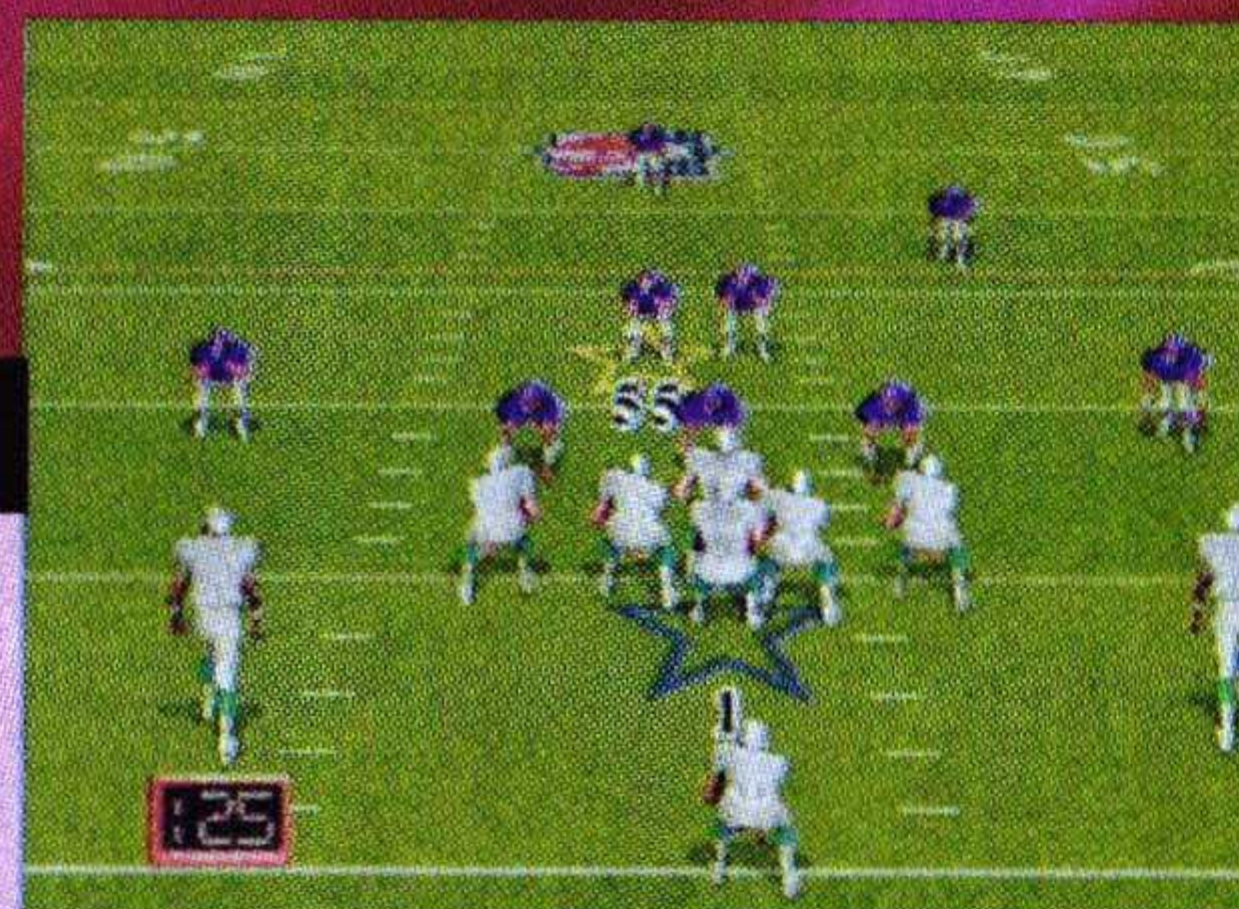
**Overall: 8**

**Cart Size:**  
CD-ROM

**Style:**  
1 or 2-Player  
Sports Simulation

**Created by:**  
EA Sports

**Available:**  
Now



### John Madden Football – EA Sports

John Madden and the NFL have teamed up once again to bring you the premiere 3DO sports simulation featuring all 28 NFL teams, 8 Old-Timers, and 2 All-Madden teams. Although based on the '93 edition, Madden Football has all the CD-ROM fireworks you would expect, including over 100 NFL video clips, 1300 individual player ratings, fully-digitized player animations, and true 3-D graphics. If you're looking for the ultimate armchair quarterback game, John Madden Football is definitely the answer.

**Overall: 7**

**Cart Size:**  
CD-ROM

**Style:**  
1-Player  
Action/City  
Simulator

**Created by:**  
Crystal Dynamics

**Available:**  
Now



### The Horde – Crystal Dynamics

During a nightly gala at the King's palace, the King finds that he swallowed more than he can chew. In the blink of an eye, the noble servant Chauncey wraps his arms around the King's giant girth and shoots the guilty morsel barreling across the room. To show his gratitude, the King knights Chauncey and gives him the sword,

Grimthwacker. With his new found land holdings, Chauncey must protect his kingdom and rule it wisely, not just because the evil High Chancellor wants him dead, but because his land is being overrun by the evil, red, ravenous eaters known only as the Horde.

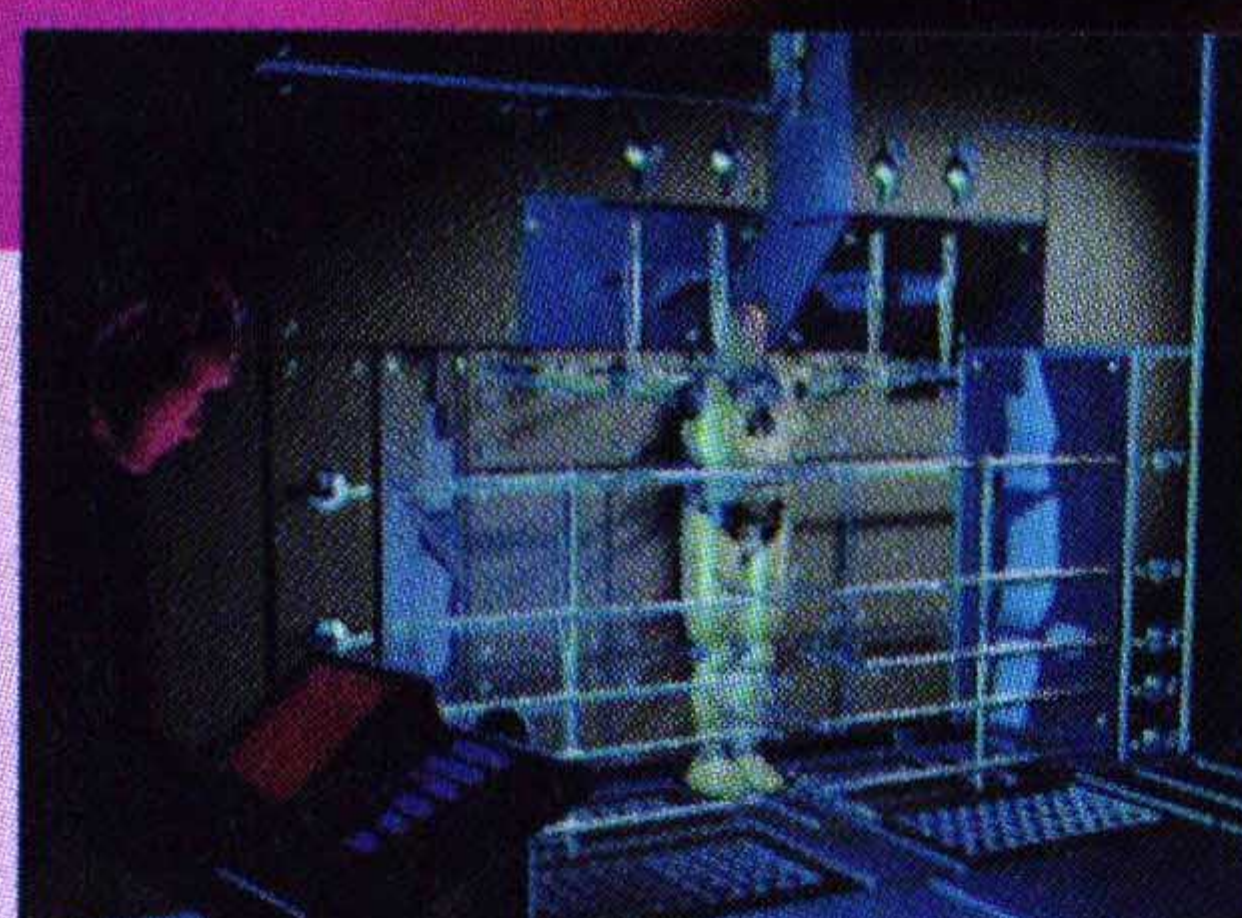
**Overall: 8**

**Cart Size:**  
CD-ROM

**Style:**  
1-Player  
Shooter

**Created by:**  
Origin

**Available:**  
Now



### Super Wing Commander – Origin

Based on the computer version, Super Wing Commander offers all the control and excitement of the original with graphics that only the 3DO could deliver. Stationed on the Terranian Strike Carrier Tiger's Claw, you embark on 72 different missions into deep space as you play out

your part in the never-ending battle against the evil Kilrathi. As the commander of your wing, you will work with many different pilots and be responsible for many life and death decisions made in the heat of battle. Do you have what it takes, commander?

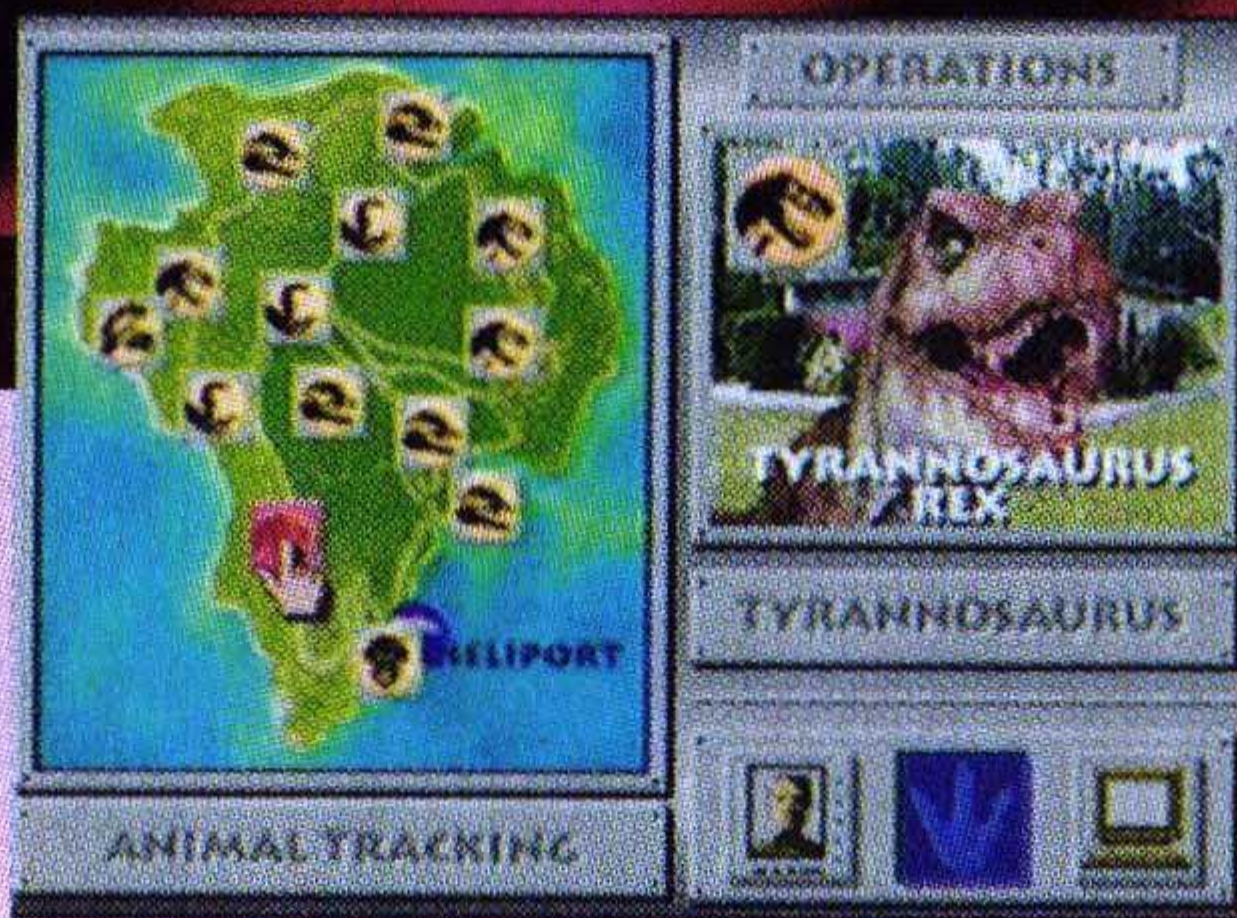
**Overall: 5**

**Cart Size:**  
CD-ROM

**Style:**  
1-Player  
Multi-Platform

**Created by:**  
Universal  
Interactive Studios

**Available:**  
Now



### Jurassic Park – Universal Interactive Studios

Following the basic plot of the book, Jurassic Park Interactive places you at the computer control panel of the park headquarters right as all computer systems fail. From there you must crack all five of Nedry's computer locks and save all 11 inhabitants of the island before the cargo

ship, carrying the ferocious Raptors, reaches the mainland. Leading the guests to the heliport won't be easy, you'll have to master three dino-challenges which include the Spitter Shoot, T-Rex Chase, and the Raptor Maze.





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Sell 7 Items

MERLIN  
MAGIC SHOW SET  
Sell 12 Items

POLYGRAM  
TAPES / CD'S / VIDEOS  
Sell 11 Items

SUPER NINTENDO  
CONTROL DECK  
Sell 48 Items

FASHION  
"FOAM"  
PHONE  
Sell  
11 Items

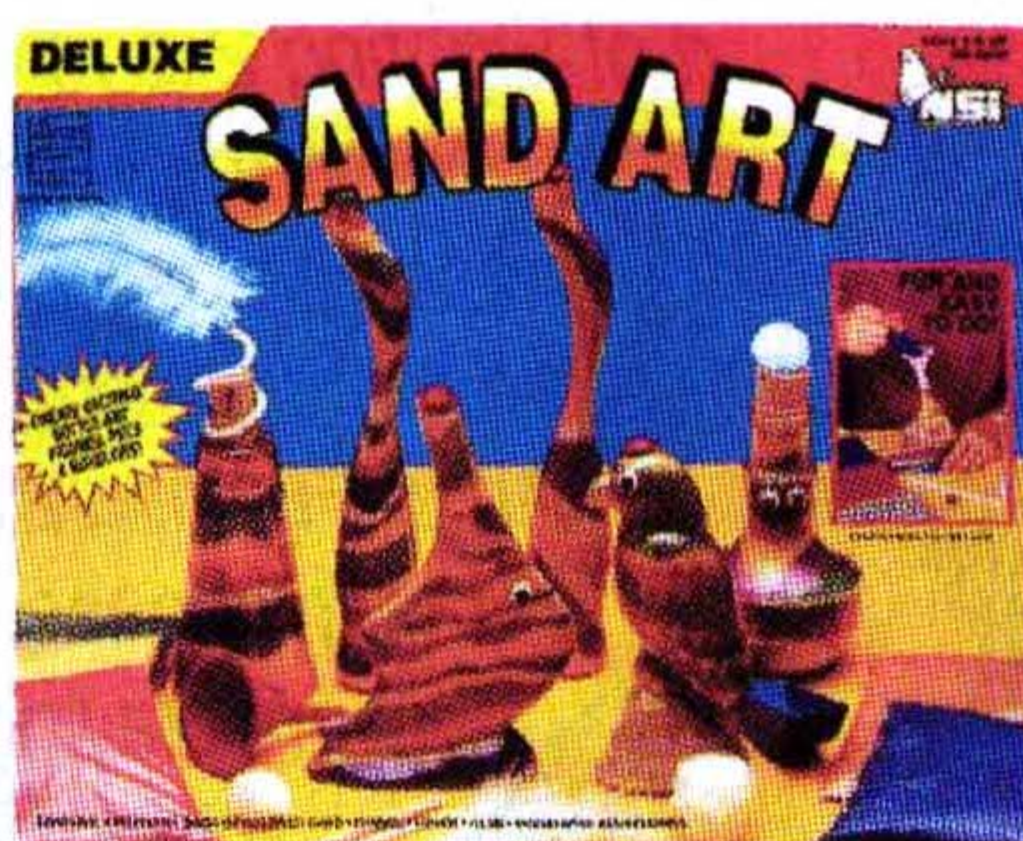
"STARTER"  
NFL TEAM JACKET  
Sell 40 Items each

