SONIC CD STRATEGY

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GP Publications, Inc.

Game Players

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$4.95 U.S. & CANADA Vol. 7, No. 1
JANUARY 1994

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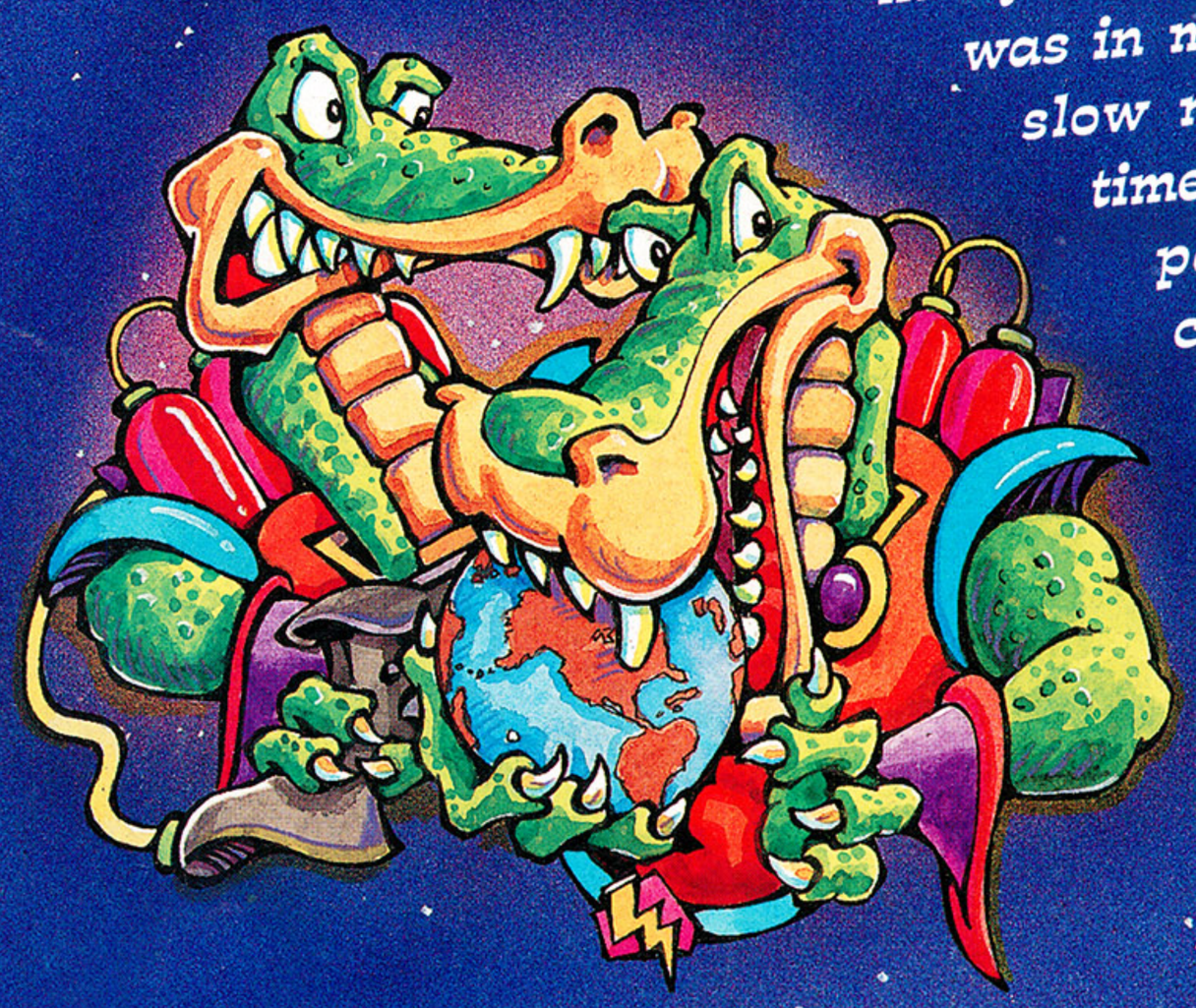
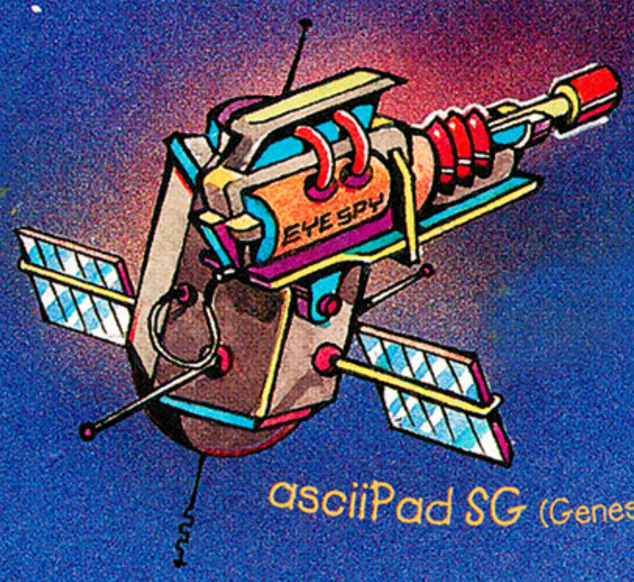
It all began when

I pushed the start button on my new asciiPad SG-6. There was this gigantic flash, and suddenly, I was floating in space. Just then, hundreds of vicious alligators solar-surfed past me, heading towards Earth. If you've never seen an alligator with an attitude, trust me, they're scary. Lots of teeth, and they're not vegetarians. "We're sick of our swamp planet," they snarled. "We're taking Nebraska!" I live in California, so I'm thinking, "So what?"—but then I remembered my buddy Travis, from Omaha*. Besides, sooner or later, I knew they'd add Los Angeles to the menu. So, the fate of the World was in my hands. Actually, a Fighter Stick was in my hands—so I flicked on the slow motion control to buy some time. Just then, a spy satellite flew past, with —get this—a laser cannon. I plugged the cord in, switched on turbo fire and blasted those lizards at over 30 shots per second.

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



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

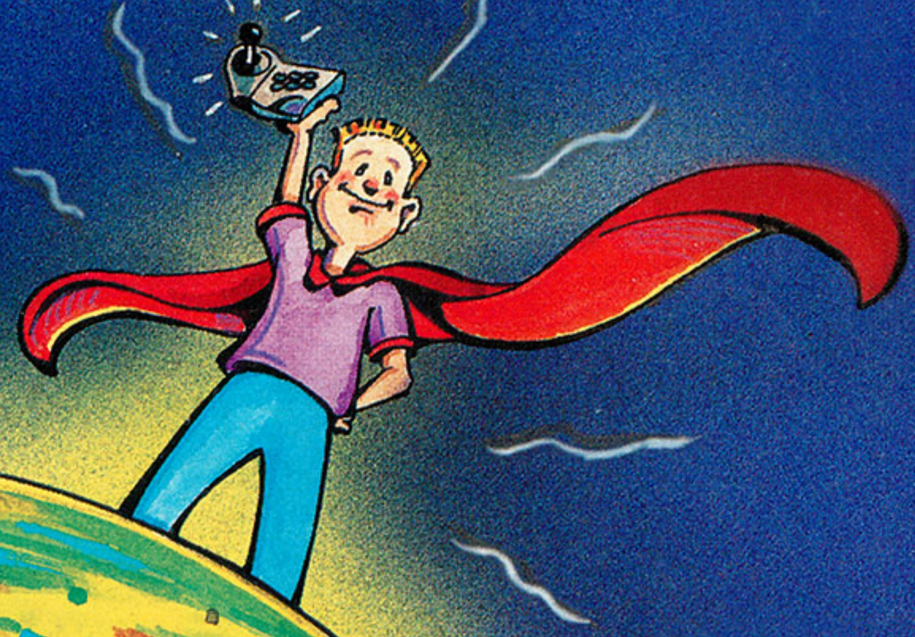


asciiPad SG (Genesis) Turbo-Fire, Auto-Turbo, and Slow Mo. All this and cool looks, too.

*TELL US HOW YOU SAVED THE DAY WITH YOUR ASCIIWARE ENHANCED CONTROLLER, AND WE'LL USE THE STORY IN AN AD. MAYBE.

©1993 ASCII ENTERTAINMENT SOFTWARE, INC. P.O. BOX 6639, SAN MATEO, CA. 94403. TELEPHONE (415)570-7005. ASCIIWARE AND ALL RESPECTIVE

asciiPad (SNES) Turbo, Auto-Turbo and Slow-Mo have made this the world's most popular enhanced pad.



HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE

Fighter Stick SG-6 (Genesis) Designed by an Italian sports car company. Okay, not really. But these kind of features are barely street legal.

Fighter Stick SN (SNES) The heavyweight of fight controllers. Imagine Immortal Kombat.

ascipad SG-6 (Genesis) Six buttons, and killer styling. Black belt not included.

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

ASCIIWARE™

Product Information Number 109

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INCOMING!

Well, there's nothing I enjoy more than a big fiery explosion, so this month's "*Game Players* Goes to War" feature had special appeal. We really turn up the heat with flaming reviews of the hottest new warfare titles.

And how about this blazing new design? You've been telling us that you love the depth of our coverage, but you want to know where we stand. Bottom line. No kidding aside. OK — if it's facts you want, it's facts you get.

Our new reviews are bursting with info: We take you step by step through a game so you really know whether or not to spend your hard-earned cash on it. We tell you which games are searingly hot ... and which ones should be incinerated. And if one writer disagrees with another's opinion, we make sure you see *both* sides.

It's obvious that I've dragged out this metaphor as far as I can, so until next month — don't play with matches, blow up enemy choppers instead.

Leslie Mizell
Editor

COLOR KEY

Use this color key to identify systems throughout the magazine. Whenever you see red in a box marked "Product Info" or overall game rating, for example, you know you're looking at a Super Nintendo game; dark blue always signifies Genesis.

- SNES
- NES
- GAME BOY
- GENESIS
- SEGA CD
- GAME GEAR

We do 100 push-ups every morning!

GP PRESS 6

The hottest damned video games news you'll see. This month we've got *Mortal Kombat II, Rise of the Robots, Double Dragon the Movie,* and the new game machine from Sony.

SONIC CD

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Got something on your mind? Tell us! Game ideas of the month, envelope art, and of course, your chance to ask the Magic Eight Ball.

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Game Players Goes To War

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Capsule reviews — and ratings, too — of more than 170 games now on sale in a store near you.

PREVIEWS 30

The finest games information — *first*. This month we've got *Power Instinct, Stimpy's Invention, Lunar, The Lost Vikings,* and development info on *Steven Seagal* and *Bubsy II.*

FIFA International Soccer

GP SPORTS 112

Reviews of *FIFA International Soccer, AWS Pro Moves Soccer, Riddick Bowe Boxing,* and *Pro Sport Hockey.* Plus an interview with Blackhawks star Chris Chelios, and a chance to win great autographed stuff.

WIN!

$500 in cold, hard cash from Seika in its *Super Turrican* sweepstakes. Then try your luck with Electro Brain's *Tony Menola's Soccer* — there are games and autographed memorabilia to win!

TMNT: Tournament Fighters

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The Lawnmower Man

JANUARY 94

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Game Players Sega-Nintendo (ISSN-1059-2172) (USPS 006-037) is published monthly by GP Publications, Inc.; 23-00 Route 208; Fair Lawn, NJ 07410. Second-class postage paid in Fair Lawn, NJ and additional mailing offices. Newsstand distribution is handled by Curtis Circulation Company. Subscriptions: one year (12 issues) U.S. $25.50. Canada: $41.20. Canadian price includes postage and GST (GST #128220688). Outside the U.S. and Canada, add $2 per issue. POSTMASTER: Send address changes to *Game Players Sega-Nintendo*; 23-00 Route 208; Fair Lawn, NJ 07410.

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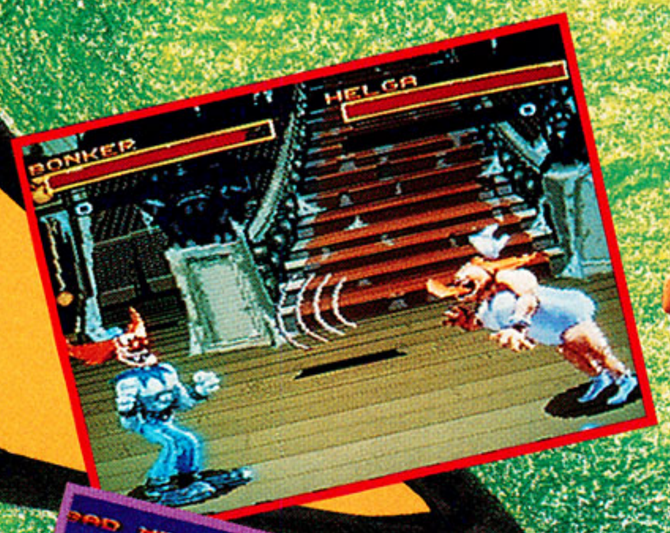
Clay Fighter™

HE'S A MAJOR K



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ULTRA TURBO & HEAD TO HEAD FIGHTING ACTION

CK IN THE MASS!

Meet Blob. A hilarious, bizarre mess of radio-active clay, ready to do battle. Blob's a Clay Fighter and a master of goojitsu, able to squash his opponents in a single leap. Forming himself into a vicious attacking shoe, Blob will give anyone the boot. So watch Blob and all the other Clay Fighters "goo for it" in the outrageous adventure that will leave you hysterical.

TOP TEN REASONS TO PLAY CLAY FIGHTER.

10. Interact with radioactive materials - right in your home!
9. Tiny was recently cleared of allegations of steroid use.
8. Taffy's amazing resemblance to Al Gore.
7. Computer screen turns your face a really cool – and disgusting – shade of green.
6. Chicks dig Bad Mr. Frosty.
5. You won't be condemned for mutilating them. (It's not like they're mortal or something).
4. Slimier than your math teacher.
3. You can't poke your eye out with it.
2. Everyone needs a friend named "Blob".

And the #1 reason to play Clay Fighter: YOU TELL US!!!
Send us a postcard telling us your #1 reason for playing Clay Fighter. The ten best reasons will be printed on our next ad and the winner will receive:

1st place prize – A brand new 27 inch stereo RCA color track portable television set and 3 Interplay SNES games.
2nd place prize – 3 Interplay SNES games and a Clay Fighter baseball cap.
3rd – 10th place prizes – A Clay Fighter poster and temporary tattoos.

Product Information Number 182

Interplay™

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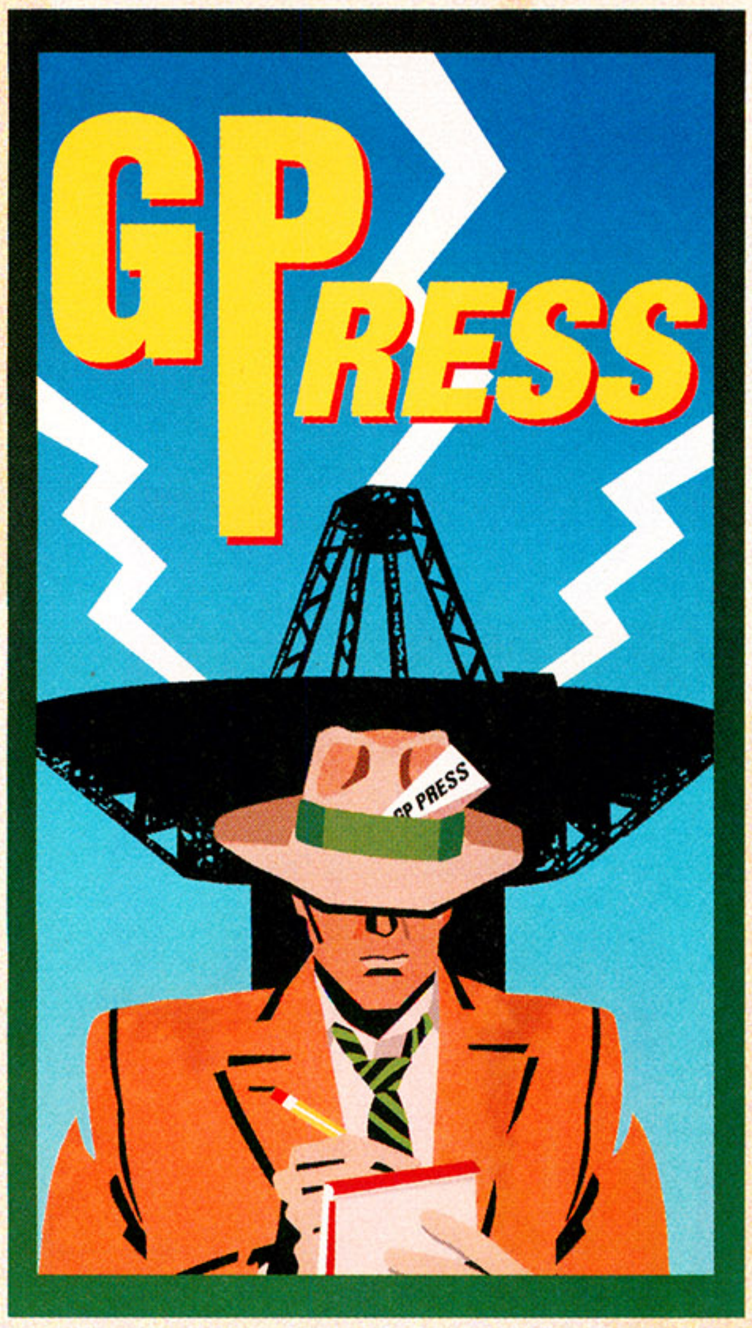


The Wait Is Over : Mortal Kombat II

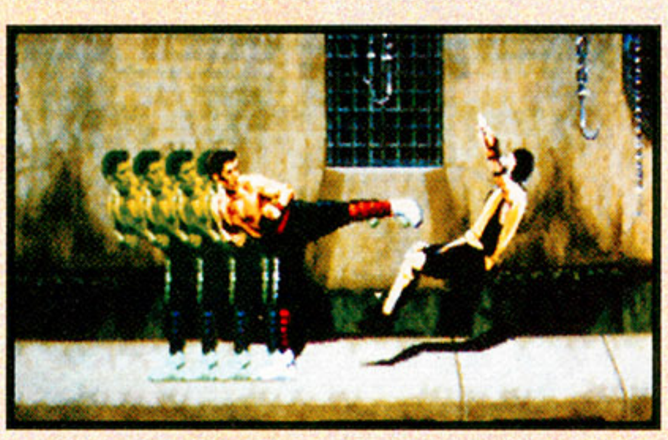
It's here! Coin-op legend Midway is fanning the *Mortal Kombat* flame — and from the look of the new arcade game, the fire's hotter than ever! Mortal Maniacs made the cartridge game one of the most successful in history (Acclaim estimates sales will reach four million worldwide), and you'd better believe that lightning will strike twice when Acclaim readies home versions of *MK II* for next September.

Until then, save up those quarters. *Mortal Kombat II* is a true sequel, giving players tons more new stuff than the half-new/half-old *Super Street Fighter*. Look for all-new backgrounds, all-new characters, and totally new graphics and attacks for the familiar brawlers, too. You can even choose to be Reptile!

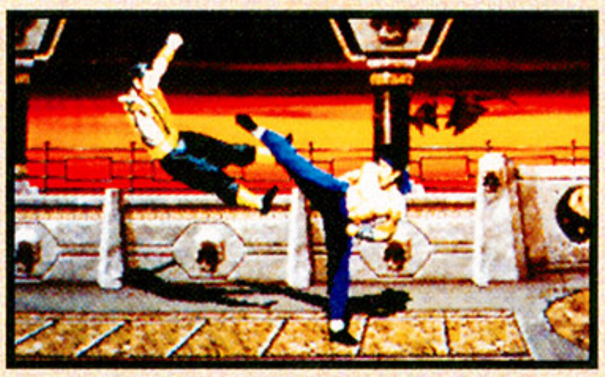
Rumors are already starting to circulate about hidden secrets in the game, and we've heard that fans who thought Reptile was cool can expect to spend a lot more time searching for new surprises. Unfortunately, though, some of the *Mortal Kombat II* coin-ops have been equipped with a special dipswitch that controls the game's violence. For example, if the guy who runs your local arcade doesn't like the blood n' gore, he can just turn it off, forcing you into the "wimp-ified" game. Accept no substitutes! Demand to play the real *Mortal Kombat II*!

Mortal Kombat II boasts 12 fighters, including old friends, old foes, and totally new characters!

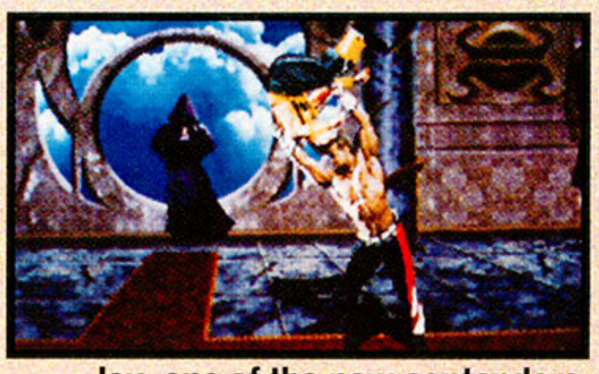
Raiden's back — and so is Reptile! Now a full-fledged character, expect surprises from the former Pit-dweller.



Expect deadly new moves, along with updated versions of old favorites such as Johnny Cage's Shadow Kick.



Who's this — Shang Tsung?!? After the beating he took in *M.K.*, the former Grand Champion is ready for a rematch.



Jax, one of the new contenders, offers powerhouse moves like this. Get too close, and you're dead!

WISH List

Games We *Never* Wanna See in Development

Achy Breaky Heart : They're making a bad song into a bad movie. Can a bad game be far behind?

2 Stupid Dogs : Ren & Stimpy for the mentally challenged. John K. should sue.

Dennis the Menace: Oops! Too late.

Sim Smurf: We get nightmares about the possibility of a Smurfs game. Trolls, too.

Energizer Bunny: Two Lucky Rabbit's Feet Aren't Enough: We've already got Spot, Chester Cheetah, and Ronald McDonald. Stop these commercial spokesmen before they sell again!

Get Your Simpsons Fix Here

While you're waiting for Acclaim to release its *Bart and the Beanstalk* and *Itchy and Scratchy* games, you can get your dose of Simpsons with a new Skybox series. The 100-card series features original artwork and "wacky" information about the Simpsons and the cast of characters in a new series of comic books from Bongo Comics. Special lick-'n'-stick tatoos and bonus cards autographed by Simpsons creator Matt Groening are randomly inserted.

SUPER NINTENDO® ENTERTAINMENT SYSTEM

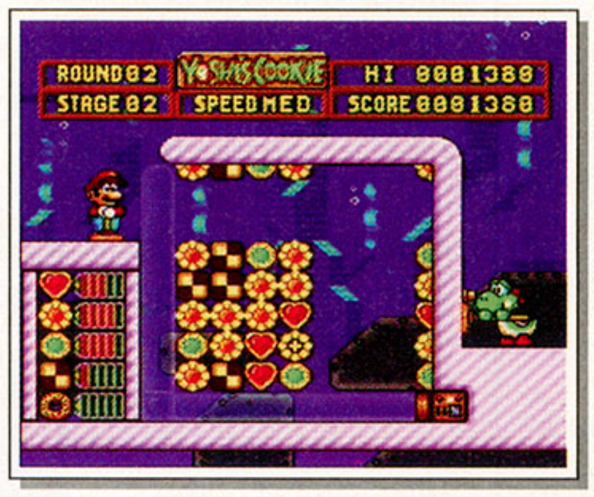
YOSHI'S COOKIE™

Cookie Chaos for Mario and Yoshi!

Mario and Yoshi are filling in at the Cookie Factory, and the snacks are piling high!

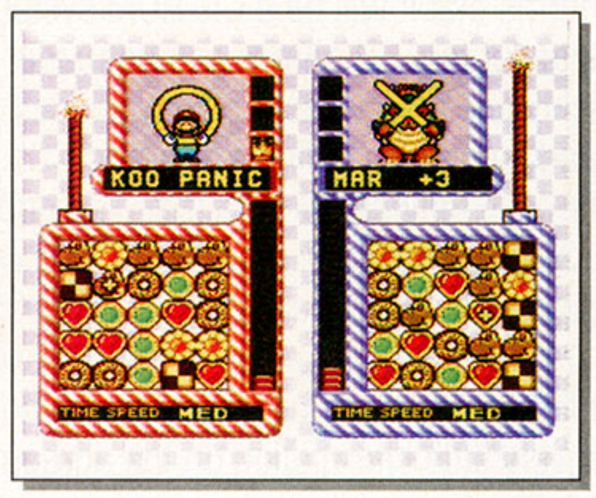
As fresh baked cookies roll out of the ovens, it's up to Mario to sort and stack 'em before they pile too high! Line up a row of the same kind of cookies either vertically or horizontally, and they vanish. Clear the screen to move on to a new level of munchie-madness! Yoshi appears from time to time to stir things up. Play for high score or go head-to-head against a friend or the computer. The mouth-watering madness doesn't let up!

It's a heapin' helpin' of cookie crunchin' fun!



Challenge a friend or the computer for more munchie-madness!

In the tradition of Tetris™ and Dr. Mario™, Yoshi's Cookie is a heaping helping of lip-smacking, snack-stacking cookie chaos!



- 100 stages, plus bonus rounds.
- 1 or 2 players, or play against the computer.
- Choose to be Mario, Yoshi, the Princess or Bowser.
- Extra puzzle game from the creator of Tetris.

It's a snack attack!

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Product Information Number 111

Namco & Sony Join For New Game Machine

It looks like Sony is the next manufacturer to enter the lucrative video-game market. The company announced plans in Japan to develop a home video-game system developed and produced by its Sony Computer Entertainment (SCE) division. But in an interesting move, Namco will supply all the machine's game software, and the two companies will combine research and development for Namco arcade games based on Sony's technology.

According to Ken Kutaragi, director of SCE, the company decided to branch out on its own after plans for a Nintendo-compatible 32-bit player failed. With Nintendo's plans for its 32-bit machine up in the air, Sony saw no point in bringing out a compatible machine.

Sony is keeping most of the information on its new machine under wraps, but Teruhisa Tokunaga, vice president of the company, confirms that it will be a CD-ROM system. He points out that CD games can be made quickly and at low cost by Sony, since it already produces millions of music CDs. The difference between Sony's machine and the oh, 30 other new ones is that this one will be designed to display realistic 3-D graphics.

A spokesperson for Namco's U.S. division confirmed the story to *Game Players*, adding that very little information on the agreement is available. The machine, however, is expected to go on sale at the end of this year. Stay tuned for more details.

Top 10 Rejected Finishing Moves

10. The Tickle-'Em-'Til-They-Puke
9. The Atomic Wedgie
8. The Tie-Their-Shoelaces-Together
7. The Weasel Drainer
6. The Mega Noogie
5. The Put-Out-Their-Eye-with-a-Rubber-Band
4. The Haggis Force-Feed
3. The Finger
2. The Turbo Paper Cut
1. The Spine-Jolting Cuddle of Death

Calling Fox McCloud

The latest word from the British development house Argonaut is that a team is hard at work on *Star Fox II*, the sequel to the top-rated SNES game that introduced players to the Super FX chip.

Not much has changed as far as the concept/action is concerned — why mess with a good thing? — but the sequel will feature two-person, split-screen game play. *Star Fox II* also uses the Super FX II chip. That's the chip Argonaut originally planned for *Star Fox*, but Nintendo thought was too expensive.

Look for *Star Fox II* in stores this summer.

THE HOT NUMBER

$400 million

The amount *Time* magazine estimates video games outsell movie tickets in the U.S. Sales of games for all systems total about $5.3 billion in the States; $10 billion across the globe.

Double Dragon... at a Theatre Near You

Although both *Mortal Kombat* and *Street Fighter* are headed for the silver screen, *Double Dragon* has them both beat in the race to the popcorn line.

Imperial Entertainment has owned the movie option to the *Double Dragon* story since 1991. But it wasn't until last summer (ironically, *before* the bomb *Super Mario Bros.* hit screens) that it went into production.

The movie is set in the year 2007 in "New Angeles," the city *after* the big earthquake hits (evidently Cleveland had that post-quake grittiness; that's where the movie was shot).

"Hollywood, Beverly Hills, and all of the West side lie submerged underwater," says publicist Andrew S. Bernstein of Rogers & Cowan. "Gangs rule the city at night, making citizens prisoners in their own homes. Uniting the gangs is Koga Shuko, played by Robert Patrick of *Terminator 2*. Jimmy and Billy Lee, with their martial-arts skill, must con-front Shuko and his men."

Mark Dacascos (*Only the Strong*) and Scott Wolf (*Teenage Bonnie & Klepto Clyde*), play the teenaged brothers Jimmy and Billy Lee. The two have been given half an ancient Chinese medallion by Satori (Julia Nickson of *Rambo: first Blood Part II*. Koga Shuko has the other half, and its magic allows him to become a shadow and take over someone else's body.

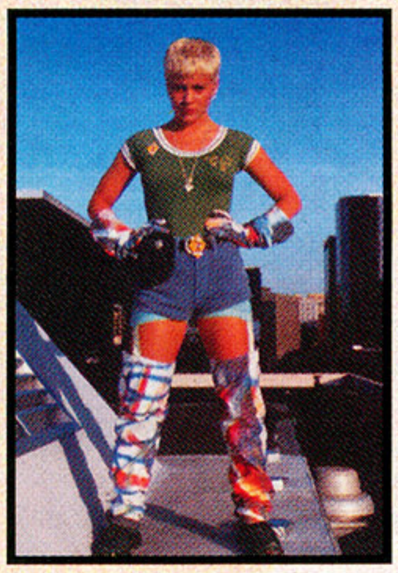
As the brothers try to bring Koga Shuko down and recover the medallion, they combine forces with Marian DeLario (Alyssa Milano of "Who's the Boss"), leader of the Power Corps, a rebel group that's trying to regain the city from the gangs. Comedian Gilbert Gottfried also appears.

It looks like Jimmy and Billy Lee can't help but succeed — even if the movie flops, Rogers & Cowan estimates that the *Double Dragon* video games (not to mention the action figures, cartoon shows, and — I don't know — lunchboxes?) have sold more than 5.5 million copies worldwide, with earnings surpassing $350 million.

Koga Shuko (Robert Patrick) is a reclusive billionaire obsessed with obtaining both halves of the Double Dragon medallion.

In "New Angeles," much of the city is submerged following The Big One, a devastating earthquake — it makes for some great chase scenes.

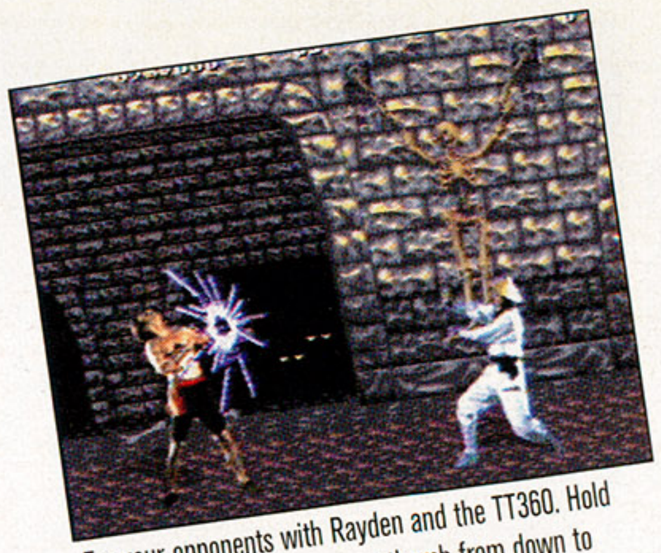
Jimmy (Mark Dacascos) and Billy (Scott Wolf) are confronted by Abobo, a product of a hideo us steroid engineering project.



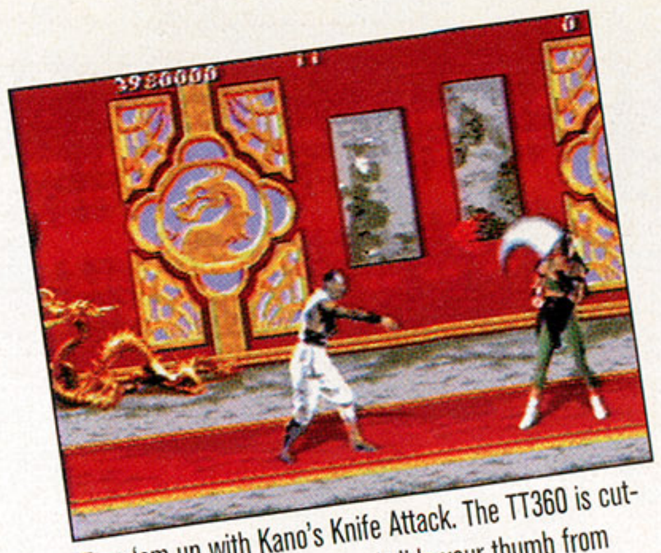
Marian Delario (Alyssa Milano) is the leader of a gang working for peace.

Throw Liu Kang's finishing move with the deadly accuracy of true circular control on the TT360. Hold the Start Button and, starting with your thumb at the bottom of the Touch Sensor, make a full circle towards your opponent.

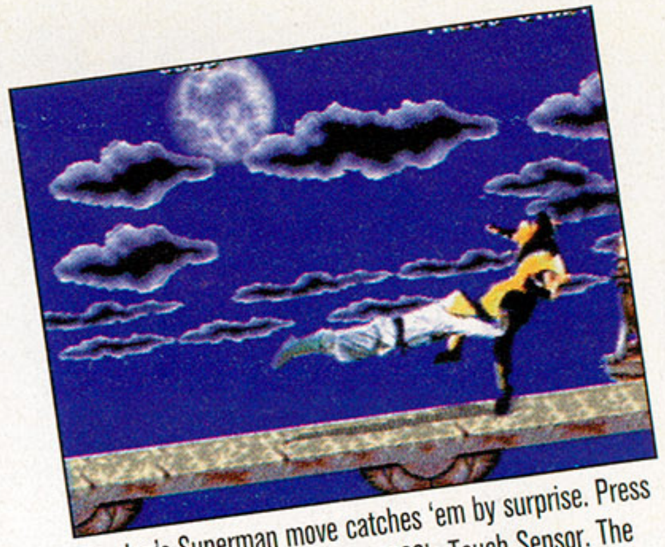
Kano's Spin Attack is a breeze with the TT360. Hold the Start Button and run your thumb around the Touch Sensor toward your opponent. Release the Start Button to unleash the attack!



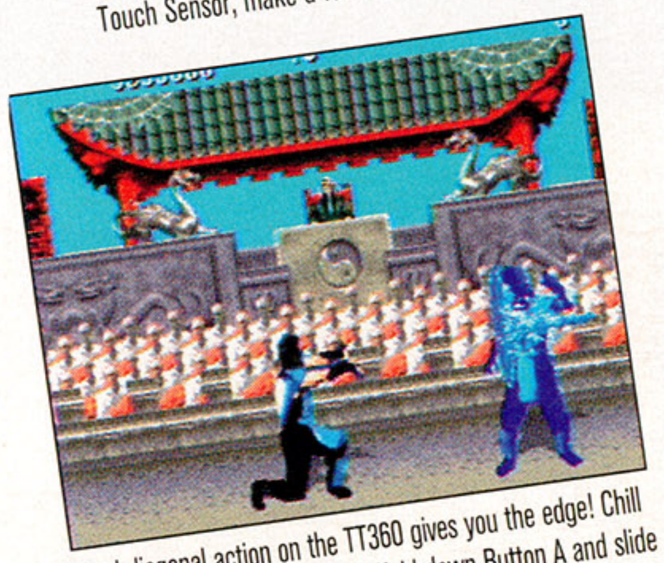
Fry your opponents with Rayden and the TT360. Hold down Button A and slide your thumb from down to toward your enemy.



Tear 'em up with Kano's Knife Attack. The TT360 is cutting-edge fast! Hold Start and slide your thumb from away to toward on the Touch Sensor. As fast as you can slide, you can throw.



Rayden's Superman move catches 'em by surprise. Press away-away-toward on your TT360's Touch Sensor. The slide from away to toward gives you the win with split-second speed..without the numb thumb!



Real diagonal action on the TT360 gives you the edge! Chill 'em with the Sub Zero Freeze. Hold down Button A and slide your thumb on the Touch Sensor from down to toward.

Here's a sneaky move the TT360 makes easy. Jump over your enemy, turn and press Button C. You'll make a throw they can't beat!

"Get over here!" The TT360 brings 'em close with Scorpion's Spear. Rapidly press the Touch Sensor away twice and press Button A.

Shred some head on Sub Zero's Finishing Move. Slide your thumb toward-down-toward and hit Button A. This move is much easier than on a old-fashioned control pad.

BATTLE TESTED IN KOMBAT

When you go into Kombat, you need a controller that's fast, that gives you all the action you want – easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360,™ The Ultimate Fighting Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate – you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate fighting machine and trashing your opponent... you know the guy using the old-fashioned control pad.
So, go into Kombat to win – go battle tested with the Turbo Touch 360.

Turbo Touch 360.
The Ultimate Fighting Machine.

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Turbo Touch 360™ & Mortal Kombat®. The Winning Combination.

For Genesis, SNES, & Nintendo

TRIAX TECHNOLOGIES

For the name of your nearest Turbo Touch 360 retailer or to place an order, call **1-800-858-7429.**

Mortal Kombat is a registered trademark of Midway Manufacturing Company.
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Game played on a Genesis® system. © Acclaim Entertainment, Inc. 1993.

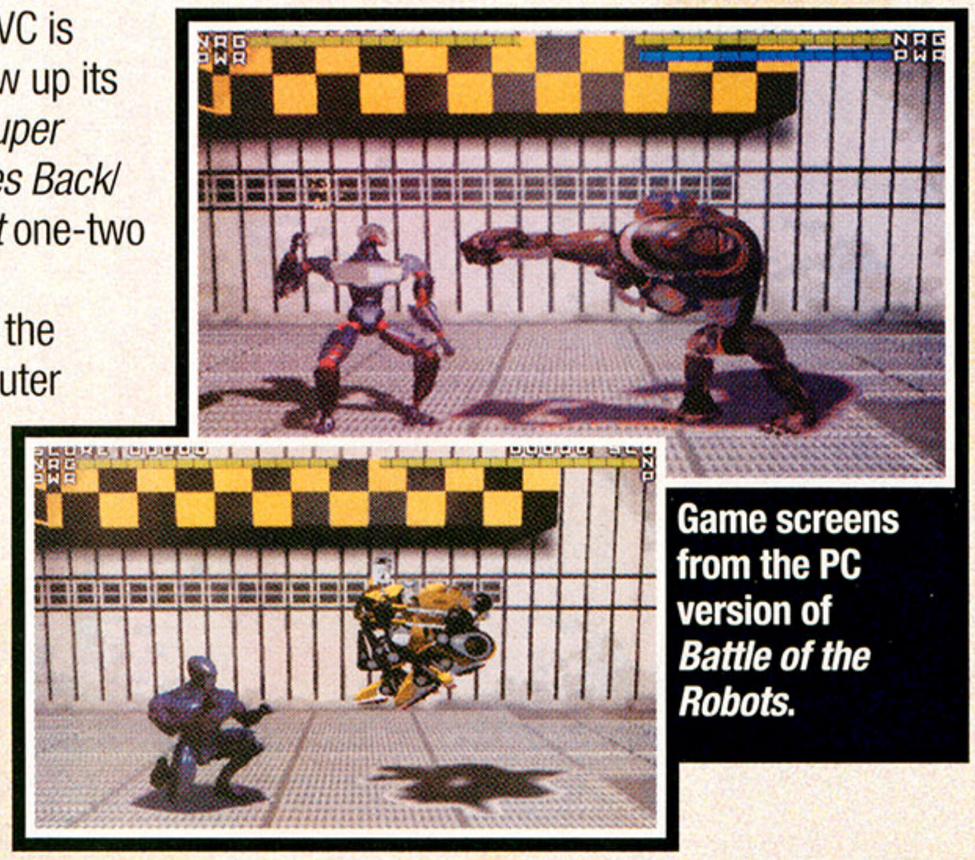
Product Information Number 141

Rise of the Robots in Works from JVC

It looks like JVC is going to follow up its successful *Super Empire Strikes Back/ Rebel Assault* one-two punch with a translation of the Mirage computer game *Rise of the Robots*. But don't look for it any time soon — a JVC spokesperson estimated that the Sega CD game wouldn't be released until May or June.

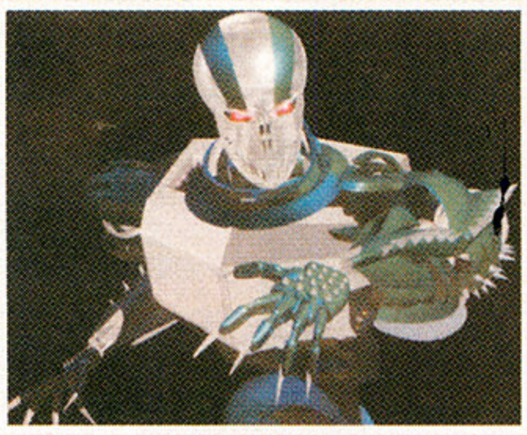
Rise of the Robots is set in Metropolis 4, a futuristic city entirely run by robots ... *until* the robot in charge, known as the Supervisor, turns violent. Another robot known as the Cyborg is sent in to, uh, talk him down.

What sets *Rise of the Robots* apart are its terrific graphics. Each robot takes up 1.5 megs of memory in Mirage's PC game, and one of the programmers is a martial-arts expert who's making sure all the moves are correct.



Game screens from the PC version of *Battle of the Robots*.

"[Our] robots fight and act unusually, with a very high level of artificial intelligence," says Sean Griffiths, team leader for the computer game. "We definitely have one over on *Street Fighter II*."



Supervisor is the robot gone amok.

Cyborg is sent in to bring the robots to heel.

No Game for "StarTrek: Voyager" — Just Yet

Tom Byron of Spectrum HoloByte recently blew into town with an SNES version of *Star Trek: The Next Generation* — not too shabby, by the way. But since *Game Players* is part of the TV generation, we wanted the scoop on "Star Trek: Voyager," the *next* rendition of "Star Trek" set to set sail January 1995.

Byron said that Spectrum HoloByte probably had first refusal of a video-game based on the new series, but that the company wasn't jumping into anything.

Paramount is using the new series as the hingepin of its proposed network, which would also debut next January. According to "Star Trek: The Next Generation" executive Rick Berman, the series centers on the U.S.S. *Voyager*, one of the new, smaller Starfleet vessels with a crew of only 200. Involved in a chase with a group of vigilante Starfleet members, both ships are sucked into The Badlands, a strange area on the Cardassian border that transports them to an unexplored corner of the universe. The two crews end up uniting on the *Voyager* seeking out new life and new civilizations while trying not to kill each other.

No one has been cast for the show, but Berman says the crew includes a commander whose sex and race is undetermined; a half-Klingon/half-human woman; an Asian; a holographic character; members of two new alien species; an older male Vulcan; a disgraced officer who's fighting for another chance, and a Native American.

Although the show is set in the 24th century, about the same time as "The Next Generation," since the *Voyager* is lost in space, there doesn't seem to be much chance for cross-over characters. Still, *anything* is possible in space.

By the way, the *Star Trek: The Next Generation* movie goes into production in April for release next November. It looks like Leonard Nimoy *won't* direct, but he'll probably make an appearance with fellow long-in-the-tooth costars William Shatner and DeForest Kelly.

This Just in

Enix Signs King Arthur

Enix is developing an adventure game in the *Zelda* and *SoulBlazer* vein for release this summer. *King Arthur and the Knights of Justice* is based on the cartoon series. When King Arthur is kidnapped, Camelot begins to crumble and Merlin travels into the future to try to find someone to save the king, What he finds is a football team called the Knights whose quarterback is Arthur King. Take it from there.

Absolute Acquires Extreme

Video-game developer and publisher Absolute has acquired a percentage of Extreme Entertainment, the developers of games including *Riddick Bowe Boxing*, *BattleTech*, and *Choplifter 3*. Extreme will maintain a separate label under the Absolute umbrella, with 10-15 games planned for the next year.

Darkman Sequel in the Works

The long-awaited sequel to *Darkman* is in early development at Universal. The 1990 movie, if you recall, starred Liam Neeson as a scarred scientist avenging his "death." There's no word whether Neeson will reprise his role, or whether Ocean is considering another video-game translation.

Capcom Does Battle with Data East

Capcom of Japan has filed a lawsuit against Data East of Japan, claiming that the company's *Fighter's History* violates Capcom's copyright on *Street Fighter II*. Capcom asserts that the fundamental concept of the program, characters, and story of *Fighter's History* was plagerized. Data East denies the claim.

... and Maybe a Video Game?

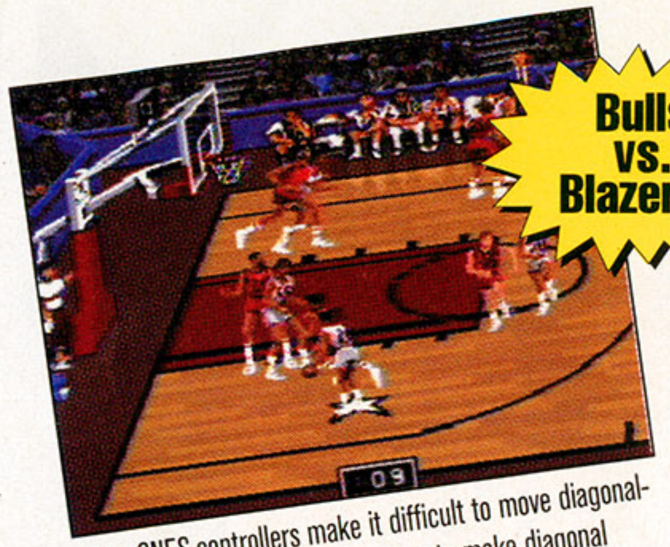
Some smart game company should talk to Joe Dante. The horror director (*Gremlins*, *Matinee*) is working on two movies that we want to see made into video games. The first is *The Green Hornet*, based on the still-cool superhero. The second is *The Mummy*,already filmed twice before, most notably with Boris Karloff in 1932. Licensee alert! Think about it.

Wish List Update

It's not a game — yet — but "Aeon Flux," which appeared on our very first wish list, is getting new life from MTV. With "Liquid Television" spinoff "Beavis and Butthead" sweeping popular culture, MTV is expanding coverage of three "Liquid Television" shows. Look for more "The Dangwoods," "The Grunt Brothers," and our favorite female warrior.

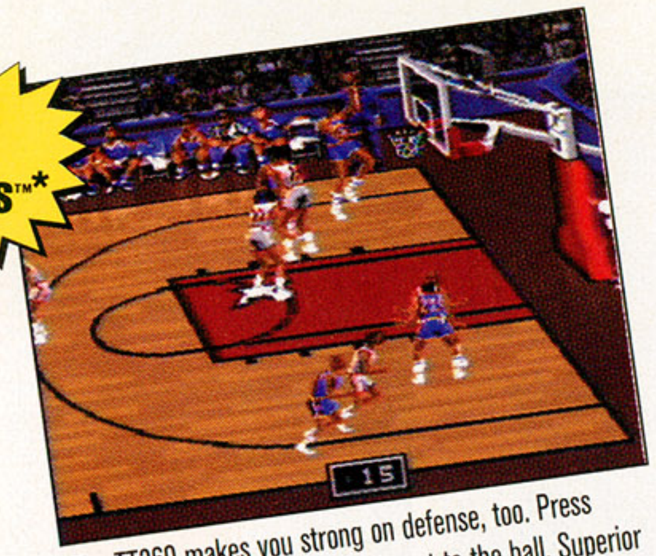
Coin-Op Awards

Midway's *NBA Jam* won "Most Played Video Game" honors from the Amusement & Music Operators Association at an awards ceremony held during AMOA Expo '93 in late October. Midway's *Addams Family* won "Most Played Pinball Game."

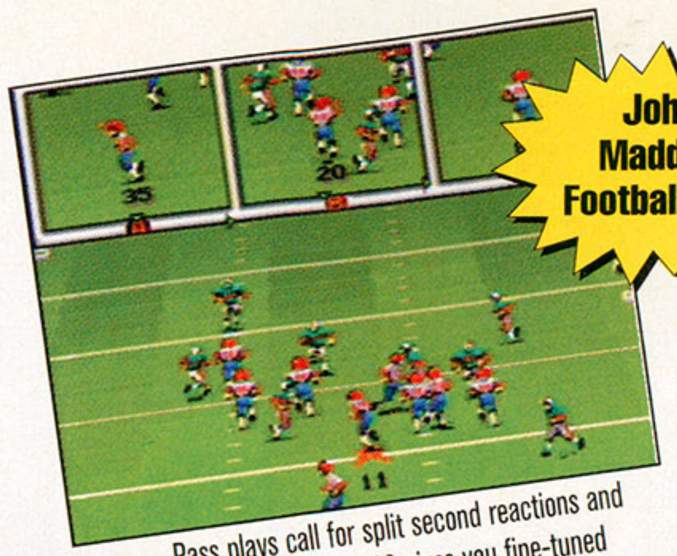


Bulls vs. Blazers™*

Most SNES controllers make it difficult to move diagonally. The TT360 gives you the power to make diagonal drives on the net with no numb thumb!

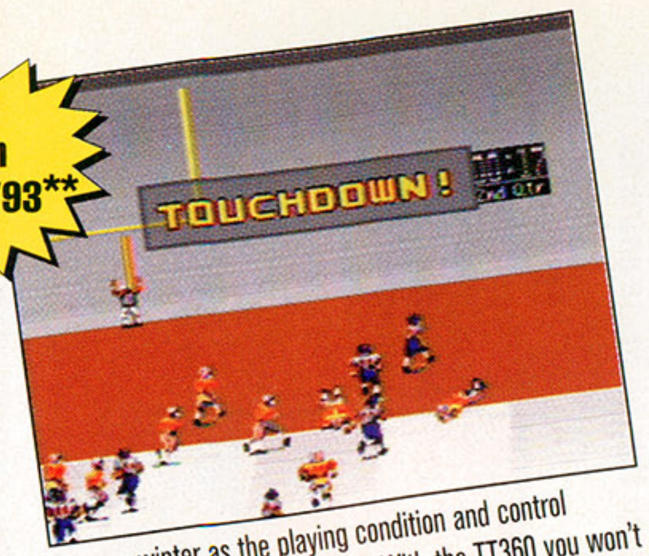


The TT360 makes you strong on defense, too. Press Button B to select your man closest to the ball. Superior diagonal control puts you where you need to be, ready to hit Button Y and block the shot.

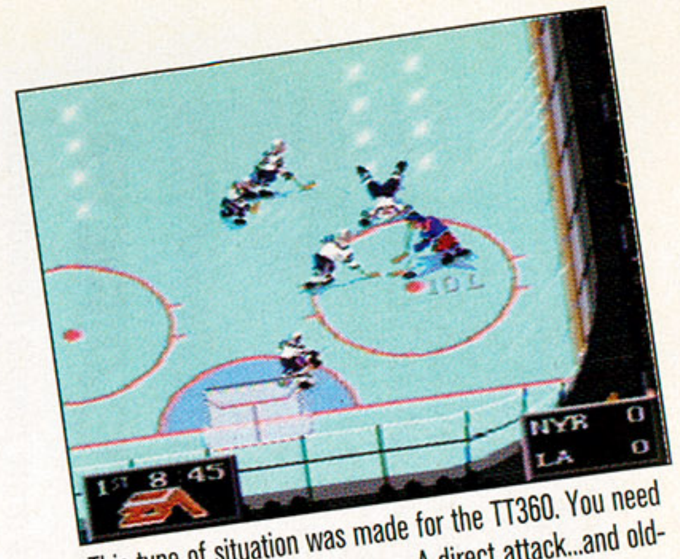


John Madden Football™ '93**

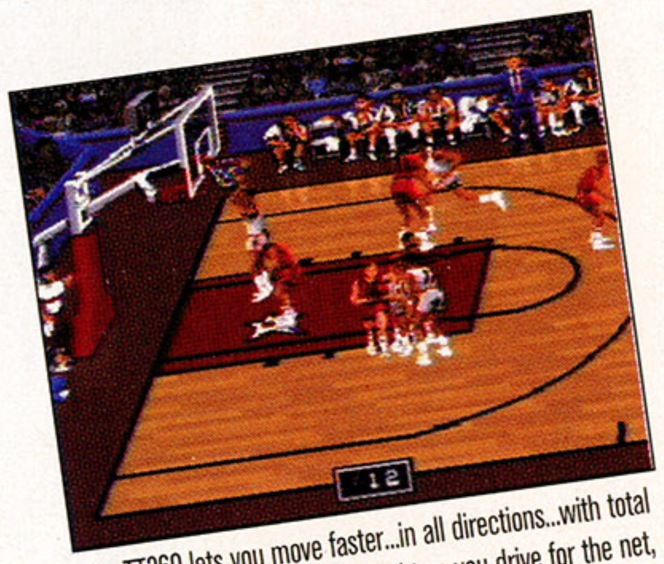
Pass plays call for split second reactions and timing. The TT360 gives you fine-tuned control over all your players, where old-fashioned controllers might only slow you down!



Choose winter as the playing condition and control becomes even more important. With the TT360 you won't slipslide away...or mangle your thumb trying to turn on a dime and make the end zone.

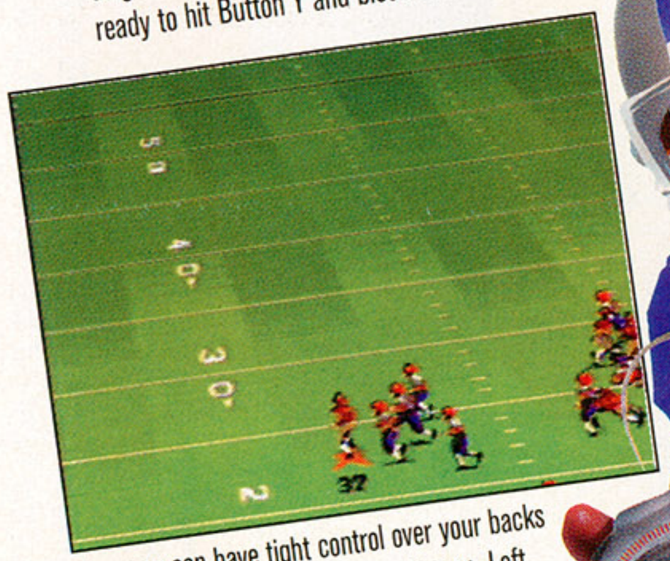


This type of situation was made for the TT360. You need to move fast and tight to score. A direct attack...and old-fashioned controllers...won't make the grade. Head Diagonal behind the net and try to dump it in the corner of the crease.

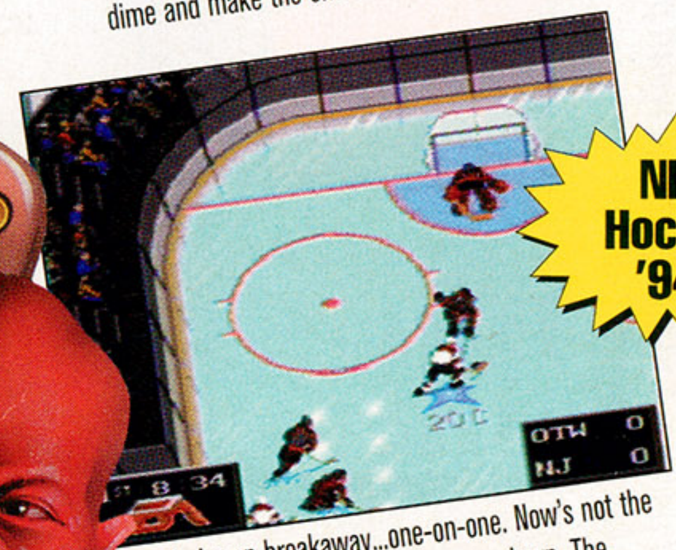


The TT360 lets you move faster...in all directions...with total circular control. Fake left and right as you drive for the net, then Button A for the Jump Shot.

*Shown on SNES **Shown on Genesis

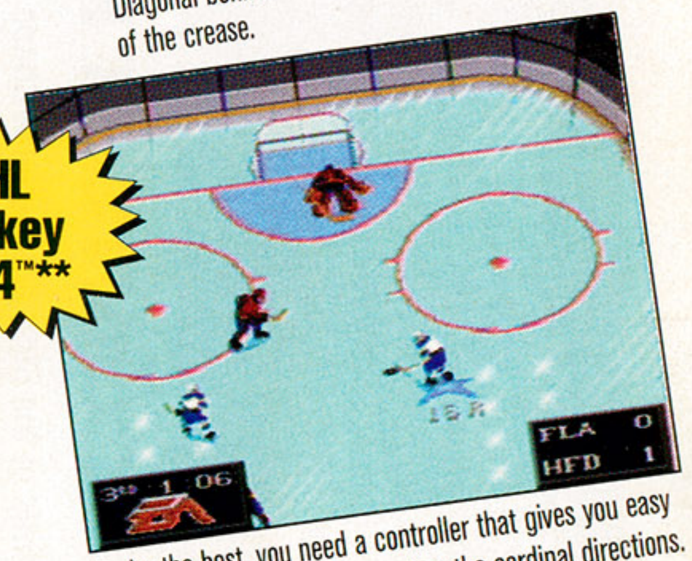


Now you can have tight control over your backs in an end run. The TT360 makes it easy...Left, Diagonal and Up in a simple thumb sweep. The advantage is yours. Drive for the goal posts.



NHL Hockey '94™**

You're on breakaway...one-on-one. Now's not the time for your controller to let you down. The TT360's smooth Touch Pad lets you switch direction fast to fake-out the toughest defense men. Cut to the Left Diagonal and go for the goal.



To be the best, you need a controller that gives you easy access to the diagonals as well as the cardinal directions. Use your right wing to pull your opponents off to the side. Diagonal pass, shoot, and score for victory. The TT360 can make you a winner.

PLAY WITH AN UNFAIR ADVANTAGE

When you play EA Sports® games, you need a controller that's fast, that gives you all the action you want – easily and effortlessly, and that destroys your opponent, not your thumb! That's why you should be using the Turbo Touch 360,™ The Ultimate Scoring Machine, for all your favorite games. The Turbo Touch 360 "touch sensor" allows your thumb or index finger to move effortlessly across the sensor plate – you don't have to push down. Objects on the screen move as fast as you move your finger, you've got real diagonal and true circular control, and you really feel like you're in the game. The pay-off is being the ultimate scoring machine and trashing your opponent... you know the guy using the old-fashioned control pad. So, play with an unfair advantage. Play with the Turbo Touch 360.

Turbo Touch 360.
The Ultimate Scoring Machine.

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Turbo Touch 360™ & EA Sports® Games. The Winning Combination.

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Product Information Number 141

LOVE & KISSES

Quite frankly, I've got nuthin' to say to you guys. You're doing all the work for this column, and that's the way I like it. You're sending in your industry questions, comments, and grievances. We're getting tons of artwork and game ideas. But we can always use MORE! Remember, this is *your* column. You make the rules, and (almost) anything goes. See the end of the Network for details on contacting.

— Leslie

TOP TEN CONTEST POSTCARDS

Our recent* Boxing Legends of the Ring *and* General Chaos *contests drew people literally from around the globe. Weird people. And since we like weird people, even though these entrants didn't win, they still get* Game Players *T-shirts.

10 "Texas Essentials" from Carol R. Blackburn of Waco, TX

I especially like the fact that the hat has toothpicks stuck in the band. Nice touch.

9 "New Luxor" from Monti McCauley of Mem-phis TN

Only one of a zillion Las Vegas casinos we got. You people need new hobbies.

8 "Abraham Lincoln" from Christopher Dutton of Hillsville, VA

It's a contest entry **and** *a history lesson.*

7 "Thanks-giving Greet-ings" from Harold Roach of Tyler, TX

If you think about it, this is really gruesome. Look at the expres-sion on that kid's face! She's dreamin' of giblets!

6 "*Bion* Satellite" from June Patricia Braunhold of Chicago, IL

Who is this Ms. Braunhold, and why does she have a ready photo supply of Soviet satellites?

5 "Your Host, Bob Stupak" from Milton A. Stark of Fond du Lac, WI

You don't want to know why this man is smiling.

4 "Aquaman" from Robin Potter of Chicago, IL

Personally, I always thought he was the biggest hunk in the Justice League.

3 "Here's Some Sugar, Little Fella" from Frances Dutton of Hillsville, VA

The Duttons score again with this one. This one's been sitting around so long that the horse **and** *the kids are glue by now.*

2 "Prairie Dogs" from B.J. Minshull of Everett, WA

Are they kissing ... or **feeding***!!!*

1 "Not Just Another Surplus Store" from John Dopcia of Camden Point, MO

This is the scariest thing I've ever seen.

HEY, SEND THE TV!

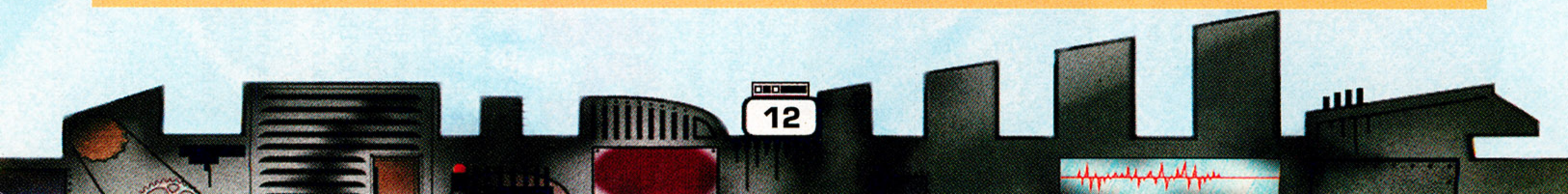
I was wondering how readers send their *Mario Paint*-tings to you. My friend has a Super Nin-tendo and *Mario Paint!*. He's tried to get his painting to you, but the post office won't let him send his TV. How should he send the drawing?

Brinley Werrett
Nipawin, SK
Canada

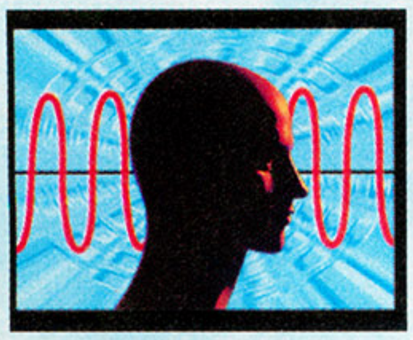
First of all, what the heck's wrong with your post office? I thought we had put the word out that anyone *can send us his TV set. We also accept VCRs, microwave ovens, and foreign luxury cars. We'll even pay customs for gifts from our friends to the north.*

If your friends parents *won't let him send the TV set, that's another story. But getting us the* Mario Paint! *artwork couldn't be easier! Hook up your video-game system so it's in tandem with your VCR and TV. Hook the video cable from your SNES to the Video-In jack on the back of your VCR (if your VCR doesn't* have *a Video-In jack, just hook the RF to Antenna-In on your VCR. We know it'll work — the SNES even* comes *with a video cable.*

Tape your drawing(s) — standard time, please — then drop it in the mail. We're starting to run low on good drawings, so don't be surprised if you see another contest in the next few months. And naturally, all you Art Alive! *folks should send your masterpieces as well.*



GAME IDEA OF THE MONTH



As if fighting games weren't already crowding the shelves, you guys evidently want more! more! MORE! If we got one letter suggesting a Street Kombat/Mortal Fighter *game, we got two dozen. But here are some of your interesting takes on other combat games. No one gets a Game Genie this month, but we're sure we can unload it in February. Remember, originality's the key.*

It'd be like *Street Fighter* or *Mortal Kombat*, but you'd...

...use Disney characters. You know, like Aladdin vs. the Wicked Queen, or the Little Mermaid vs. Gaston. You could choose where to fight, like under the sea, Agrabah, or the enchanted forest.

Clinton Ecker
Wichita, KS

Mike Dias of Ludlow, MA

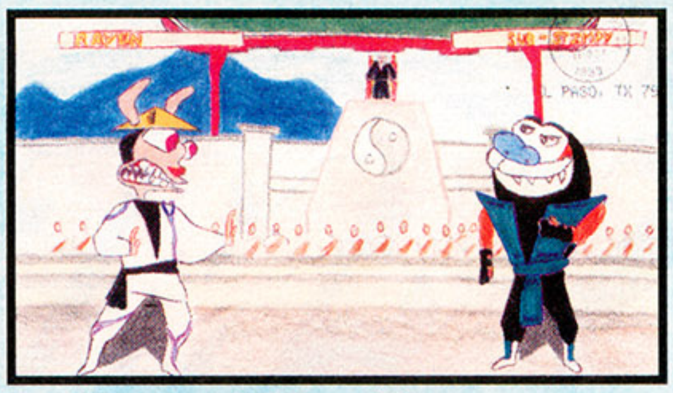
... package it as a construction kit. It would allow you to develop characters with attributes — you'd have 30-60 random points to divide amongst seven categories: speed, defense, movement speed, strength, jump power, jump speed, and proficiency. The latter is different from the rest — it's special moves, including projectiles, holds, and so on.

The kit would come with a drawing pad, a microphone, and backup tapes for personalized characters.

Mark Grant
Niskayuna, NY

... substitute basketball players. Just imagine swirling dunks from Kano, superman dunks from Rayden, Scorpion's teleport passes, and freezing people to get the ball with Sub-Zero. The title? *Mortal Dunks*, with hockey, baseball, soccer, and Olympics games to follow.

Chad Boger
Charlotte, NC



David Montes of El Paso, TX

... battle with Mega Man characters. Mega Man could fight Guile Man, Blanka Man, E. Honda Man, and cross-dressing Chun Li Man.

John Blankenship
Griffin, GA

...use people from "The Simpsons." Sideshow Bob could have a lot of kick attacks using his big feet. Smithers could blast his opponent with radiation. Other fighters would be Otto, Apu, Barney, Jimbo Nelson, Miss Krabappel, and Dr. Crab.

L.V.
Farnham, NY

Robert Nakayama of Anaheim, CA

... use movie monsters like Dracula, Wolf Man, Frankenstein, and so on. When you beat everybody, you get to be up-to-date monster men such as Jason, Freddie, a gremlin, or even Bigfoot.

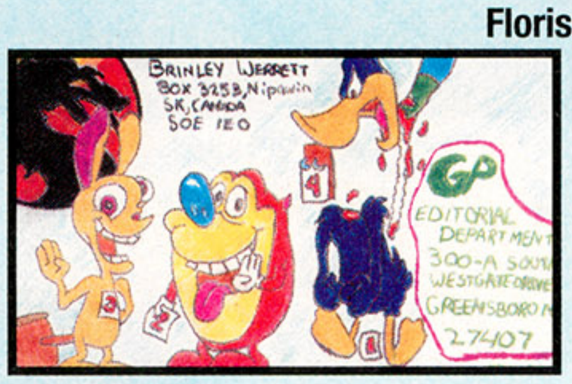
Chris Garcia
Glendale Heights, IL

... have it with aliens and the U.S. Marine Corps. For example, the Alien Queen could spit out her inner mouth like Dhalsim does his Yoga fire. One of the Marines could shoot a different bullet like they do a fireball. If you don't finish off the aliens, the little chestbursters feed on you.

Mike Thanasides
Ridgewood, NJ

... fight with Greek gods. You could call it *MythoWars*. You'd have to defeat different gods and goddesses to take over as supreme god. You'd be able to use gods like Aries, God of War; Hades, God of the Underworld; Poseidon, the Ruler of the Seas; or Artemis, Goddess of Hunting. You can even choose whose turf to fight on, like the skies or the underworld.

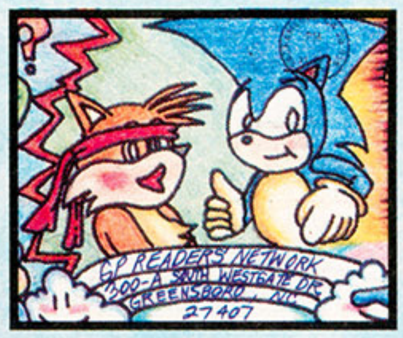
Craig Grave
Florissant, MO



Brinley Werrett
of Nipawin, SK, Canada

...get to pick from the cast of *Jurassic Park*. You could pick out characters like Dr. Grant, the Raptor, T-Rex, or the Triceratops. You could have fatalities and blood just like *Mortal Kombat*, and different endings for each character. For instance, Tim Murphy (the kid) would grow up to be the richest paleontologist ever.