THE MONEY MILL BANK  
Sell 11 Items

IN-LINE  
LAZER  
ROLLERS  
Sell 19 Items

SEGA "GENESIS"  
CONTROL DECK  
Sell 48 Items

DELUXE  
SAND ART  
Sell  
11 Items



TEAM WASTEBASKET  
WITH BACKBOARD  
Sell 10 Items each



CASIO  
ELECTRONIC  
MINI-KEYBOARD  
Sell 19 Items

SEGA  
GAME GEAR  
Sell 48  
Items



NIKKO "HAWKEYE"  
R/C TRUCK  
Sell 13 Items



RCA  
PORTABLE CD PLAYER  
Sell 50 Items



MOON SHOES  
Sell 17 Items

SPALDING BASKETBALL  
Sell 8 Items



"STARTER" NBA TEAM HATS  
Sell 7 Items each

TEXSPORT TWO-PERSON  
DOME TENT  
Sell 16  
Items



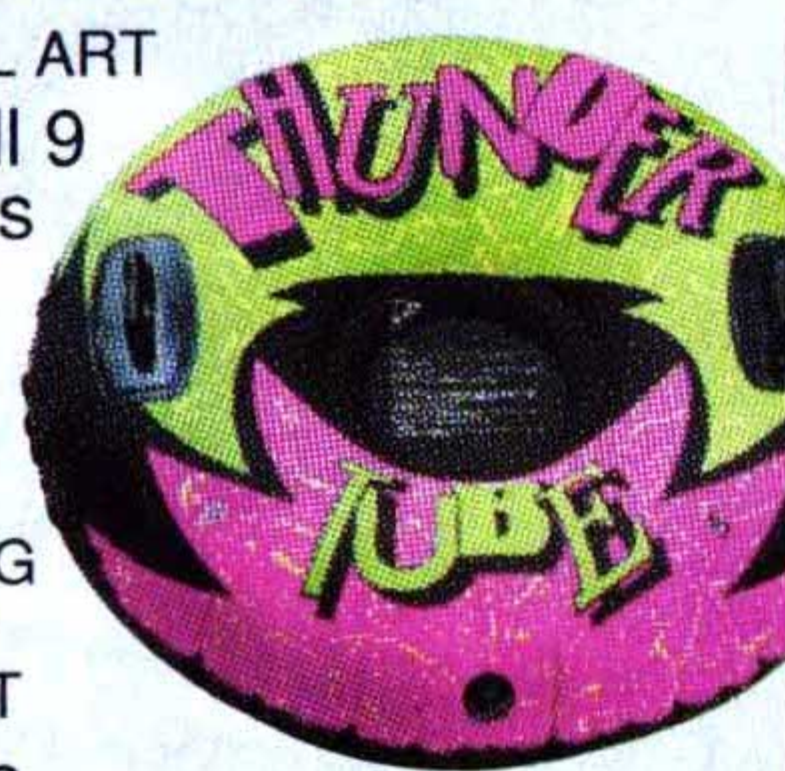
NBA  
CLUB BAGS  
Sell 11 Items each



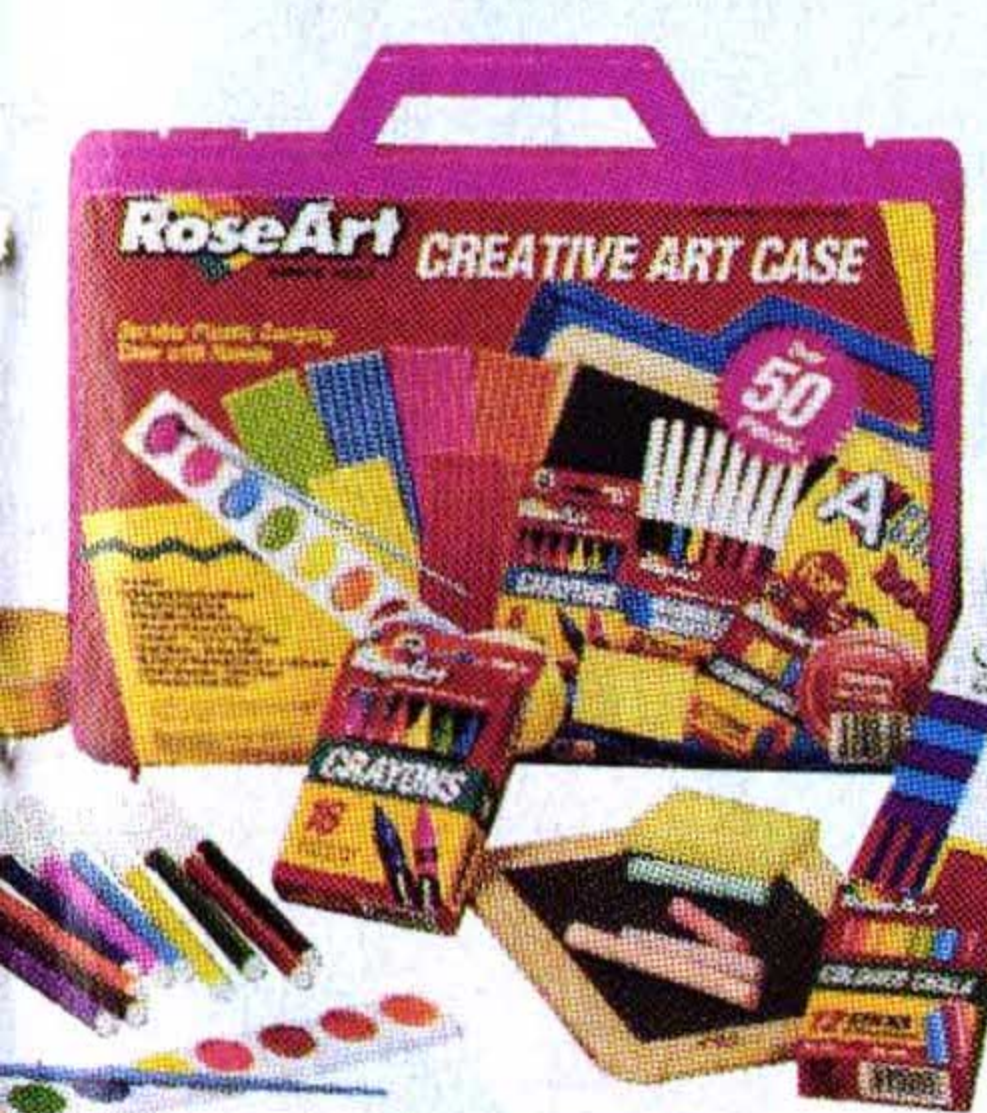
SWIRL ART  
Sell 9  
Items



SPALDING  
"SIZZLER"  
TENNIS SET  
Sell 12 Items



THUNDERTUBE  
SNO / SURF  
TUBE  
Sell 8 Items



"ROSEART"  
ART SET  
Sell 8 Items



"SNOOPY" LARGE ALARM  
Sell 20 Items



LCD GAME  
STEREO CASSETTE  
Sell 12 Items



BEAD MACHINE  
Sell 11 Items



NFL TEAM BACKPACKS  
Sell 9 Items each



VOIT SOCCERBALL  
Sell 8 Items

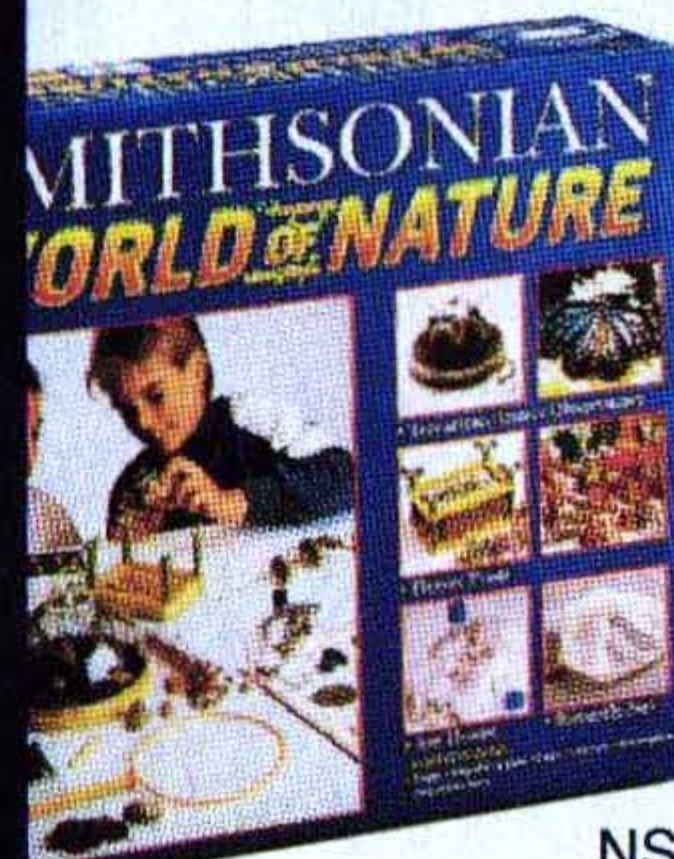


"BEAKMAN'S WORLD" GAME  
Sell 9 Items

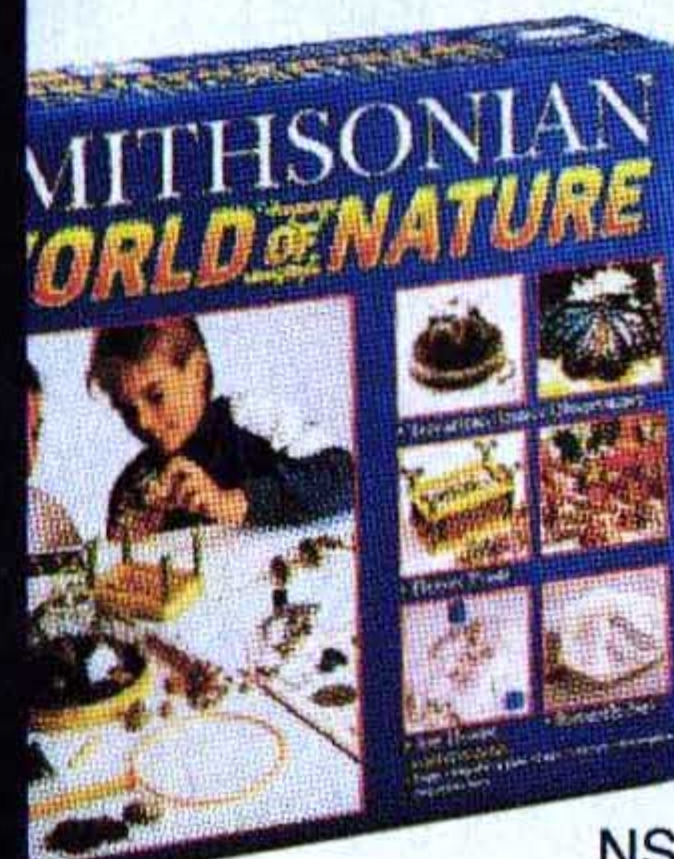
BED BASKETBALL GAME



MAGNUM  
MOUNTAIN BIKE  
Sell 49 Items



"WILSON" TEAM  
FOOTBALLS  
Sell 8  
Items each



NSI  
"MITHSONIAN" NATURE SET  
Sell 12 Items



KODAK 35mm  
CAMERA OUTFIT  
Sell 19 Items



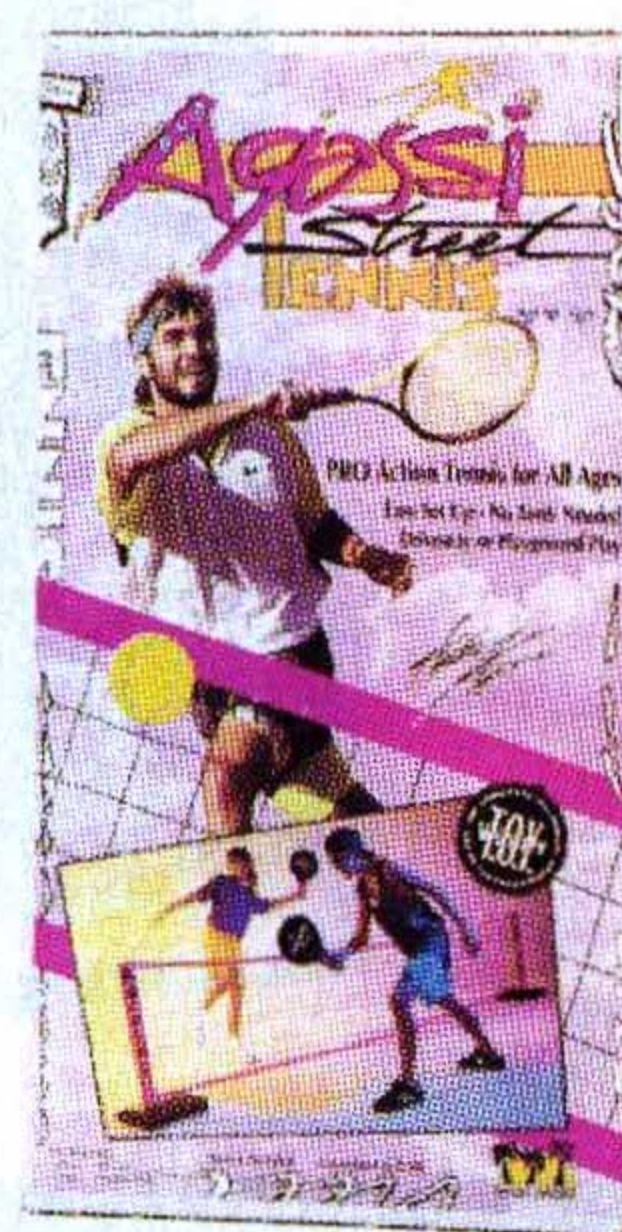
GLITTER  
HAIR  
Barbie  
Sell 8 Items



WESTCLOC  
"NIGHT GLOW"  
ALARM CLOCK  
Sell  
8 Items



THE "CLARISSA" GAME  
Sell 8 Items



"AGASSI"  
STREET TENNIS  
Sell 20 Items

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Sell 10 Items





Takuma Sakazaki



Robert Garcia



Ryo Sakazaki



Yuri Sakazaki

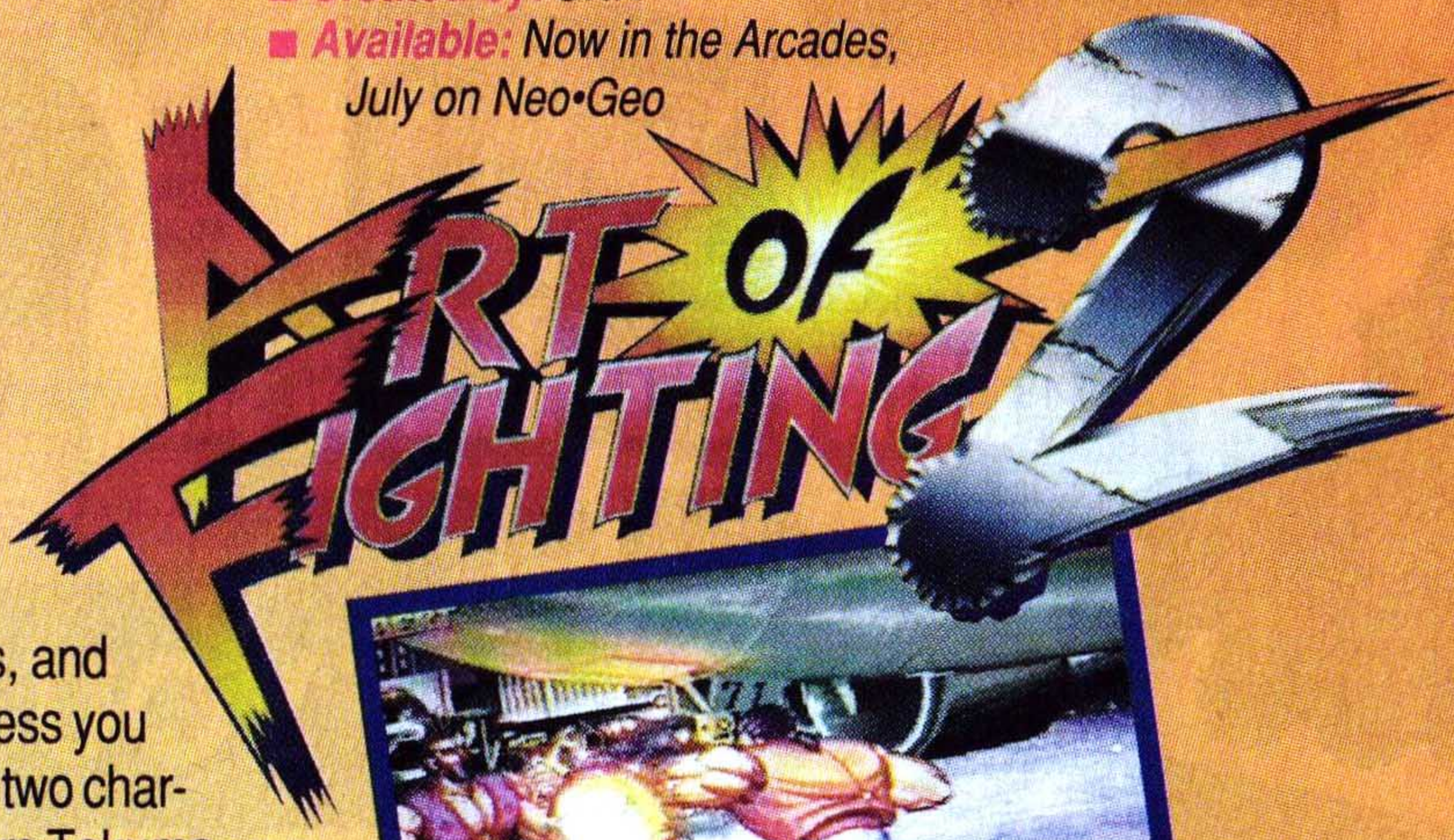


Jack Turner



Mickey Rogers

- Style: 1 or 2-Player Fighting
- Created by: SNK
- Available: Now in the Arcades, July on Neo-Geo