Jody Gardiner
Lawrenceville, GA



Air Sritiraj of
Citrus Heights, CA

THE GAFFE SQUAD

The music at the introduction of *Desert Strike: Return to the Gulf* and *Mutant League Football* are the same. Listen closely — I guarantee you'll hear it.

Shaun Costantino
Jupiter, FL

Now if you could only use the players to fly the plane.

ASK THE MAGIC EIGHT BALL™

Do the Genesis 2 and the regular Genesis take the same games?

Jimmy Oswald
West Branch, MI

It is certain.

Can you hook a Game Boy to a regular TV to play?

Randy Monroe
Sparta, MI

My sources say no.

I heard a rumor that there was an adaptor that allowed you to play SNES game on Genesis and vice versa. Is this true?

Brandon Cosce
Sacramento, CA

Don't count on it.

SCHMOOZE CENTRAL

All right — I admit I'm schmoozy. But how can i help it? I love your magazine! From *Aerobiz* to *Zombies Ate My Neighbors*, you cover it all.

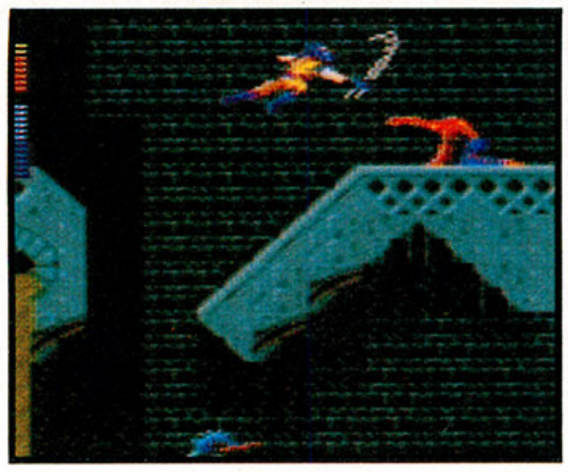
Leigh Fine
Emporia, KS

God love ya, Leigh. You'll go far in this world with that type of attitude. Anything for a T-shirt.

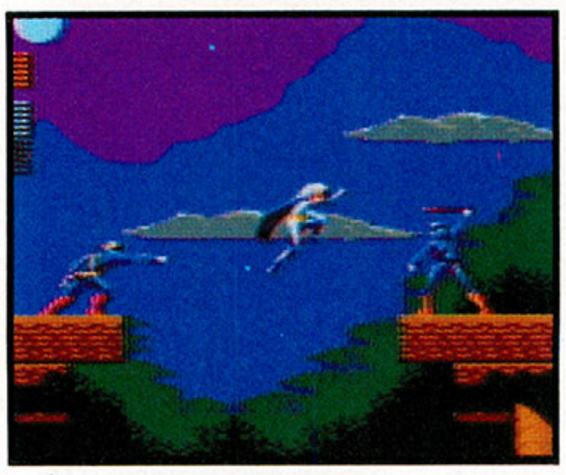
MARVEL COMICS

X-MEN™

Sebastian Shaw grows stronger by absorbing your mutant powers. Think strategy and maneuver him into his own traps!



These Morlocks require a quick, fast attack or you're bound to take damage. Beware! The sewers can be very slippery.



Some areas of Madripoor may be difficult to pass, so choose your X-Men wisely.

The Hellfire Club hides a special bonus room. Find it! (Be sure to look everywhere.)

Real mutant action straight from the comic books comes to life on Marvel Comics'® X-Men™ for Sega™ Game Gear™!

WELCOME TO THE HENEX TLEVEL™

This is it . . . succeed and buy some hope for humanity. Fail, and see humanity destroyed!

SEGA™
GAME GEAR

Hated by the world they're sworn to protect, Marvel Comics' mighty mutant heroes face off with their most fiendish foe! Storm, Iceman, Rogue, Nightcrawler and Psylocke have been taken prisoner by Magneto's lackeys. Wolverine's razor-sharp adamantium claws and Cyclops' searing optic blasts are the X-Men's only hope! With incredible special effects and amazing action, this game is mutant mayhem to the extreme! Get the X-Men on Game Gear NOW!

FREE! 5 Premiere X-Men Fleer Ultra Trading Cards.
Available ONLY with Marvel Comics' X-Men for Game Gear while supplies last.
You gotta have em'!

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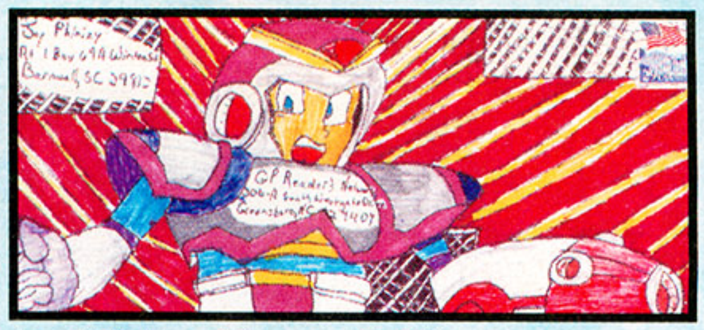
Product Information Number 225

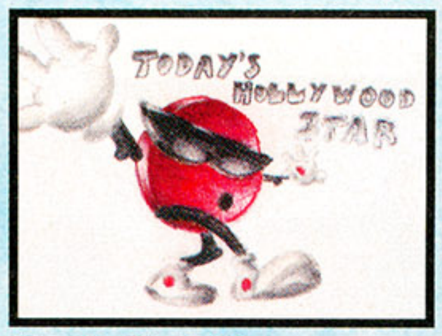
PUSHING THE ENVELOPE

First Place Steven Tuttle of Franklin, WI

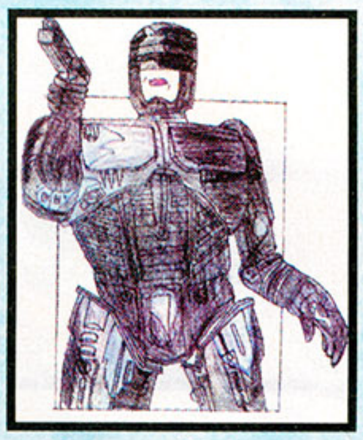


Jay Phinizy of Barnwell, SC

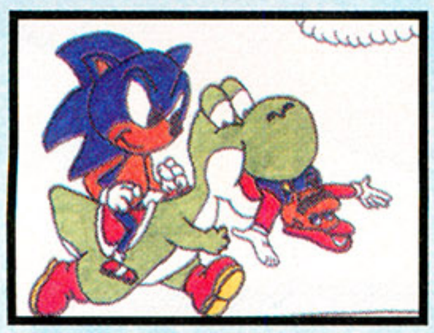
Joseph Spinks of Camdenton, MO



Marvin Krol, 12, of Toronto, Canada



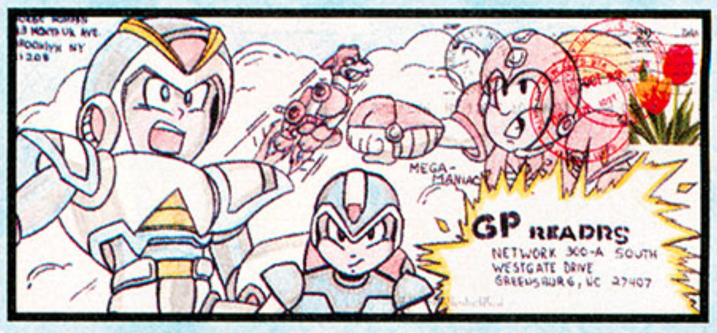
A. Reyes, 12, of Richmond, B.C., Canada



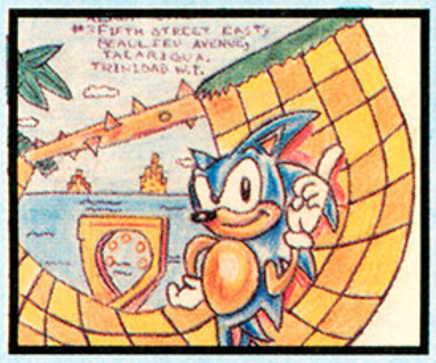
Chris Carter of Pleasant Grove, UT

J. Wade of Rockford, IL

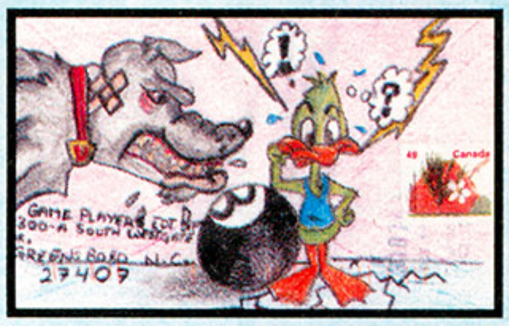
Heather Hays, 11, of Woodville, OH



Jorge Roman of Brooklyn, NY



Keron Cyrillo of Tacarigua, Trinidad, West Indies



Dennis Gray of Campbellford, Ont., Canada

Attention all Artists! Lucky Steven Tuttle wins a Dual Turbo wireless remote system courtesy Acclaim Entertainment. Next month, it could be *you*. The February winner gets a **Game Genie** for his or her choice of machines. Forget that homework — enter *today*!

COMPLAINTS COUNTER

Why doesn't Nintendo put out game boxes like Sega's? It would make many people a lot happier because it would be a lot easier to keep up with the game's instruction manual and the box wouldn't get all torn up.

Todd Cottrell
Rising Star, TX

Perhaps Nintendo is being politically correct and using recycled paperboard in its boxes while Sega pollutes the planet with petroleum-based plastics. Or perhaps Nintendo's hoping you'll damage the game by dropping it from its crushed, torn, cardboard box and you'll then have to buy another one. You *decide!*

I've been a Nintendo fan for a long time. When the Sega Genesis came out, I thought it was very cool, and I even bought a few games. But it really makes me sick when Sega has to insult Nintendo on television and in magazines just so it can have more business.

Mostly for that reason, I sold all my Sega games and used the money to buy even more Nintendo, Super Nintendo, and Game Boy games. I just wanted you to know that I'm sick of Sega's insults, and I'm trying to get people to stop buying Sega products and switch to Nintendo. So far I've convinced a few people. People who insult Nintendo should be shot.

Dennis Mengelt
Loves Park, IL

Obviously, there's a career in cult leadership just waiting for you. You've already got most of what it takes: hatred of the media, paranoia about things that are different from yours, and the ability to sway people to your way of thinking.

Personally, we at Game Players *love Sega's commercials. But then we're all sick and twisted. Kind of makes you sorry you sent us your address, huh, Dennis? Think about that when your head hits the pillow.* We know where you live....

THE IMPOSSIBLE DREAM

I'd like to know how to get blood and guts on Super Nintendo for *Mortal Kombat*.

Brian Krezinski
Houston, TX

The mailboxes are full, folks — give it up. You can't *get blood and guts on Super Nintendo unless you use it to beat up a kid with the Genesis version. There is no code, there is no secret handshake, there are only grey pixels and sweat in the SNES game. I hate to be the one to disillusion so* many *of you, but, quite frankly, I'm tired of reading your whining letters [not you, Brian; you were very polite]. Complain to Bally Midway! Complain to Acclaim! Complain to Nintendo! Just don't complain us or anyone else who's not getting royalties from the game.*

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5NSA0

THE BURNING QUESTION — NOVEMBER

Do programmable pads, Game Genies, and other hardware that let you "cheat" enhance game play? Do they add replay value?

I feel "cheating" with these equipment pieces is all right, though you never experience the full satisfaction of beating the game without help. It just depends on the play. But I believe if you play a game that's impossible to lose, why bother playing? Now if you can make it through the game without extra help, you're a true game player. As I said before, it just depends on the player. Just do what makes you happy.

Shaymond Michelson
Springfield, OR

I think that Game Genies and programmable pads just let you experience the feel of the game — the layout, like a legend to follow for the next time without a Genie. As for programmable pads, I think they help us butter-fingered people who can barely do a jump-kick on the fighting games of the '90s do just as well as the hot-shot, five-fingered, sharp-shooting game players out there.

Clint Ecker
Wichita, KS

I think that "cheating devices" are very useful and fun. For example, if there is one stage you can't pass — ever! — and there's a special code to help you, it's very convenient. You can also try new things and experiment with them to have fun.

Jaclyn Vergara
Fort Washington, MD

If you use a Game Genie or a program pad after you've already beaten the game, you could explore some parts of the game you were afraid to before. But if you use it before you beat the game, it doesn't enhance play — it take s the fun out of it. It isn't nearly as satisfying when you beat the game with a cheat device as it is to beat it on your own.

Vince Pinto
Ventnor, NY

I think programmable pads, Game Genies, and other hardware like that are being misused. Gamers are now using such hardware on games that could be beaten without them. I believe that you should only use such hardware if you've already beaten the game and you want to have some fun — or as a last resort.

Jason Martinson
Toledo, OH

I think that any hardware that changes the play dynamics of a game in any way actually means a new, different game. Sure, the basics are the same, but although it may make for a way to cheat, some codes can actually make a game more challenging.

Marc Ouellette
Kirkland Lake, ONT
Canada

I think programmable pads, Game Genies, and other hardware are cool. You get awesome moves and live forever. That's cool! And you get rid of all those old games that you can't beat.

Calvin Roy Denniston
Hulette, WY

I don't think you should cheat with Game Genies and other programmable pads. With Game Genies, you can beat games in a few minutes. But without them, you can challenge yourself, and after you beat them, you know you've done your best.

Matt Whelan
Bloomington, MN

If you go out, buy a video game, come home, stuff it in your Game Genie, put in the best code, and buzz through the game as if it weren't there, you're wasting a game, wasting money, and wasting time.

The games are supposed to entertain you for a while — more than two hours. On the other hand, if you beat the game and *then* use these peripherals to make the game harder or easier, or if you just get stuck and *need* the help, it seems all right. They *do* enhance game play. They *do* add replay value. But it *isn't* as satisfying to beat a game using these things than without!

Ed Chung
Holmdel, NJ

There's a big difference between the special controllers like AsciiPad and Super Advantage and Game Genies. The special controllers let you add to your playing experience without totally taking away the challenge. True, while some of the Game Genie's codes just add weird effects, most of them just give you infinite lives and invincibility.

To me, that ruins the fun. Besides, I don't quite trust the Genies. I bought one for my NES in '91, and I damaged my set by jamming it into the system.

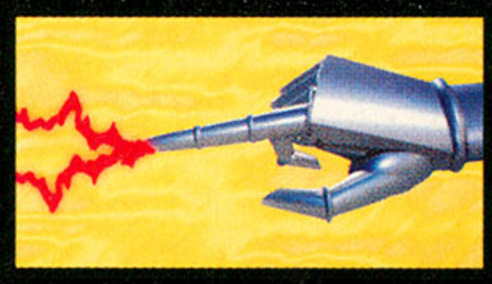
The special controllers, on the other hand, let you have new options without hurting your system. When I got my Super NES, I got an AsciiPad instead of the SNES Game Genie. Not only was it more affordable, but it still helped my game play without totally excluding challenge. I think special controllers are the way to go.

Ben Lundy
Harrisonburg, VA

THE BURNING QUESTION — JANUARY

It's been more than six months now since Sega introduced its rating system. Do you think games have at all changed because they can now contain mature content? Or are the same old games just being marketed differently?

KEEP IN TOUCH



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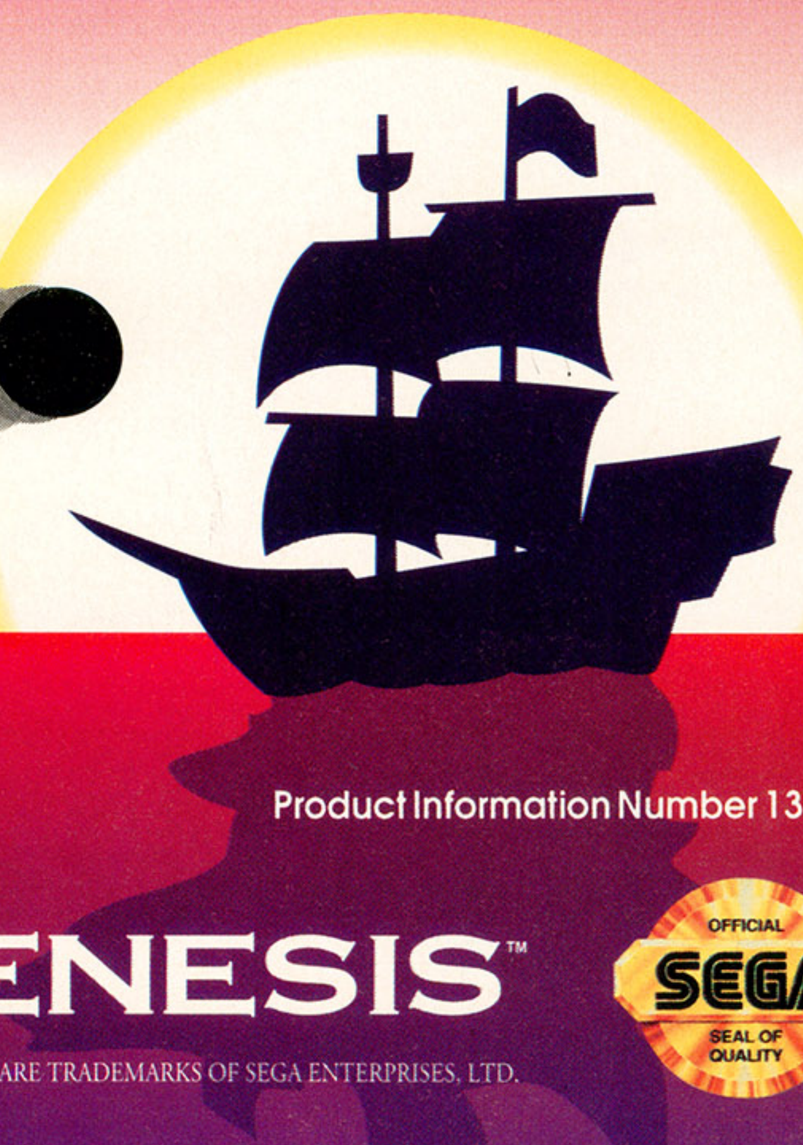

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Product Information Number 130

Here's Your Games...

What's new? *Lots* of stuff! The holiday push is just ending, but tons of games are waiting in the wings to be unveiled during the Winter Consumer Electronics Show. Number one on *my* list is *Bloodlines*, Konami's first *Castlevania* title for Genesis. It's still stuck in production limbo, but is scheduled for a February release. Oh, well.

Ah! But here's a choice bit of news I overheard Vince talking about: *Eternal Champions II* ! With a game *that* good, a sequel was almost a sure thing. But now there's official word. Sega of America is just starting the preliminaries, however, so don't look for it any time soon.

But speaking of fighting games, Jeff just flew back from Accolade's *Bubsy 2* bash (see our In Development feature), where he also got a sneak peek at *Matrix Prime*, a new brawler for all systems that uses ray-tracing (a process that gives great photo-realistic surfaces to computer-modelled character) with a Silicon Graphics workstation. It's still *very* early in development, but Accolade *did* show a sample of one of the characters — wow! He was a large, hulking fellow with super-slick metallic skin. We can't wait to follow this game through the development process.

Well, it's been real, but I'm just about out of space. But before you Nintendo-maniacs start going ballistic as you flip the pages and see the lack of SNES coverage, I'll go ahead and give you the reason: *There aren't any games!* I don't know *what* Nintendo's thinking, but it's been riding close to empty since Summer CES. That's not to say we haven't seen some great games this season, but Sega's definitely led the pack. Don't worry, though — I predict that Nintendo's going to put on quite a show at Winter CES. Until then, I'm going to make it my personal mission to seek out and find new SNES games, which I (hopefully) will have for you next month.

— *Chris*

.. ya sick monkeys!

POWER INSTINCT

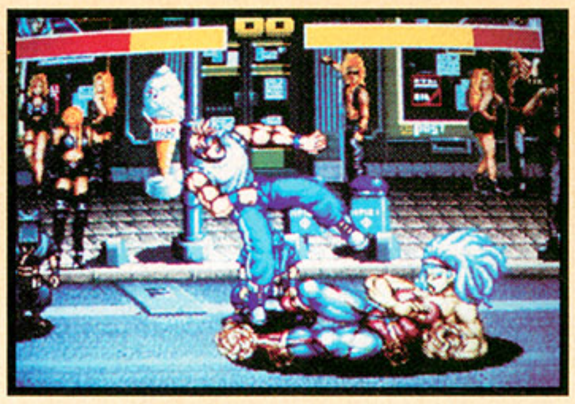
Atlus is ready to give street-fighting lessons in '94.

SEGA/GENESIS info	
PUBLISHER	Atlus
DEVELOPER	Atlus
GENRE	fighting
RELEASE DATE	third quarter '94

Still not tired of bashing in skulls? Then get ready for *Power Instinct*, the new arcade brawler that's set to turn some heads — especially when it turns up on SNES and Genesis late next year. Atlus recruited *SFII* programmers to help put together *Power Moves*, and it looks like they've done a great job, with tons of features and eye-popping graphics. Check out these features:

- The screen scrolls horizontally *and* vertically to accommodate the extra play area.
- A double-jump feature allows an airborne character to jump again in mid-air. In other brawlers, you're often open to attack as you land.
- A charge option lets you dash at opponents by pressing forward twice, or retreat by pressing back twice. You can also stack special moves to execute one right after another.
- Each fighter has at least four special moves, and the Otane (Grandma) character has two super-secret maneuvers. Each fighter has different speed, strength, and endurance; all are so well-rounded that there's no "superior" or "worst" character.
- A humorous element missing from most fighting games. For example, the Grandma character can "smooch" the energy out of opponents, briefly restoring her youth. Also, each character gets a "corner man" (squirly guys in the background) who comment on the action with gestures and movements.

For the time being, you must trek over to your local arcade to play *Power Moves*. Look for the Genesis and SNES versions as late as September '94.



Angela's power slide lays Keith flat. Just look at the *size* of her — she's as big as Zangief! When she's gunning for you, you'd better find some cover ... *fast!*

When Grandma Otane latches on with her "smootch" attack, watch out! She briefly regains her youth, making her an even *more* dangerous opponent — *plus*, she's a babe!

*Arcade screens shown

Check out these guys' fireballs — they're hot! Thin Nen cooks Keith Wayne (*ow!*).

White Buffalo lives up to his name with a giant buffalo-ish fireball aimed at Gogetsuji Otane (*oof!*).

Thin Nen shows us another fireball, this time with an oversized human skull inside (*gasp!*). They're throwing everything but a flaming kitchen sink!

WOLFENSTEIN 3D

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— Video Games Magazine/Jan 1994.

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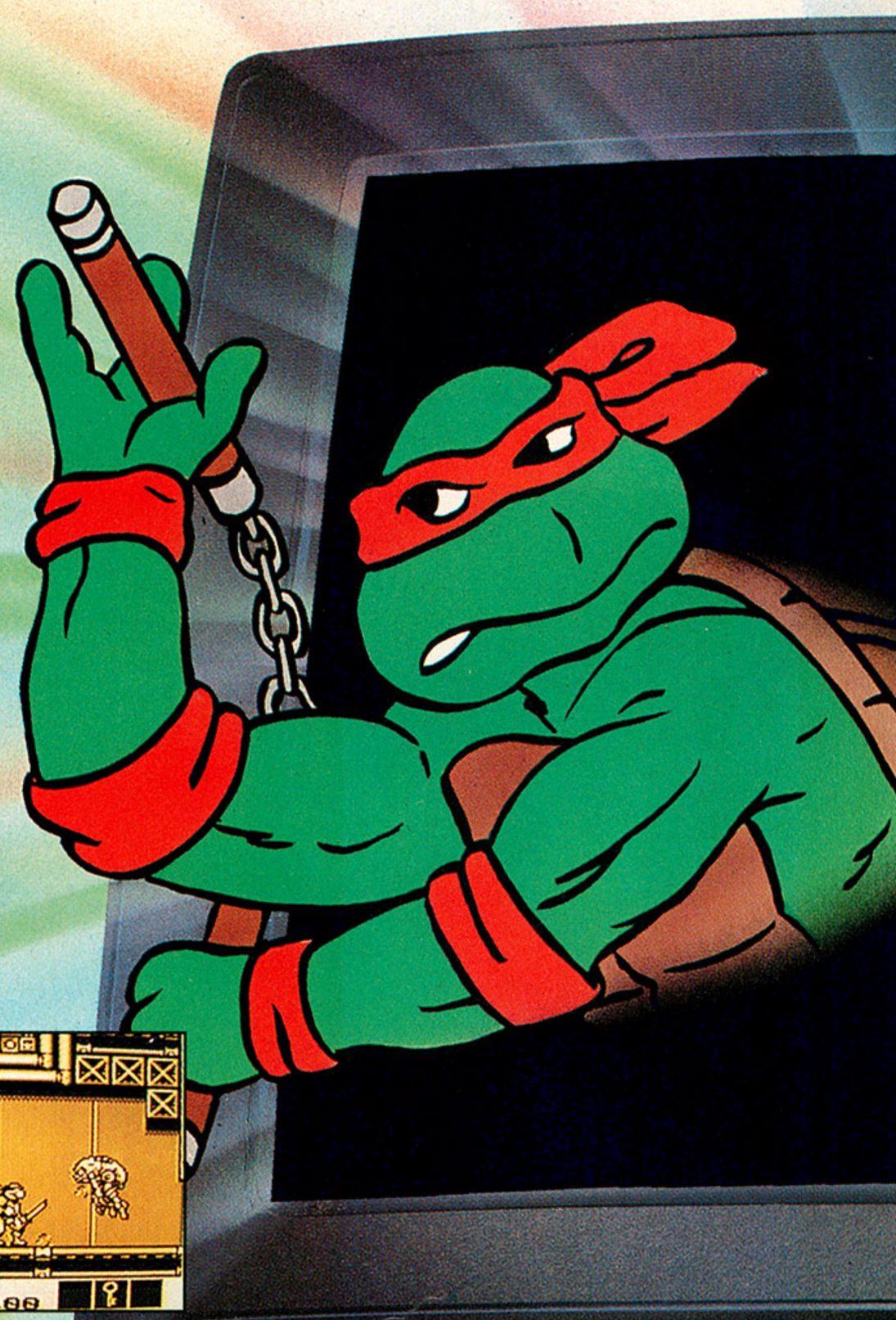

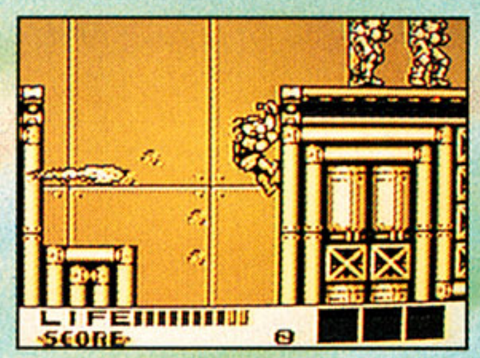

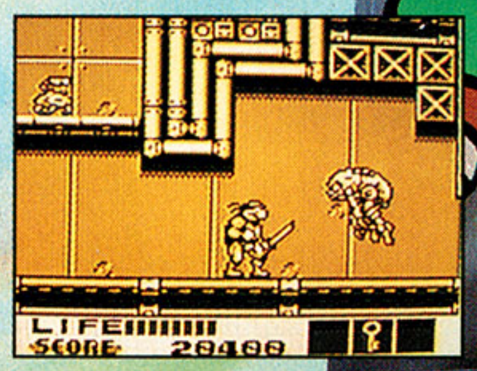

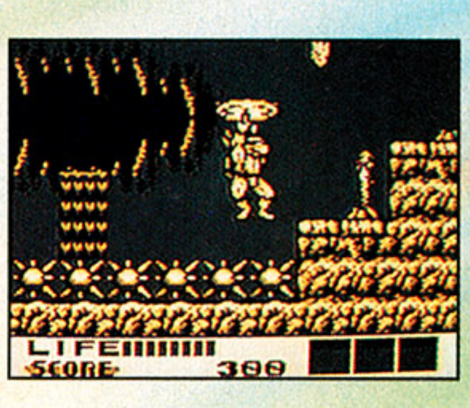

It's time for a change of screenery as Konami takes the TV style adventures of The Turtles, the Tiny Toon Adventures characters and *Batman: The Animated Series* to Game Boy. With no commercials!

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

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

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

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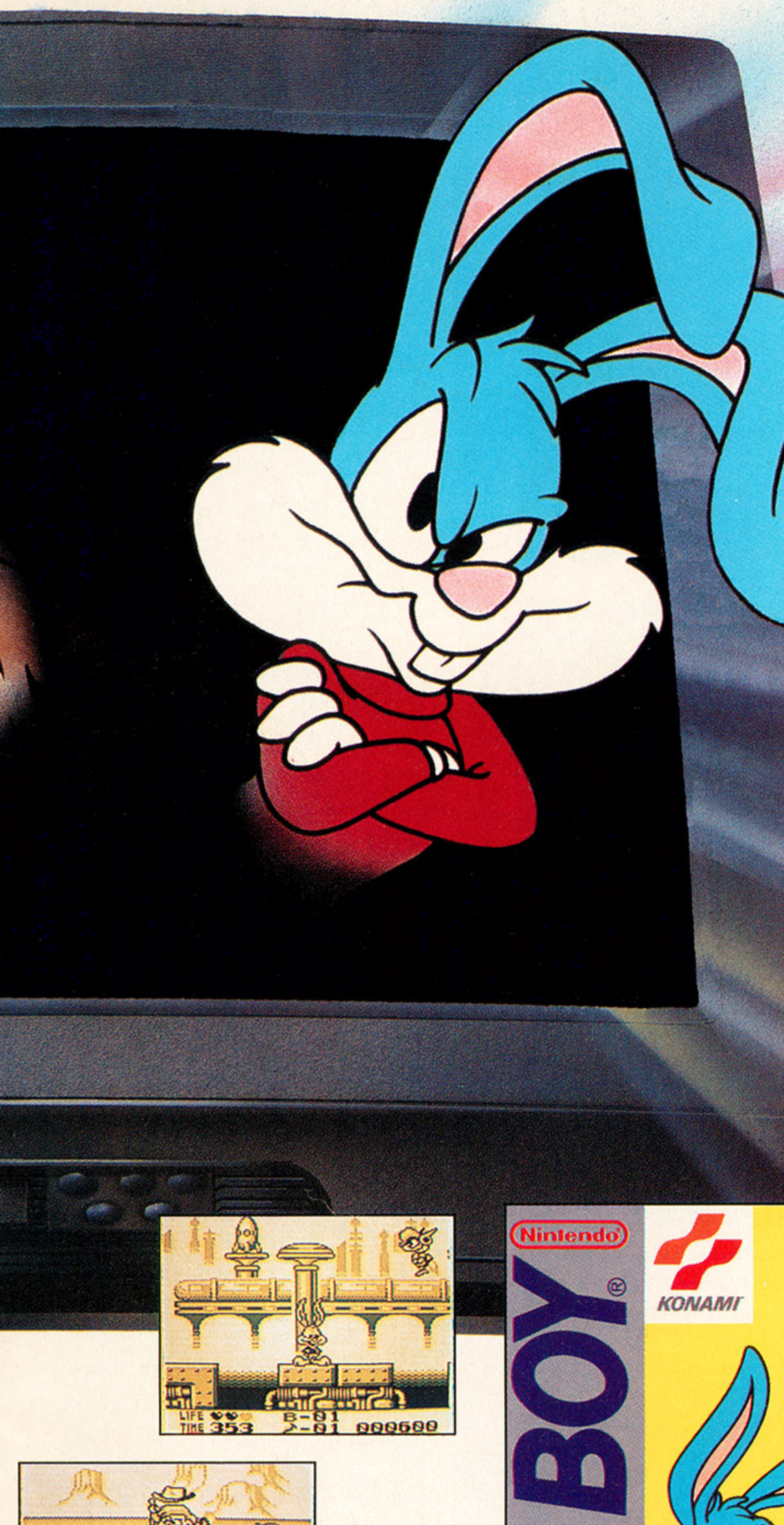

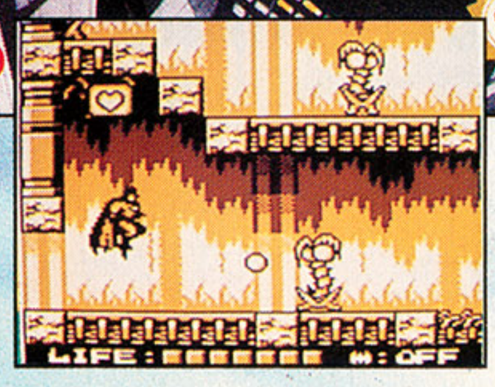

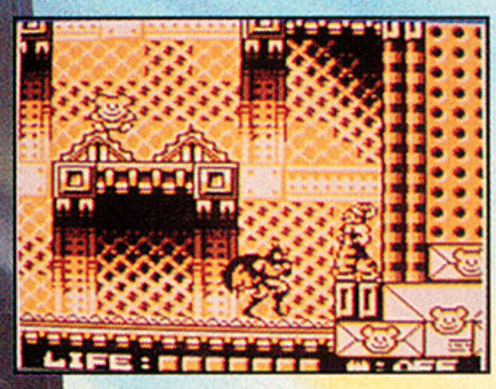

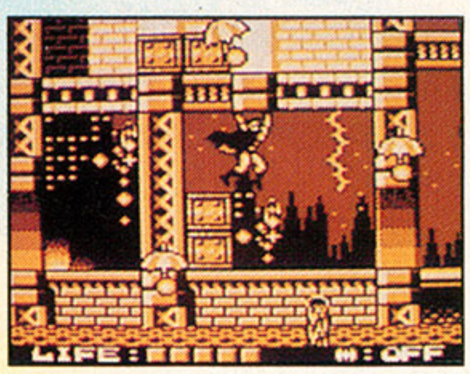

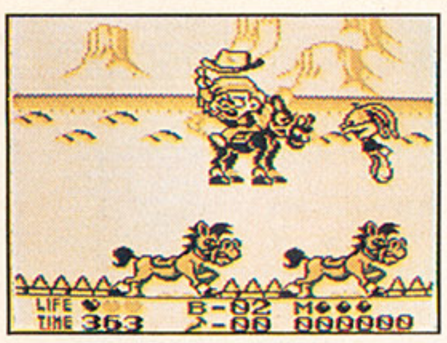

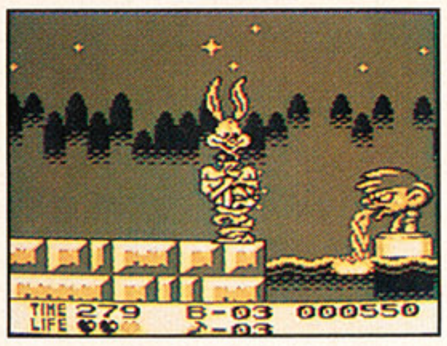

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Product Information Number 210

REIJI OYAMA: He's known for his martial-arts skill and a passion for training.

THIN NEN: A perfect example of mind over matter.

WHITE BUFFALO: Use strength and courage to overpower opponents.

HATTORI SAIZO: Blinding speed mixed with incredible jumping ability.

ANNIE HAMILTON: Quick moves and powerful throws are her specialty.

ANGELA BEUTI: Ruthlessly she crushes her opponents.

KEITH WAYNE: Quick hands and an attitude to boot!

GOGETSUJI OTANE: Otane's secret moves are almost impossible to prevent!

Ren & Stimpy: Stimpy's Invention

Sega's version of the near-classic cult cartoon is on the way.

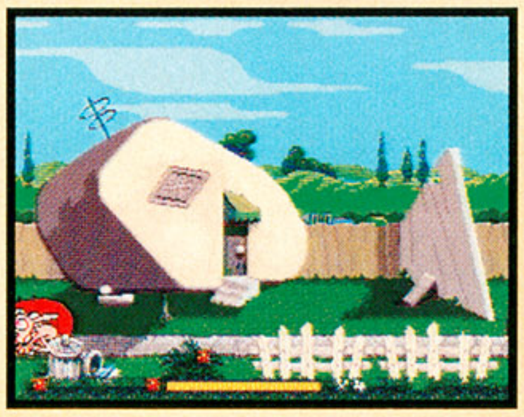
Hot on the heels of, well, actually a few months *behind* the THQ release of *Veediots* for Super Nintendo, the folks at Sega Central have finally finished their version of the TV cartoon series — *which*, by the way, looks very good.

In *Stimpy's Invention*, you control either Ren or Stimpy and can switch between the characters at will. In fact, your moves and attacks require teamwork. For example, Ren wraps his arms around Stimpy's gut to force out a hairball that knocks out enemies, or Stimpy uses Ren as a shovel to dig to new areas. Each character has more than seven different special moves!

From our initial peek at the game, it looks like R&S fans have a lot to cheer about. Tune in next month for a final verdict.

GENESIS info

PUBLISHER	Sega of America
DEVELOPER	Bluesky Software
GENRE	action-adventure
RELEASE DATE	January

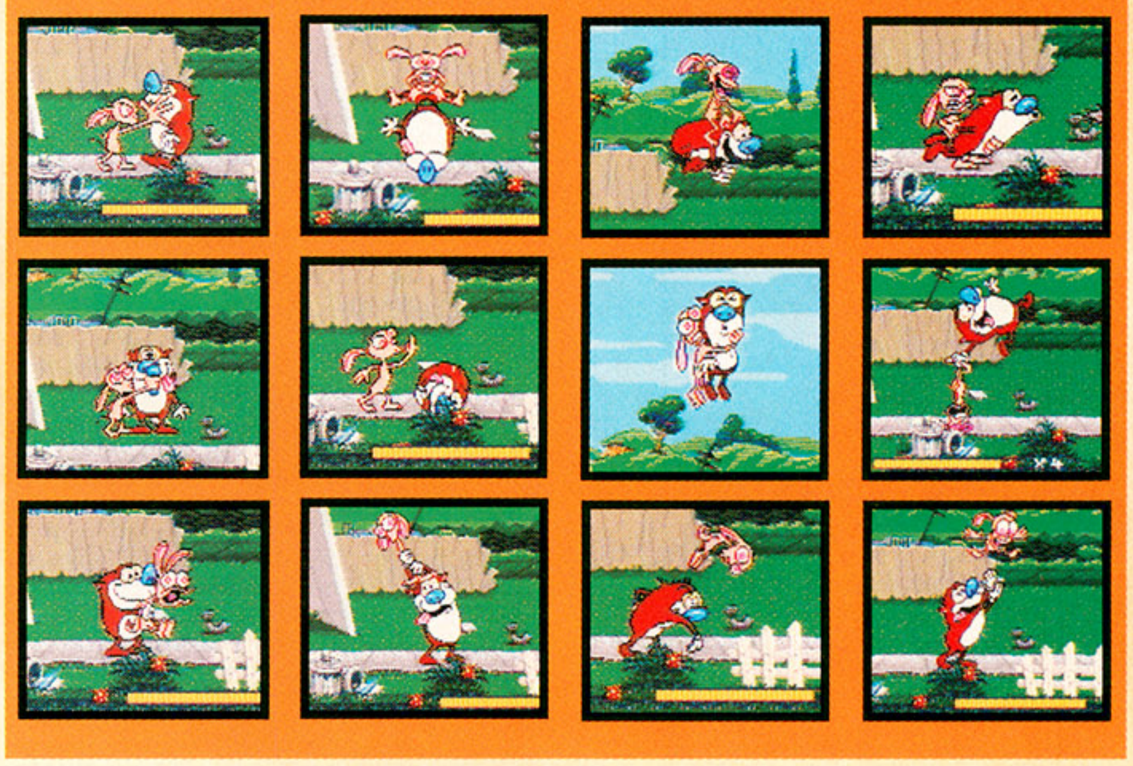


The game begins with Stimpy telling Ren about his new invention, only to have it blow up. What an eediot!

Powdered-Toast Man makes one of many cameos on the map screen. Study the map, you eediot!

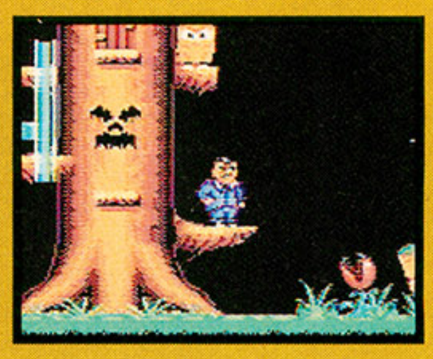
Here's Mr. Horse at home. What do you think of that R&S rip-off, "2 Stupid Dogs," Mr. Horse? "No sir, I didn't like it." That's right, they're eediots!

TONS 'O COOL MOVES



ALSO COMING

The Addams Family
Game Gear/Ocean



They're creepy, kooky, ooky, spooky... you know the rest. Based on the original hit movie (not *Addams Family Values*), the game is a translation of the Genesis and SNES versions.

Bart and the Beanstalk
Game Boy/Acclaim

FE-FI-*D'OH*! That crazy old Bart just can't stay out of trouble (especially when his other games have done so well!). Acclaim plops the yellow-faced kid and his whole family in the middle of the classic fairy tale.

Brutal
Sega CD/Gametek

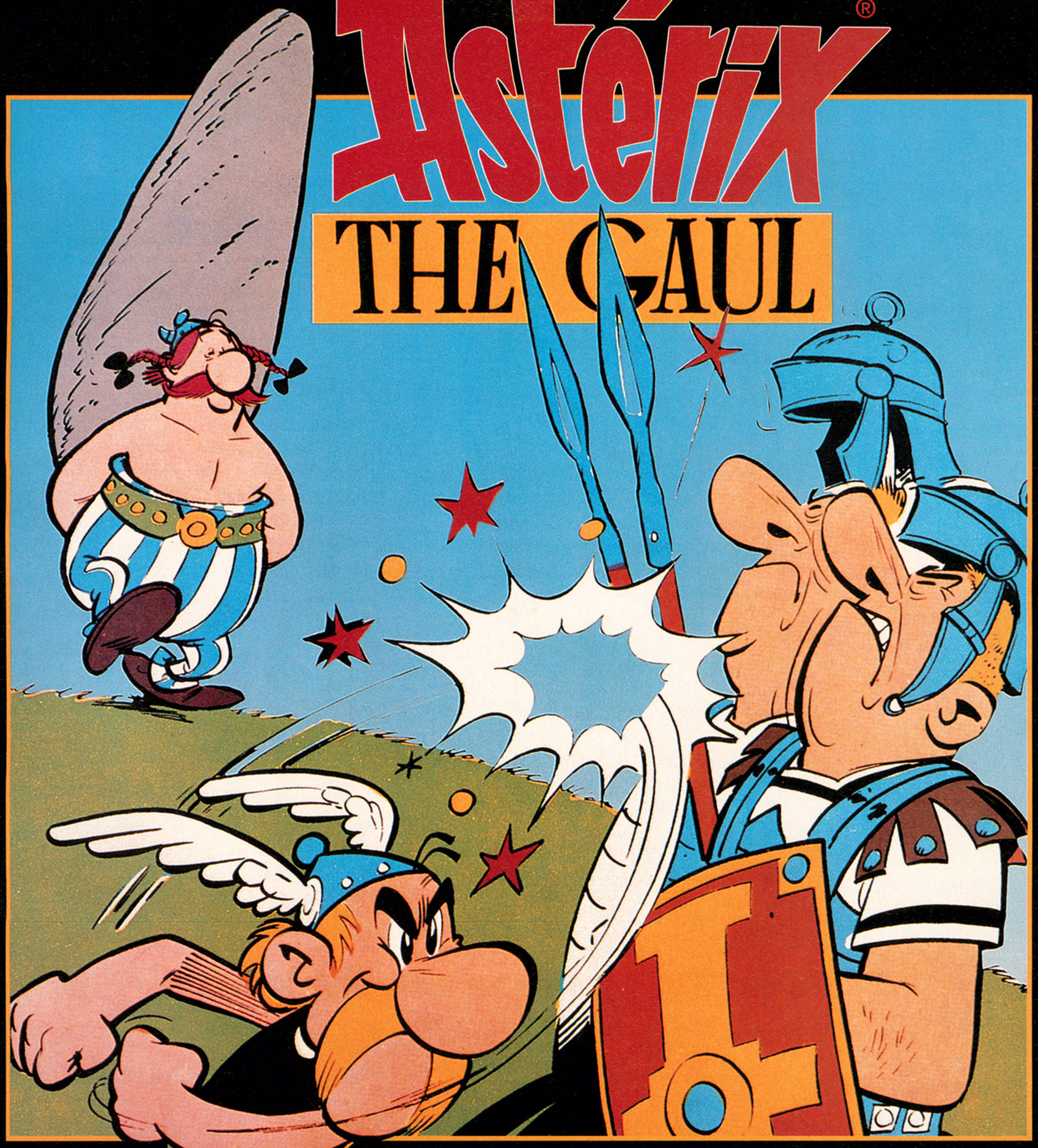
Gametek's first CD game is one of the most intriguing we've seen lately: You're on an island paradise duking it out with warm, fuzzy characters such as Kung-Fu Bunny and Ti Cheeta.

Bugs Bunny's Rabbit Rampage
SNES/Sunsoft

We've been talking about this one for a while now, but trust us — it really *is* just around the corner. Anyway, isn't it worth the wait to throw a pie in Fudd's face?

Astérix®

THE GAUL



THE BARBARIANS ARE AT THE GATE!

The powerful Roman armies have captured the heroic Obelix and Asterix must travel through the snow packed Alps, the Egyptian Pyramids, the Acropolis of Greece, doing battle with the Roman armies, pirates, wild beasts and more. The future of Gaul lies in your hands!

Product Information Number 128

Official Nintendo Seal of Quality

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Nintendo ENTERTAINMENT SYSTEM®

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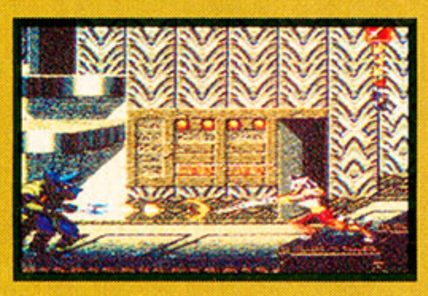
Dune 2: Battle for Arrakis
Genesis/Virgin Interactive

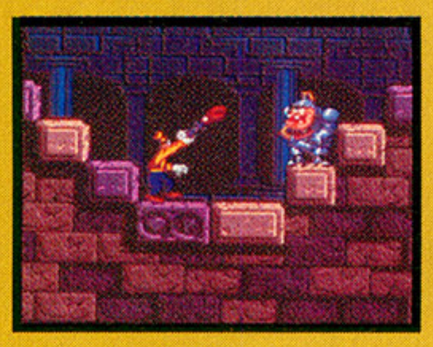
Sim City meets *Herzog Zwei*. Imagine that, and you've got a good impression of Virgin Interactive's *Dune 2*. Mine that spice! Buy those weapons! Defeat those enemies! Rule that planet!

FireTeam Rogue
SNES & Genesis/Accolade



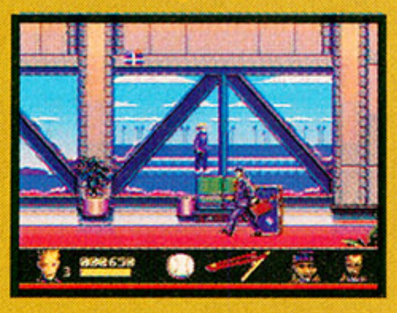
FireTeam Rogue is the first game based in a whole new universe! Accolade has created characters and places in which to base a line of games — and it might be headed to comic books and cartoons as well.

Goofy's Hysterical History Tour
Genesis/Absolute



Absolute had Disney animators cook up the graphics (a la Virgin's *Aladdin*) for Goofy's first Genesis adventure. His old arch-rival Pete has framed him, and it's up to you to save his job.

Home Alone 2
Genesis/Sega of America



Macaulay, Macaulay, Macaulay ... will you *ever* learn? If it's Christmastime, you might as well count on your parents ditching you. Maybe they've just gotten tired of you — like we have.

Barney's Hide-and-Seek Game

Big ol' Barney still has a lot of love to give.

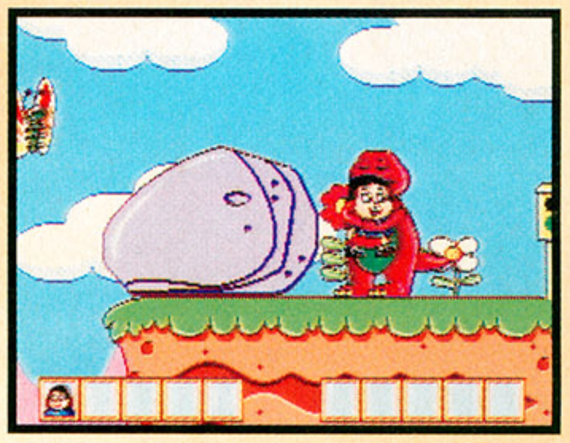
GENESIS info	
PUBLISHER	Sega of America
DEVELOPER	Realtime Associates
GENRE	edutainment
RELEASE DATE	January

Us older "grown-up" types might not hold much love in our hearts for sweet — *very* sweet — Barney the dinosaur, but his overwhelming success with kids made a video game inevitable. Sigh.

But let's be fair. *Barney's Hide-and-Seek Game* wasn't meant for die-hard *Mortal Kombat* addicts. Young kids will probably *love* this game, thanks to its large, colorful graphics, easy game play, and, most importantly, the big purple galoot himself.

The game's sound chip is impressive, too, holding about 15 minutes of Barney-Speak — a new record for cartridge-based games. That alone should keep young Genesis fans glued to the screen for hours.

Barney's invited his friends over to the park for a game of hide and seek! Super-Dee-Duper!



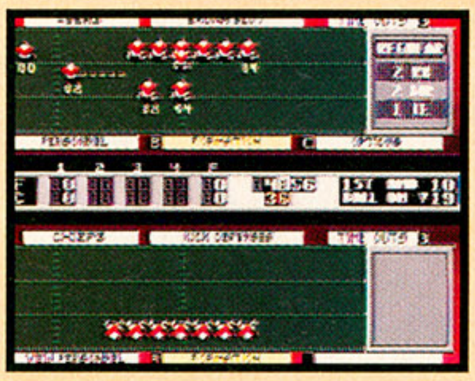
Somebody call in the reserves — he's got another one! Look at the *size* of him! OK, boys, we're going in...."

NFL Football '94 Starring Joe Montana

The Chief's new quarterback looks better than ever.

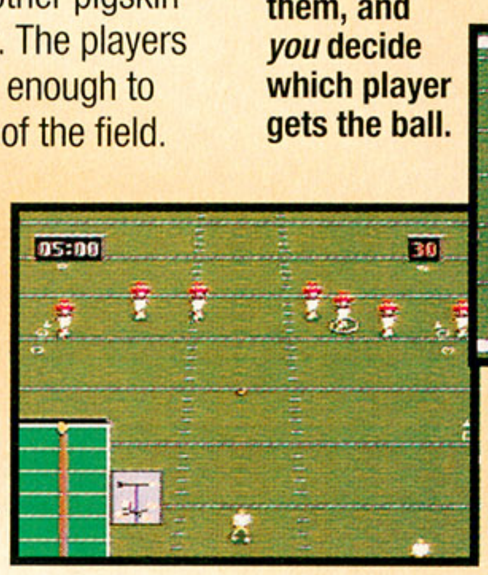
Get ready, sports fans — Sega's new football game just might be its best! That's pretty impressive when you consider that after paying licensing fees to the NFL, the NFL Players Association, and Joe Montana, the company probably had about five bucks left with which to design the game. But what a game it is!

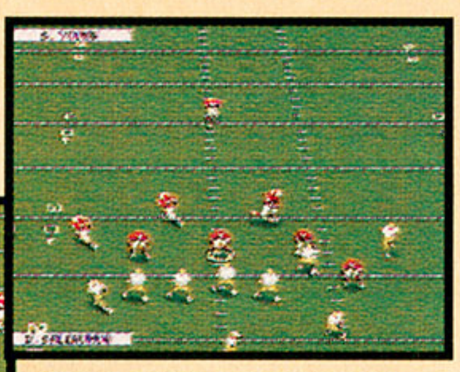
The running game looks much smoother than most other pigskin games on the market. The players are big, but still small enough to allow you to see a lot of the field. Sega has also improved the "feel" of running the ball. Your player moves *fast*, easily ducking and cutting around the defense — that is, *if* you're that good. Way to go, Joe!



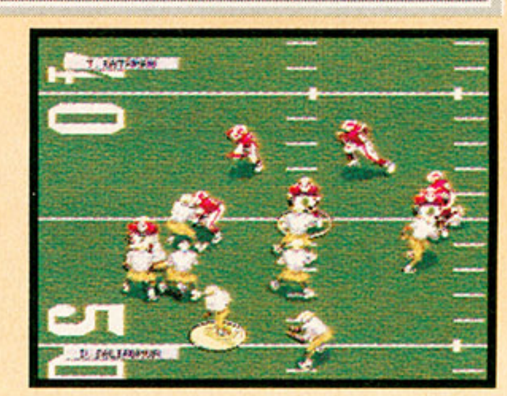
The playbook in *NFL '94* is set up unlike any other football game you've ever played. You can alter plays before running them, and *you* decide which player gets the ball.

GENESIS info	
PUBLISHER	Sega of America
DEVELOPER	Sega
GENRE	sports
RELEASE DATE	January



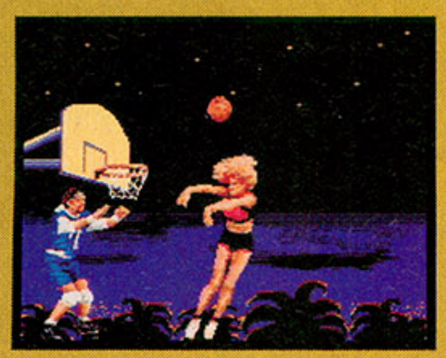


The passing game is a lot different in *'94*, mainly because the game doesn't use "passing windows" to spot your receiver.



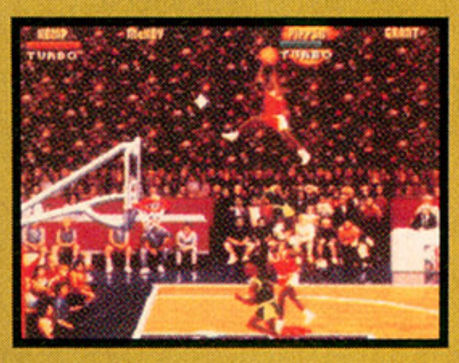
The running game looks superb as the view zooms in for large — but not *too* large — shots of the action.

Jammit
Genesis/Virgin Interactive



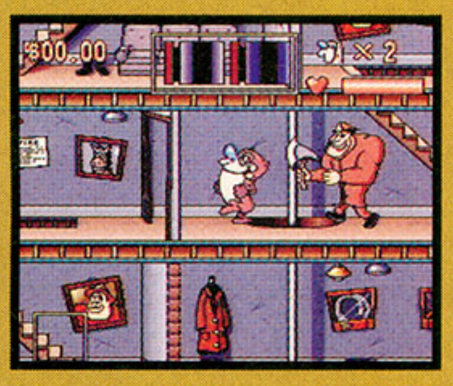
Virgin's new streetball game looks pretty darn hot. Choose from three of the best players from 'round the way, then dunk to your heart's content. Makes *Arch Rivals* look like *Pong.*

NBA Jam
SNES/Acclaim



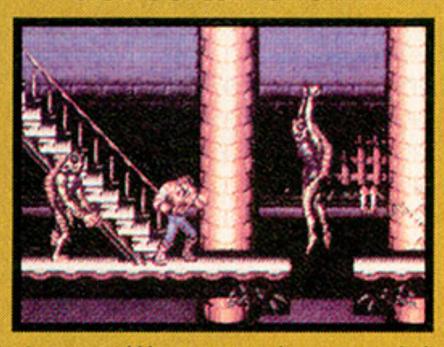
The arcade — dare I say it? — *smash* finally comes home, thanks to the licensing wizards at Acclaim. Ironically enough, one of the game's only faults isn't really a fault anymore — there's no Jordon.

Ren & Stimpy: Fire Dogs
SNES/THQ



THQ's *other* R&S game for SNES is based on the cartoon episode of the same name. Everyone's favorite eediots paint themselves up like dalmatians to get work as fire dogs.

Castlevania: Bloodlines
Genesis/Konami



We're still eagerly awaiting Konami's first Genesis *Castlevania*, which promises to include the blood n' gore that the earlier games were denied.

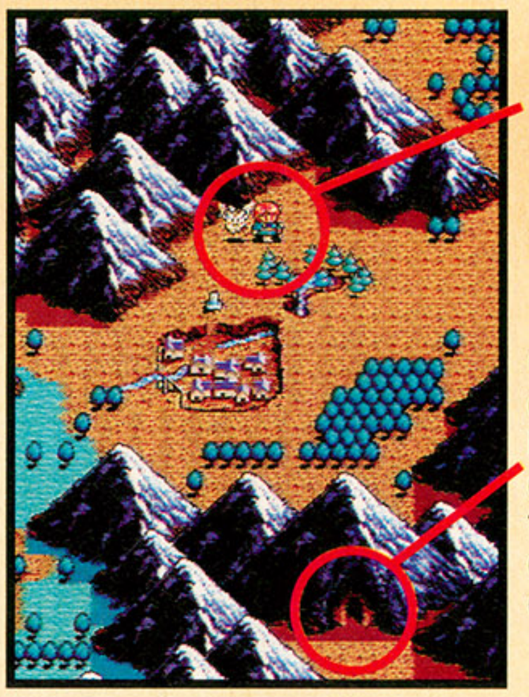
Lunar: The Solar Star

Japan's hit RPG finally reaches our shores.

Although *Lunar* was one of the first releases for the Japanese Mega CD, it's taken it quite a while to make the journey to the U.S. One reason was its massive size. Being on CD, programmers were able to pack *Lunar* with tons and tons of stuff, including text and numerous audio tracks of people talking and singing — all of which had to be translated.

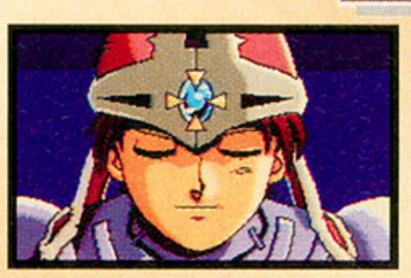
RPG fans should definitely check this one out, although it's *very* Japanese in both graphics and storyline. Hardcore gamers, however, should be used to big-eyed people singing merrily through the countryside by now. *And*, by the way (*shameless plug*), we'll be letting you know what *we* think next month.

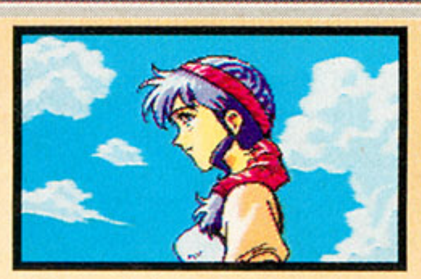
SEGA CD info	
PUBLISHER	Working Designs
DEVELOPER	Game Arts/Working Designs
GENRE	RPG
RELEASE DATE	January



Don't mind the wacky bird, he's on *your* side.

Gee — a secret cave that's just begging to be explored! It has to wait until you can find a way over there.





Yup, those are Japanese graphics, all right. But hey, there's nothing wrong with that at all. Japan gave us *Speed Racer*, *Robotech*, *Akira*... the list goes on.

Ahhh... town life — the heart of every good RPG. Seek advice, items, and people who want you to run errands.

The Lost Vikings

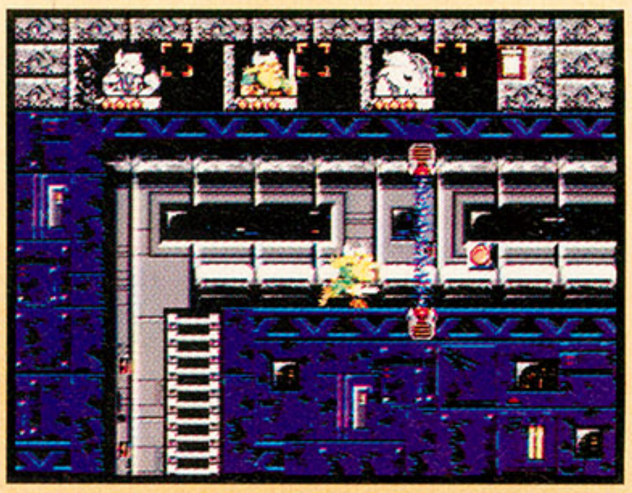
The SNES hit comes to Genesis.

Everyone's favorite space-traveling Vikings are now available on Genesis, courtesy of Interplay — the same company that brought you the SNES version last year. This exact translation also features Tomator, the inter-galactic zookeeper, who kidnaps the three Vikings as a new exhibit.

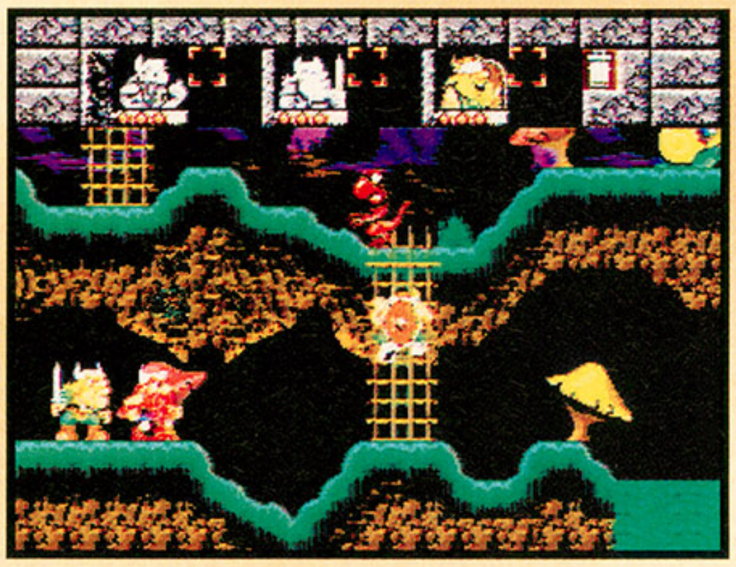
Your goal, of course, is to escape Tomator's evil clutches and return home. The key to your success is using the Vikings as a team, figuring out which one's skills best fit a given situation. It won't be easy — Tomator's vast spaceship can seem overwhelming to three simple Norsemen, and only your wits will see you through (uh-oh!).

GENESIS info	
PUBLISHER	Interplay
DEVELOPER	Silicon & Synapse
GENRE	strategy
RELEASE DATE	January

This little guy is pretty darn fast, and he's a high jumper, too. Must be that red mustache.



Cut off from the rest of the ship? Oh well, it was fun while it lasted. Maybe a little teamwork will see you through.



"Say, my fellow Viking chums, I don't think we're on Midguard anymore."

WE DON'T MAKE WE MAKE THE

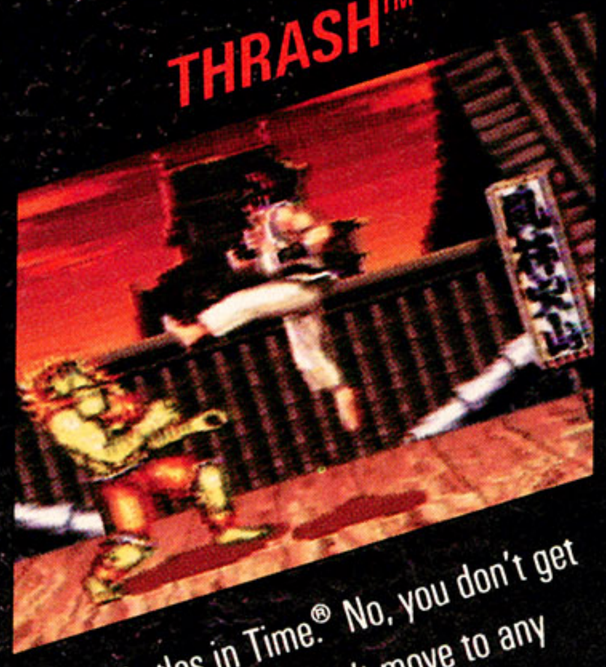
Get this—your controller is not obsolete. This might come as a bit of a surprise, since this magazine's loaded with ads trying to tell you that your controller is a piece of junk.

Wrong.

POWER PLUG™ will give you more total game performance than any of those mega-dollar new controllers. They just don't got what we got. Connect the POWER PLUG™ between *your* controller and *your* system and go kick some butt.

No one else beats THRASH™ power. Select THRASH™ mode on POWER PLUG™ and you activate preprogrammed moves for best-selling games like Street Fighter II.™ Hit one button on your controller instead of four, and you *own* the Hurricane Kick.* Think of the possibilities of Contra III: The Alien Wars,™ Streets of Rage II,™ Super Star Wars,™

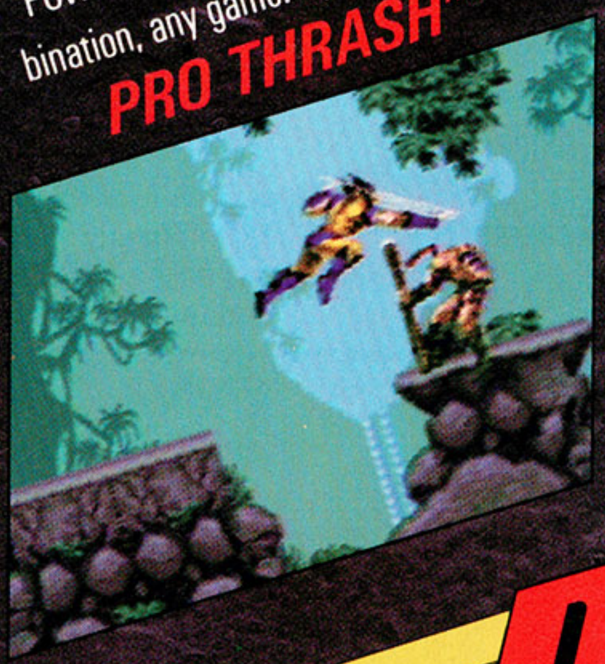
THRASH™



even Turtles in Time.® No, you don't get extra lives. No, you can't move to any level. That wouldn't be fair. You still gotta fight your way to the top.