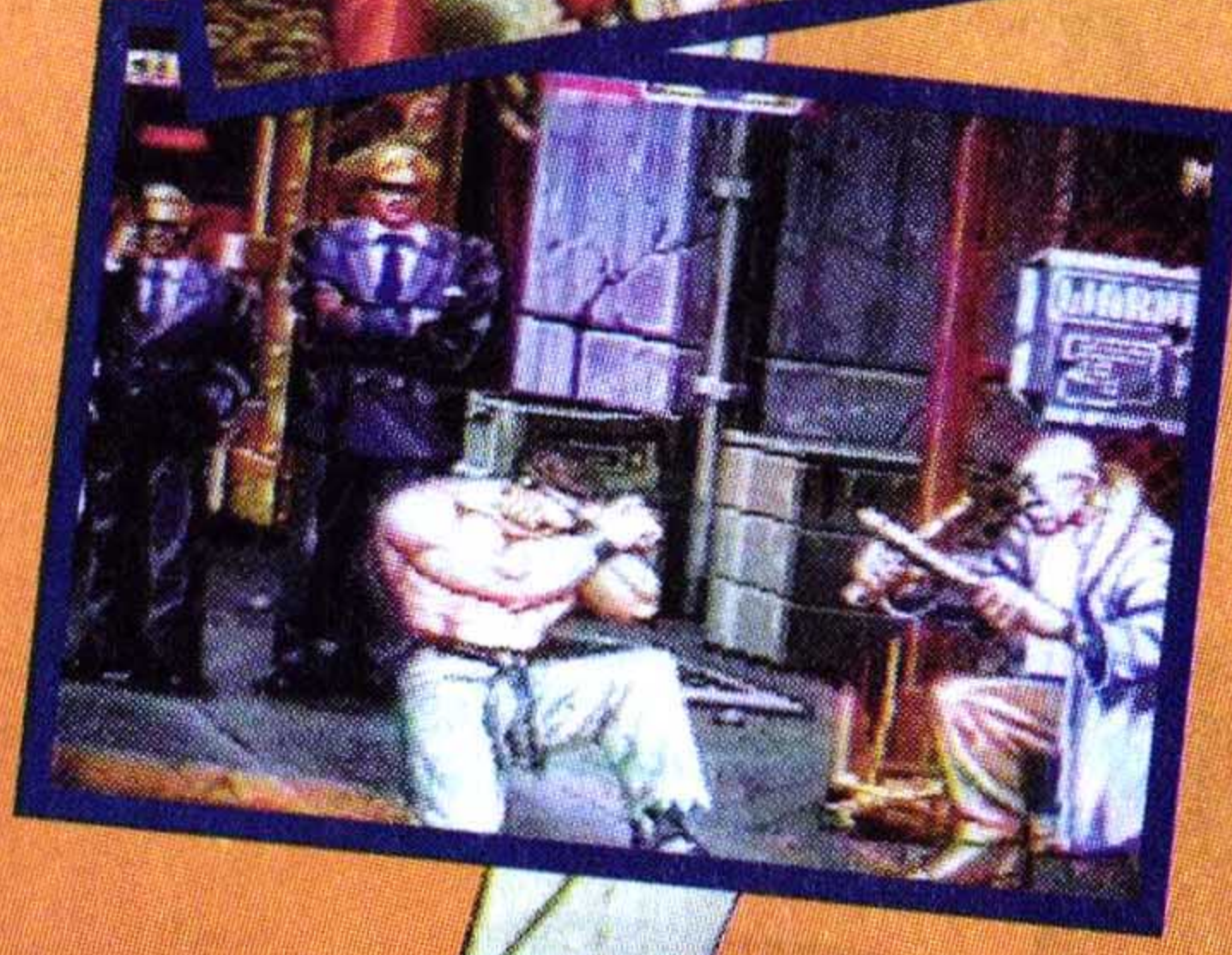


**A**rt of Fighting 2 is now in arcades all across the nation, although a lot of people might not have noticed since the arcade king, *Mortal Kombat 2*, has overshadowed all of the competition. *Art of Fighting 2* is a decent fighting game that should not be overlooked.

*Art of Fighting 2* allows you choose from 12 different characters, and I mean choose. If you remember, in the first *Art of Fighting*, unless you were playing against a human opponent, you could only be two characters, Ryo or Robert. There are also four new characters Takuma, Yuri, Temjin, and Eiji. They're all pretty cool.

Overall, there are a few differences between *Art of Fighting 2* and the original. There are many new dazzling special moves that will catch your eye. The graphics and sound are slightly sharper, with greater detail and animation given to the backgrounds. Gameplay is quite a bit faster and more responsive. However, the zooming point of view that was introduced in the original *Art of Fighting* (and improved upon in *Samurai Shodown*) has for some reason reverted back to its unsmooth zooming motion.

I personally don't enjoy *Art of Fighting 2* but I can see it is a good arcade fighting game and I have friends that like it. For me, it's just not up to par with *MK2*. ■



Lee Pai Long



Temjin



Eiji Kisargari



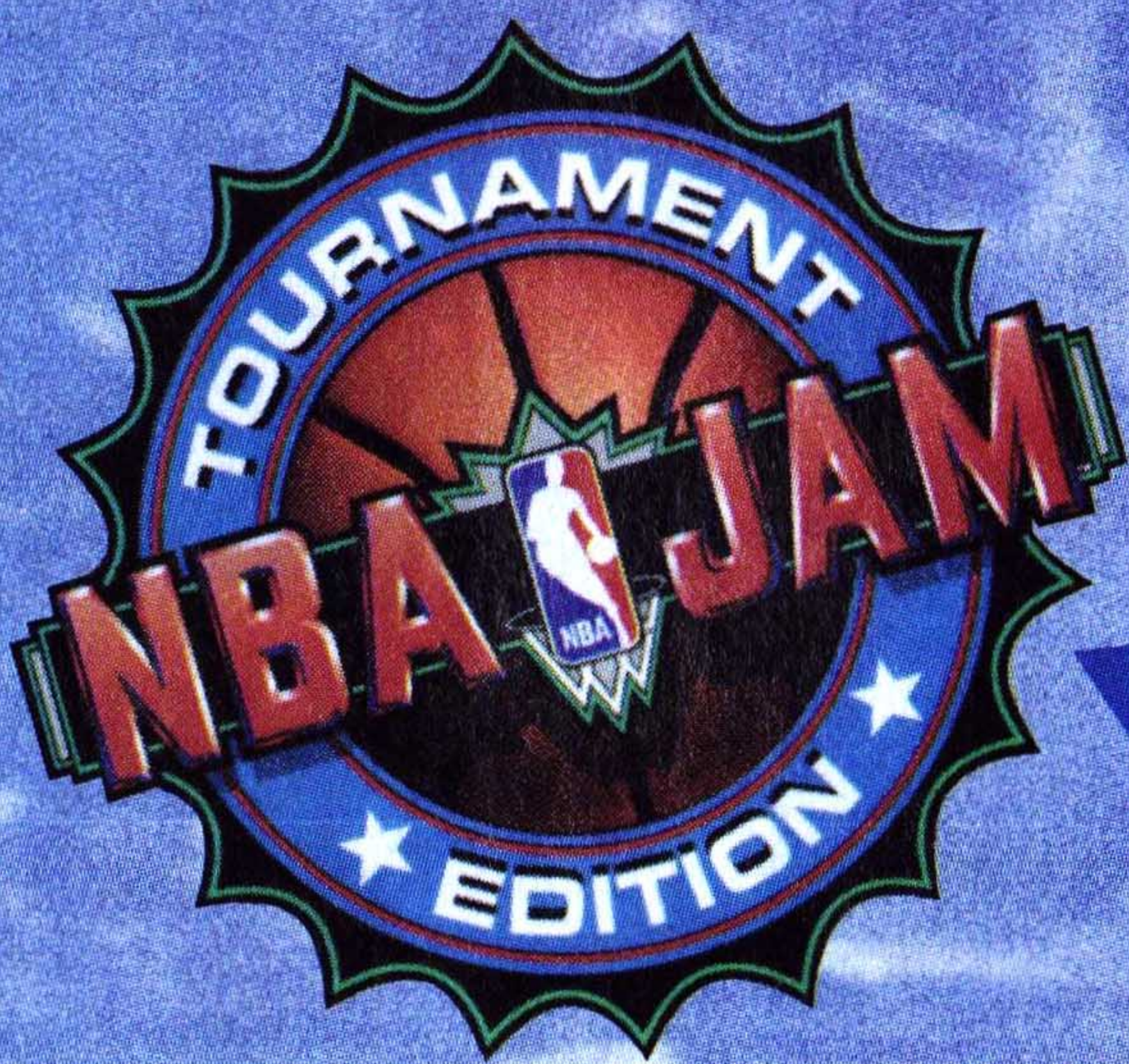
King



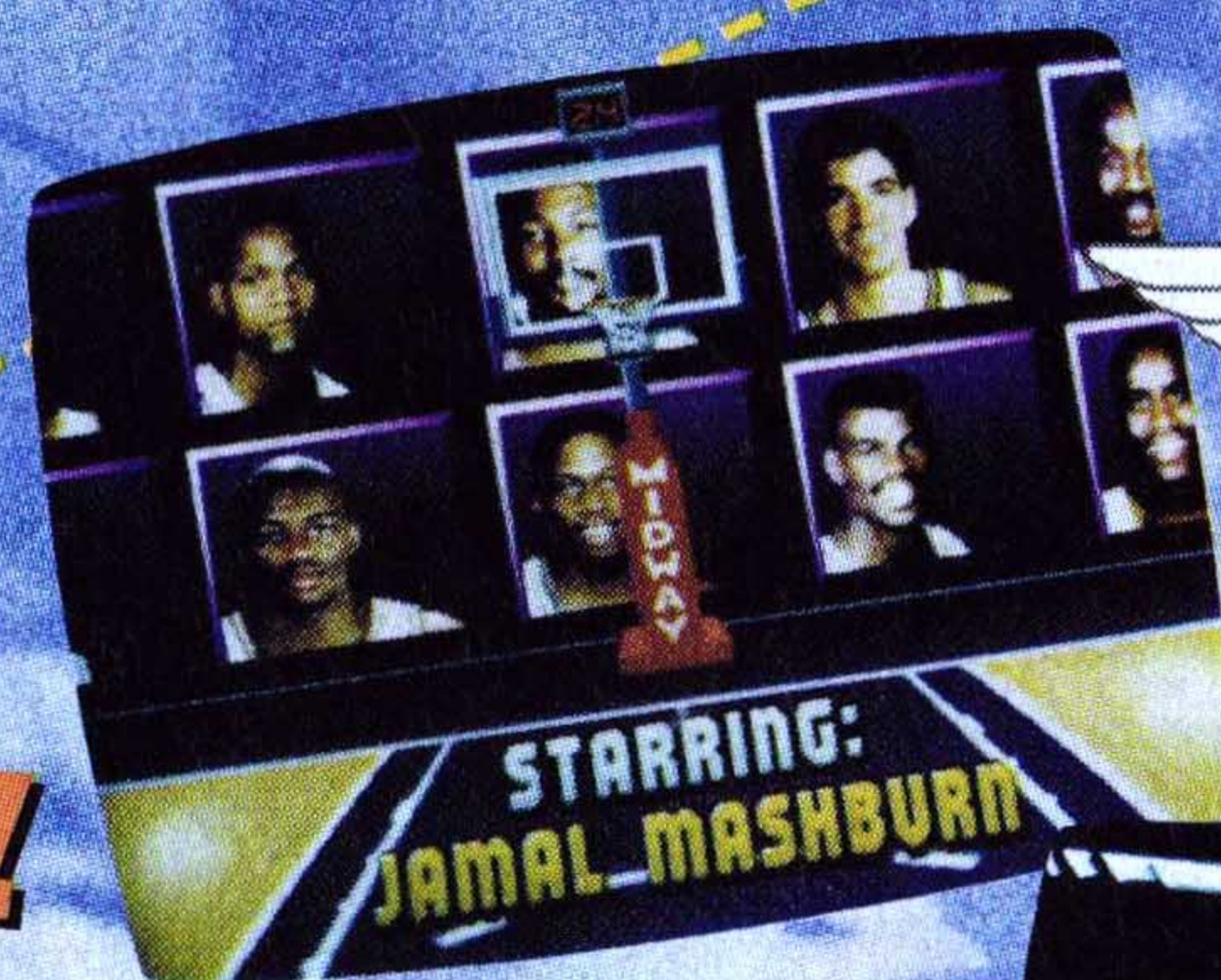
John Crawly



Mr. Big



**Whooomp!**  
**there**  
**it is!**



BY RYAN MACDONALD

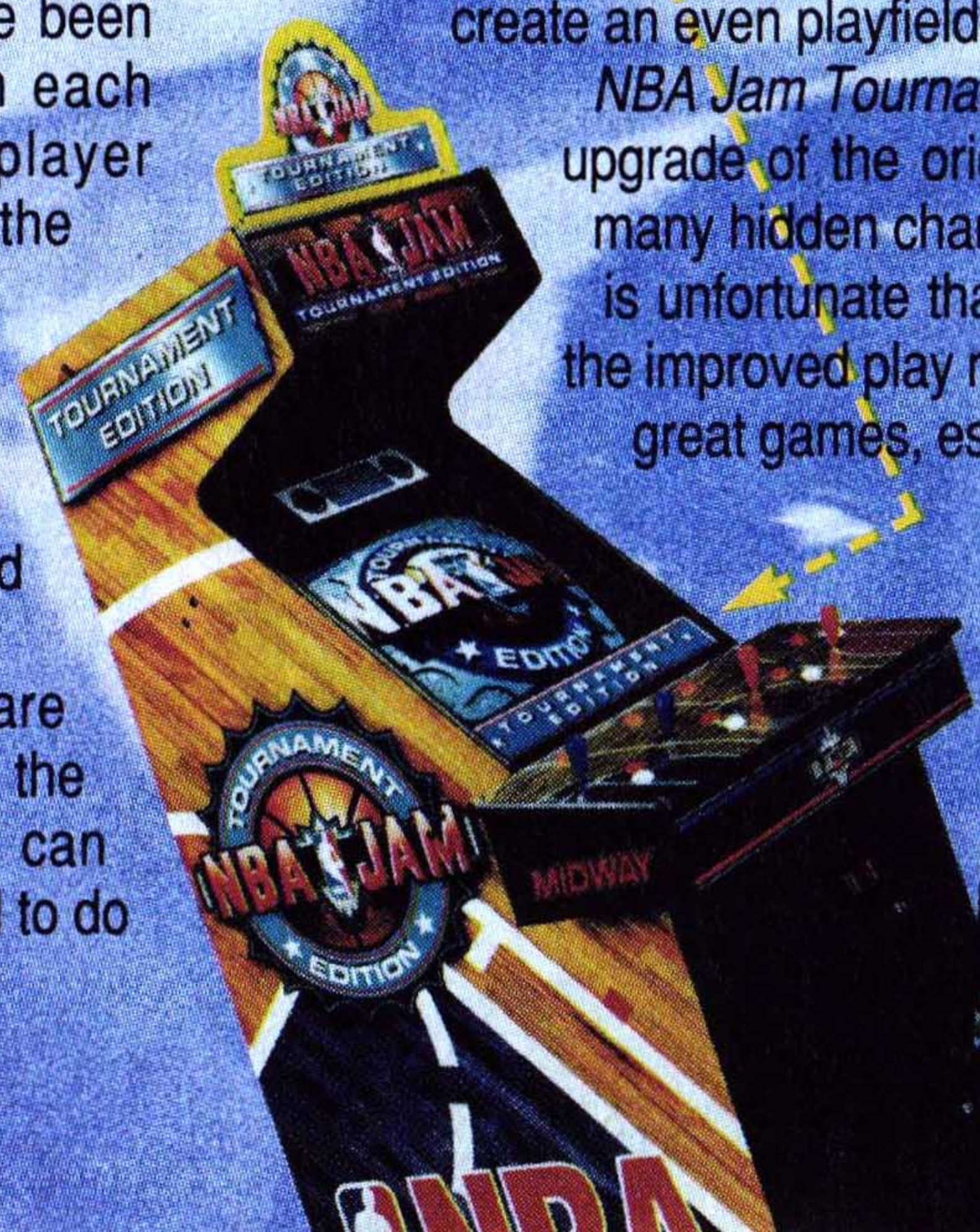
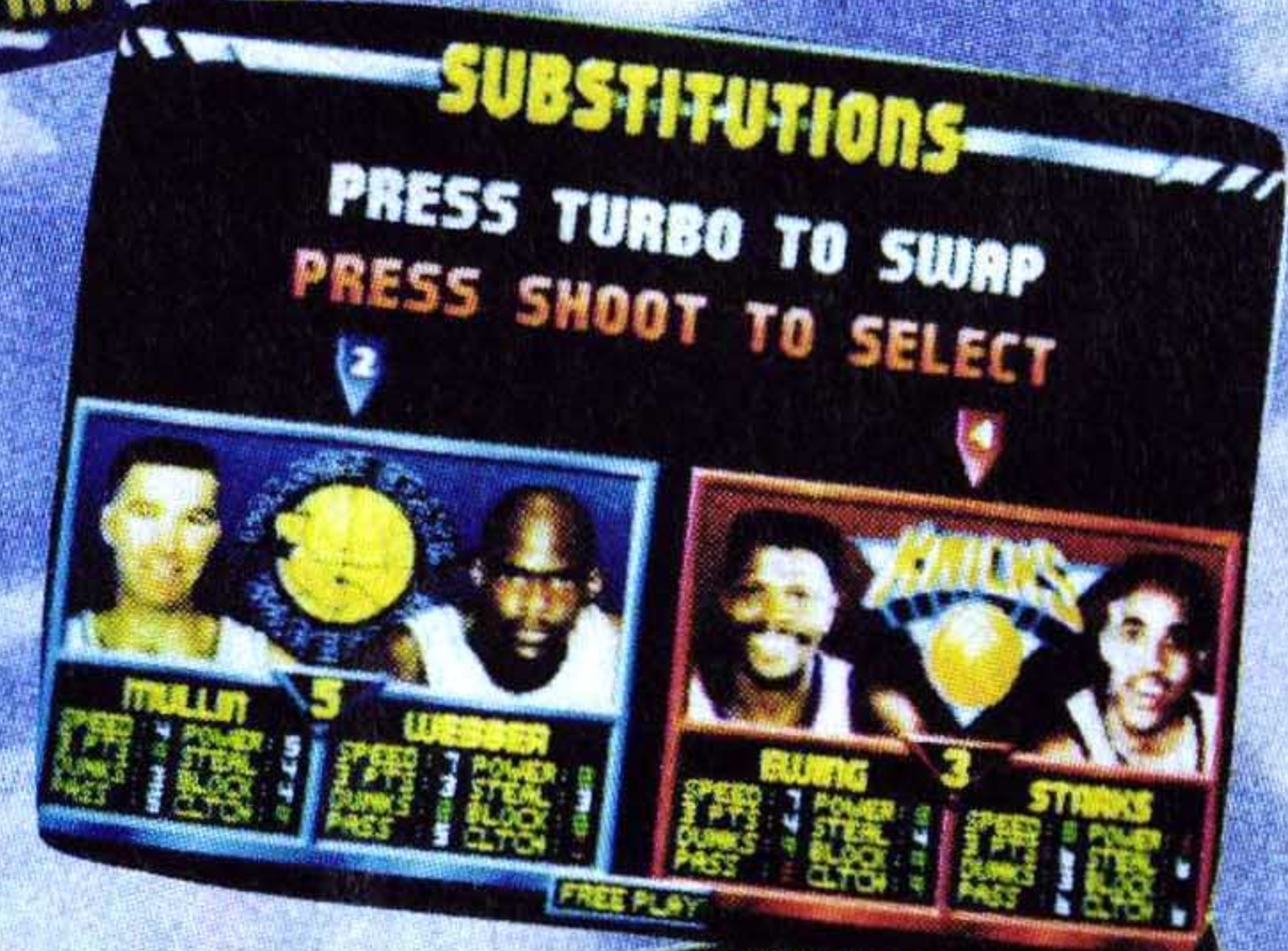
**T**hough a lot of people have been touting this game as *NBA Jam 2*, we're sorry to tell you that it's not. Actually, it's an updated version of the original with improved player abilities, rosters, and power-ups.

The rosters of each of the 27 NBA Teams have been updated to include at least three players from each team (with a maximum of 5) and improved player statistics based on real-life performances. While the original *NBA Jam* featured four player statistics per team, *Tournament Edition* builds on this base to create eight vital player statistics for each player, including Speed, Dunks, 3-Point Shooting Accuracy, Passing, Power, Steal Ability, Blocking and Clutch Performance.

Many of the upgrades in *Tournament Edition* are unnoticeable at first glance, but they help improve the overall strategy of the game. For instance, you can substitute alternate players at half-time (you will need to do

this because when players' attributes, especially speed, are reduced when they are knocked down), select same-team match-ups, and (through power-up codes) you can remove all power-ups and hidden characters to create an even playfield.

*NBA Jam Tournament Edition* is a worthy upgrade of the original with four times as many hidden characters and power-ups. It is unfortunate that it isn't *NBA Jam 2*, but the improved play mechanics make for some great games, especially head-to-head. ■





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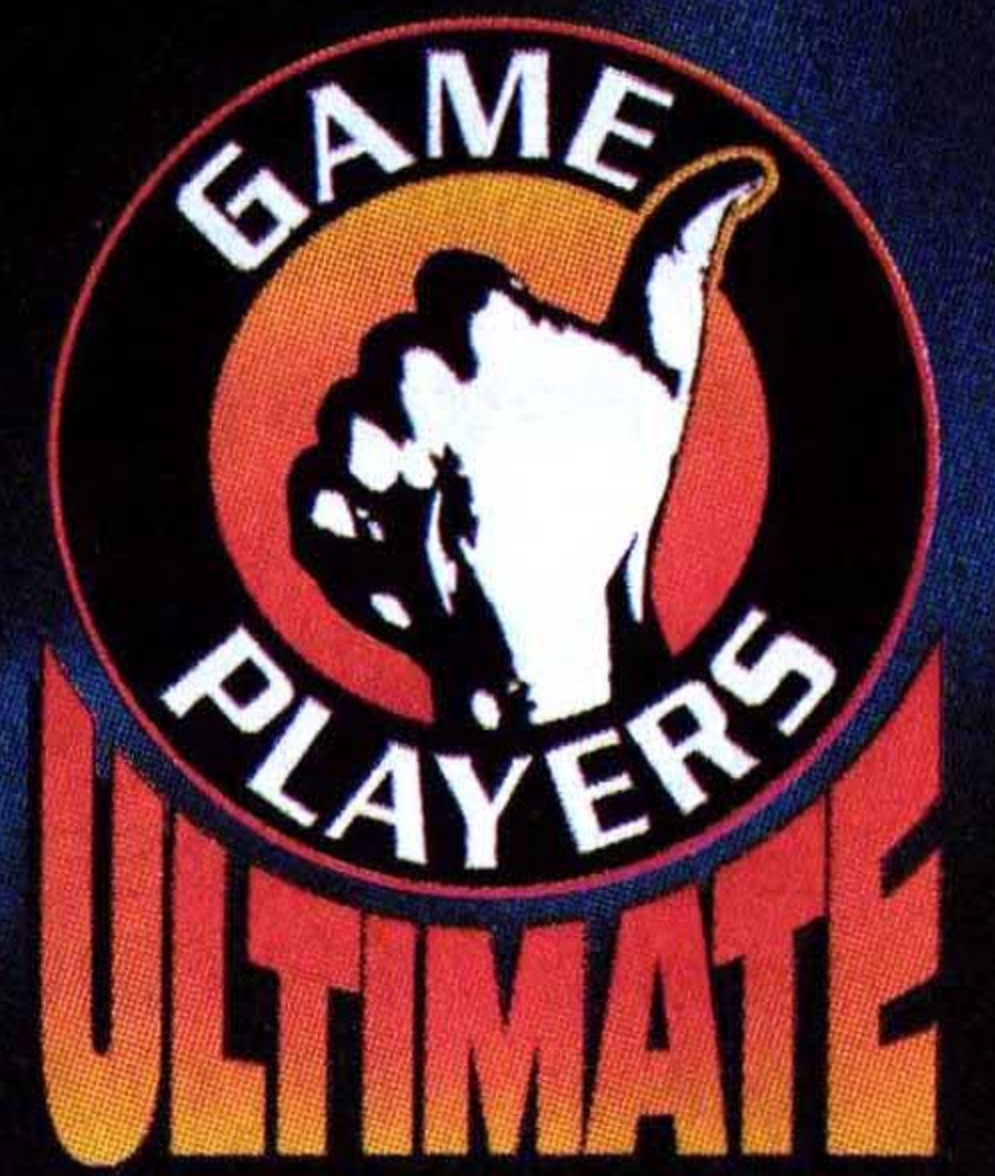
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### Turn & Burn: No Fly Zone – SNES

These are the level passwords.

- Level 2: NQBJKLFF
- Level 3: GSZWBFFT
- Level 4: RRHCZJVM
- Level 5: BPYXDLNF
- Level 6: LFMGWTKQ
- Level 7: PDTBCZNJ
- Level 8: DKUWGSQK
- Level 9: GKQZBLCT
- Level 10: DCMHRPFJ
- Level 11: WZGNJYZX
- Level 12: JDZFMLFV
- Level 13: SPBCTRRG
- Level 14: SPWVJKDH
- Level 15: LPKQBPfZ
- Level 16: TDLJGSHX

Ryan Denton  
Plano, TX

### Battletoads Double Dragon – Genesis

To access the Mega Warp Zone hit Down, Up, Up, Down, C, A, B at the character select screen.

"The VidMan"

### Kid Icarus – NES

Level Codes:

- 1-1 000000 000000  
u00000 00002M
- 1-2 8umu01 4vuu0C  
m2000G 80ua10
- 1-3 8uW00S 5vdFd!  
m2000G 80uelG
- 1-4 8um0m7 6v0YNz  
EZ000G 80uWJ7
- 2-1 8um0SK 9vWCdi  
0X001G 00uWKM
- 2-2 8um0mQ Avk0tc  
G1001G 00ua4L
- 2-3 8um08a AvK0dR  
si000G 00ue4w
- 2-4 ICARUS FIGHTS  
uCDUSA A7G25q
- 3-1 MCARES I10FT6  
uEDU7I A5G2MO
- 3-2 AEAW2c I10FT6  
0FTT5I A5G6si
- 3-3 AgWWwY I162jA  
EDzS4I A5GAsW
- 3-4 6Cg3ka MIYOCs  
mEDPCI A5G2tk
- 4-1 6Cg3ka MIYOCs  
050P8I A5G2eN

Sarah Collings  
Mound, MN

# HELPFUL HINTS SECRET ACCESS PASSWORDS · CODES



### Skitchin' – Genesis

Watch for the billboards with a speed limit sign laying on the side of the road. Use the sign like a ramp. Hit the "ramp" as fast a possible and do a Spread Eagle into the billboard. You should then see the warp screen and it will warp to the next level. Plus, you'll get 10 bucks for a warp bonus.

Passwords:

- San Diego:**  
VDRL HFXB YYRU
- Seattle:**  
NA3L PSFB ADF0
- Los Angeles:**  
5VHT COY3 GT3I
- Washington:**  
UAZK W0CH STVV
- Detroit:**  
5MWZ E0TQ SIDN
- Chicago:**  
CQFC TYZW 0BH3
- Miami:**  
05AB OSFM SSZS

Ron Jennings  
Medical Lake, WA



### Wing Commander: The Secret Missions – SNES

With the handle of "Bossman", enter this password to access the last level: 7V3WHBWB7J

Chris Hajduk  
Chicago, IL



### Flashback – SNES

Here are all the passwords:

Easy	Normal	Hard
	<b>Level 1:</b>	
BSECT	DLRGS	ZBVDS
	<b>Level 2:</b>	
JWLYX	BGSFM	JNGLQ
	<b>Level 3:</b>	
RSVP	PRHG	HNYTM
	<b>Level 4:</b>	
DXCPT	WNPQVX	KVNF
	<b>Level 5:</b>	
SLMN	NMRYL	DWNGH
	<b>Level 6:</b>	
ZTHRK	SNTHN	STBRM
	<b>Level 7:</b>	
CRLQXZ	KLZHT	RDBQLR

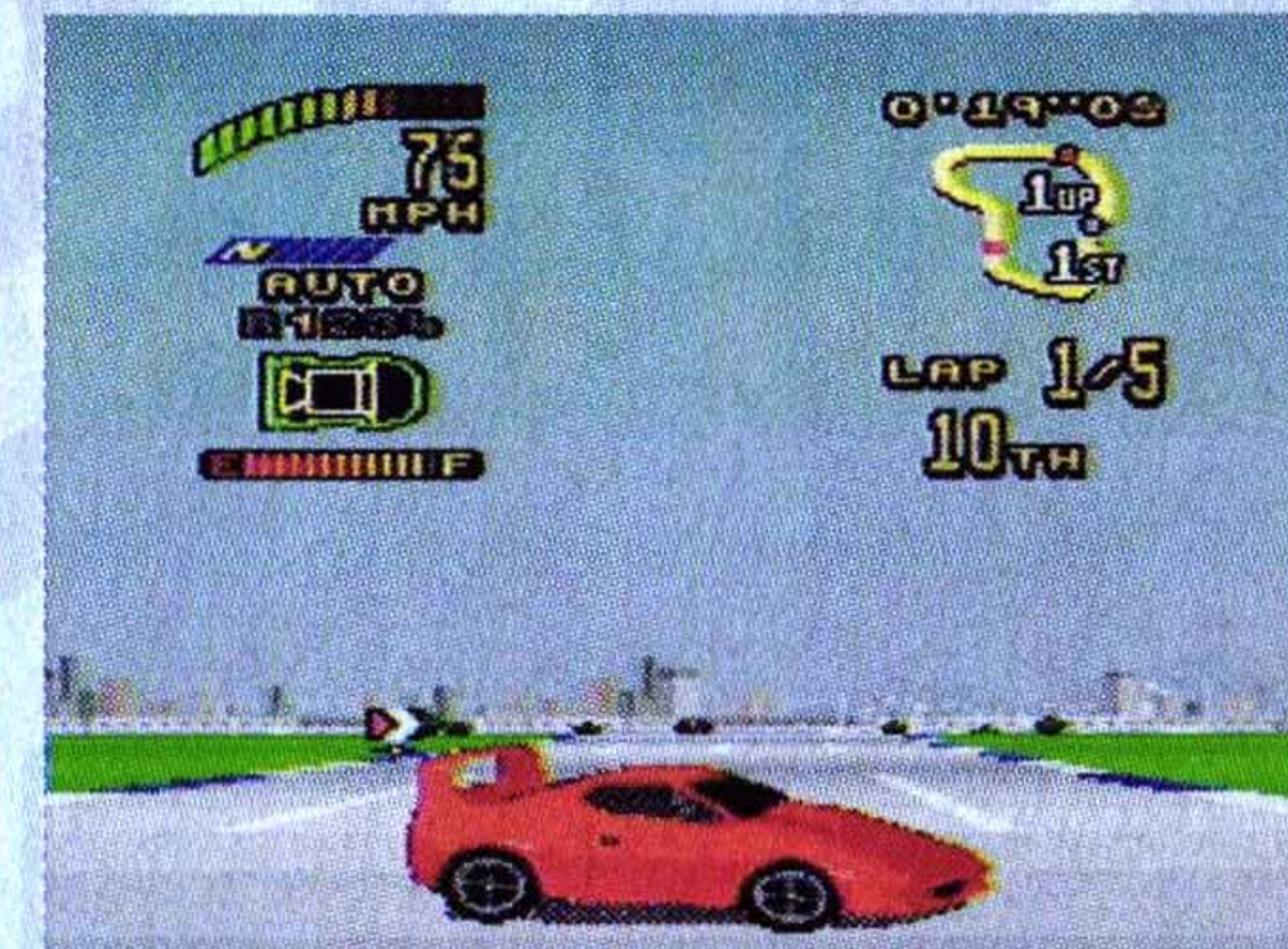
Harvey Thorton  
Dallas, TX

### Sonic the Hedgehog 3 – Genesis

**Level Select** - When you hear the "SEGA", press Up, Up, Down, Down, Up, Up, Up before the Title Screen appears. If you do it correctly, you will hear a ring. Then go past the Competition Mode and you will see a Sound Test. Enter the Sound Test and you should get a screen that allows you to select any level.

**Debug** - Once you get to the Level Select, highlight a level and press and hold the A then press Start to get the Debug. When in the Debug, press the A button to change objects, B button to be an object, and C button to place the object.

Andy Reiner  
Shakopee, MN



### Top Gear 2 – SNES

Here's the passwords to give you the maximum car for each country.