Want to create your own combination moves? No problem. Program the moves yourself with the killer PRO THRASH™ feature, which you only get with the POWER PLUG.™ Do it your way, any combination, any game. Up to 17 commands

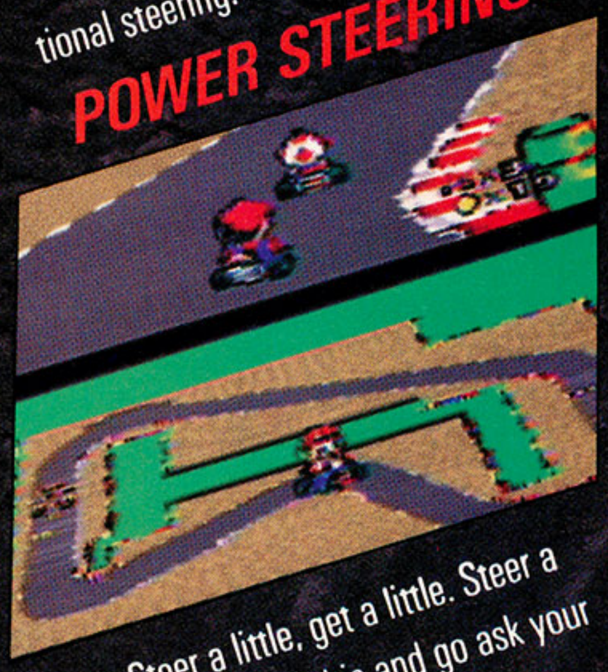
PRO THRASH™



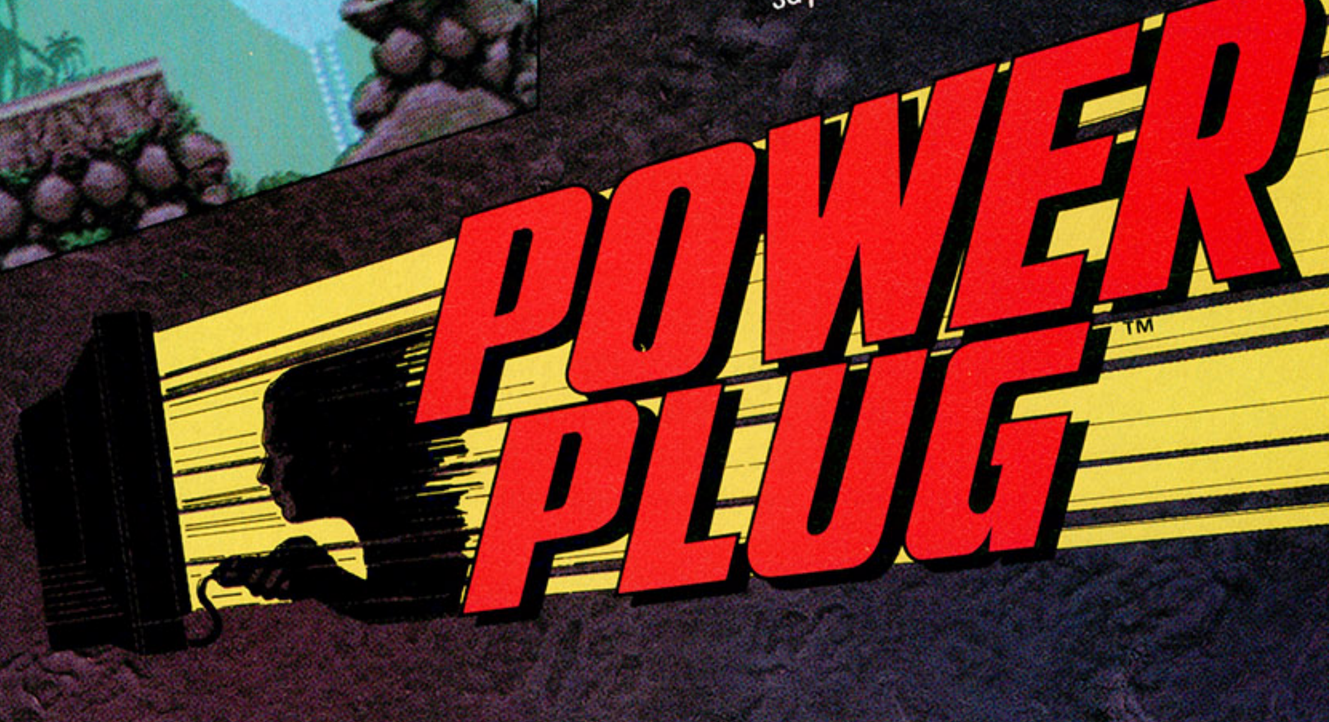
channelled to any button on your no-longer-obsolete controller. So in X-Men,® you hit one button to make Wolverine do a spinning, slashing jump. Starting to get the picture?

Look out for that—*CRASH!*—car. Welcome to POWER PLUG'S POWER STEERING mode. This is analog proportional steering. No more all right, all left,

POWER STEERING



Mario. Steer a little, get a little. Steer a lot, get a lot. Master this and go ask your old man for the keys. He will, of course, say no, but it doesn't hurt to ask.



THE GAME EASIER PLAYER TOUGHER

Oh yeah, all those other "advanced controller" features–AUTO FIRE, VARIABLE TURBO, SLO MO–we give you them too. But next to THRASH,™ PRO THRASH,™ and POWER STEERING, that's just kid stuff.

What if you just bought a new controller? Don't worry. With POWER PLUG,™ that controller won't be obsolete either.

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McDonald's Treasureland Adventure

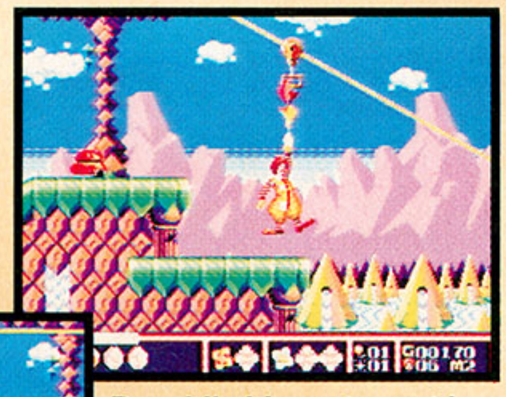
Ronald looks OK, but you sure can't expect any fatality moves.

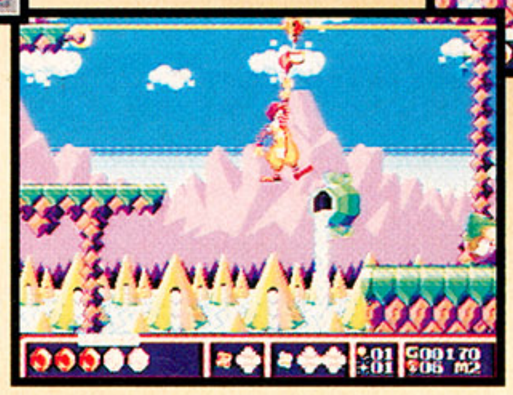
GENESIS info	
PUBLISHER	Sega of America
DEVELOPER	Treasure
GENRE	action
RELEASE DATE	January

Ronald's been takin' it and takin' it, and now he's gonna get even. And when the "fam-*iliar face from a far*-away place" snaps, the Hamburglar and Mayor McCheese alike had better watch out.

Pick up items at the shop. Hey! What's Ronald doing *selling* you the items? *You're* supposed to be Ronald! Lousy money-grubbing two-timer!

Yeah, right — like McDonald's is ever gonna risk an MA-13. But the real game, *McDonald's Treasureland Adventure*, doesn't look too bad, with Ronald searching for the missing pieces to a treasure map (as if he didn't have tons o'cash already!). The graphics may remind you of *Sonic* in some places, and the game play seems reminiscent of similar action-adventures.





Ronald's biggest asset is his hook-grabber-thingey. With it, there's no limit how high he can climb! Er, maybe.

New Games for Sega CD

Sega continues its CD push with more promising titles.

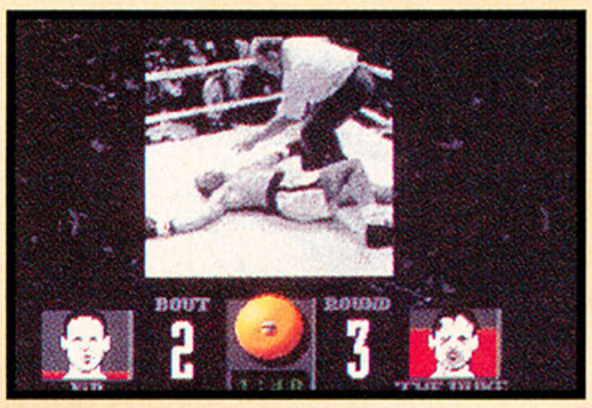
Ground Zero, Texas – Here's what we know: Aliens disguised as humans plan to exterminate the entire human race (yikes!). The only thing that can stop them is ... your Sega CD.

Prize Fighter – Directed by Ron Stein, an ace fight choreographer whose work includes *Raging Bull*. The action is supposed to be seamless – you throw a punch, and the on-screen guy *gets punched*.

Double Switch – This unofficial sequel to *Night Trap* features much of the game play, only this time the action is set in a moody mansion and stars Corey Haim.

Dragon's Lair – You're Dirk the Daring , an adventurer who must rescue beautiful Princess Daphne from the clutches of nasty beasties.

The animation is so good that it can actually cause you problems – you keep wanting to sit back and just watch!

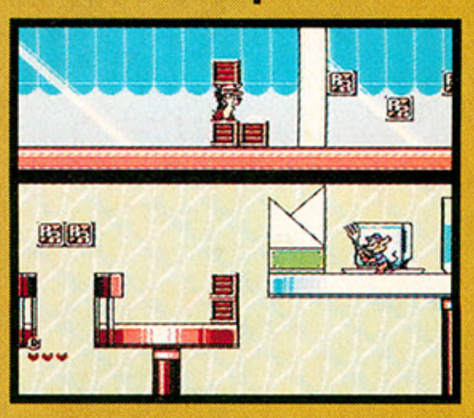


Ouch! We love the idea of seamless interaction in *Prize Fighter*, but that's a pretty small window.

Whoa! Is this the scene where Corey Haim gets dropped into the Pit to fight Reptile? Sadly, no.

Ground Zero, Texas features aliens in scary rubber suits. Gotta love it!

Rescue Rangers 2
NES/Capcom



The original *Rescue Rangers* was one of Capcom's first Disney games. The second will come as a pleasant surprise to NES fans starving for games.

Speed Racer
SNES/Accolade

"He's up and running ... as he guns the car around the track. He's jammin' down the pedal like he's never comin' back. Adventure's waitin' just aheaaad!"

Time Trax
Genesis/THQ

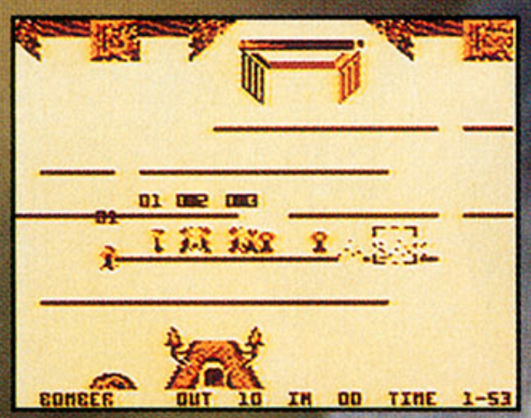
Based on the sci-fi TV series, *Time Trax* follows top-notch assassins sent back in time to do naughty stuff. You've gotta put a quick end to their evil schemes in this platform adventure.

Zool
Genesis/Gametek

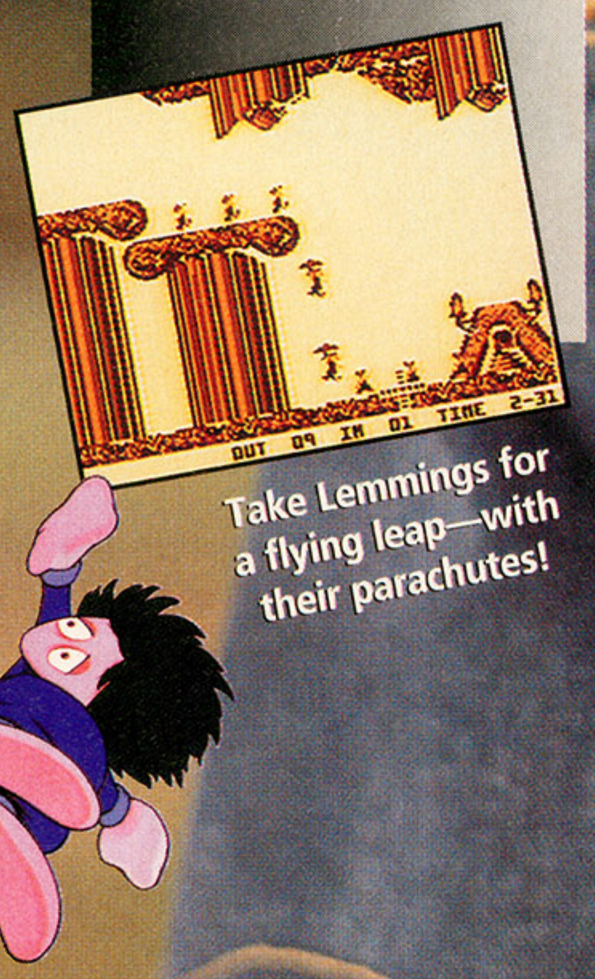
Zool, the little green ninja with spry legs, is heading our way after a worldwide stint on PC formats. Look for colorful platform-jumping game play and goofy villains. A Game Gear version is also in the works.

Take Your Lemmings for a Walk.

To school. To camp. To the beach . . . but keep these mentally challenged mammals away from the water! Climb, dig, skydive . . . don't keep your Lemmings locked up—take 'em out once in awhile. It's why you got a Game Boy in the first place.



Yo—Lemmings that explode? It's perfect portable fun!



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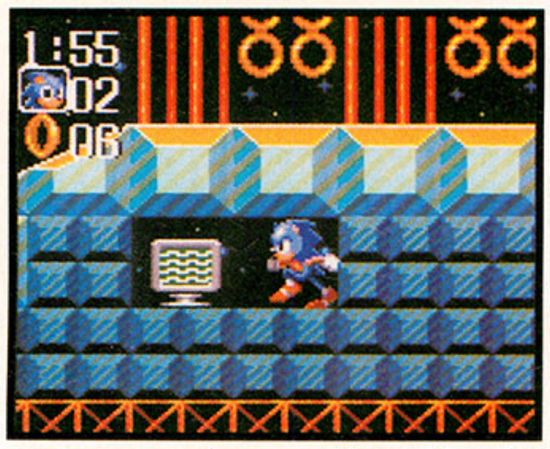
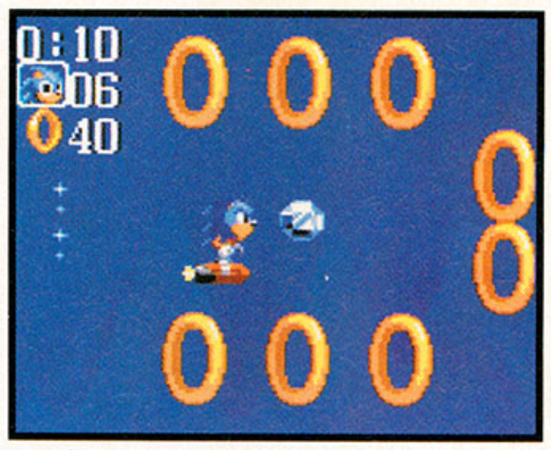
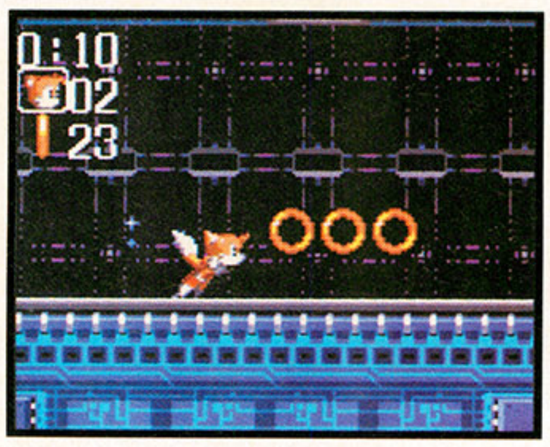


Sonic can explore tunnels and break through walls to find hidden rooms and power ups in the Gigapolis zone.

Tails here, with some serious air time in the Aqua Hill zone, eluding danger, nabbing rings and finding power ups.



Rack up 100 rings and you're flying Air Sonic (strap on the rocket shoes) in the bonus round. The mission: rescue the emeralds.



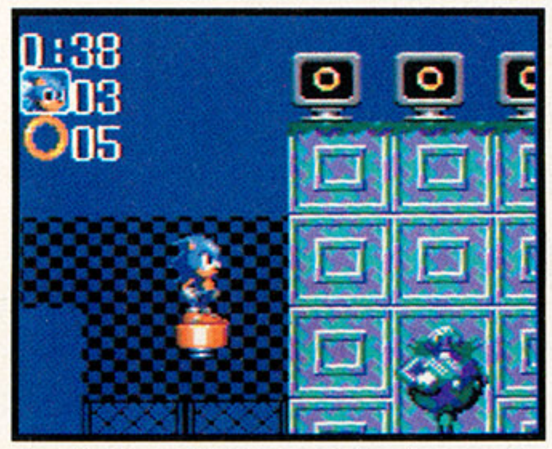
Deep in the Electric Egg zone (no, it's not a rock group), you can take Tails through the tubes to find rings and other bonus items.

SONIC THE HEDGEHOG CHAOS™

WELCOME TO THE NEXT LEVEL

If the

Sega, Game Gear, Welcome to the Next Level, Sonic Chaos, Sonic The Hedgehog and all related characters and indicia ar



As if Sonic didn't jump high enough already, now he can hop on Pogo Springs to take him where no hedgehog has gone before.

SEGA™
GAMEGEAR™

Sonic is back as he battles Dr. Robotnik's evil plan (is it the shoes?) to use the Red Chaos emerald in making nuclear lasers. Tails is hangin,' too, and this time you control him. Both are bound for some serious air time (is it the shoes?), grabbing rings (is it the shoes?) and saving the emeralds from falling into the wrong hands (it's got to be the shoes).

Rocket Shoe fits, wear it. ------->

Product Information Number 225

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STEVEN SEAGAL

MARKED FOR GAMING

Leslie Mizell

All the action guys have their own games — Schwarzenegger's *Terminator* and *Last Action Hero*, Stallone's *Cliffhanger* and *Demolition Man*, even Willis's *Die Hard* and *Hudson Hawk*. But what about Steven Seagal? Well, don't worry about *him*. The star of *Under Siege* and a series of three-word action movies (*Above the Law*, *Hard to Kill*, *Marked for Death*, and *Out for Justice*) has a game in the works, too. But it's not based on any of his movies.

"We're more interested in actual talent than in any one movie property," says Josh Gordon, producer of Tec Magik's *Steven Seagal, The Final Option*. "By signing a license with an actor, we're not limited to story or plot or movie. Instead, we can design a game using the benefits of that talent without being locked into a movie storyline. In addition, it helps us from a business point of view. If the actor's movies do well, it helps our games. But if they don't do well, it doesn't really hurt us."

The Final Option takes place in the near future, where the world is run by large corporations. The biggest and vilest of these is NanoTech. With the population at the mercy of the corporations, a small group of rebels is using guerilla tactics to reduce NanoTech's power.

In the 16-bit game, available mid-year for SNES and Genesis, you play Seagal and/or his female partner, Morgan.

EVEN MOVEMENTS AS SIMPLE AS REACHING FOR A GUN OR STRIKING AN ENEMY MUST BE CHOREOGRAPHED AND FILMED.

Working in one- or two-person espionage teams, you must infiltrate NanoTech in a last-ditch effort to sabotage the industry. There's also a secondary plot line in which you try to rescue the son of one of the rebel leaders.

"Seagal was involved to some extent in the storyline," Gordon says, "especially in the secondary goal of the game. His help was invaluable in developing the look of the Aikido moves that we used in the game. We weren't just creating flashy moves, we were sticking to Aikido form — standard punches and kicks, as well as some very specific moves.

TO MAKE VIDEO-GAME MOVEMENTS AS SMOOTH AS POSSIBLE, EVERY DETAIL OF A TUCK ROLL IS FILMED.

"Seagal was able to make some suggestions on how to make those moves look real. He recommended some of the moves and discussed with us how they could be enacted within the restrictions of video games. We may even be picking up some footage with a martial-arts double he's recommended. I don't think he *plays* many video games, but as the project has progressed, he's gotten more and more interested."

SMOOTH MOVES

The development of *The Final Option* was demanding because of the game's digitized characters. Actors were used as stand-ins for the characters (i.e., Seagal didn't take part in the actual video shoots), and were filmed performing simple runs, jumps, and ducks as well as complex Aikido moves. That footage was then digitized for use in the video game.

ONE ACTOR IS FILMED THROWING A KNIFE — ENEMIES AND BACKGROUNDS ARE ADDED MUCH LATER.

BUCKLE UP FOR SAFETY

HEADS UP! THE CRASH DUMMIES™ ARE NOW ON SUPER NES®!!!

COMING SOON ON GENESIS™!

ALSO ON GAME BOY® GAME GEAR™ AND NES®!

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Product Information Number 103

Build an insanely over-priced sports car. drive it as fast as possible. And laugh in the face of authority.

{Just don't cry when you're sharing a cell with a big fat guy who picks his nose.}

Break all kinds of laws in one of four European Racers. Integrated video clips give tips on equipment and weather conditions while you try to outrun the cops and race on four different tracks. 3-D animated instructions help you build a model of your car so you can remember what it looks like after you wrap it around a guard rail. Available for IBM on CD-ROM and Sega CD.™

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The model makes the game better. The game makes the model better.™

EUROPEAN RACERS

The game has tons of cool video clips just like this one. Only different.

Product Information Number 136

"In a traditional game, Gordon says, "you have total control of how many frames you want and how characters move because you created the animations. With digitized graphics, you have to do a video shoot that's full of technical problems itself. You have to worry about blue-screen images, color reduction, size reduction, frame reduction... A television

A FALL THAT TAKES ONLY A SECOND TO SHOOT RESULTS IN PAINSTAKING WORK TO BRING TO VIDEO GAMES SCREENS.

signal that goes for two seconds is converted to ten frames of sprites. You get a different look in the end, but it's a challenge to make it work smoothly."

In describing the approach TecMagik took with the graphics, Morgan compares it to two other games: *Flashback* and *Mortal Kombat*. *Flashback* used a Rotoscope approach — the characters are filmed, but their characters are "painted" over so they don't look digitized. In the game, the characters are small, but there are a lot of frames in each movement so the motion looks very fluid. *Mortal Kombat* is the other end of the scale. It gives you huge digitized characters, but the number of frames per move is very small.

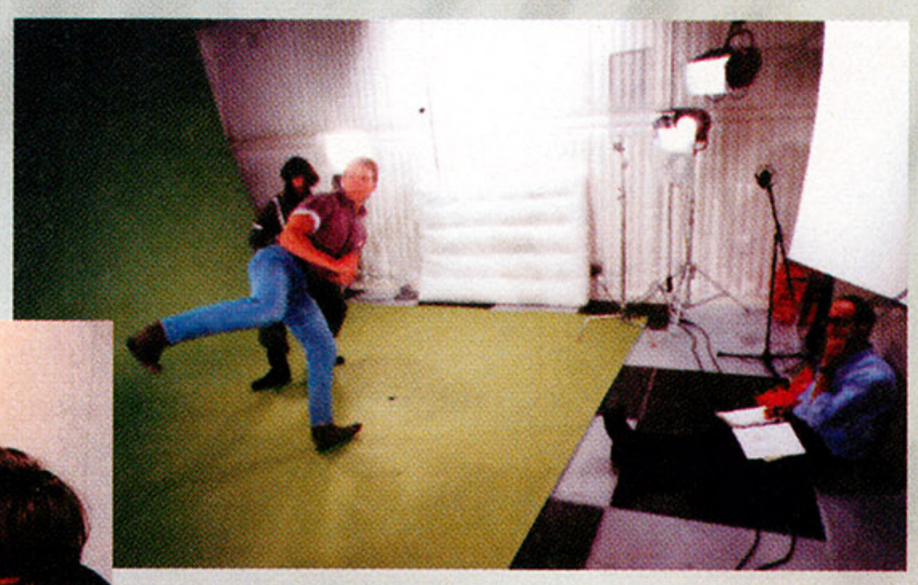
"We've gone to the middle ground," Gordon says. "Our characters are much bigger than in *Flashback* — about 80 pixels tall — and the animation sequences average eight to ten frames and go as high as 15-20 frames depending on the extent of the move in between."

"Our challenge was in terms of getting the costumed moves laid out — we can't go back and do it again. There are a lot of throws in Aikido, and we had to shoot each actor separately. Basically, one guy is shot throwing the air while a separate

"WE WEREN'T JUST CREATING FLASHY MOVES, WE WERE STICKING TO AIKIDO FORM."

shot is taken of the other character reacting properly. Those are combined on-screen for what looks like one smooth motion. You have to be very careful with lighting so they look like they're in the same shot, and with height so it looks like they're in the same plane. Picking out which frames to use from the video shoot isn't necessarily *tragically* hard, but it's time consuming."

Gordon has been working on *The Final Option* for close to a year,

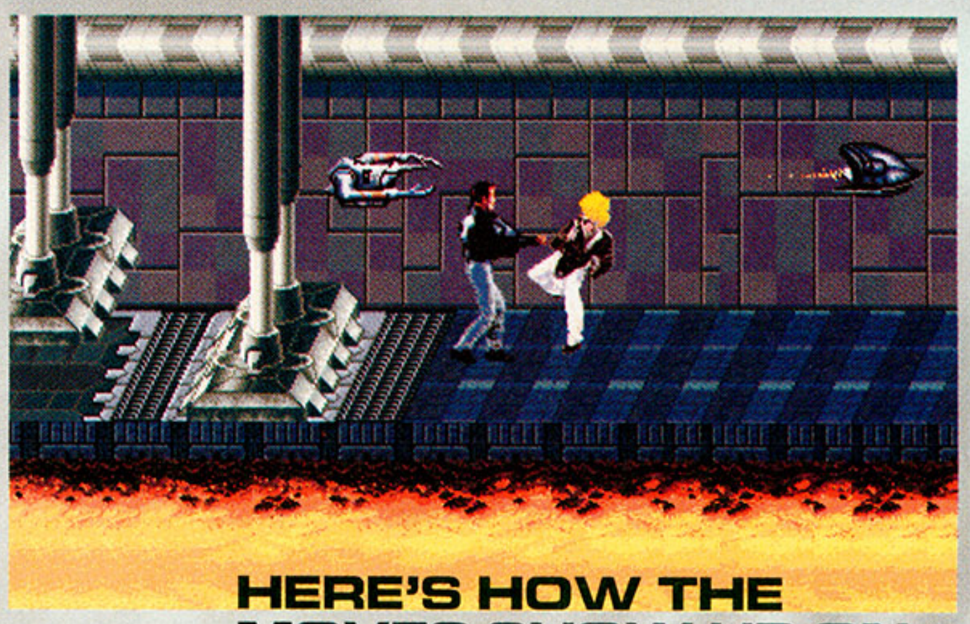


THOUSANDS OF DIGITIZED LIVE-ACTION SHOTS WILL BE INCORPORATED INTO THE FINAL VERSION OF *THE FINAL OPTION*.

PRODUCTION ASSISTANTS CHECK OUT ALL THE DETAILS ON THE COSTUMED ACTOR PLAYING THE FIERCE NANOTECH RULER.

but before joining TecMagik, he was involved with CD multimedia and compressed-video technology. Does his experience with multimedia mean there's a Sega CD version of *The Final Option* in the works?

"We have stuff for Sega CD," he says, "but we're not currently developing anything. Right now, we're still involved with developing this game for the two different 16-bit systems. There are obviously a great many differences. SNES supports many more palettes, so it's technically more challenging to keep a digitized look for Genesis — it takes much more massaging. Then you still have all the standard differences of sound and backgrounds. The 2 1/2-dimensional

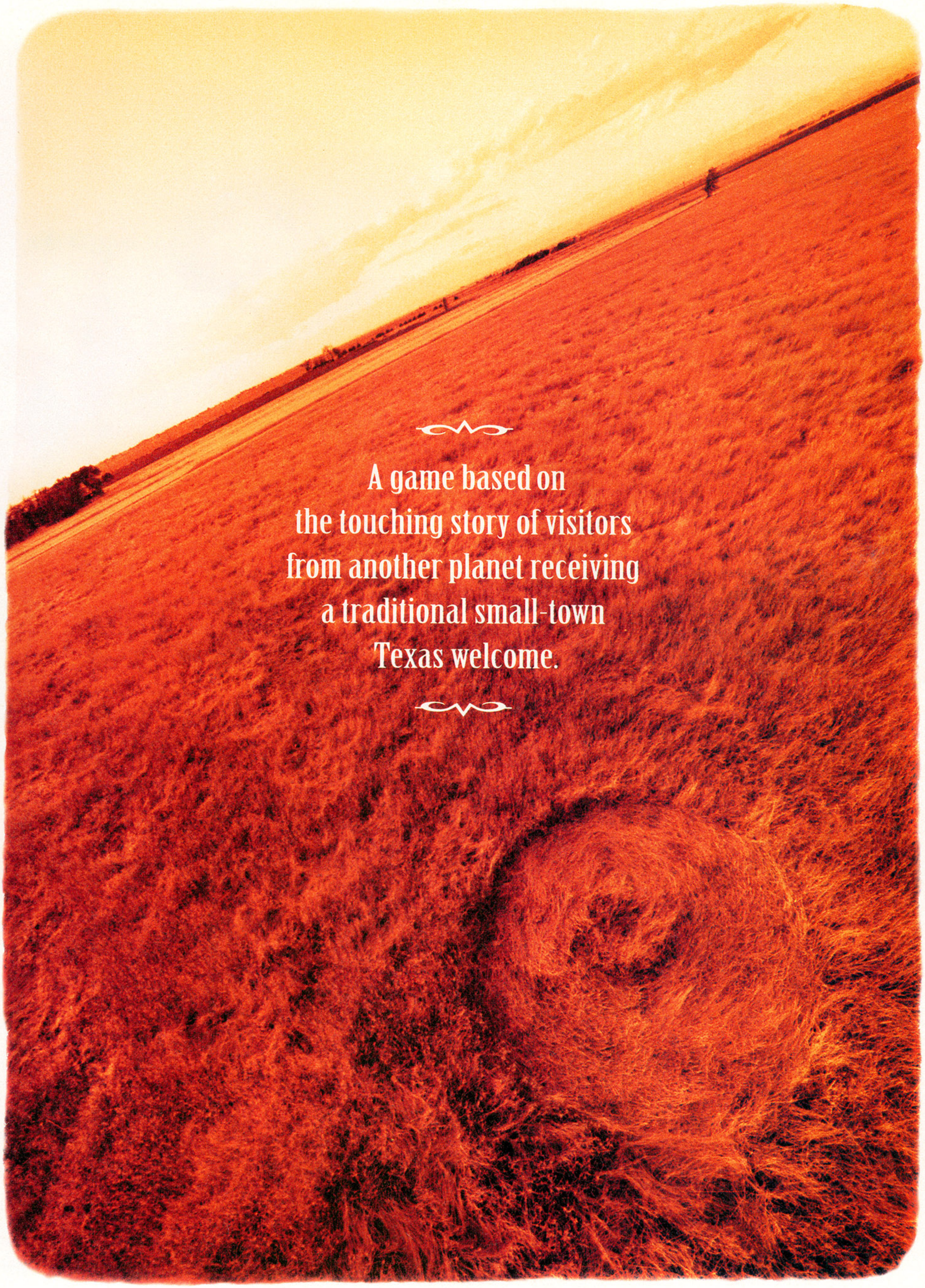


HERE'S HOW THE MOVES SHOW UP ON THIS PRELIMINARY GAME SCREEN.

point of view (which makes you feel like you're actually *entering* the game screens) and the digitized characters were hard to combine within a 16-meg cartridge. But we think the perspective gives such a different feel to this game than in ones where you just move from one side to the other."

Although Gordon is very close-mouthed about future projects, he does confirm that *Steven Seagal, The Final Option* is designed to be the first in an unofficial series of interactive action games.

"We're very interested in Hollywood action figures," he says. "And we're working toward building on that genre."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the touching story of visitors
from another planet receiving
a traditional small-town
Texas welcome.

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RETICULANS ARE ABDUCTING TOWNSPEOPLE FOR FOOD. BLAST THEM INTO UNCONSCIOUSNESS AND STEAL THEIR WEAPONS. THAT OUGHT TO RUIN THEIR APPETITES.

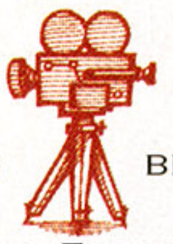
VIEW ACTION THROUGH BATTLECAMS ARMED WITH PLASMA DISRUPTER PARTICLE BEAMS. MESSY BUT EFFECTIVE.

SEARCH THE CANTINA WHERE 5 DIFFERENT PATRONS PULL GUNS ON YOU. (CUSTOMERS OR ALIENS?) THINK FAST—SLOW VISITORS GET LEAD POISONING.

SONY IMAGESOFT

(sure, it's just a game.)

HOWDY.

THE BLOOD-THIRSTIEST ALIENS IN THE UNIVERSE HAVE LANDED AND YOUR JOB IS TO STOP THEM IN THEIR SIX-TOED TRACKS. (IN TEXAS PARLANCE, THAT'S KICK SOME ALIEN BUTT.) IT WON'T BE EASY. THESE RETICULANS INGEST AND INHABIT HUMAN BODIES WHICH MAKES THEM A LITTLE DIFFICULT TO SPOT. THEN YOU'VE GOT HEAVILY ARMED STORMTROOPERS TO FRET ABOUT. THEY ENJOY BARBECUED RIBS. YOURS.  TO SURVIVE YOU'LL HAVE TO STEAL THEIR ARTILLERY. BUT BEFORE ANY SHOOTING BEGINS IN TEXAS, WE HAD TO DO A LITTLE SHOOTING OF OUR OWN—IN HOLLYWOOD. FOR THE FIRST TIME EVER, AN ENTIRE MOVIE WAS SHOT FOR

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BLAST INVADING STORM-TROOPERS. ACCURATE TARGETING RECOMMENDED OR SUFFER FROM A FATAL CASE OF LASER BURN.

CLUES LEAD YOU TO THE INVADER'S ARSENAL. CAREFUL, ACE. ONE WRONG MOVE AND YOU'LL BLOW IT...AND THE WHOLE TOWN!

NEW FIREPOWER LETS YOU SPLATTER GREEN ALIEN GUTS ALL OVER MAIN STREET. (YOU MAY BLOW CHUNKS WHEN YOU SEE THIS.) A REAL BUMMER FOR THE SANITATION DEPARTMENT.

AGENT DISALVO CLUES YOU IN TO THE WHEREABOUTS OF A LASER CANNON. FIND IT, VAPORIZE THE MOTHERSHIP AND SAVE THE HUMAN RACE FROM BECOMING SUSHI.