**Australia:**

##HF V#32 Y2J< LY?RQ D><YY

**Britain:**

V5)? JB<> #J5# FR7ML <?#RR

**Canada:**

1R42 )7RD M7G3 (HYCB 743HH

**Egypt:**

GNH3 <<7R 9(R8 CP5JH (98PP

**France:**

LF>T 84() 1C>M 1#H65 RNM##

**Germany:**

6JF1 (MYM PWR< 4)M98 WRQ))

**Greece:**

T7N7 D8PJ 1YWV GT8NM >( ?TT

**India:**

V( W) MD9Q 85QH ?GWB> 632GG

**Ireland:**

9?Q9 GVHV J7Q2 M1(TR FB>11

**Italy:**

>G5F VRWT 79RW HV9PN B)(VV

**Japan:**

6WBV 97GQ 4(V) 3(L87 VQP((

**Scandinavia:**

WHHF V2N ( 9B33 H8D32 NJH77

**South America:**

T786 CLLR 9(#N ?V8NM >( ?TT

**Spain:**

BW53 <RW? BG2< YFT<) 41YDD

**Switzerland:**

MV53 <GV( LYT8 P)L87 VQP((

**United States:**

G<HF V2#( FW>5 M?H65 RNM##

Dr. Anthony "Dr. T" Ram  
Teaneck, NJ

### Ecco the Dolphin – Genesis

Start a new game. Then push and hold both button A and Start at the same time as the screen fades out (After Ecco swims to the right to start a new game). Next, the game should be paused as the game starts. Unpause the game and if you did it correctly, you will be invincible. The breath and life meters will still disappear, but Ecco will still live.

The "VidMan"

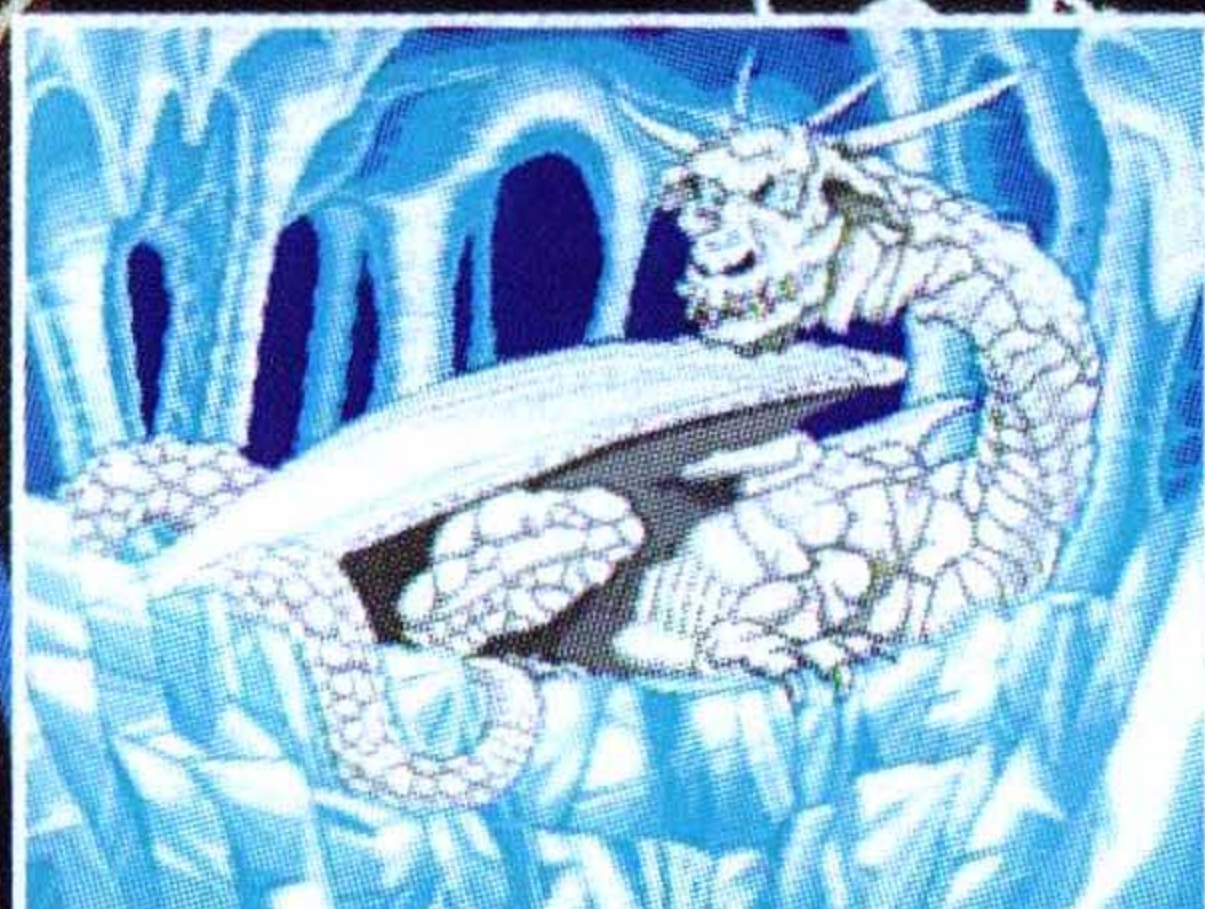


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## Robocop Vs. Terminator – Genesis



**Turbo Mode** - To enter Turbo Mode, pause the game and press these buttons in this order: A, B, C, C, B, A, C, B, A, C, B, A, A, A, C, A, C, B, C, A, C, A, C, A, B, C and B. If you did it right you will hear a sound.

**Invincibility** - Once you are in Turbo Mode, travel to the far left on the first level. When you get there, press Up and jump. This will take you to a secret room and make you invincible.

**MA-17 Mode** - To change some characters and add more violent deaths, pause the game and enter this code: C, B, A, B, B, A, B, B, C, B, B, C, C, B, B, C, B, C, A, C, C, C, A, A, A, B, B, B, A, C and A. If you did it right you should hear a chime.

**Extra Lives** - On the first level, enter the Turbocop code and get on top of the first tall building. Then jump up and to the left and you will go to a room with a number of free lives.

"Egghead"

## Castlevania: Bloodlines – Genesis

Passcodes:



Level 2



Level 3



Level 4



Level 5



Level 6

Lee Merwin  
North Middleton, NJ

## Star Trek: The Next Generation – SNES

Level Passwords:

**BGTTBTBV**

Deliver Medical Supplies

**CGTTBTBB**

Derelect Ship

**KDTTBTBB**

Rescue Miners

**DJTTBTBV**

More info on IFD

**JFTTBTBB**

Fizaal's Happy Haven

**JDTTBTBV**

Resave disabled ship

**KDTTBTBB**

More info on IFD

**KFTTBTBV**

Visit Miners

**LRTTBTBB**

Go to IFD

**MGTTLTBB**

After getting first Shard in battle

**NKTTLTBB**

Test at Verenitor Beta V

**PSTTBTBB**

Test at Verenitor Alpha I

**PKTTLTBV**

Return to IFD

**TFTTLTBV**

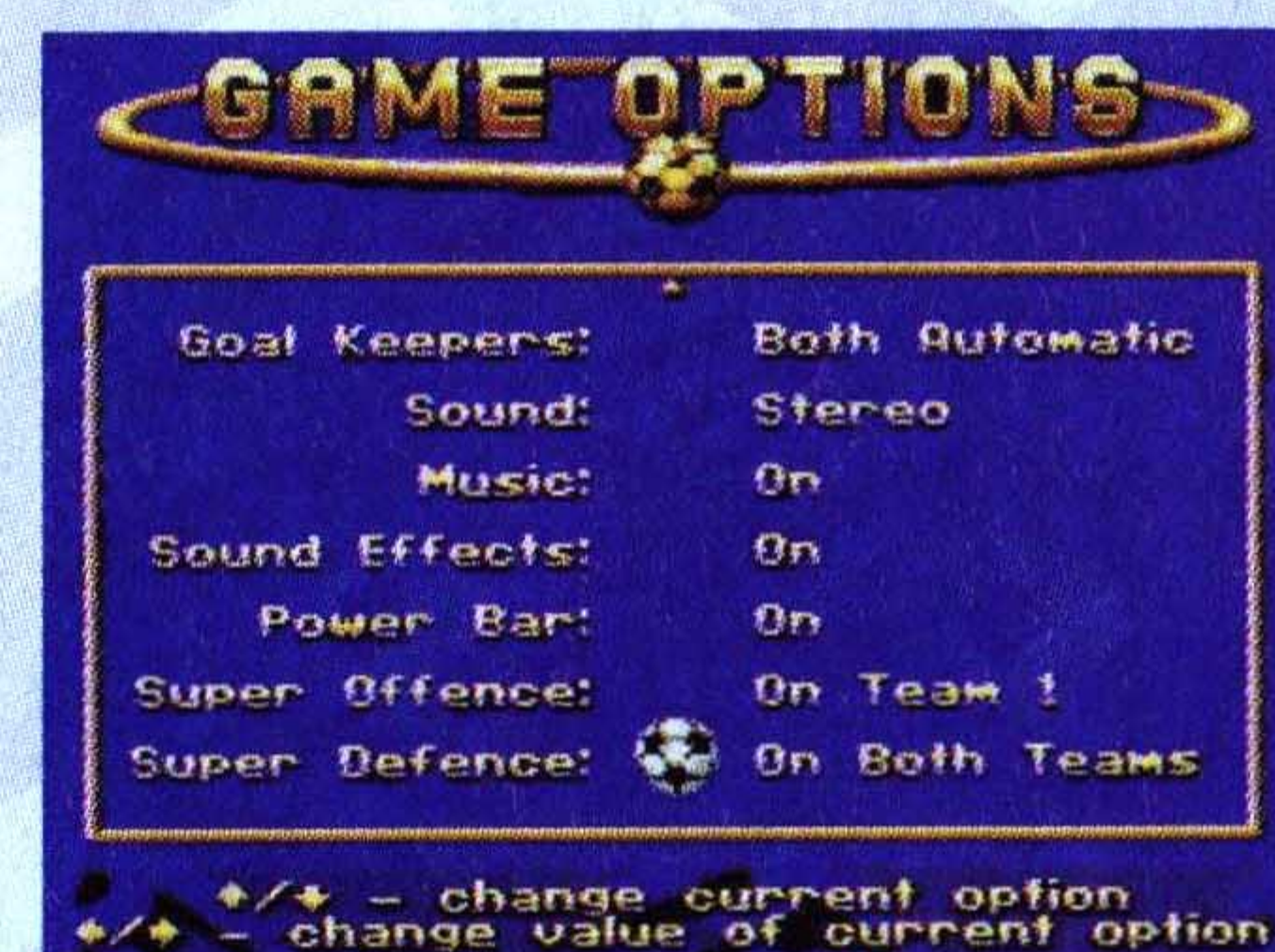
See the ending

Chuck Frey  
Baltimore, MD

## Total Eclipse – 3DO

To get a Level Select, at the Options Menu press and hold the X button. While holding X, press B, L, and A. Then let go of X and press B, L, A, B, L, and A. You should hear a chime, and see a box in the lower right-hand corner.

"Egghead"



## FIFA International Soccer – SNES

Enter these codes on the main options screen

**Super Offense:**

Press R five times, L, R

**Super Defense:**

Press L five times, R, L

The "VidMan"



## Ecco The Dolphin – Genesis

To play Ecco with an unlimited oxygen supply, enter this at the password menu: **LIFEFISH**.

Michael McDonald  
Longview, TX

## NBA Jam: Tournament Edition – Arcade

**Extended Roster** - At the "Team Selection Screen", spin the joystick counterclockwise three times, then press and release the Steal button. On some teams, this will give you the choice of an extra player on the roster.

**Team Swap** - At the Half-time Substitution Screen, hold the joystick to the right and hold pass until the box "Team Swap Enabled" appears. This allows you to switch teams to any one of all 27 teams. Use Turbo to swap your players, and use pass to move your selection to the next team on the list. Confirm your selection with shoot.

**Tournament Mode** - Hold joystick right and hold down all three buttons. Tournament mode turns off all power-ups, secret characters, abilities and prevents substitutions or team swaps.

**Shot Percentage** - Rotate joystick and hit all three buttons seven times. This turns on the Tournament Mode but brings up the percentage as before.

**Small Head** - Hold joystick Down and Right and hit all three buttons three times in this order: Turbo, shoot, pass, Turbo, shoot, pass, Turbo, shoot, pass.

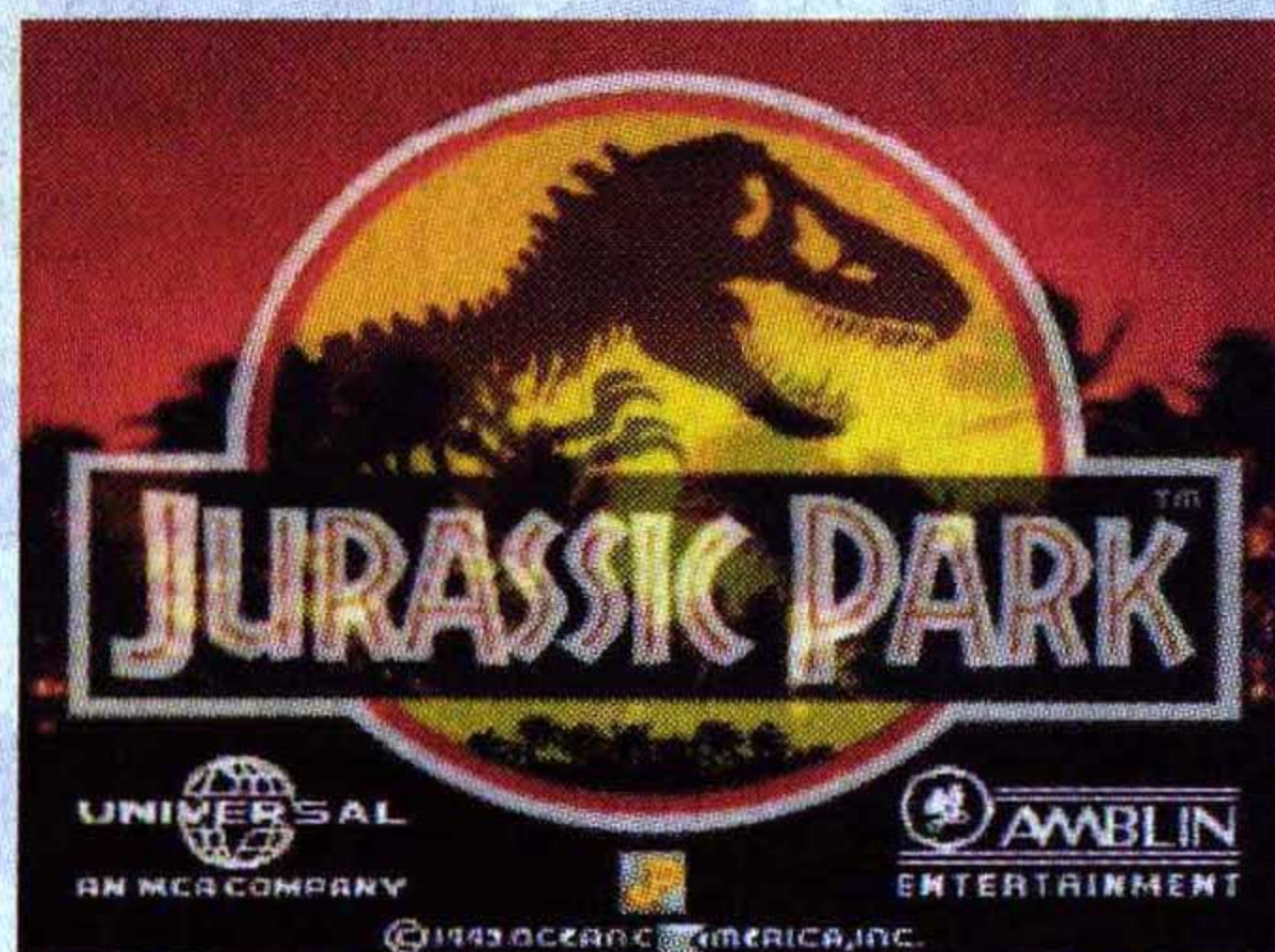
**Big Head** - Hold joystick up and hold down all three buttons.

**Huge Head** - Tap Shoot five times, then hold Turbo, pass, and the joystick up.

**Quick Hands** - Hold joystick down. Hit shoot eight times, holding it down on the eighth time.

"VidMan"





### Jurassic Park – SNES

Here are the locations of the Hidden "Dino Eggs" in Jurassic Park:

**Letter "D"** is located in a Secret Level. Go to the eastern mountain range, and push north through a wall on the southeast area of the mountain. Then go down the corridor and make a couple of right turns until you see an indentation on a wall. Walk toward the indentation and the wall will open up revealing the letter.

**Letter "R"** is located at the southwestern tip of the East Forest, just below and to the right of the eastern end of the East Aqueduct.

**Letter "H"** is located on the roof of the Visitor's Center.

**Letter "O"** is located northeast of Gate 2. You must go past an exterior motion sensor and go north then east.

**Letter "R"** is located to the south of the Nublar Utility Shed.

**Letter "N"** is located northeast of the North Utility Shed between the forest and the river.

**Letter "E"** is located to the southwest of the Beach Utility Shed, just before you become lunch to the Tyrannosaurus Rex!

**Letter "R"** is located to the east of the Helipad. You must go east from the Helipad then go through a secret path to east again. Then go north to find it.

*Bill Vargas*

### The Ninja Warriors – SNES

To get a Level Select, press and hold X and Y. Then with the buttons still held press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, and B.

*"Egghead"*

### The Ren & Stimpy Show: Quest for the Shaven Yak – Game Gear

Here are all the Level Passwords:

**Level 1:** AURGHH

**Level 2:** ZONNNK

**Level 3:** YYYOWW

**Level 4:** ZOWCHH

*Teresa Marietta  
Eaton Rapids, MI*

### Wolfenstein 3D – SNES

Here are the level passwords.