THE SOLE PURPOSE OF MAKING THE ULTIMATE INTERACTIVE GAME. WE SPENT 3 MILLION DOLLARS ON THE BEST SPECIAL EFFECTS, STUNTS, BLASTING ACTION AND THUNDERING SOUND EFFECTS MONEY COULD BUY. (THE SAME FOLKS MADE ROBOCOP.) THEN WE DIGITIZED THE WHOLE THING. THE RESULT IS A FULLY INTERACTIVE, GREEN BLOOD-SPLATTERING, ACTION-PACKED ADVENTURE WHERE EVERY DECISION YOU MAKE CHANGES THE ACTION EVERY TIME YOU PLAY. THIS GAME IS SO REAL THAT IT WILL PROBABLY REVOLUTIONIZE THE WAY GAMES ARE MADE IN THE FUTURE. IF THERE IS A FUTURE. THAT'S UP TO YOU, PARTNER. **FOR SEGA CD.**

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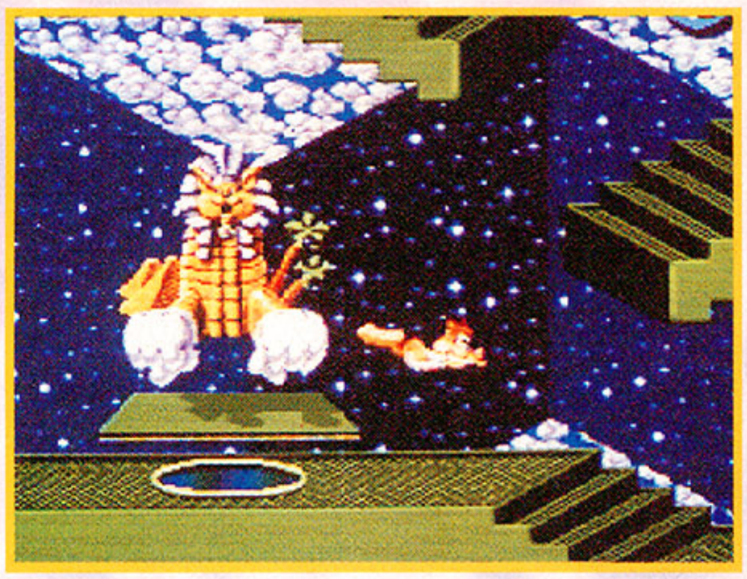

From the hallways of the Amazitorium, you can access any stage in any order.

Jeff Lundrigan

Accolade threw an enormous bash in early November to announce the company's new pet project: *Bubsy II*, the sequel to *Bubsy: Claws Encounters of the Furred Kind*.

In this new adventure, scheduled for both SNES and Genesis, Bubsy's niece and nephew — Terri and Terry, the Bubsy twins — talk him into visiting a mysterious new museum, the Amazitorium (read *that* one twice). It turns out that the Amazitorium is run by the unscrupulous Oinker P. Spamm, and he's used the World Origination and Matter Projection Unification Machine (WOMPUM), to steal entire periods of history to put on display. Naturally, this mucking around with history's time line has completely wrecked civilization as we know it.

As good as the original *Bubsy* looked — and as large as the adventure was — basically all you did was collect yarnballs in level after level. But so far the sequel promises to be sort of the opposite: the preliminary screens don't look *quite* as good, but the game play has made a definite leap.

Know your designers — Accolade's *Bubsy* team.

"We really got the feedback that 'yeah, the yarnballs are nice, but we'd like to pick up a few other things, too,'" says Cyndi Kirkpatrick, producer of *Bubsy II* and co-producer of the original.

So this time around the designers are letting Bubsy grab a number of different bonus items, some of which (a diving suit, for example) actually affect game play. The game's overall structure has also been improved. Since Bubsy can wander the halls of the Amazitorium and enter any time period he wishes, the game becomes very non-linear — stages can be played in any order. In addition, a number of bonus stages have been added, including one that involves a "frogapult" (don't ask). There's also a good possibility that players will be able to work through two versions of the same game.

One thing the design team kept from the original *Bubsy* was the great character animations — here Bubsy performs a classic double-take.

"What we have hopes of doing," Kirkpatrick says, "is offering some added replay value. Because we have the twins in there as a plot device, we're hoping to allow the player the choice at the beginning of the game to chase either Terry or Terri. And if you've chosen Twin A, then you're going to get slightly different game screens than if you went after Twin B. The only thing holding us up is cart size — it's going to be pretty tricky fitting all that into one cart!"

It's especially tricky when the designers are trying to make the animation as smooth as possible. It looks like the Genesis version of *Aladdin*, with its Digicel animation, has put a lot of people in the industry on alert. The *Bubsy* team is no exception.

"I actually created a lot of the animation on paper," says Adrian Bourne, one of *Bubsy's* artists, "then scanned it into the computer so — as opposed to traditional game animation — each frame is unique, and there's a lot more activity going on. We're applying a lot of traditional squash-and-stretch techniques to get more of a Warner Brothers-type feel to things."

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Accolade is also taking a new approach to the game's music. Chip Harris, who's been scoring commercials and network TV shows for years, is the project musician.

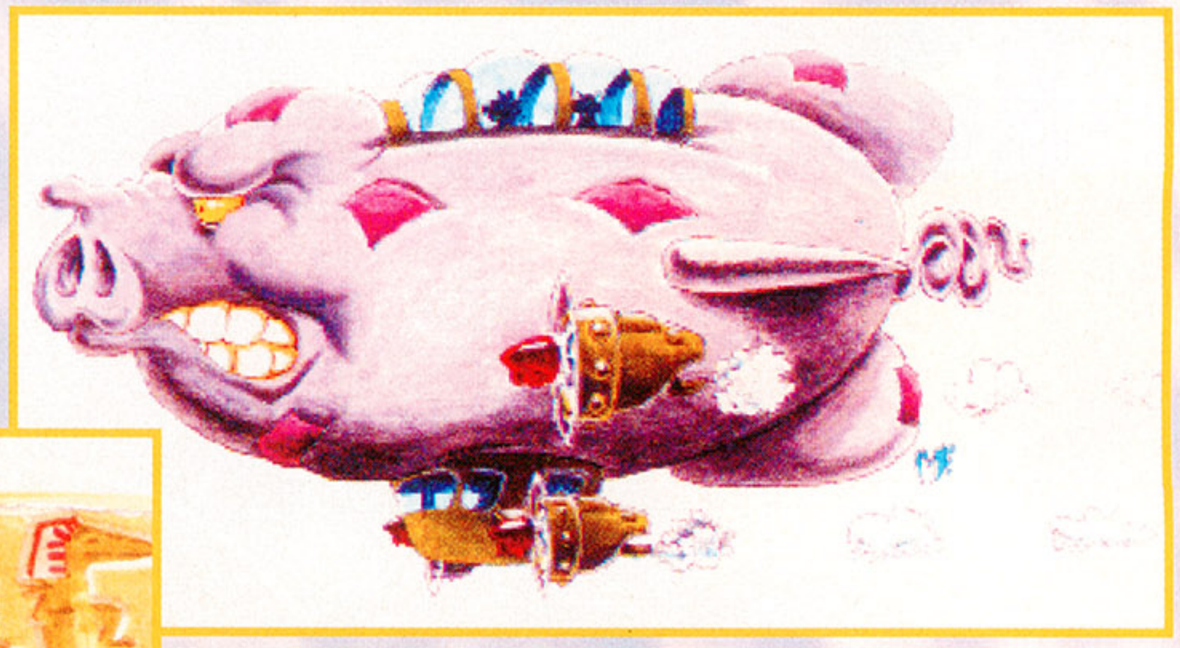
"We noticed two things," he says. "One was that everyone who plays a video game eventually turns the soundtrack off. [And secondly], the music in general doesn't have anything to do with what's going on in the game. You pick a background piece and play it over and over.

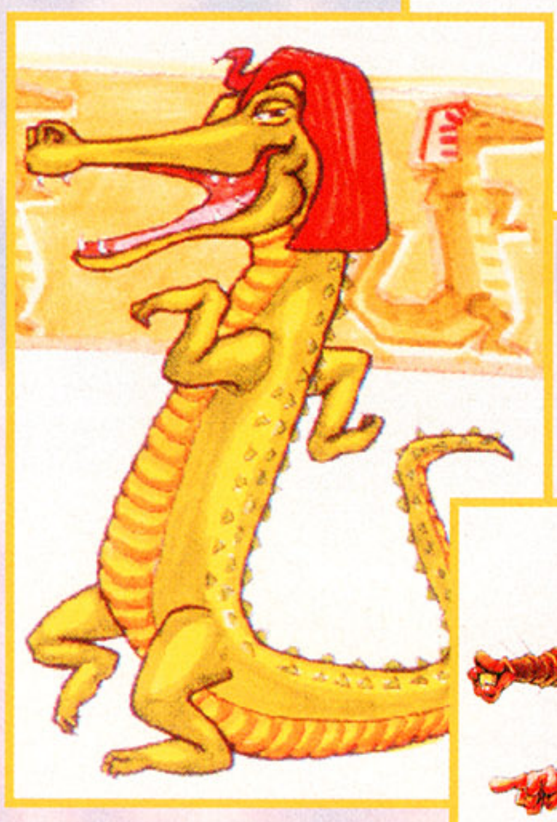
"We're treating the music a lot more seriously than we ever have before. If you play the game for four hours, you should still be listening to it, and if you pause the game at any time and focus on the music, it should be right for whatever is going on — like a movie."

One thing the design team *didn't* want to change from the original *Bubsy* was the game's personality and humor. All Bubsy's actions — spins, jumps, glides, and those wonderful animated death throes — will be included, as well as a lot of new ones. And yes, you can also expect a new crop of really awful puns.

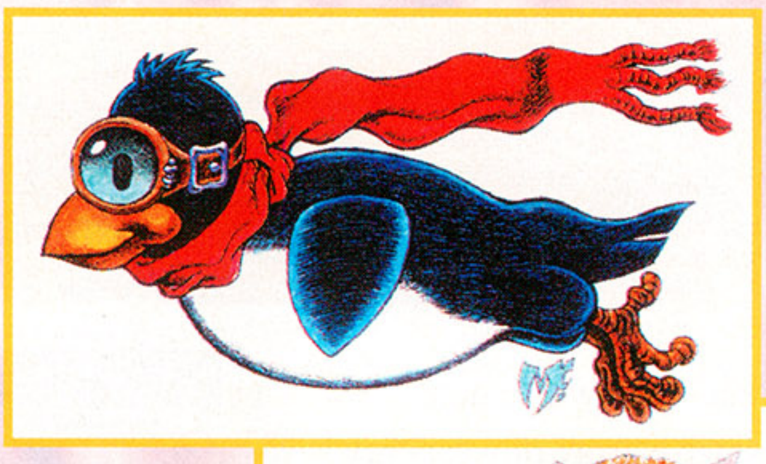
Will *Bubsy II* live up to its designers' — and its fans' — expectations? Well, keep watching *Game Players* for more information as the story develops through '94!

Welcome to the halls of the Amazitorium, where history comes alive!

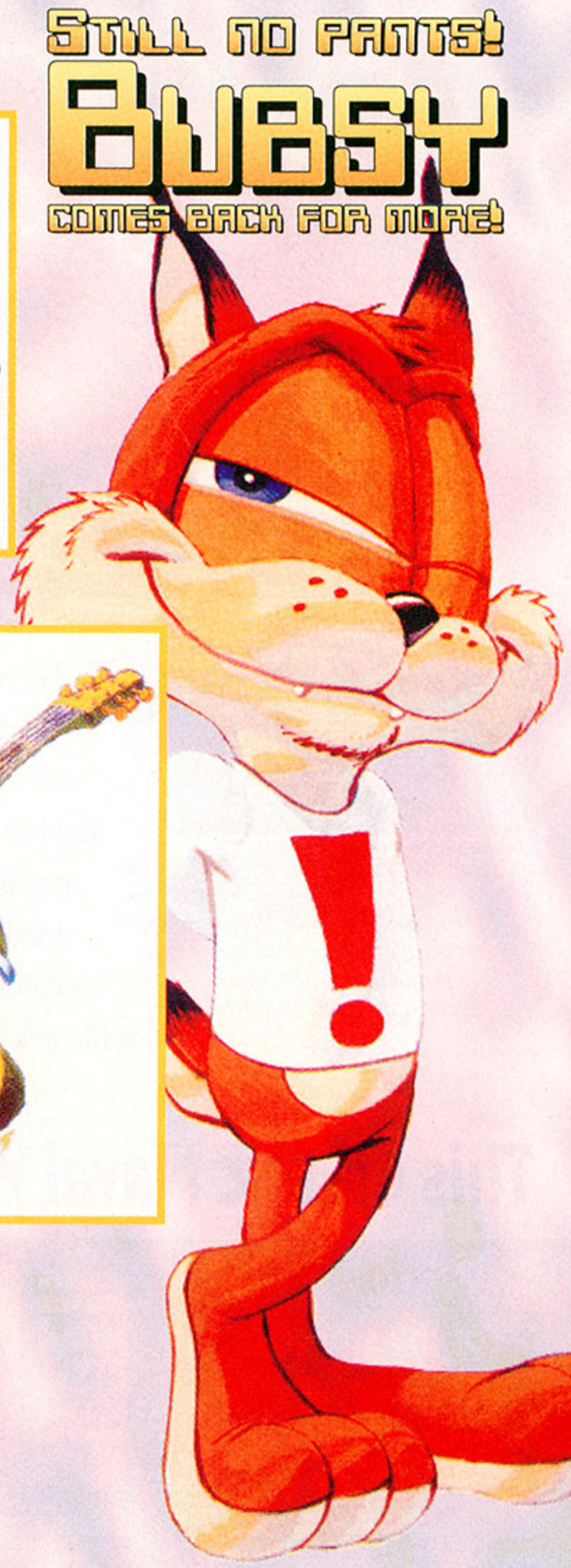




Here are some early sketches of the various villains Bubsy faces in the course of history — and his new adventure.



Here's Oinker P. Spamm, owner of the Amazitorium and wrecker of history.



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SUPER NINTENDO ENTERTAINMENT SYSTEM

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REVIEWS

Bright-and-spanking clean, here's our new review section. We're sure you'll find every page just jammed with hard game information on the latest releases — our goal is to help you make the correct game-buying choices each month. These pages are designed to help you around our new system, to introduce the team, and run through the games covered this month.

HERE'S HOW IT WORKS

We don't believe in giving games an easy ride. Each release we receive gets a full testing at the hands of the toughest team in the business. We're game players and we know what other players are looking for. To this end, we've broken down our reviews into four sections.

INFO BOXES

An at-a-glance look at the nitty gritty of each game.

OVERVIEW

What's the game all about? What makes it special, and what type of action can you expect?

GAME SCREENS

We believe in letting the games speak for themselves, and we pride ourselves in not only having the *best* screens in the biz, but having more of them than anybody else.

THE GAME PLAYERS ULTIMATE AWARD

Game Players Ultimate Awards are given to any game or any piece of hardware that scores above a 90% It's an award that really means something — we see so many games that it's darn hard to impress us. Whenever you see this icon, whether it's in the magazine, on a game box, or in an advertisement, it's the next best thing to a money-back guarantee. For a game, the "Ultimate" rating not only means that the graphics and sound are top-notch, but also that the game play is fantastic. For hardware, the "Ultimate" award indicates innovation, value, and performance.

MEET THE TEAM

Your reviewers are your friends. Trust us. Emulate us. Accept us.

CHRIS SLATE
When the UNC Tarheels aren't playing, Chris usually grabs the latest fighting game. His top faves, though, are still the classics like *Mario* and *Zelda*.

VINCE MATTHEWS
When Vince isn't trying to crash commercial jets by playing Game Boy illegally during takeoff, he's trekking across the globe in search of hot gaming action.

JEFF "LUCKY" LUNDRIGAN
Jeff pries himself away from bizarre movies to delve deep into the hearts of new RPGs. He's an OK guy, but he still hasn't proven that he's "of this Earth."

DOUG BRUMLEY
Despite watching sporting events until bleary-eyed and stuffed with corn chips, Doug still finds the need to live vicariously by playing the latest sports games.

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Batman: The Animated Series	Game Boy	111
Beauty and the Beast: Belle's Quest	Genesis	76
Beauty and the Beast: Roar of the Beast	Genesis	74
Dashin' Desperados	Genesis	105
Dr. Franken	SNES	104
Gauntlet IV	Genesis	92
The Last Action Hero	SNES	108
The Lawnmower Man	SNES	60
Lufia	SNES	80
Mario's Time Machine	SNES	110
Mega Man X	SNES	100
Pink Goes to Hollywood	Genesis	102
Pirates! Gold	Genesis	106
Ranma 1/2	SNES	86
Ren & Stimpy: Buckaroo$	NES	68
Ren & Stimpy: Quest for the Shaven Yak	Game Gear	98
Super Battletank 2	SNES	54
TMNT: Tournament Fighters	Genesis	90
Total Carnage	SNES	48

April fights for the first time in *any* game! She really mixes it up! Hey, now that her kidnap victim days are (hopefully) over, what *else* was she supposed to do to fill time?

And just look at her go! With moves like this, how did the bad guys ever nab her in the first hundred or so games?

Map to the Stars

Choose your battlefield from this screen, or else follow a pre-determined order in the Tournament mode. Each of the eight characters has his or her own location.

Special attacks play a big part in any fighting game, and *Tournament Fighters* has its share. Unfortunately, most lack the flair and "coolness" that are the trademarks of classic brawlers.

Most special moves are in the instruction, but you can find a few on your own. Many button combinations result in different moves for different characters.

The button combinations are very similar — sometimes identical — to big-name brawlers such as *SFII*, making it easy for veterans to jump right in.

A Second Opinion

"Maybe I'm less critical of fighting games than Chris because I haven't played as many, but I'd rate this game higher, even into the high 70s. It's not in the same league as SFII *or even the SNES* Tournament Fighters *— but it still packs a wallop." — Jeff*

"A good game, b… still a disappoint-ment after playing other brawlers — including the SNES Tournament Fighters. *It's a good title to add to your fighting-game collection ... but not to start it."*
— Chris

RATINGS

GRAPHICS
- Average-sized characters, but they're drawn pretty well.
- The backgrounds are a little stale, and not as animated as in the SNES game.

SOUND FX
- There *is* sound.
- Ugh. Weak compared to the "smacks" and "thuds" in other combat games.

MUSIC
- Some of the tunes really jam, especially in stereo...
- ... but they contain only a handful of sound effects.

BELLS & WHISTLES
- Includes slo-mo replay and "finishing" moves found in newer fighting games.
- The Turtles are the only things you haven't already seen in other brawlers.

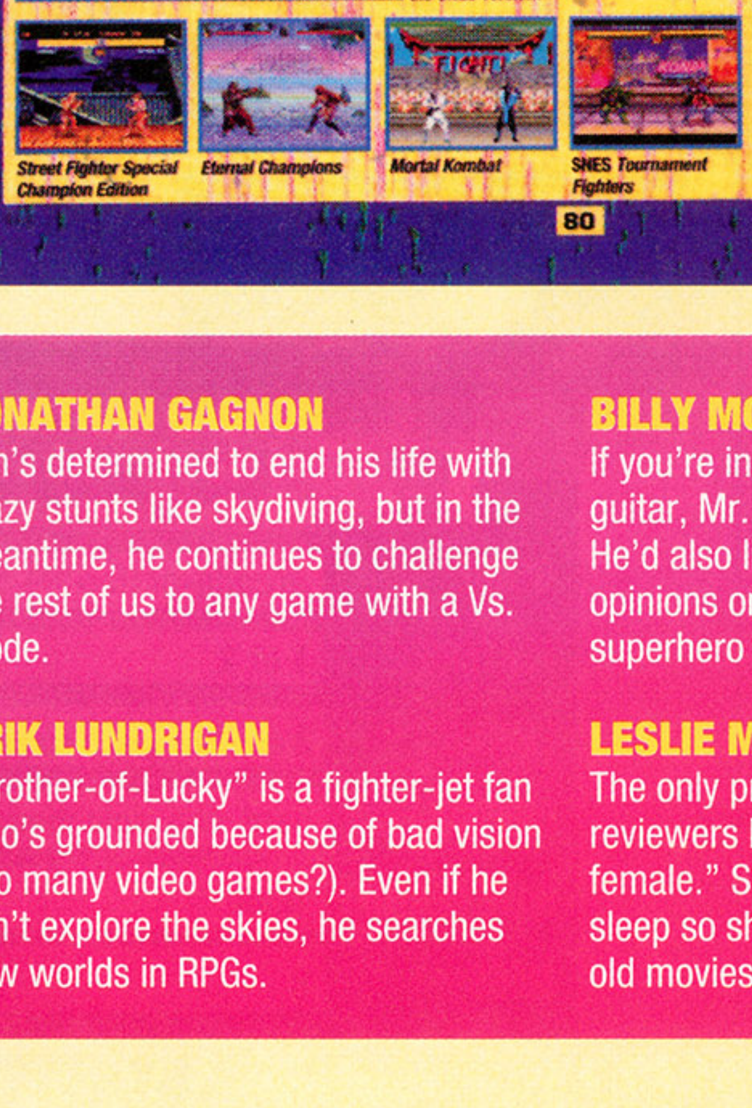
CONTROL
- A nice mix of attacks that either need to be "charged up" or are instantaneous.
- You use only the A and B buttons to fight.

REPLAY VALUE
- Multiple difficulty levels and the two-player Vs. mode keeps you interested...
- ...but there's just not as much *to* this fighting game as in others.

OVERALL
69%

Dare to Compare

While *Tournament Fighters* is a pretty good beat-'em-up on its own, it pales in comparison to its older brothers. It lacks the overall balance of *Street Fighter II*, the innovation of *Eternal Champions*, the blood 'n' gore of *Mortal Kombat*, and it can't compare with its SNES counterpart, either. If you're a Turtlemaniac, definitely go for the SNES version.



Street Fighter Special Champion Edition — *Eternal Champions* — *Mortal Kombat* — SNES *Tournament Fighters*

80

IN BRIEF

Quite simply, should you buy the game or not? The reviewer sums up his or her opinion.

RATINGS

Our reviewers don't pull any punches — no matter how big the license or how popular the character, we know that what matters to *you* is how good the game is. So we've expanded our ratings system to provide you with even more information, incorporating positive and negative points for each of our six rating categories. We've also expanded our overall rating to a full 1-100 score so we could more closely convey our opinion to you. A lot of games can rank a 7, but there's a big difference between a title that scores 73% and one that rates 79%.

As always, our ratings are adapted to apply to joysticks and other peripheral equipment (Menacer, Power Glove, Activator, and so on) as well. This gear is usually rated for Accuracy, Comfort, Special Features, Bang for the Buck (does it give you your money's worth), Game Support (are there enough titles for the peripheral to make it worth your while), and originality.

WHAT DO THE SCORES MEAN?

Graphics
Are they a feast for your pixel-pummeled eyes, or a migraine-inducing mess?

Sound Effects
Atmosphere-inducing gunshots? Terrific speech? Thrilling afterburner effects? Or a tour of your system's white noise defaults?

Music
Stirring themes and dramatic chords? By all means. Free-form exploration of toy piano dissonance? Maybe not.

Control
Is the interface friendly? Are the controls well set up? Does your character do as you command?

Bells & Whistles
These are the "extras," the special options or features one game has that sets it apart from the pack. Sometimes it's the little things that count.

Replay Value
How likely are you to return to the game after you've played it a while?

Overall Score
It breaks down roughly like this:

100%	Flawless
90%	Truly Excellent
75%	Very Good
60%	Not Bad
50%	Average
30%	Just Rotten

JONATHAN GAGNON
Jon's determined to end his life with crazy stunts like skydiving, but in the meantime, he continues to challenge the rest of us to any game with a Vs. mode.

ERIK LUNDRIGAN
"Brother-of-Lucky" is a fighter-jet fan who's grounded because of bad vision (too many video games?). Even if he can't explore the skies, he searches new worlds in RPGs.

BILLY MOON
If you're in North Carolina and need a guitar, Mr. Moon is the man to see. He'd also like to share his (strong) opinions on game soundtracks and superhero video games.

LESLIE MIZELL
The only printable nickname her co-reviewers have for her is "token female." She's learned to live with-out sleep so she can edit by day and watch old movies (and Letterman) by night.

TOTAL CARNAGE

Billy Moon takes a look at this arcade transfer, an action-fest for undemanding players with itchy trigger fingers.

Twentieth-century warfare left Kookistan in ruins. Reporters and do-gooders the world over flocked to the small country, only to be taken hostage by its new dictator. And how did General Akhboob take over? By using radioactive waste from his bio-nuclear generators to transform the few remaining Kookistanians into war-mongering mutant zombies. You had to ask.

Surprisingly, most of the world's military forces aren't too keen on taking on a bunch of radioactive mutants. So a call is made to the most prestigious battalion in the U.S.: The Doomsday Squad. Membership in the Doomsday Squad is limited to the kind of soldier who isn't afraid to face a swarm of enemy troops singlehandedly; therefore, at the moment it's composed of only two guys — Captain Carnage and Major Mayhem. Ever true to their resumes, the boys immediately set sail for Kookistan armed with standard-issue machine guns and keen wits (or lack thereof).

SNES info

PUBLISHER	Malibu
DEVELOPER	Malibu
SUGG. RETAIL	$59.95
RELEASE DATE	now available

KNOW YOUR AMMO

What's a soldier without a weapon? A casualty.

Your standard weapon is an everyday pea-shooting machine gun. It's practically useless, so rid yourself of it whenever possible.

When you die and are reincarnated (this happens pretty fast), you earn a plasma machine gun. It's not as powerful as other weapons, but it's cool nonetheless.

The spray-fire rifle is particular useful in crowds.

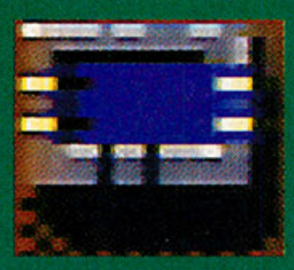
Use the rocket launcher when you take on tanks and other large enemies you don't want to approach too closely.

The grenade launcher creates a powerful attack against relatively distant enemies, but does nothing to the enemy standing next to you.

EXPLOSIVE POWER

Why take out one victim when a big fiery explosion can eliminate a horde. As long as you don't waste them, you've got plenty to get the job done.

Time bombs are the most readily available explosive devices. Supplies are still limited, however, so use them sparingly.



The bomb power-up causes you to release bombs automatically for a few seconds. When you're under its power, run madly around the screen to spread them out.

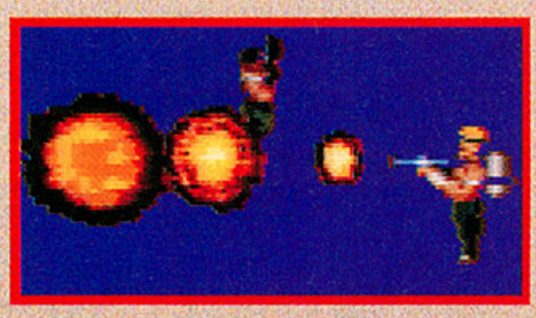
Grab a smart bomb to destroy every on-screen enemy. Watch out — some of them turn out to be duds.

SHIELDS UP!

You can inflict mass destruction in a most carefree manner as long as you protect yourself.

Defensive blades protect you from nearby threats...

...while personnel shields temporarily keep you from being harmed by *anything.*



Fire, fire, fire! It comes in two flavors: red and industrial-strength blue.

game specs

GENRE	arcade-action
PLAYERS	1 or 2
LEVELS	3 missions w/sub-stages
DIFFICULTY	hard, esp. solo mode
SAVE FEATURE	none
MEGS	8

YOUNG MERLIN

FOR THE SUPER NES®

™

Westwood™ STUDIOS

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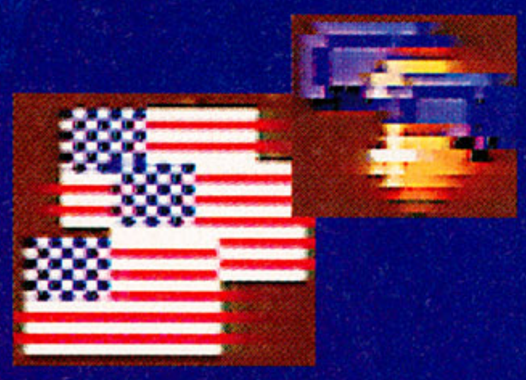
Other Cool Stuff

Power icons can spell the difference between success — and total carnage.

Grab a pair of running shoes for a boost in speed.

Collect keys to enter special areas. More than any other bonus, these take searching out.

Dog tags give you an extra life.



Collect flags and gems to save hostages — and rack up unbelievable scores.

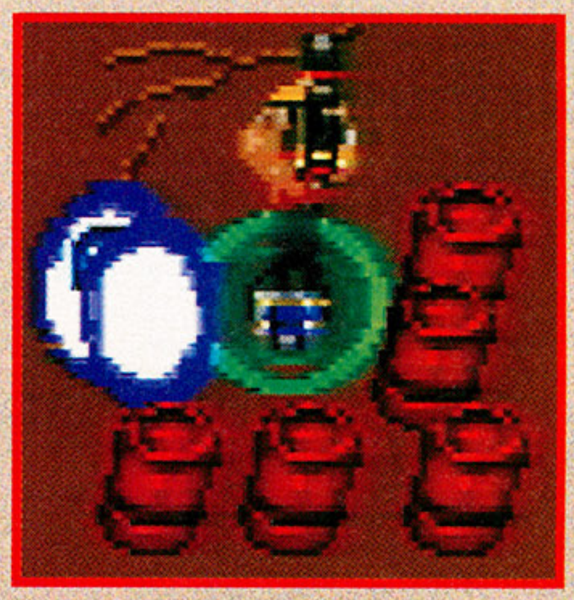
ALPHA MISSION

Your first mission is pretty simple — for the first few seconds. You're thrown into hordes of enemies quickly, so flex that trigger finger.

When you hit the shores of Kookistan Bay, take out ground forces while rescuing civilian hostages. There are *plenty* of folks to rescue, but remember that it's not your primary goal.

Swirling colored circles indicate warps that carry you to new and exciting terrain — a neat (and unusual) feature in a shooter. You can skip a lot of unnecessary battles on the first level if you use them.

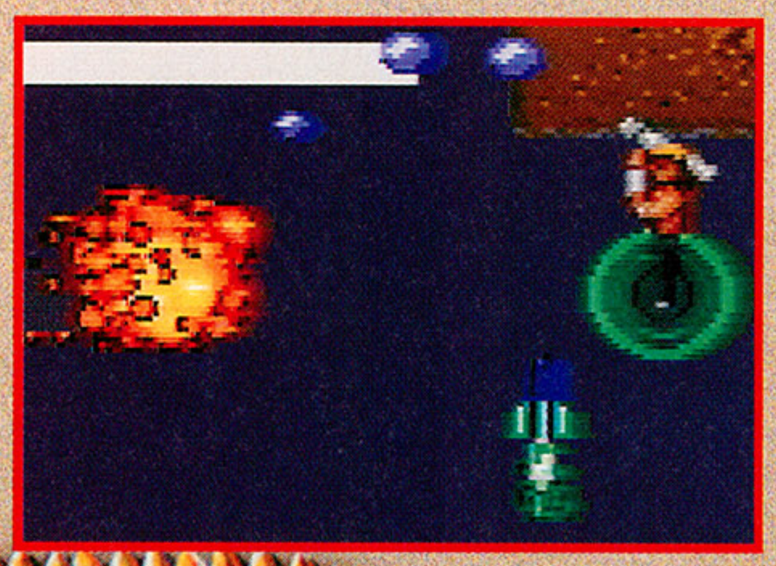
You can destroy these tanks even with your standard-issue machine gun — but hopefully you've got something stronger. Position yourself diagonally to the vehicle to avoid counterfire.



Although the grenade launcher is an effective boss destroyer, it's not much help against the heat-seeking missiles Orcus hurls. Make sure you're prepared with a quality shield.

Meet Orcus: The Mother of All Boss Monsters.

To defeat him without losing too many lives, keep an eye out for valuable shield power-ups. When your shield is activated, move in close with a time bomb at the ready. This guy is powerful — especially for a first boss.

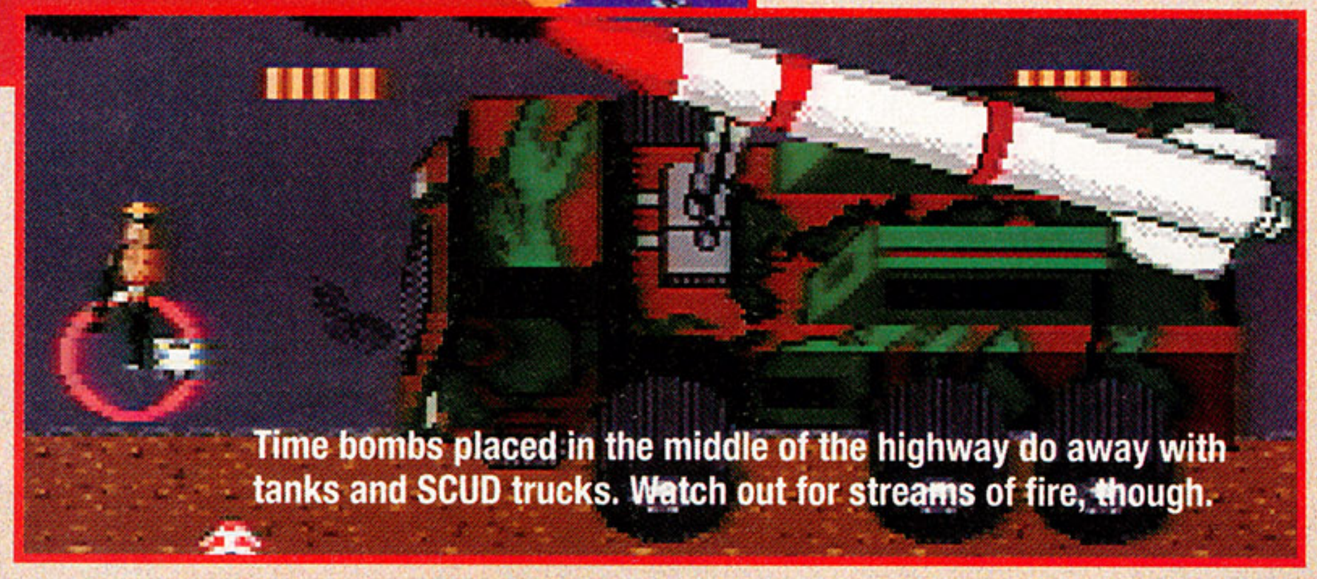


The unstable barrels of radioactive waste often explode. To keep the globs of deadly goo from flyin', use time bombs to blow them up — another reason to conserve your bombs.