TRKLSQ	KCTLMR
VHTLRP	KNTLMR
VRKLRP	LCTLNV
RLTLRR	LNKLN
RVTLRR	HCKLPT
SLKLSV	HNKLPT
STTLRT	JCKLQN
SNKLQN	JNKLQN
PCKLRM	DCKLRM
PNKLRM	DNKLRM
QCKLSQ	BNKLTP
MCKLTP	FCKLSQ
MNKLTP	FNKLSQ
NCJFBT	BCKLTP
NTTLM	

*"EverGene"  
Evergreen Park, IL*



### MLBPA Baseball – SNES

Here are some cool power-ups. Enter them in the password screen. If they have been entered correctly, you'll see the power-up displayed above the game set-up menu.

**PWRP** - Power Pitching

**PWRHT** - Power Hitting

**RBBR** - Rubber Field

**ZZNG** - Turbo Throwing

**XXXX** - Simulation Mode

**BRRR** - Ice Field

**NNTH** - Top of the 9th, home team down 0-4.

**VRRRM** - Hyper Running

*"The VidMan"*

### Gargoyle's Quest – Game Boy

**Passwords:**

MUPP - JMHW

BIF8 - BRAZ

HWTL - 90AZ

GJ7Q - KLVO

FWGG - G7CY

N5AQ - 9RZF

SWXE - CBFJ

*"The Game Professor"*

### Kirby's Pinball Land – Game Boy

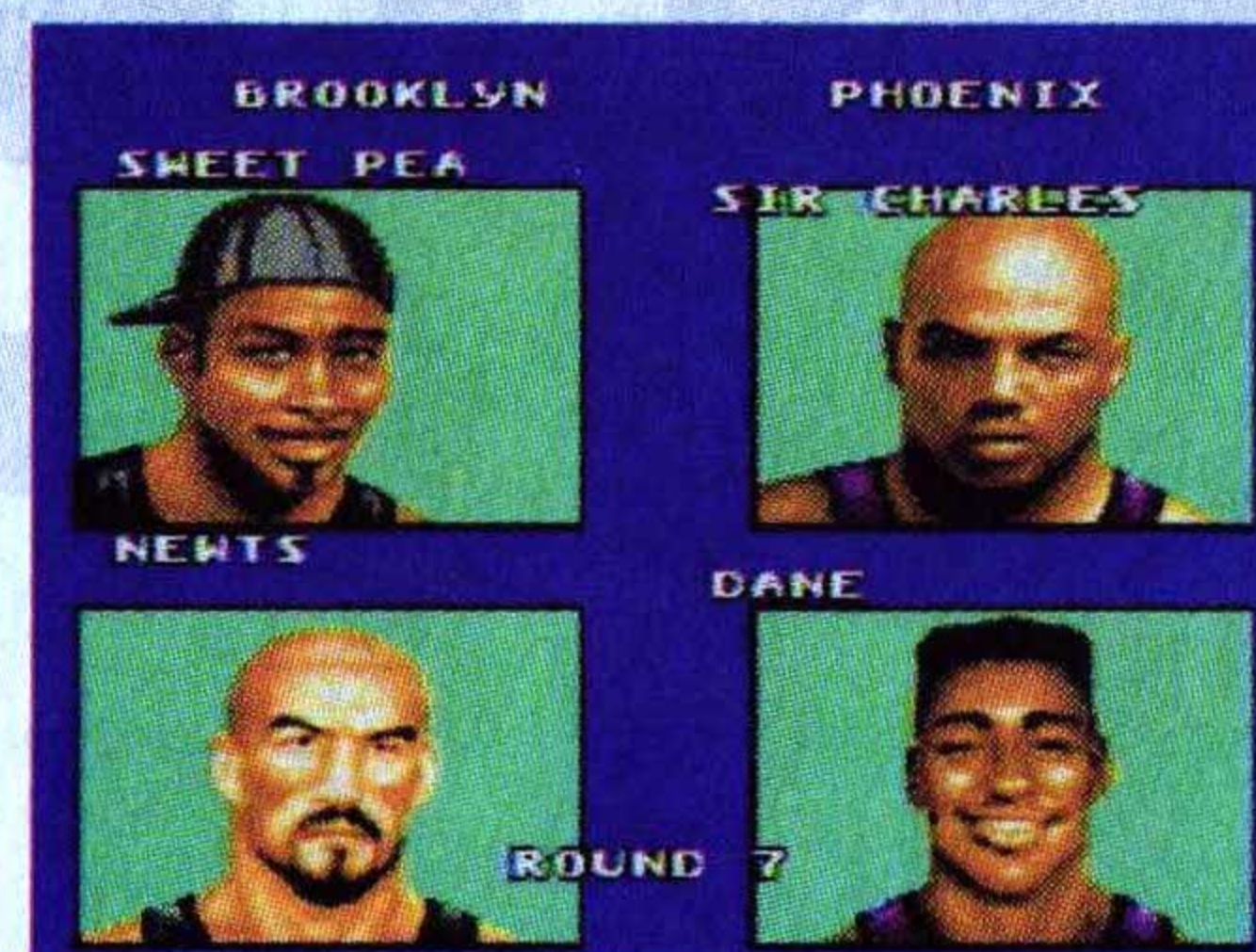
**Bonus Games:**

On the title screen, press Left, Select, and B simultaneously.

**End Bosses:**

On the title screen, press Right, Select, and A simultaneously

*"The VidMan"*



### Barkley Shut-Up & Jam – Genesis

Here are some level passwords:

**Level 2:** 9TGH MXVW

**Level 3:** 9TNP M1?L

**Level 4:** 9TJK 417R

**Level 5:** 9TDF 81SK

**Level 6:** 9TLM ?14Z

**Championship vs. Phoenix:**

9TBC ?28M

*Scott Jenkins  
Hamden, CT*

### Tom & Jerry – SNES

**99 Lives** - During the game, pause and press L, Y, B, B, A, X, Y, Y, B, and R. The game will automatically unpause after the last button and the counter will show 9, but it is really 99.

**Level Skip** - Pause the game and press L, X, A, Y, Y, B, and R. You will automatically be warped to the end of the level.

*"The VidMan"*

### Wolfenstein 3-D – SNES

When you turn on the game, press and hold the R button until the Title screen. Then start the game and go to the map screen. Next enter these codes:

**For Invincibility**

B, Up, B, and A;

**For Level Map**

A, A, Up, and B;

**For Free and Ammunition**

R button, Up, B, and A;

**For Level Skip**

Up, B, R button, and B.

*"The VidMan"*



### Prize Fighter – Sega CD

To access a hidden video clip on the making of the game, press and hold these buttons in order on the options menu.

**A, B, C, Right**

*"The VidMan"*

### Super Metroid – SNES

These are a few tips that may help you along.

1.) In the wrecked ship, you'll find a large statue with nothing in its hand. Roll into a ball on its hand and it will bring you to secret room.

2.) To get to more areas of Maridia, drop a Super Bomb in the glass tunnel that passes into Brinstar.

3.) To take care of the pesky Keyhunters, charge your weapon before you enter a room they occupy.

### Super Jump

To execute a "Super Jump" you'll need the Space Boots. First dash until Samus starts to flash, then tap Down. You should then hear a high pitched noise and Samus will glow yellow. You'll have about 5 seconds to position yourself, then just push Up and the Jump button.

### Jump Climb

You can execute a "Jump-Climb" up narrow vertical passage ways. To do this jump (spinning) toward a wall, then press the opposite direction and then quickly press jump again. This works the best if you let Samus fall just a bit while pushing toward the wall and then execute the move.

*"The VidMan"*



### Double Switch – Sega CD

At the "Game Over" screen press Left, A, Up, Right, and A. This will give you Secret Access to a hilarious video clip. Note: you have to reach Chapter III.

*The "VidMan"*



### Aero the Acrobat – Genesis

**Level Select** - Pause the game and press Up, C, Down, B, Left, A, Right, B and hold A and C until the level select screen appears.

*"Egghead"*



## The Latest in Video Game

# TOTAL TOTAL

Hardware & Software

## Atari Takes a Bite Out of the PC Market.

The paths of video games and computers were bound to cross, but it's good to see that video game companies are taking the lead. **Atari Corporation** has exclusively licensed the **Jaguar** 64-bit technology to **Sigma Designs**. **Sigma** will create PC Cards that incorporate **Sigma's Reel-Magic** full motion video technology with **Jaguar** CD-ROM games. By signing this deal, **Atari** is assured a crack at the 10 Million PC home-users.

## EEK! It's a Mouse!

No, it's not a large rodent or a new video game hero, it's an accessory for the **Sega Genesis** and **Sega CD**. The **Mega Mouse** plugs right into the controller port and currently works on 5 titles: *Populous 2*, *Dune II*, *My Paint*, *Fun N' Games* and *Shanghai - Dragons Eye*.

The **Mega Mouse** has three action buttons and a start button, and is packed with a soft mouse pad. The **Mega Mouse** software will feature a compatibility symbol on the packaging. **Mega Mouse** is available now and carries a MSRP of \$39.95.



## Game Developers Are Surfing on Wavefront's GameWare

**Wavefront Technologies, Inc.**, Santa Barbara, California, develops, markets and supports workstation-based 3-D and 2-D imaging and animation software products for companies such as **Lockheed**, **NBC**, **Warner Brothers**, **NASA**, **Boeing** and **Rubbermaid**. Since its introduction in January at the WCES, one of **Wavefront's** software packages has quickly become the tool of choice for many of the top game developers.

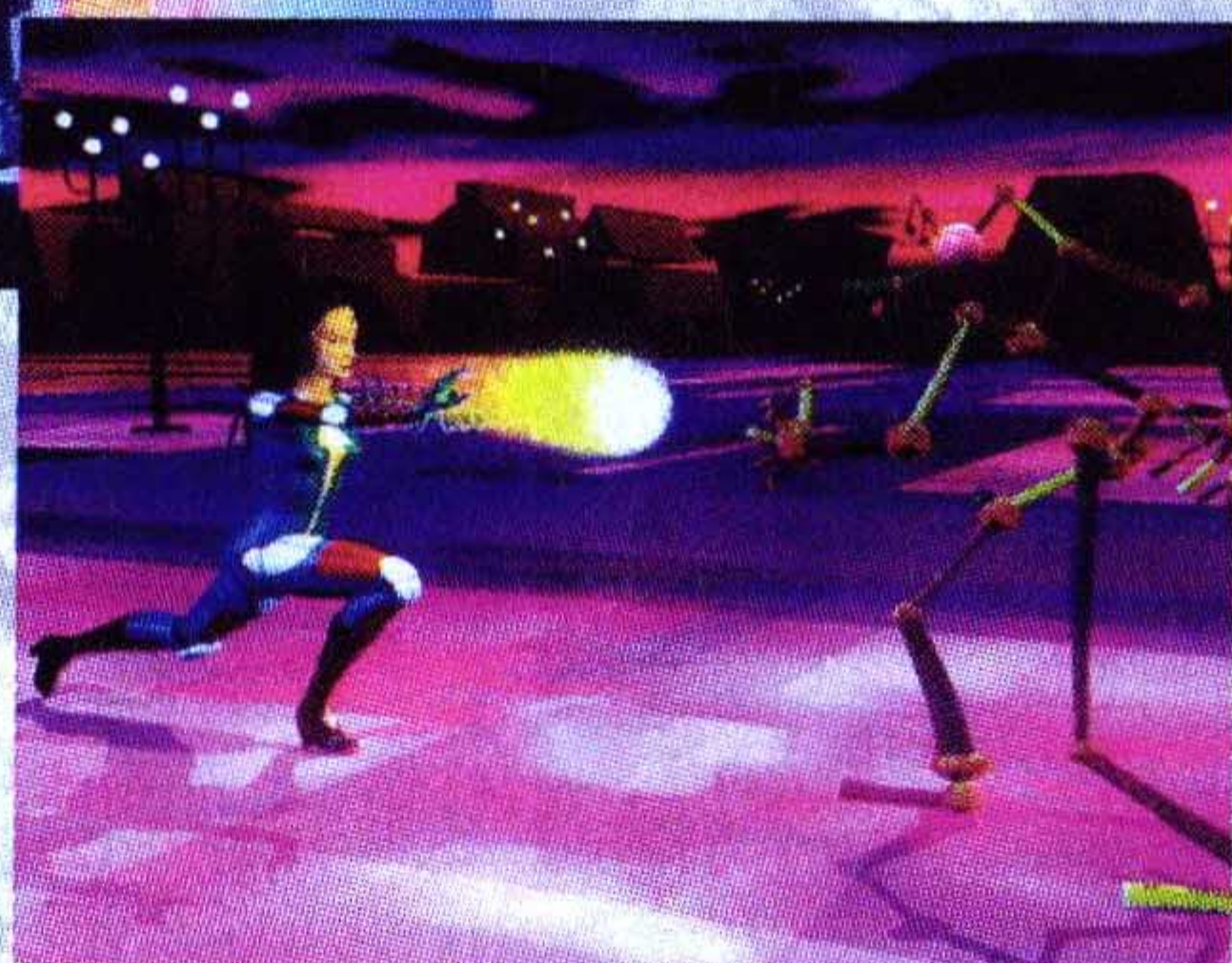
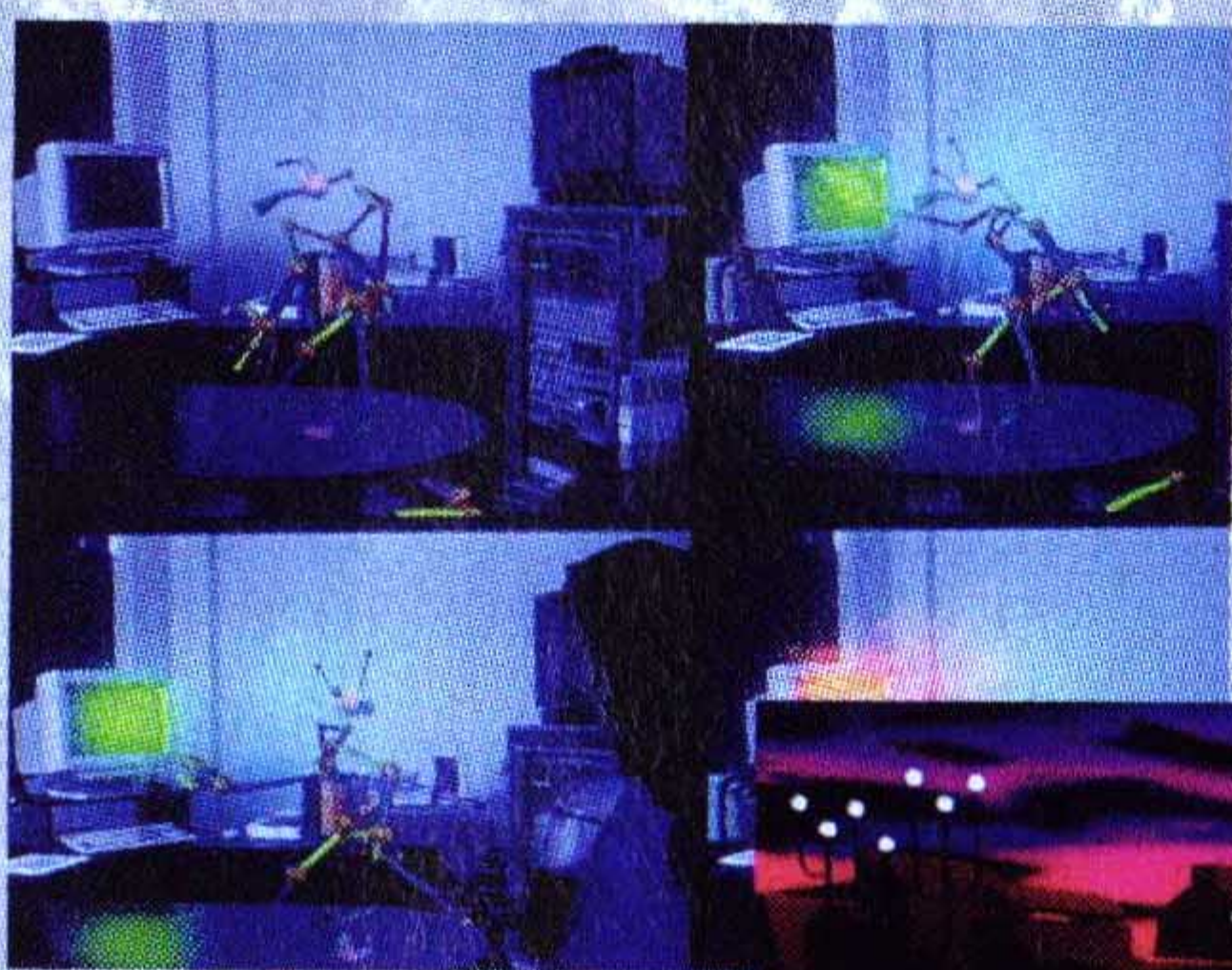
**GameWare**, **Wavefront's** most recent graphic software package that is developed to run on **Silicon Graphics** workstations,

allows game developers to easily create games with realistic 3-D and stunning special effects (you know, the stuff that we all go crazy over). Since the main part of every game is the characters, **GameWare** focuses on rendering realistic images through the use of **Hyper Options**. Programmers can use advanced special effects, such as image layering and painting to create their 3-D imagery. One of the more unique options lets the programmer create 3-D skeletons, which are easily manipulated and animated by their internal axis', then simulate the movement of the character's "skin" through a process know as **Smart Skin**. This modeling technique simulates the contractions and flexing of muscles, skin, clothes, and other pliable variables to correspond with the movements of the internal 3-D skeleton. Because all characters aren't human, all the movement characteristics are predetermined by the artists. Time, as well as money, is always valuable to a developer, so **GameWare** offers a time-saving process where an image can be set at its original position, then moved to its final destination.

**GameWare** will compute the missing frames and merge the frames into smoothly-animated sequences.

"**GameWare** is the only high-end computer graphics software created specifically as an authoring tool for game development," said Tom Reyburn of **Wavefront**. People are really starting to notice. **GameWare** has already been purchased by **Midway Manufacturing**, and it was recently announced earlier this spring, to be the exclusive development software for **Atari**. These two companies join an impressive list of developers that already use other **Wavefront** software, which includes: **Acclaim**, **Accolade**, **Capcom**, **Core Design**, **Electronic Arts**, **Namco**, **Ocean**, **Probe**, **Sega**, **SNK**, **Spectrum Holobyte**, **Taito**, and **U.S. Gold**. Not a bad list of customers, eh?

By the way, if you're wondering how much stuff like this costs, it ain't cheap. **Silicon Graphics** workstations cost approximately \$100,000 and **GameWare** is at least \$15,000.





## Nintendo Announces the Super Game Boy

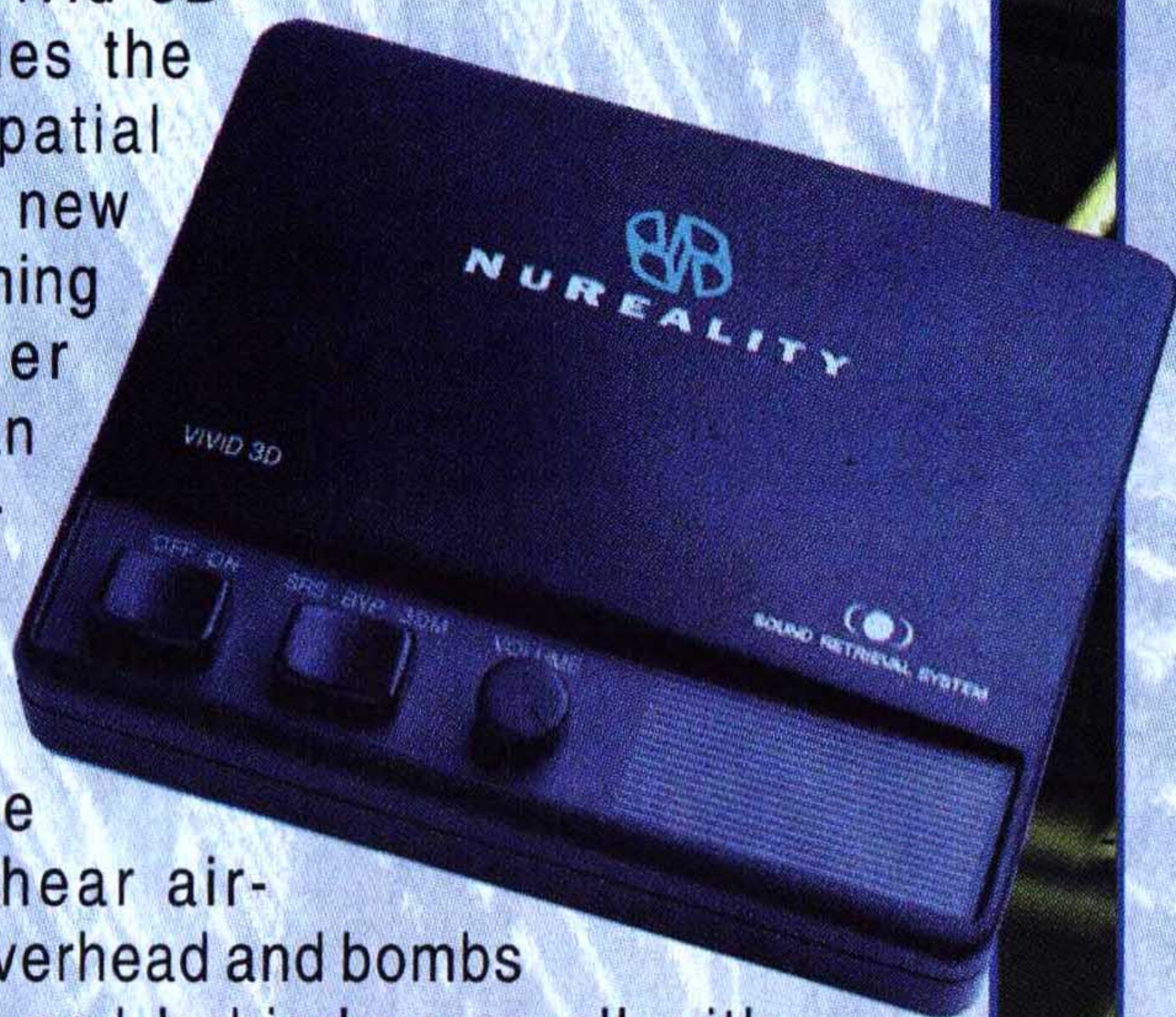
Ever get tired of playing *Game Boy* on its 2" x 2" black & white screen? Well, the waiting is over, because **Nintendo's Super Game Boy** (SGB) converter is here. *Super Game Boy* is an advanced adapter that will enable **Super NES** owners to tap into the *Game Boy's* software library of over 350 titles and play them on their *Super NES*. Although all previous titles will still be black & white, you can customize the overall screen color and border colors through a "paint" style program, or select a prefabricated design to add new color to these older titles. The catch is, future *Game Boy* titles will be specially designed for the *Super Game Boy* and will be able to display up to 256 on-screen colors through the SGB. *Super Game Boy* is available now at a MSRP of \$59.99.



## NuReality's Vivid 3D... Turn it up, Dude!

Billed as the "ultimate sound enhancement system for serious gamers," the *Vivid 3D* offers players a 3-D sound environment without expensive audio amplifiers and speaker set-ups.

The *Vivid 3D* hooks up to virtually any cartridge-based system or any PC equipped with a sound card and powered speakers. Using a patented Sound Retrieval System (SRS), the *Vivid 3D* interprets and modifies the audio signals and spatial information to add a new dimension to your gaming experience. In other words, the *Vivid 3D* can make a normal two-speaker set-up sound like one of those home theater audio systems with multiple speakers. You can hear airplanes flying directly overhead and bombs dropping to your left and behind you - all with unbelievable realism.



## Sony Makes The Move With The Playstation

**Sony Corporation of America** has a committed to release a new home video game system in Japan by the end of 1994 and in the U.S. sometime in 1995.

The *PlayStation* will be a CD-based unit employing a dedicated 32-bit CPU running parallel with multiple processors for basic functions such as graphics and sound. The architecture of the *PlayStation* will enable real-time 3-D imaging with texture mapping as well as full motion video capabilities. The *Playstation*, capable of running 500 MIPS (million instructions per second), will run full frame video at 30 frames per second.

Information about U.S. licensees has not been released at this time, but **Sony** has more than 160 game publishers and developers in Japan. **Capcom**, **Konami** and **Namco** are just a few of the companies that have shown public support for the *PlayStation*.

## Rayovac Breathes New Life into Hand-Helds

As most owners of portable game systems know, keeping the machine powered by batteries is a very expensive and annoying task. **Rayovac Corporation** may have the answer for those gamers who spend more money on batteries than they do on games. *Renewal*, a reusable alkaline battery, has the power and long life of a regular alkaline battery but can be reused 25 times or more when recharged in a *Renewal Power Station*.

Unlike most other rechargeable battery systems that use Nickel Cadmium (NiCd) and are not initially charged, *Renewal* has no Cadmium (environmentally safe), comes fully charged, and will stay charged and ready to use for up to five years. Another problem with NiCd systems is that, to work optimally, the battery must be fully discharged and then recharged again. With the microchip controlled *Renewal Power Station*, each battery is charged individually to optimize performance.

**Rayovac's Renewal** will give you approximately 55 total hours of game time on the Game Gear, and around 300 hours of play on the Game Boy before the batteries will have to be replaced. That's probably about 10 times the life of a normal alkaline battery on the hand-held systems. The *Renewal* batteries retail for around \$5 to \$6 for a two-pack of D or C size, and cost the same for a 4-pack of AA or AAA size. The *Renewal Power Stations* have a retail price of about \$15 to \$20 for the small charger, or \$30 to \$35 for the family size.





# GAME GENIE

# SWAP SHOP

TM

TM

## Helpful Codes From Our Readers:

### All Points ... Bulletin...

Send in a fantastic Game Genie code and win a Game Genie of your choice!

Dig deep into your Game Genie files and send us your coolest codes, because if we print your code a Game Genie will be on its way to you doorstep...well, mailbox. Your fellow gamers are looking for codes for the following games:



- Robocop vs. Terminator* - SG
- Best of the Best* - SNES
- Addams Family* - NES
- Tiny Toon Adventures* - NES
- Ren & Stimpy: Veediots* - Game Boy
- Jeopardy* - NES
- Gauntlet* - NES
- Battle of Olympus* - NES
- Rescue Rangers* - NES
- Ducktales* - NES
- Robo Warrior* - NES
- Willow* - NES
- Mystery Quest* - NES
- Adventures of Lolo 3* - NES
- Kickle Cubicle* - NES
- Solomon's Key* - NES
- Solstice* - NES
- Zelda II* - NES
- Sunset Riders* - NES
- Super Metroid* - SNES
- F-15 Strike Eagle* - SNES
- Bulls vs. Blazers* - SNES
- Super Chase HQ* - SNES
- Top Gear 2* - SNES
- Jurassic Park* - SNES
- Clay Fighter* - SNES
- Sub-Terrania* - SG
- BattleTech* - SG
- The Incredible Hulk* - SG

Send your Game Genie codes and requests to:

(Don't forget to list your Game Genie of choice)

The Swap Shop  
Game Informer Magazine  
10120 W. 76th Street  
Eden Prairie, MN 55344

...All Points Bulletin...

### Secret of Mana - SNES

- EE28 - EFDF Start game with 65,280 GP
- 6F09 - 8707 Start at level 16
- 9C06 - 81AD Strength for level 16 is 90
- 9C06 - 850D Constitution for level 16 is 90
- 9C06 - 856D Intelligence for level 16 is 90
- 9C06 - 85AD Wisdom for level 16 is 90
- EE6B - 8738 Chest in Elder's basement in Potos gives you 65,360 GP
- 8208 - 776D Protection from most hits (switch off to kill enemies)
- CE5F - 5657 Items are free everywhere
- 16DE - A91B Level up after defeating an enemy

Christian Moore  
Fraser, MI

### Metroid II - Game Boy

- 001 - 9DD - 3BE + 7FE - B3B - 8C3 + 2AD - 5F9 - 125

Shoot laser beam when in a ball

Brad Sullivan  
Yorkville, IL



### Spiderman: Return of the Sinister Six - Game Gear

- 993 - 39F - 5D4

Start with infinite web fluid.

David Leonardi  
Mount Prospect, IL



### Kirby's Dream Land - Game Boy

- FA6 - DBB - 4C1 Infinite lives
- FA4 - 63B - 4C1 Infinite vitality

Chris  
"The Master" Schinke  
Southfield, MI



### Total Carnage - SNES

- C932 - 341E Infinite lives
- 4029 - 3F12 Infinite time bombs
- D6B3 - C764 Shields last longer

Adam Collins  
Milwaukee, WI



### Splatterhouse 3 - Genesis

- C4XT - EA7W Clock does not run
- ADCA - ACG8 Beating heart gives full health
- DDBA - AA6A Infinite lives
- AT8T - EA4Y + AT8T - EA5A Almost invincible
- HHCA - BTVR Orbs worth 4x normal

Deven Anderson  
Marshall, MN

### Toe Jam & Earl: Panic on Funkotron - Genesis

- AJ4A - CA9G

Infinite lives

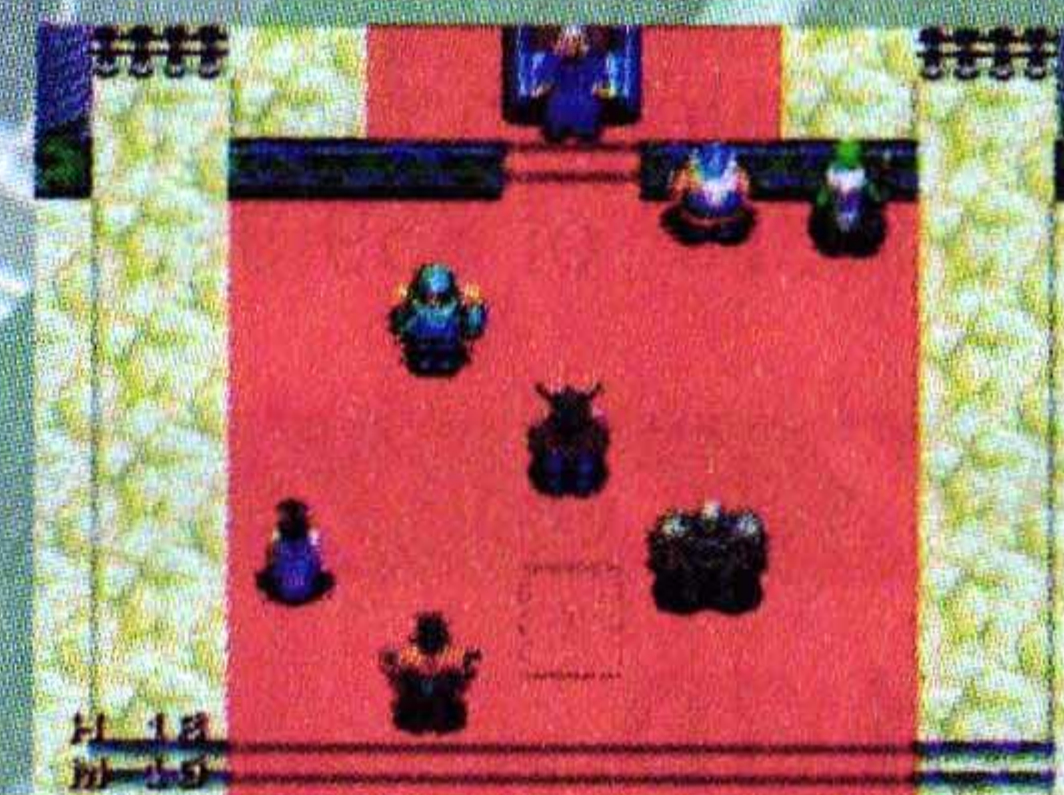
"The VidMan"

### Sim City - SNES

- EEAB - 6D02 + EEAB - 6D62

Start with \$65,535 on easy

Jeffrey T. Page  
Crystal Lake, IL



### The 7th Saga - SNES

- F010 - 8DAD Human fighter has 20 power
- F016 - 84AD Tetujin has 20 power
- F019 - 8F0D Dwarf has 20 power
- F011 - 8FAD Elf has 20 power
- F01C - 87AD Demon has 20 power
- F015 - 840D Alien has 20 power
- F01B - 870D Human mage has 20 power - (For Speed increase, change 7th character to a 6 or D) - (For MP increase, change 2nd character to a 3)
- 3039 - 8F0D Dwarf has 228 power
- E339 - 8DAD Dwarf has 254 MP's
- 3339 - 84DD Dwarf has 238 speed
- 3031 - 8FAD Elf has 228 power
- E331 - 8F0D Elf has 254 MP's