BAKER MISSION

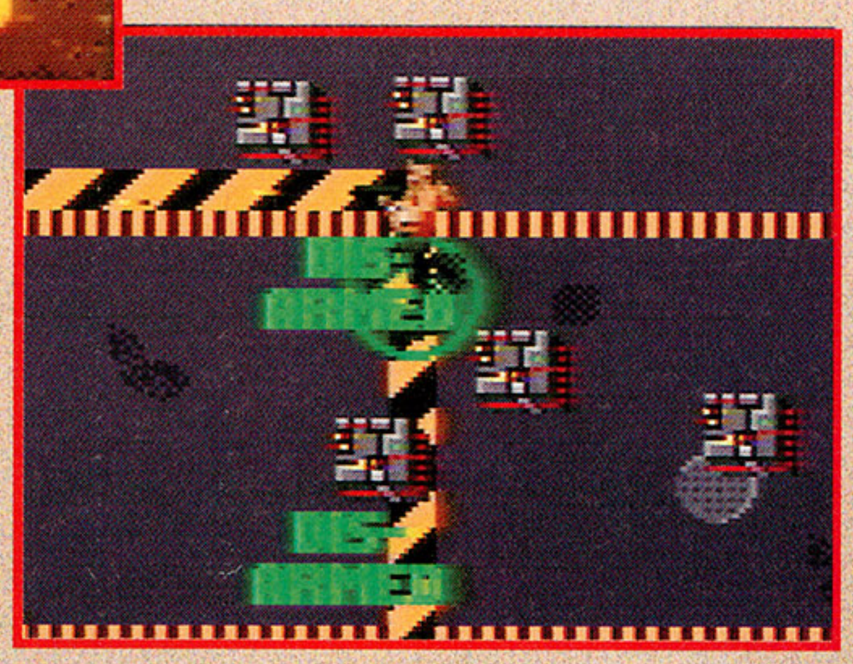
Your mission this time around is to take out General Ahkboob's air force. You've got some experience now — and this level makes you prove it.

Destroy the planes so they can't defend the bio-nuclear factory in the final level. This would be more fun if some of the planes took off instead of presenting you with a fleet of sitting ducks.

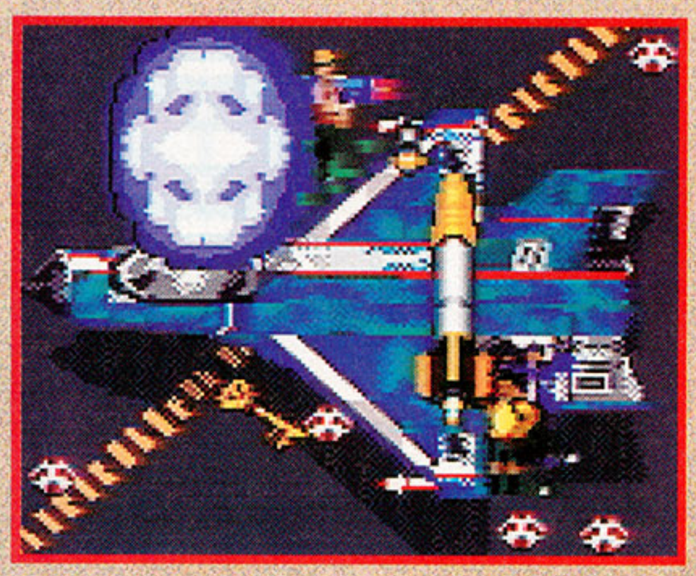


Time bombs placed in the middle of the highway do away with tanks and SCUD trucks. Watch out for streams of fire, though.

While you're on the highway, watch for power-ups to appear in the upper left. It's tough to grab them before they scroll away — you have only a few seconds, so move fast.



You occasionally find yourself locked in a room and pummeled with explosive charges. Watch their shower closely so you're able to disarm the charges in the order they fall. You have to work at blazing speed to disarm them and fight off enemies, too.



When you reach the air fields, your time bombs are replaced by tracer beams that guide allied air strikes. Place one near each sitting duck — uh, *plane*. This section's too easy, so just treat it as a respite from the action.

Warp zones found in the Baker Mission aren't as consistent as in the first level — sometimes they carry you to places you just don't want to visit.

***"Total Carnage is about staying alive while shooting everything in sight. Sure, it's generic arcade-action, but it keeps things simple for those of us who enjoy wreaking a little havoc every now and again. Arcade fans will flip for it."*—Billy**

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

⊕ Who expects detailed renderings of the 300 guys on-screen at any time?
⊖ Not up to Super NES capabilities, and there's occasional slowdown.

SOUND FX

1 2 3 4 5 6 7 8 9 10

⊕ As long as you've got your gunfire, it's not a problem.
⊖ But it could really use some satisfying explosions.

MUSIC

1 2 3 4 5 6 7 8 9 10

⊕ It's not repetitive and it doesn't detract from game play.
⊖ But all in all, it's a generic arcade soundtrack.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

⊕ Lots and lots of weapon choices.
⊖ Yeah, but you're just shooting stuff.

CONTROL

1 2 3 4 5 6 7 8 9 10

⊕ Well laid out; uses all four buttons to control gunfire.
⊖ Tough on your fingers, especially when working diagonals.

REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

⊕ Gotta love that adrenaline rush.
⊖ But even killing machines can feel the monotony.

OVERALL

77%

AH-3 THUNDER

A hotly anticipated Sega CD game arrives, and Jeff Lundrigan learns that it *almost* lives up to the hype.

SEGA CD info	
PUBLISHER	JVC
DEVELOPER	Core Design
SUGG. RETAIL	$49.95
RELEASE DATE	now available

Some people like flight sims — I live, breathe, and *eat* flight sims. But in the video-game market, they're few and far between, which is why *Thunderstrike* is so welcome. After completing that first mission, I was convinced the game was what I'd been waiting for. It flies like a dream, and everything blows up *real good*.

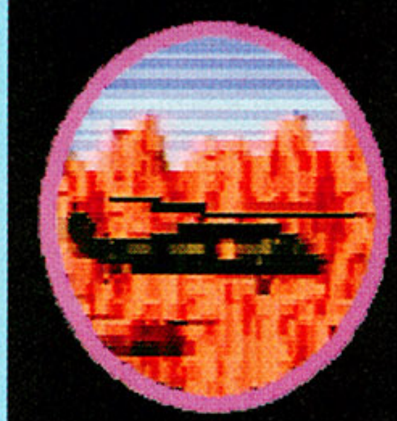
But after a while, you begin to notice that although there are a lot of missions, they're all pretty much the same: Go out and kill everything that moves. You can't access external views to see what's going on around your chopper, and the instruments and controls aren't exactly realistic, either.

But that's nit-picking. *Thunderstrike* is *incredibly* addictive, and the fact that you can jump right into the action makes it even easier to get hooked. So it's not a flight sim after all — no big deal. It's still hard-core action at its finest.

Visit the Hot Spots

Alaska: A bio-research facility has been captured by hostile forces — this could be *bad*!

East Europe: Ethnic conflicts have endangered a medical-supply convoy. See to it that the medicine arrives safely.



Middle East: The evil ones have holed up at the end of a desert canyon. Provide escort and aid to the friendly forces to crack them out.

Central America: A civilian town is being held by guerrillas. Get in there and save 'em!

Middle East: Ah, oil — the only black sludge on the planet worth killing for. Liberate a captured refinery.

South-east Asia: A rebel faction is using chemical warfare. Stop them and eliminate the unethical weaponry.

Panama Canal: There's a war going on, and this area is caught in the middle!

South America: Put the kibosh on some unscrupulous arms' smugglers.

South America: Rescue a downed Stealth pilot and keep top-secret technology from falling into unfriendly hands.

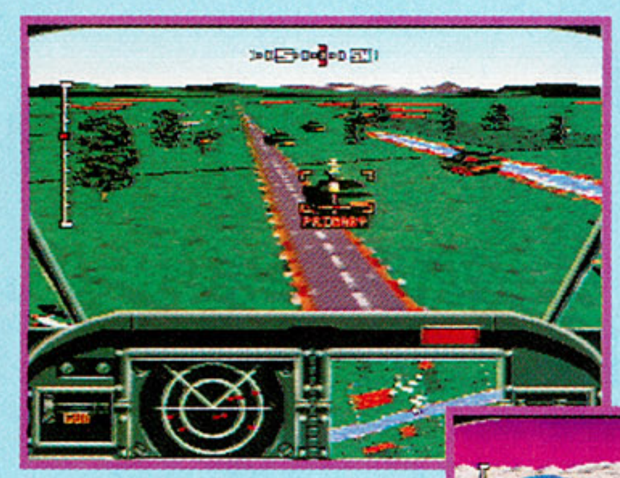
South China Seas: A gang of pirates is harassing civilian shipping. Bad pirates, *bad*!

game specs

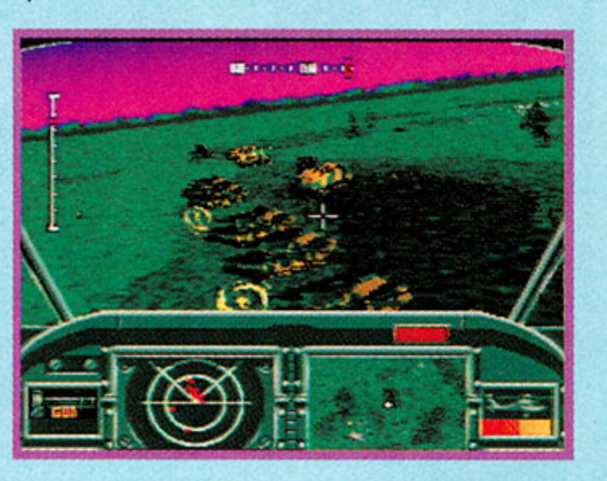
GENRE	flight sim/action
PLAYERS	1
LEVELS	50 missions
DIFFICULTY	adjustable
SAVE FEATURE	after each mission
MEGS	not applicable

STRIKE

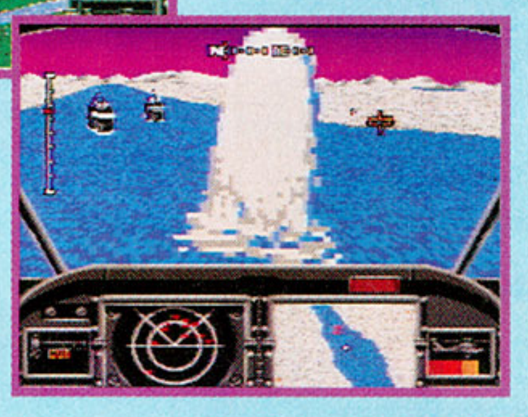
GAME PLAYERS ULTIMATE

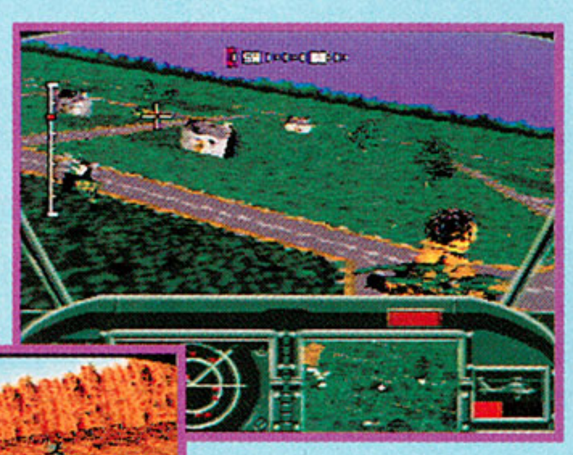


Your enemies are a vicious bunch. Don't expect these tanks to stay put — they advance on your position and wipe out your base!



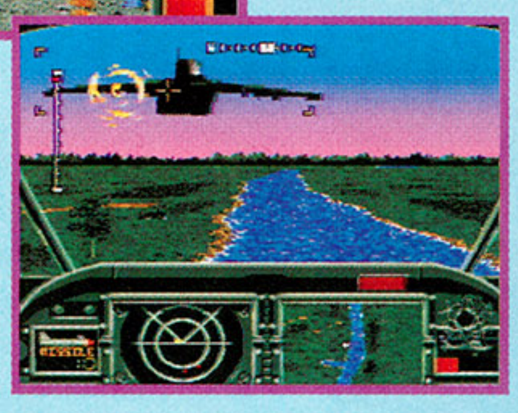
Although the missions are similar, at least you fly over a variety of terrain: jungle, desert, water, ice, and so on. Each is *very* nice looking ... and *chockful* of enemies!





Urban settings are nice, but most impressive of all is the view you get precision-flying through a narrow canyon to knock out an enemy base.

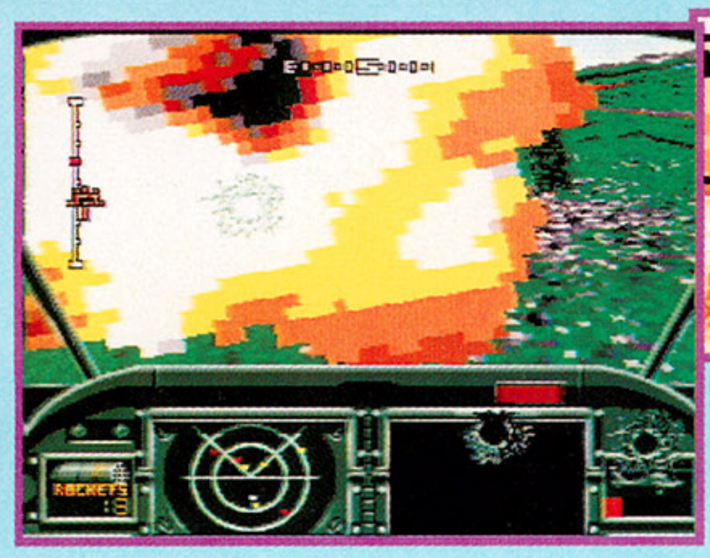
The most dangerous enemies, though, are the ones in the sky. Attack jets are tough to shoot down, and they *never* stop coming.

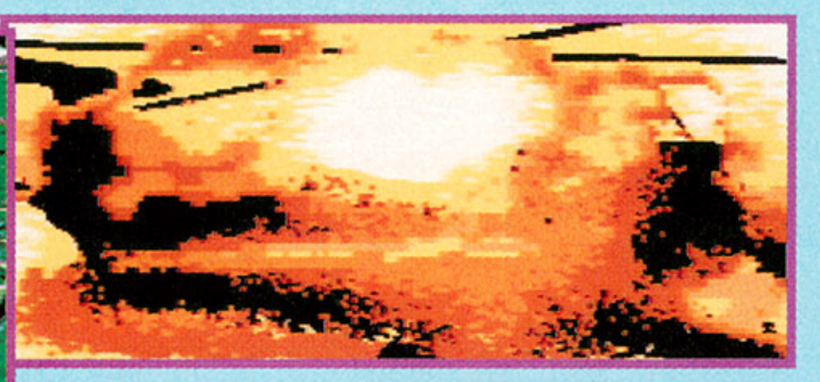


A Second Opinion

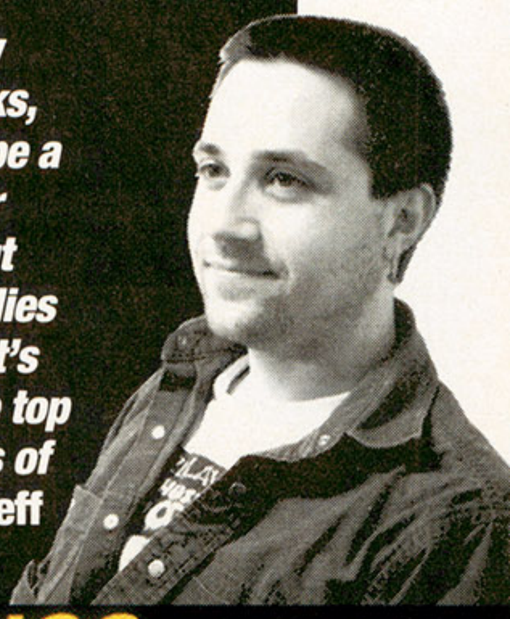
"Although I agree with Jeff almost totally, as a pure action addict, I'd have rated *Thunderstrike* slightly higher. Throw away your ethics and dive into the first flight sim with a four-digit body count." — **Chris**

Enemy choppers, on the other hand, are a treat. You can actually dogfight them — your missiles make 'em easy pickings.





But this ain't no cakewalk. With missiles and AAA fire coming from all directions, you're turned into a smoking hole in the ozone if you're not careful!



"It has a few annoying quirks, and it may not be a true chopper simulator, but Thunderstrike *flies like a dream. It's easily one of the top Sega CD games of the year."* — **Jeff**

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

⊕ Cinema screens are nicely done, as are the *amazingly* smooth flying and fiery explosions.
⊖ Things look a little blocky when they're up close.

SOUND FX

1 2 3 4 5 6 7 8 9 10

⊕ Digitized voices, gunfire, and loud explosions — *this* is battle.
⊖ There aren't enough effects, and they get repetitive after a while.

MUSIC

1 2 3 4 5 6 7 8 9 10

⊕ You get solid, CD-quality sound.
⊖ The *Top Gun* wannabe soundtrack gets really old ... really fast.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

⊕ There's liberal use of animation, plus a lot of really well-done battlefields.
⊖ Noexternal views : You can't even look left or right out of the cockpit.

CONTROL

1 2 3 4 5 6 7 8 9 10

⊕ It's a breeze to fly.
⊖ Target selection can be awkward and frustrating.

REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

⊕ With 40+ missions and three difficulty settings, it keeps you coming back.
⊖ There isn't much variety in mission style.

OVERALL

90%

SUPER BATTL

Doug Brumley finds this sequel delivers high-powered action, with more enemies, more weapons, and more challenge than its predecessor.

SNES info

PUBLISHER	Absolute
DEVELOPER	Absolute
SUGG. RETAIL	$59.95
RELEASE DATE	now available

So you've finished *Super Battletank*, but you've still got some fight left in you. What's next? Well, now you can further sharpen your skills against legions of enemy forces in *Super Battletank 2* for SNES (a Genesis version is also on the way).

Super Battletank 2 puts you inside a 63-ton metal armory and takes you on 16 missions — if you make it that far — in which you face everything from SCUD missiles to armored assault helicopters. But you're armed to the teeth with weapons ranging from laser-guided missiles to 120mm cannon shells. You can also defend yourself by laying down smokescreens and calling in air strikes. Allied supply depots are located throughout the battlefields and allow you to take part in the three "R's" — restocking, refueling, and repairing.

As expected, each mission is harder than the one before, with more minefields and smarter enemies. Your rank increases after every four missions, and you receive a password for your pains. But it takes more than passwords to make it through this game — you need quick reactions and superior driving skills, too. Oh, and one other thing: Your country's fate lies in your hands. No pressure, huh?

game specs

GENRE	action/simulation
PLAYERS	1
LEVELS	16
DIFFICULTY	medium
SAVE FEATURE	password every 4 levels
MEGS	16

At Your Disposal...

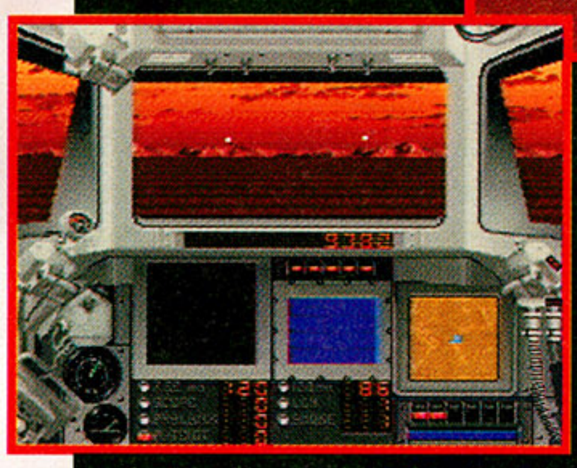
No one expects you to head out unprepared, so your tank holds the right mix of weapons for the mission ahead. But your supply is limited, so prudent use is required to prevent running dry at the most critical moments.

The 7.62mm machine gun, along with the 120mm cannon, is a stock weapon. It eventually brings down the most heavily armored foe, but you won't win any speed contests.

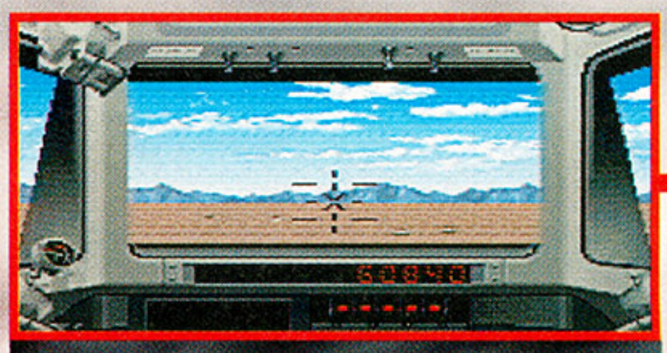
The 120mm cannon is an extremely powerful weapon that has a long range and is effective against ground targets. Aim it carefully, though.

With its rapid-fire capability, the phalanx high-speed machine gun is much more effective than its 7.62mm counterpart. Unfortunately, however, you don't have a liberal supply of ammo.

Once you lock on your target with laser-guided missiles, just fire and watch the fun. It's effective against all enemies, but save 'em for helicopters and armored assault choppers.

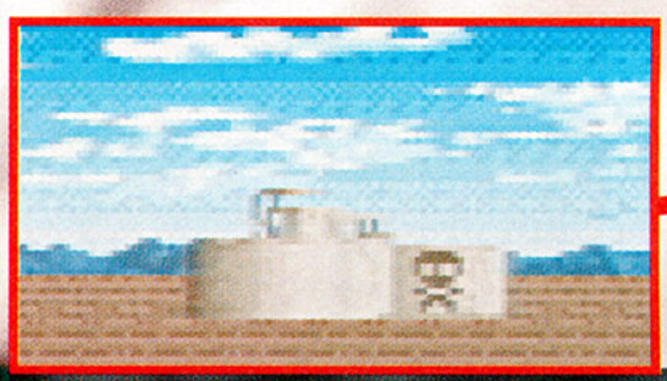


The hardest part of the game is bringing down SCUD missiles headed toward your allied depot. It's a meticulous exercise to select "Patriot" from your weapon screen, scramble into position in the same quadrant as the mission, then press A to fire. Make it easy on yourself and go after the SCUD launchers before taking on anything else.

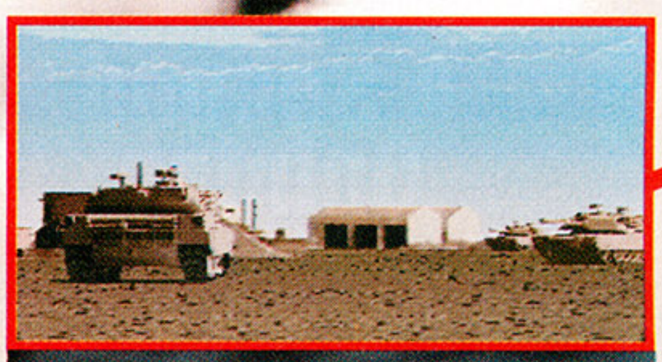


Stumble into an anti-tank minefield and you may never make it back out. Proceed cautiously and clear a path with your machine guns.

You come across quite a few Soviet T-72 tanks, but you should be able to take out these crafty foes with several well-aimed shots from the 120mm cannon.



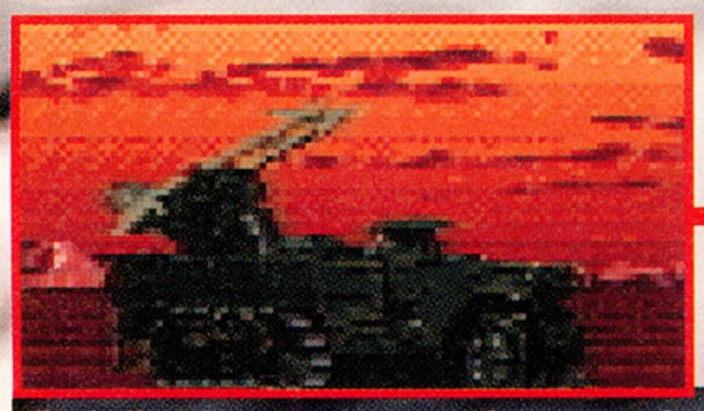
These chemical dumps are easy targets — and they blow up really well! They're usually guarded by a tank or chopper, and in later missions a machine gunner tries in vain to protect the structures.



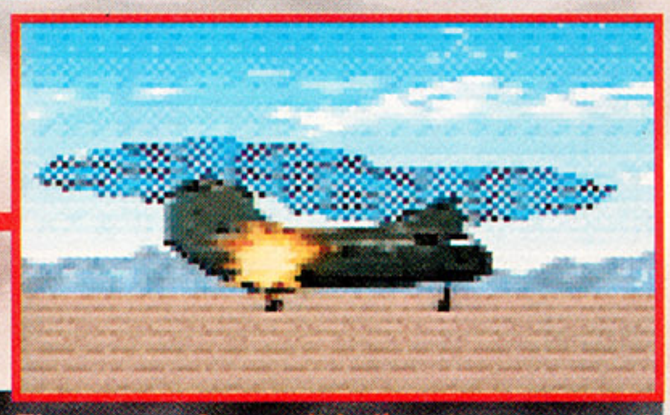
These allied supply depots make the game much more enjoyable, since you can retreat to the bases when things really look grim.

Early in the game, the Soviet Mi-24 helicopters follow a very predictable pattern. But they get quite sneaky in later levels and can easily do you in.

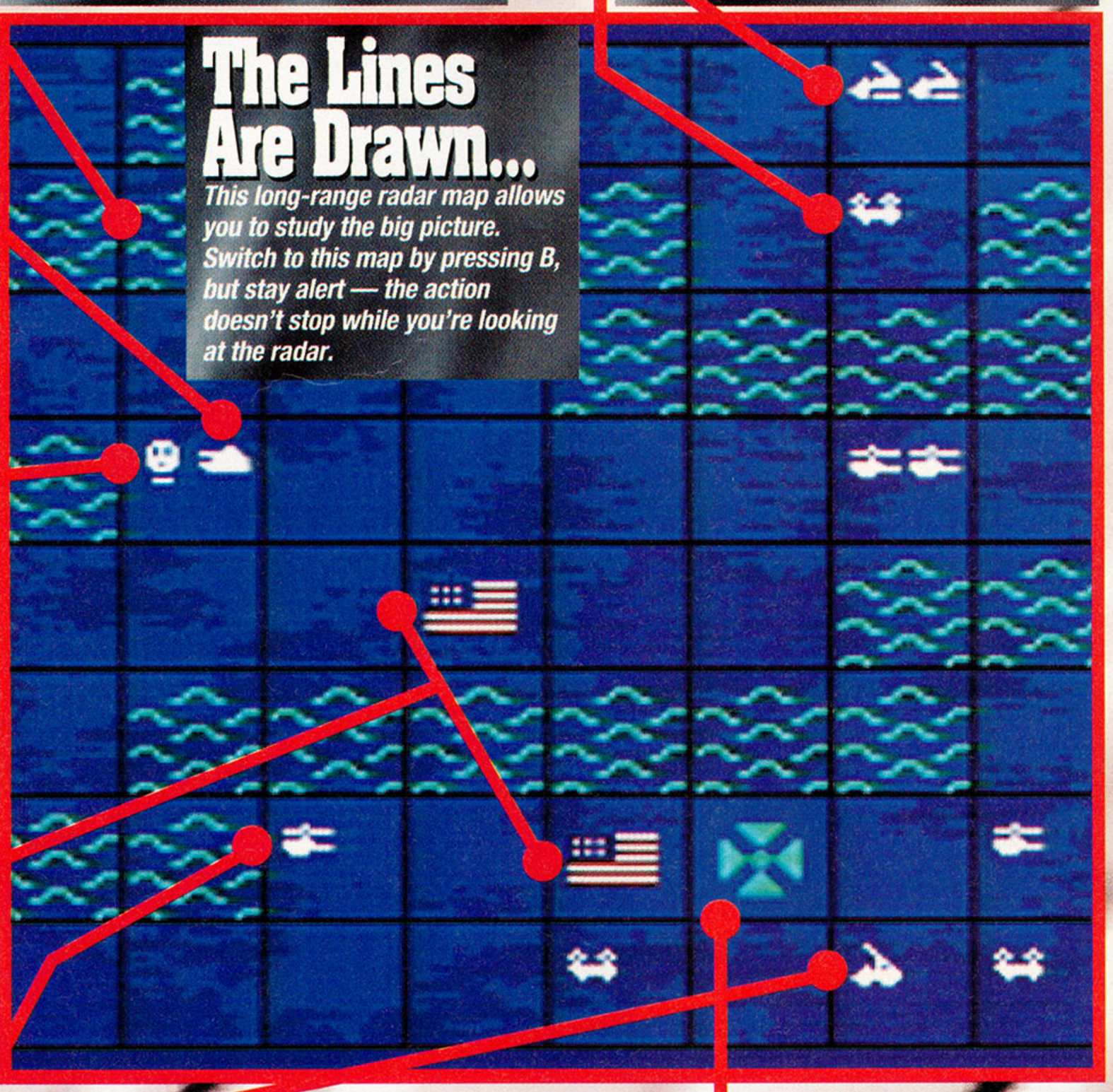
ETANK II



The halftrack enemy seems to have no real purpose other than serving as a nice target. He fires a few shots and moves around a little, but he doesn't pose much threat or challenge.



The armored assault helicopters come out firing, so let them have it early with a laser-guided missile. Their wide bodies provide a nice big target.

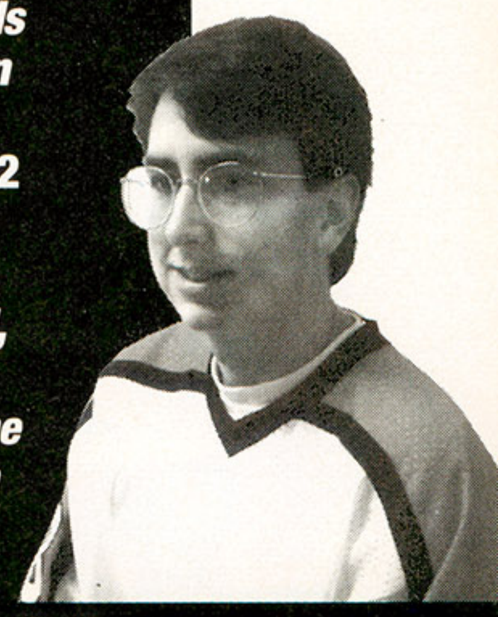


The Lines Are Drawn...

This long-range radar map allows you to study the big picture. Switch to this map by pressing B, but stay alert — the action doesn't stop while you're looking at the radar.

SCUD missile launchers are sitting ducks, so head for them first. Don't let them get a chance to take out your allied base.

Once you've finished off all the enemies, the location of the enemy stronghold appears on the long-range radar. You'll be operating the machine gun and cannon from the top turret as you approach, facing waves of enemies, too. Take a better look at the battlefield from this screen, then hop back inside your tank and take on the stronghold itself — an easy task compared with what you had to accomplish to get there.



"Who says sequels aren't better than the original? Super Battletank 2 has more of everything than the original. Still, the action gets repetitive after the first eight or ten missions."
— Doug

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

- ⊕ Very smooth scrolling images, both during the action and on cinema screens.
- ⊖ Cockpit controls limit your vision of the landscape to three small windows.

SOUND FX

1 2 3 4 5 6 7 8 9 10

- ⊕ Realistic weapon and tank sounds make the game even more enjoyable...
- ⊖ ... but the sounds get really old after the first two or three levels.

MUSIC

1 2 3 4 5 6 7 8 9 10

- ⊕ The tunes fit the military, warlike style of the game very well.
- ⊖ Instead of livening up in-tank action, there's music only between missions.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

- ⊕ The 16 missions include a wide variety of battlefields and lighting conditions .
- ⊖ There are limited passwords and only one life per game.

CONTROL

1 2 3 4 5 6 7 8 9 10

- ⊕ Controls make the tank a breeze to drive, and finishing off enemies almost as easy.
- ⊖ Too many weapon choices make it difficult to pick the correct one in a crisis.

REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

- ⊕ The game is challenging enough to keep you coming back without frustrating you.
- ⊖ The game may have worn out its welcome by the time you finish all 16 (count 'em, 16!) missions.

OVERALL

72%

Turn & BURN

Chris Slate took a break from fighting games to try one of Absolute's new war sims. Once he stopped trying to Dragon Punch the enemy Migs, he really got into it.

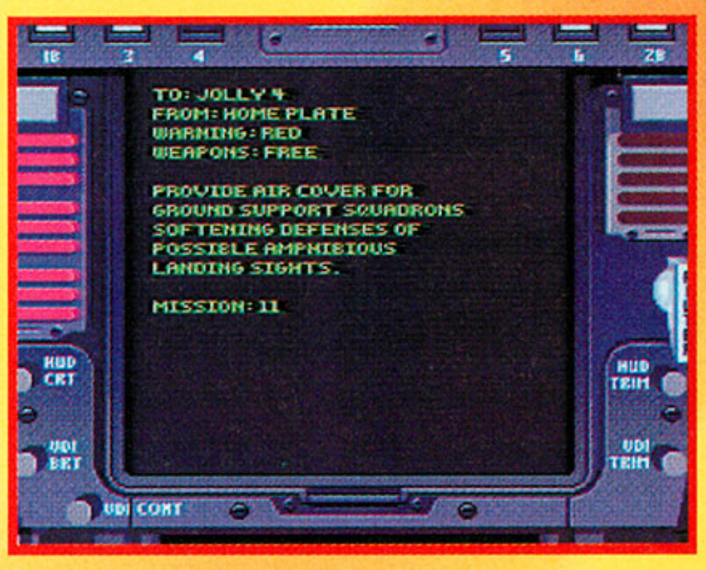
SNES info	
PUBLISHER	Absolute
DEVELOPER	Absolute
SUGG. RETAIL	$59.95
RELEASE DATE	now available

I was blown away by the flashy Mode 7 effect and rich graphics in *Turn and Burn* when I first saw it at CES last June. However, how the sim *played* remained to be seen. Was it all flash, no substance?