Starla Smith  
Salem, OR

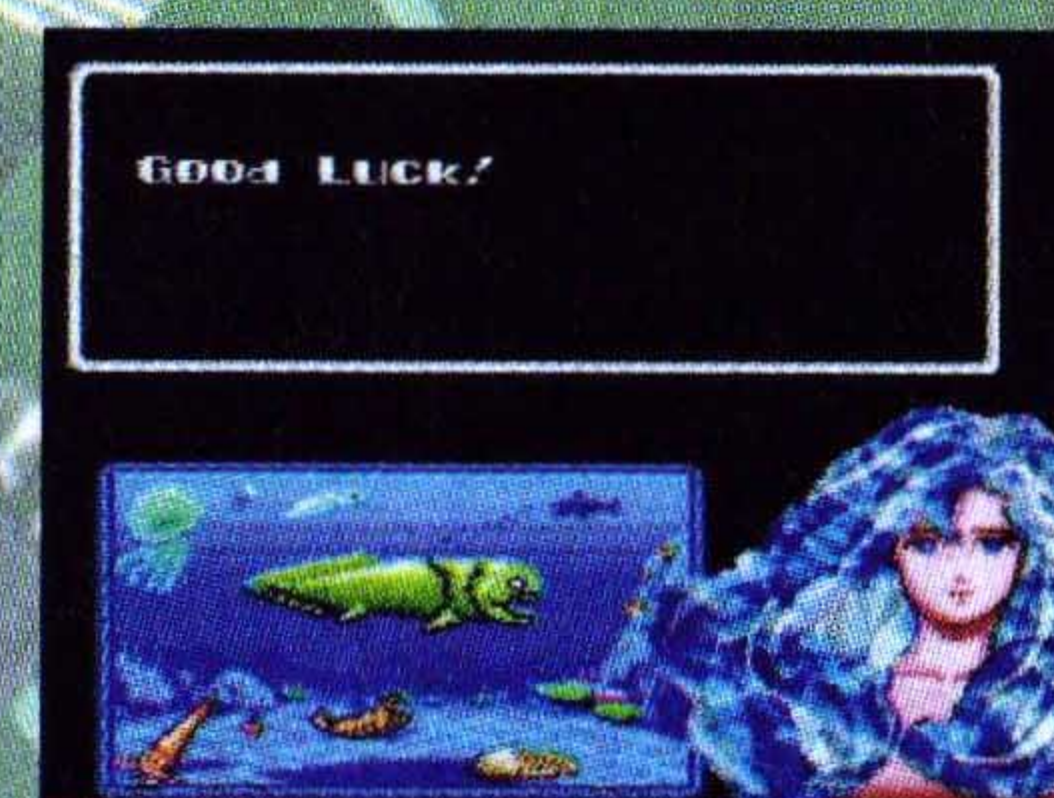


### SoulBlazer - SNES

- 2264 - 6FD4 + C36E - 6DA7 + C223 - ODO7

Lets you walk through walls

Starla Smith  
Salem, OR



### E.V.O. - SNES

- C96E - 07FB Almost invincible
- C964 - A726 Horn does not break
- DD60 - D18B Eating food restores life completely

Peter Johnson  
Orland Park, IL



### NBA JAM - SNES & Genesis

- BWPV - 48BW - SG All players have Super Dunk
- D8E7 - C448 - SNES All players on Fire
- BWPV - 4A7C - SG Juice Mode
- D6E9 - CD18 - SNES Display shot percentage
- BWRB - 4A24 - SG "The Texas Prince"
- D6E5 - C718 - SNES Preston Forest, TX

### Sim City - SNES

- EE67 - DFAA

Stops the months and years from changing

Matt Henning  
Crystal Lake, IL



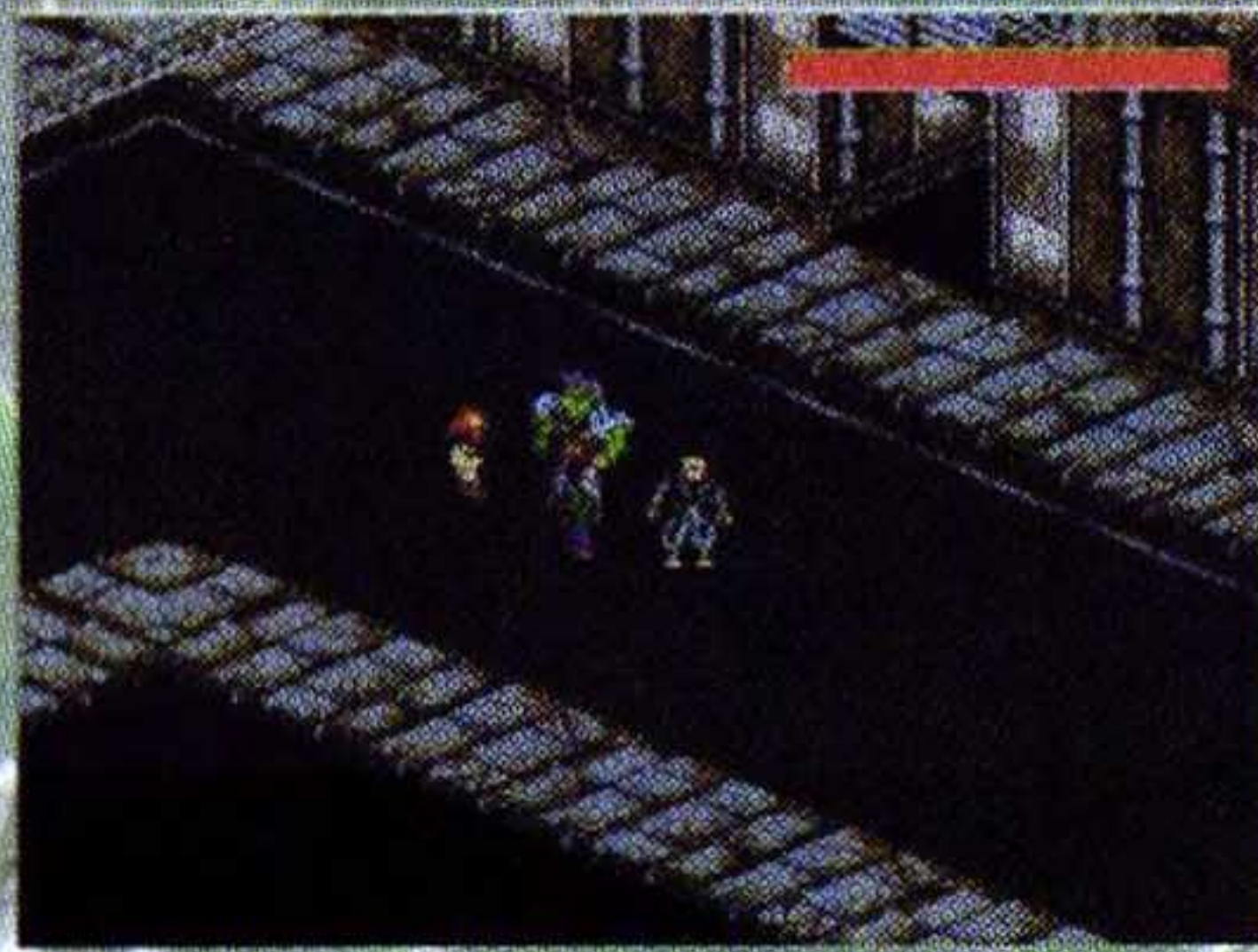
### Flashback - Genesis

- AJ2T - AA3C

Invincible (make some enemies invincible, so turn off to kill)

Mauricio  
"The Master" Guerra  
Hempstead, NY





### Jurassic Park - SNES

**C26A - 4700**  
Infinite lives  
**C2CB - 3407**  
Infinite first weapon outside  
**3CC4 - 3C65 + 3CCA - 36D5**

Infinite first weapon inside  
**C285 - C76D**  
Infinite cattle prod outside

*B. Draeger  
Brookfield, WI*

### Shadowrun - SNES

**8E69 - 3DA4**  
Spell points are not subtracted  
**6DAE - 4FA7 + FFAE - 44D7**

Everything is free  
**CEEF - 4DDD**  
Karma is not subtracted for shooting someone  
*"The Game Professor"*



### Sonic the Hedgehog 3 - Genesis

**BJLT - CA5W**  
Invincibility, but still can lose rings and get squashed  
**2LHA - CA4A**  
Invincibility, don't lose rings when hit  
**BJLT - CA40**  
Sonic dies with 1 hit  
**CL5A - CA1W**  
10 ring monitors give 999 rings  
**T4HA - CA42**  
When hit, rings go to 999  
**CL5A - CA5W**  
Special items last entire board  
**AC4T - CA50**  
All monitors contain nothing

*Chris Sheppard  
Lebanon, MI*



### T.M.N.T. Tournament Fighters - Genesis

**DFCA - 44A3**  
Ultimate attack can be done any time the bar isn't empty  
**82A6 - 4FA4**  
Automatic and Infinite continues

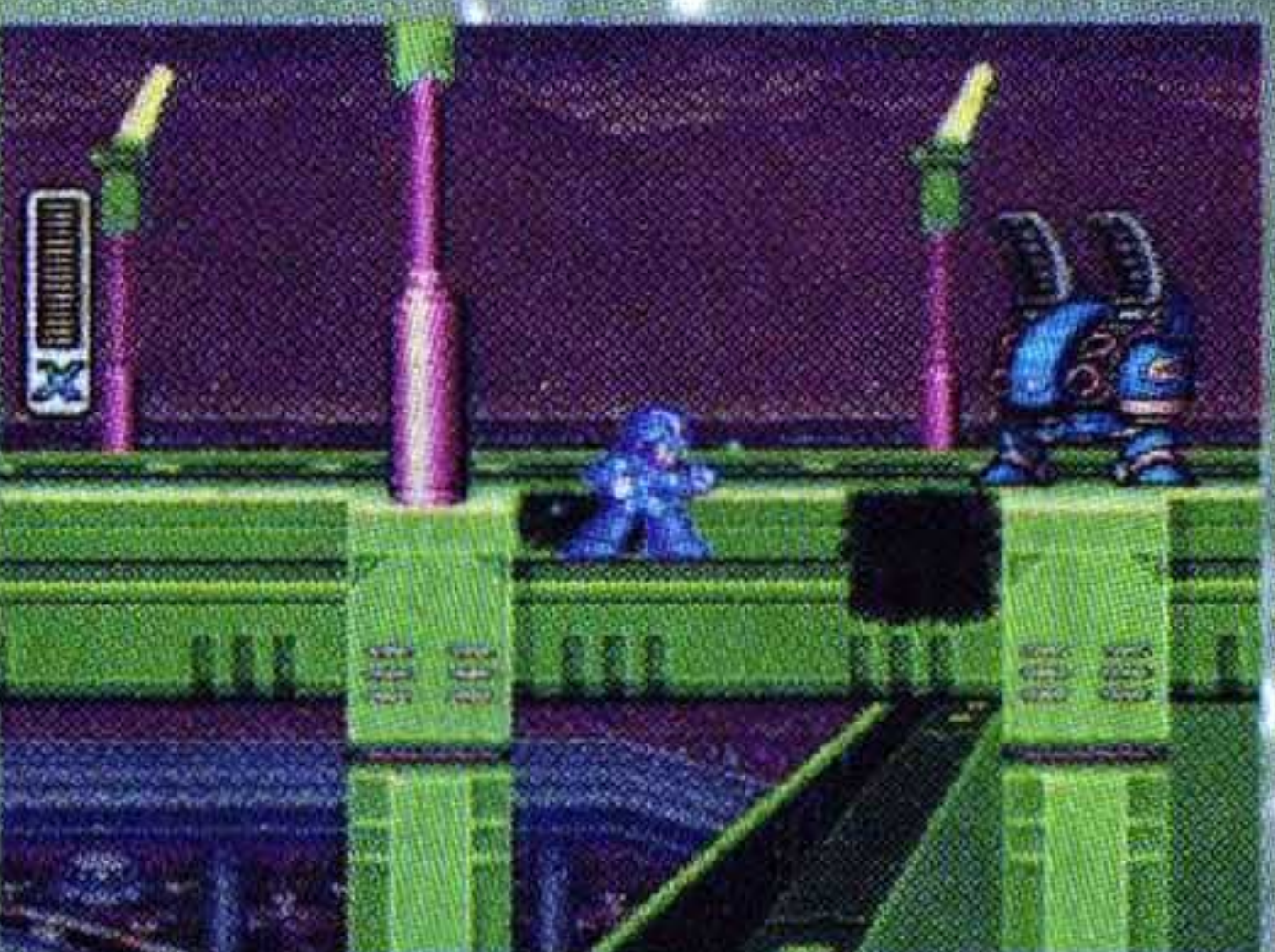
*Katy Adams  
McHenry, IL*



### The Majors: Pro Baseball - Game Gear

**003 - 91C - 19A**  
No strikeouts  
**043 - 93C - E66**  
4 strikes per out  
**063 - 93C - E66**  
6 strikes per out  
**003 - 56C - 19A**  
1 ball per walk

*Jeremy Ritt  
Brick, NJ*



### Mega Man X - SNES

**C2B9 - 3404**  
Infinite lives  
**C2B9 - 1FF7**  
Infinite energy  
**DDB0 - 4FAT**  
Disables weapon charging

*Ted Johnson  
Shorewood, MN*



### Cybator - SNES

**FFBD - 176F**  
Start on level 7.4  
**62B4 - 1DGF**  
Start with Napalm  
**D7BF - 1FDF**  
Weapons start at level 3  
**CD3F - 1406**  
Energy clip worth more

*"The VidMan"*

### Roger Clemens - SNES

**C22D - 6FAD**  
Batter never walks  
**D52D - 676D**  
7 balls per walk  
**C227 - 6D6D**  
Batter never strikes out  
**D927 - 640D**  
5 strikes per out  
**7665 - OFDI + 7669 - 0F01**  
Each run counts as two

*The "VidMan"*



### Mortal Kombat - SNES

**BDB4 - DD07**  
Red blood  
**EDB4 - DD07**  
Purple blood  
**EAB4 - DD07**  
Dark Purple blood  
**DFB4 - DD07**  
Orange blood  
**DEB4 - DD07**  
Yellow blood  
**EEB4 - DD07**  
Bluewhite blood  
**EBB4 - DD07**  
Blue blood  
**BEB4 - DD07**  
Bright green blood  
**E8B4 - DD07**  
Greenwhite blood  
**A4B4 - DD07**  
Green blood  
**B9B4 - DD07**  
Brown blood

*"The VidMan"*

### Metroid 2 - Game Boy

**ACE - 79B - A9F**  
Starts game with Space Jump, Spinning Attack, and Spider Ball (Replace first letter to discover different combinations)  
**ACE - 7EB - A9F**  
Start with 100+ missiles (Replace first letter for different number of missiles)  
**352 - B5B - 124**  
No enemies (no metroids except Queen)

*Jonathan Bottger  
Justice, IL*

## Exclusive Codes from Galoob

### Bugs Bunny in Rabbit Rampage - SNES

**DC60 - CD0D**  
Start with ten lives and continues  
**A38C - 4FAF**  
Take minimal damage

### Paladin's Quest - SNES

**EEEE - 6D1F**  
Chezni starts with 255 Hit Points  
**BA3A - 04BE**  
No money needed in Learning Center  
**D063 - D401**  
Spell power increases at 2 times normal rate

### Flashback - SNES

**D089 - 710F**  
Start with 1024 credits  
**D8D4 - 5F78**  
Start with 10 shields

### Super Hang On - Genesis

**AL4A - AA60**  
Timer doesn't count down in Arcade Mode  
**AF3T - CAHG**  
Second best frame costs \$100

### World Championship Soccer - Genesis

**BEXT - 3E80**  
Goals are worth 9 points for Player 1  
**BEYA - 3E3Y**  
Goals are worth 9 points for Player 2  
**HELT - 3AWN**  
Player 1 starts with 8 points

### Castlevania Bloodlines - Genesis

**ARFA - BATR**  
Start with 51 lives  
**9T6T - BGJ2 + EA6T - AAA4**  
Start on level 4-1

### Bonk's Adventure - NES

**GXEEYAAP**  
Super jump when normal

### Zoda's Revenge: Star Tropics II - NES

**PAULAAAA**  
Jump further and faster in battle mode

### NBA Jam - Game Gear

**200 - CFD - C46**  
Shot clock always displayed  
**099 - 05E - E66**  
3 pointer worth 9 points  
**099 - 08E - E62**  
Normal shot worth 9 points

### Super Metroid - SNES

**DD38-C4A8**  
Skip Intro and start on Planet Zebes when starting a new game  
**DDCF-4461 + 6DCC-47A1**  
Select area when loading a game (press right on map screen to select)  
**C225-3005**  
No Energy loss from enemies  
**C22A-456D**  
Super Jumps don't drain Energy  
**C288-C5A7**  
Almost infinite Missiles  
**C28A-C9D7**  
Almost infinite Super Missiles  
**3CA4-450D**  
Almost infinite Power Bombs  
**62C5-14A6**  
Start with Hyper gun in inventory.

*Please Note: The following codes effect only the saved game in Slot A and must be used with the Master Code or you will lose all Saved Data*

### FA68-4760 + DD6A-C7DF MASTER CODE—Must be used

**28D7-FAAD + D9D7-FA6D**  
Start with about 1500 Energy Tanks  
**DCD7-F26D**  
**A6D7-F26D**  
200 Maximum Missiles  
**D9D7-F36D**  
50 Maximum Super Missiles  
**74D7-FE6D**  
50 Maximum Power Bombs  
**DDD0-FE6D**  
Set hours played to zero

### EED9-93DD

Already have Crateria Map Data  
**EED9-930D**  
Already have Brinstar Map Data  
**EED9-936D**  
Already have Norfair Map Data  
**EED9-93AD**  
Already have Wrecked Ship Map Data

### EED9-9EDD

Already have Maridia Map Data  
**EED9-9E0D**  
Already have Tourian Map Data  
**FDDF-F2AD**  
Add Charge Beam

### DFDF-F26D

Get Wave Beam  
**D7DF-F26D**  
Get Ice and Wave Beams  
**D5DF-F26D**  
Get Ice, Wave, and Spazer Beam  
**DEDF-F26D**  
Get Ice, Wave, Spazer, and Plasma Beams



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Instant replay confirms it. The Brazilian forward just fired the game winning goal.



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