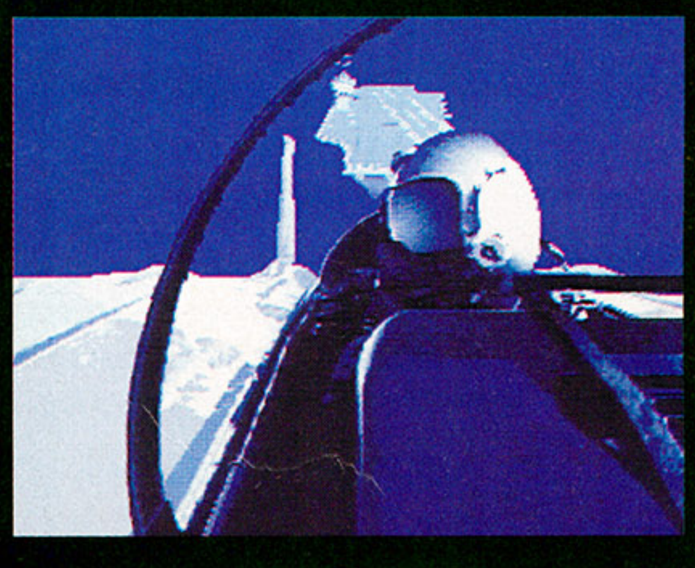
Fortunately, I was worrying about nothing, as you'll see after sitting down with the game for just a few minutes. Definitely spend some time with the instruction manual before sliding into the cockpit — there's a lot to learn about flying your Tomcat. *Turn and Burn* isn't as complex as most PC flight sims, but it's still complicated enough to give novices a small headache at first. It takes some time to learn the different systems and how to use them, even though they're logically and clearly set up.

It's worth the effort, however, because it's the little readouts and counters that make *Turn and Burn* such a good game — there's strategy to go with your action! Gamers who like to stroll through hostile areas just mindlessly blowing up masses of stuff might want to go with something that requires a little less work, such as *AH-3 Thunderstrike* for Sega CD. Only serious flyers should book a flight with *Turn and Burn*.

Press Select to bring up the overhead display that helps guide you to your targets. It's faster (and easier) to travel this way ... until it's time for combat.



Headquarters briefs you before each mission. But basically, you just get letter after letter telling you to destroy more and more planes.



TAKE OFF!

As each mission begins, steer off the carrier deck. Unfortunately, it's too easy to do — a little more hands-on involvement would have added to the game.

Once an enemy is in your sights, it's important not to lose him — you can waste an awful lot of fuel trying to pin him back down.

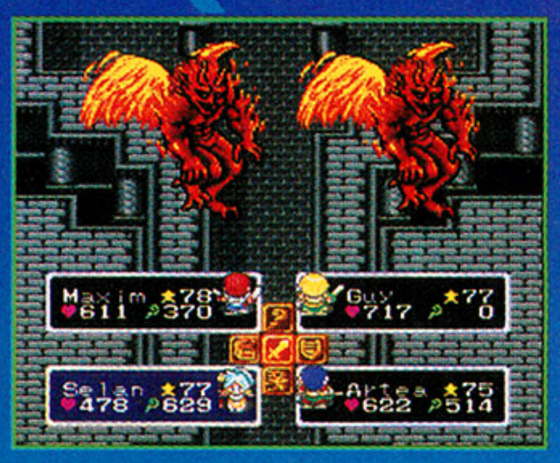
game specs

GENRE	simulation
PLAYERS	1 or 2
LEVELS	16
DIFFICULTY	medium-hard
SAVE FEATURE	passwords
MEGS	16

If you take too much damage, run out of fuel, or crash into the sea, you're automatically ejected from the cockpit. Try not to be too fast and loose with taxpayer money, OK?

Lufia
& The Fortress of Doom

A VAST RPG WORLD IN STUNNING GRAPHICS!



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A vast world to explore in this ultimate RPG adventure!
Help love triumph over the might of the Sinistrals!

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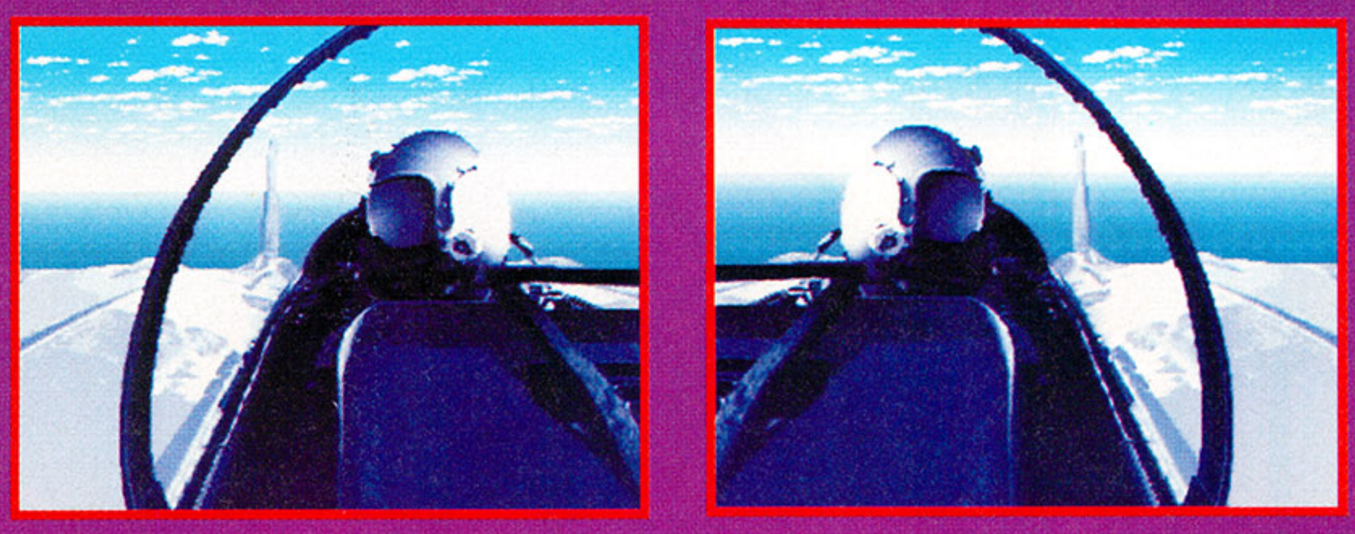
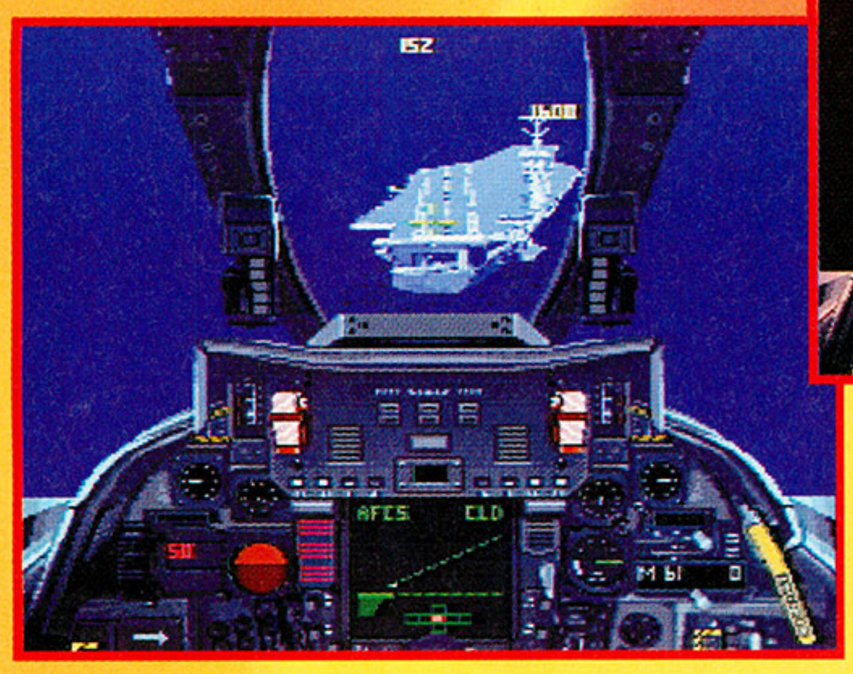
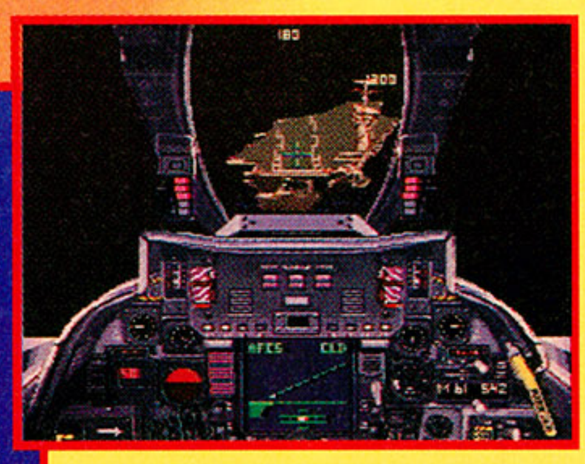
Game Players Goes To War

TROUBLE ALL AROUND!



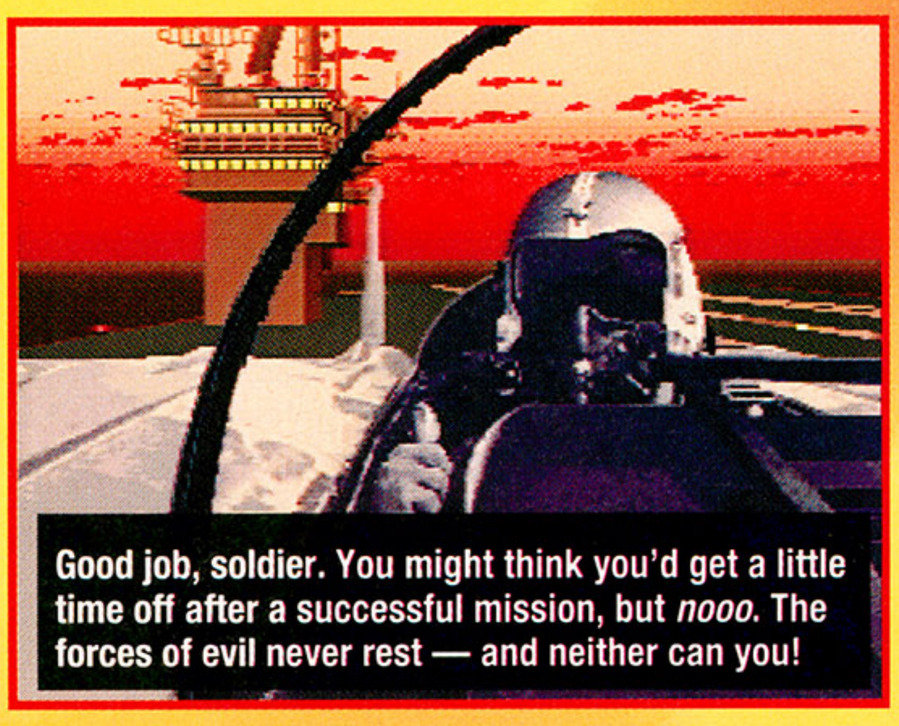
Although it would be nice if enemy Migs occasionally just flew by and posed while you shot them, you thrive on the challenge of a good fight. Use your external views to keep an eye on sneaky pilots who try to blast you from behind.





Landing your fighter back on the carrier might be a little tricky the first few times, but after that it becomes far too easy. The only time you might run into trouble is if you're low on fuel.

Bull's-eye! You get visual confirmation of each kill, even if the enemy has moved out of your line of sight.



Good job, soldier. You might think you'd get a little time off after a successful mission, but *nooo*. The forces of evil never rest — and neither can you!

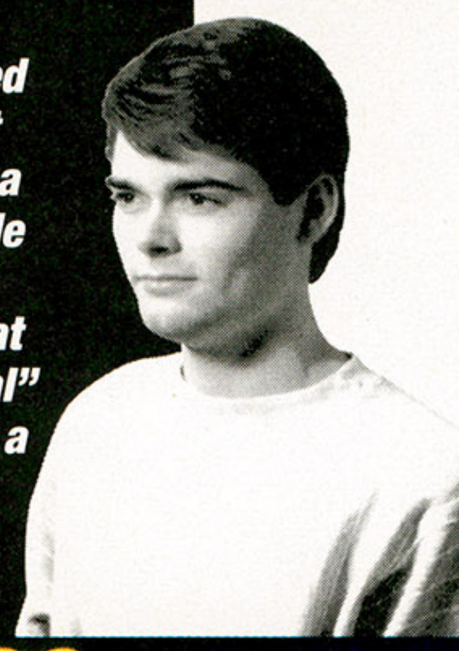
KNOW YOUR RADAR

The Pulse Doppler Search displays a wide, long-range, overhead view of the area in front of you.

The Detail Data Display shows the altitude and horizontal positioning of any enemy in front of you.

The Track While Search operation doesn't have a long range, but it gives you a complete 360-degree overhead view of your Tomcat.

"It's not as detailed as most PC flight sims, but it's still a great effort. Arcade fans should take note, however, that this game is a "real" combat game, not a blast-em-up."
— Chris



RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

⊕ Digitized jets n' stuff look good, as do visuals such as passing through clouds.
⊖ There's not much to see over the ocean — the sky can be only so many colors.

SOUND FX

1 2 3 4 5 6 7 8 9 10

⊕ Stuff like the engine "hum" is cool, especially in stereo.
⊖ Many sounds are standard effects, and lack a certain dynamic "punch."

MUSIC

1 2 3 4 5 6 7 8 9 10

⊕ The battle march theme really fits the game.
⊖ It also gets a little dull. You need more exciting tunes for combat.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

⊕ The control systems help, and external views and landings are cool...
⊖ ...but landing in the ancient NES game *Top Gun* was more challenging.

CONTROL

1 2 3 4 5 6 7 8 9 10

⊕ For the most part, your plane flies and handles like a real Tomcat must.
⊖ In later levels, trying to center on an enemy fighter can get pretty frustrating.

REPLAY VALUE

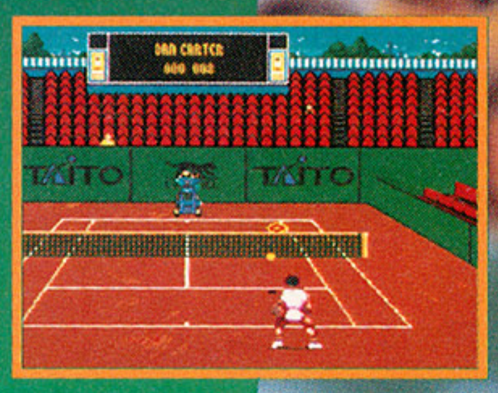
1 2 3 4 5 6 7 8 9 10

⊕ It looks great, plays good, and the two-player mode is a great addition.
⊖ Its greatest weakness is lack of variety — you blow up more and more fighters in level after level.

OVERALL

82%

EXPERIENCE REAL CHAMPIONSHIP TENNIS!



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Product Information Number 232

review

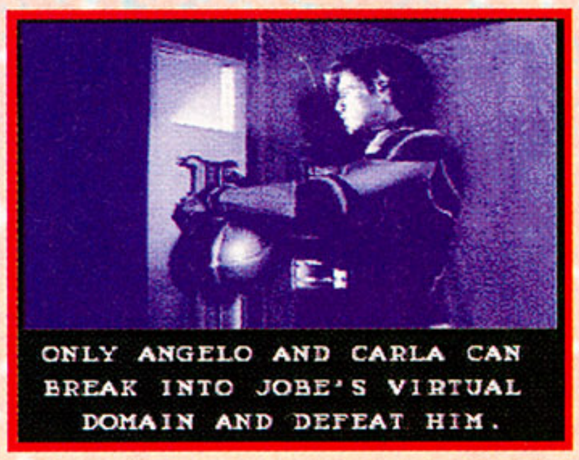
VR fan Vince Matthews immersed himself in *Lawnmower Man* to bring you the scoop on a game that breaks the boring mold of side-scrolling action games.

THE LAWNMOWER MAN

SNES info

PUBLISHER	THQ
DEVELOPER	The Sales Curve
SUGG. RETAIL	$54.95
RELEASE DATE	now available

As Sega's VR gear brings the world of Virtual Reality to video games, Super Nintendo players may feel that technology is passing them by. But SNES (a Genesis version is also available) players who crave VR excitement can satisfy their cyber-appetites with THQ's *The Lawnmower Man*. Granted, it's no excursion into a "complete" virtual world, but it's as close as you can get on Super Nintendo without any headgear.

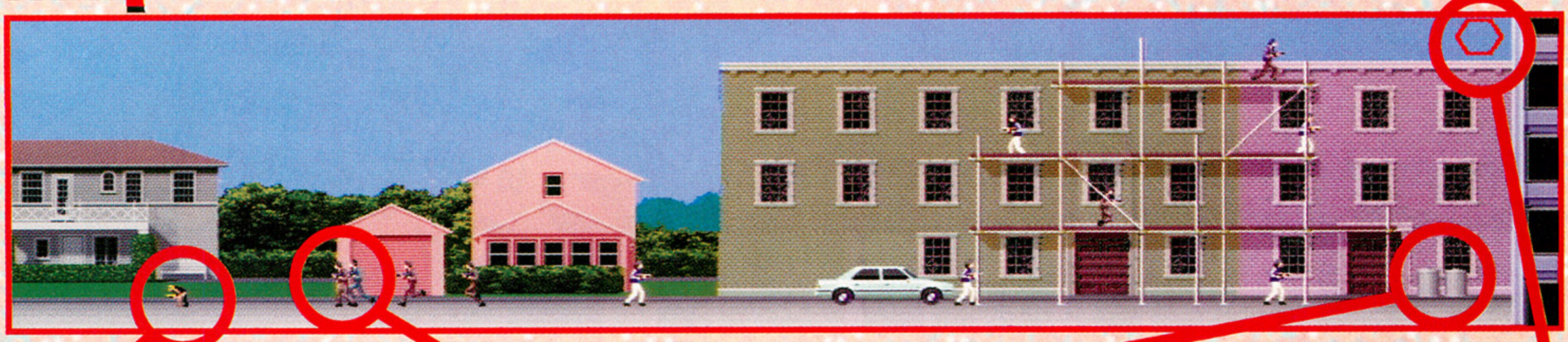


Choose from either Angelo or Carla — unfortunately, you can't be Jobe.

The game, based on the 1992 movie of the same name, begins in suburbia. As either Dr. Angelo or Carla, you must stop Jobe before he wreaks havoc on an interactive highway. *The Lawnmower Man* begins as a side-scroller, but the highlights are cool Mode 7, first-person, VR-like flying sequences and challenging I.Q. puzzles.

Although retailers shy away from products that don't fit a certain niche, The Sales Curve, did some neat stuff with this cart. You may have to hunt it down, but be sure to take a look — it deserves some attention.

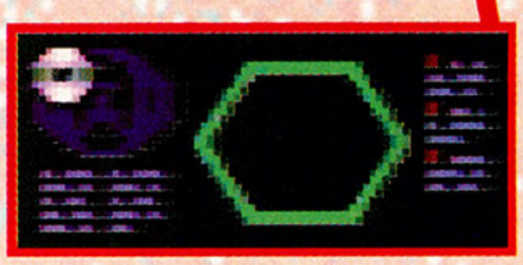
Map of Suburbia



Aggravating monkeys have been driven mad by cyberdreams.

To avoid annoying guards from Virtual Space Industries, stay low and keep firing.

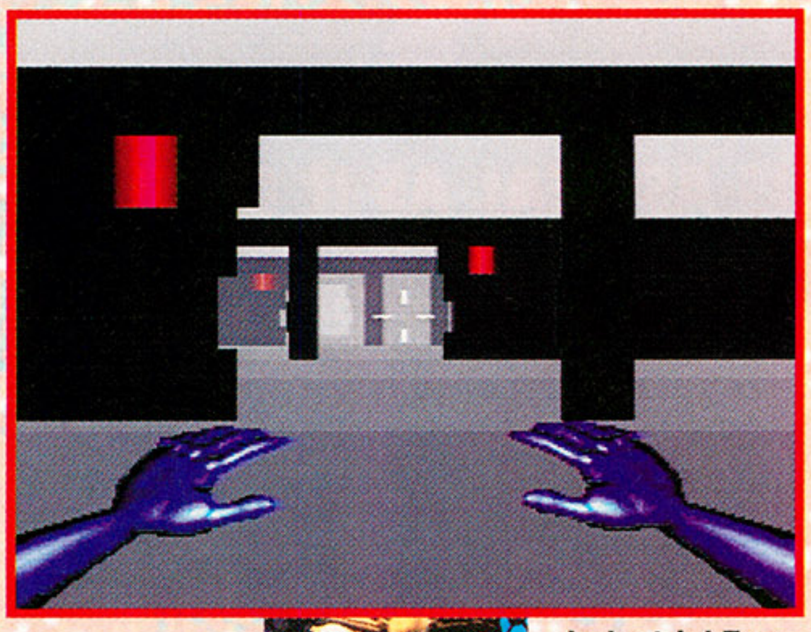
Pick up cyberdiscs to increase your data intake and to help you collect cybersuits vital in sustaining life.



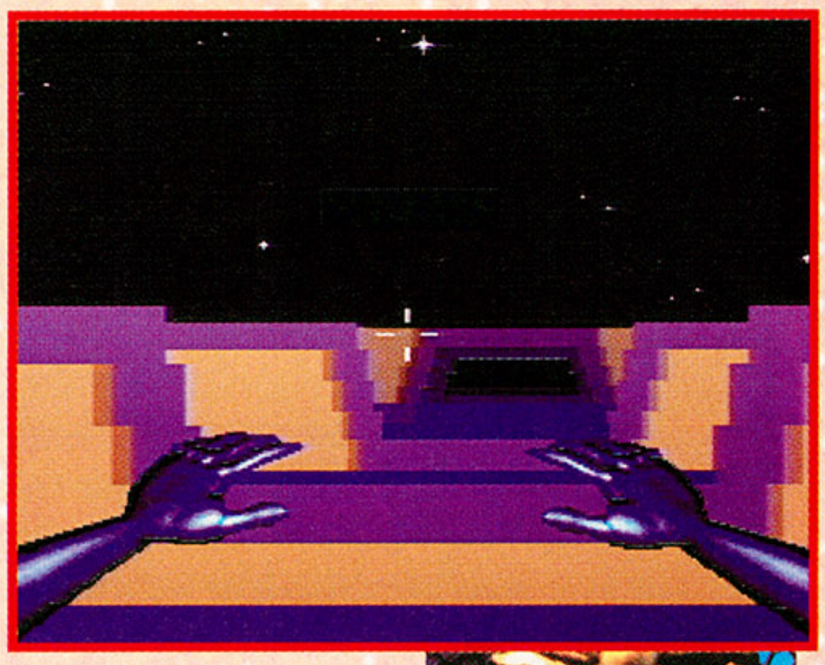
The access light must be green to enter a VR world.

VR Worlds

You must access several VR worlds to reach Jobe. These simulated flying sequences set *The Lawnmower Man* apart from other platform games.



Industrial Zone



Virtual Atlantis

game specs

GENRE	action-adventure
PLAYERS	1 or 2 simultaneous
LEVELS	12
DIFFICULTY	medium to hard
SAVE FEATURE	none
MEGS	8

WAGE DEADLY ATTACKS TO KILLER TECHNO TRACKS

It's hypersonic battle action with a mind-blowing techno beat as you jockey to out-maneuver, out-think and out-gun the gruesome mutant BioMetal race and destroy its virulent breeder colony. Bristling with hostility and awesome firepower, BioMetals stand on the very brink of total galactic domination.

To avert total destruction, you've got to think as fast as you fire...and conserve valuable energy for the final confrontation. Blasting away to hot, cutting-edge techno tracks composed by the world renown techno group 2 Unlimited, it's all-out combat through five hellacious levels in lethal alien worlds.

"...One of the years best and hardest shooters ...Shooters have rarely had it so good "

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.0	5.0	ADV. Advanced

As Seen in GamePro Magazine

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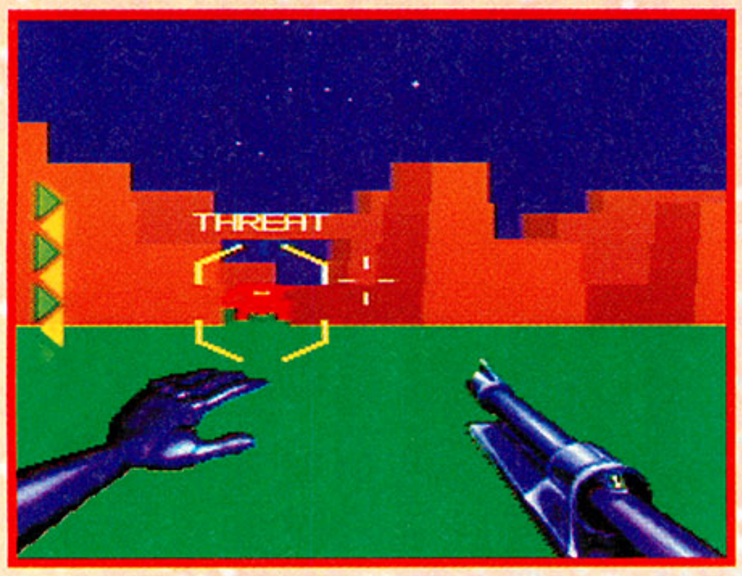
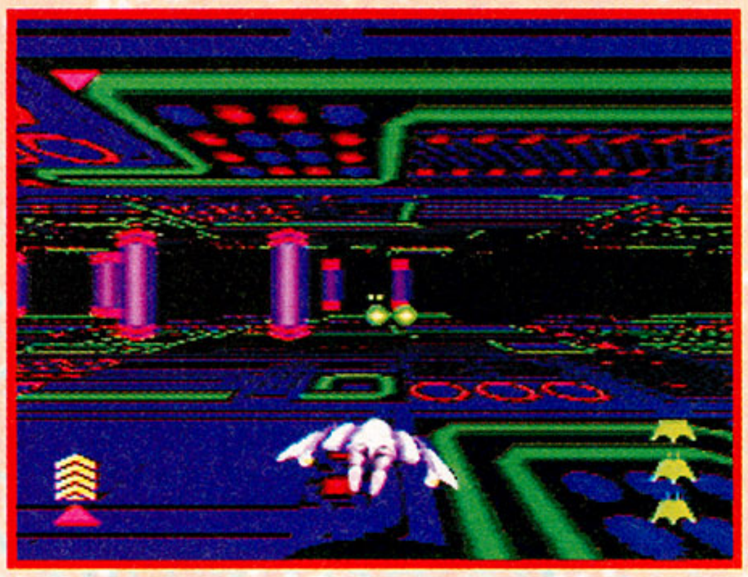
VR Worlds

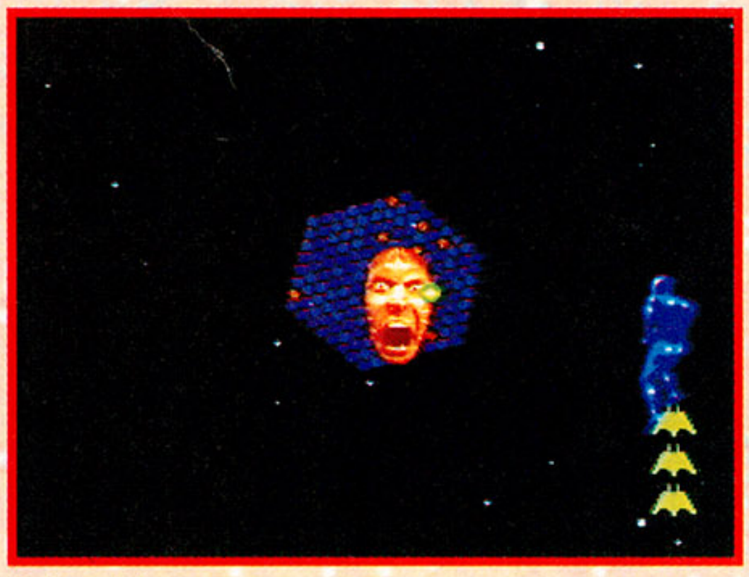


The Monkey Cam (CyberWar Zone)



CyberRun

CyberTube (VSI Security)



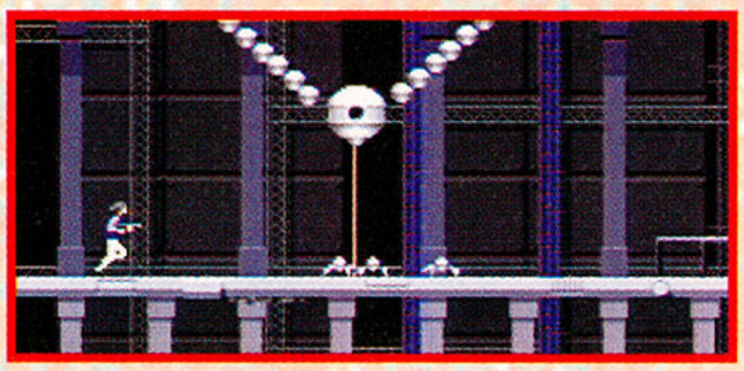
CyberJobe

Bosses, Bosses, Bosses

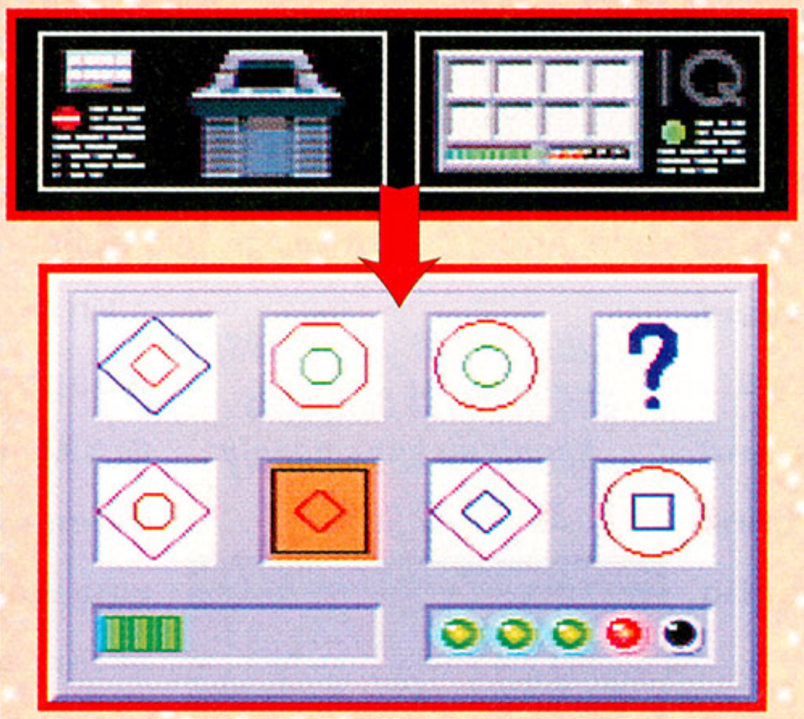
Part of *Lawnmower Man's* challenge is its variety of interesting bosses.

The Truck — a roving experience.

Is that the Human Torch from the Fantastic Four? No, it's Jobe using energy to be a real firebug.

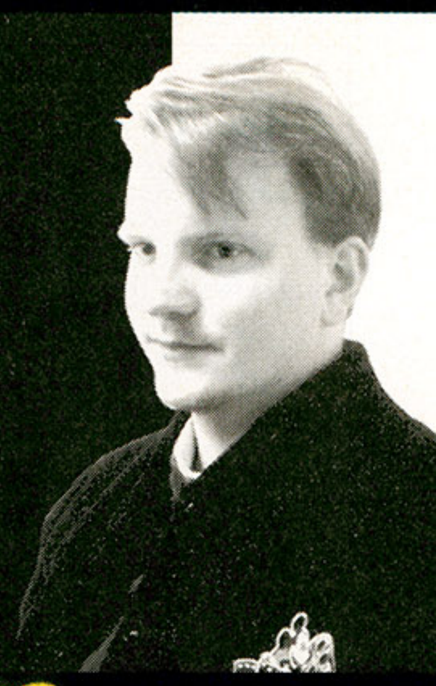


Both the detail and animation of the Spider Boss are spot on!



Computer terminals offer players challenging I.Q. tests.

CyberJobe is free in the system!



"This solid title features such a variety of game play that it shouldn't be overlooked."
— Vince

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

+ Cool Mode 7, colorful VR sequences, and highly detailed backgrounds & bosses...
− ...hurt by side-scrolling sequences with small characters and flat backgrounds.

SOUND FX

1 2 3 4 5 6 7 8 9 10

+ There are some interesting noises, and Jobe's effects are kinda neat.
− All in all, there aren't as many sound effects as there should be.

MUSIC

1 2 3 4 5 6 7 8 9 10

+ The backing tracks are by an actual techno group called REAL...
− ... but it's sub-pop that sounds the same level after level.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

+ You can power-up different ways, and on-screen info helps you out.
− An option to play just the VR bits would have been great.

CONTROL

1 2 3 4 5 6 7 8 9 10

+ The player feels well connected, and the controls are sensibly laid out.
− The on-screen character slides around when running.

REPLAY VALUE

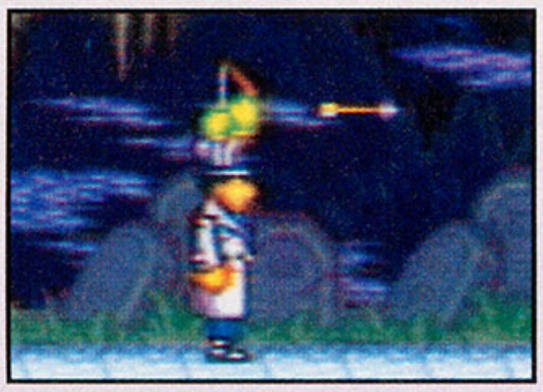
1 2 3 4 5 6 7 8 9 10

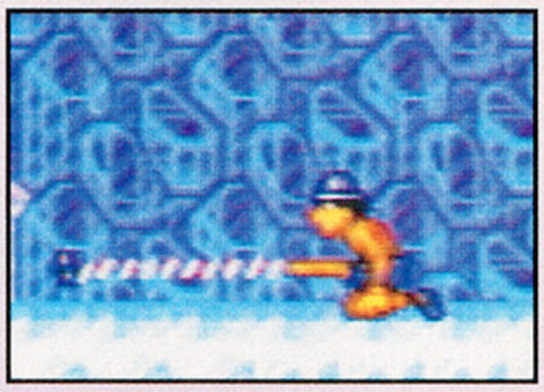
+ Even experts need a while to finish — average players may get aggravated.
− Once you've played it through, you want to go back only for the VR worlds.

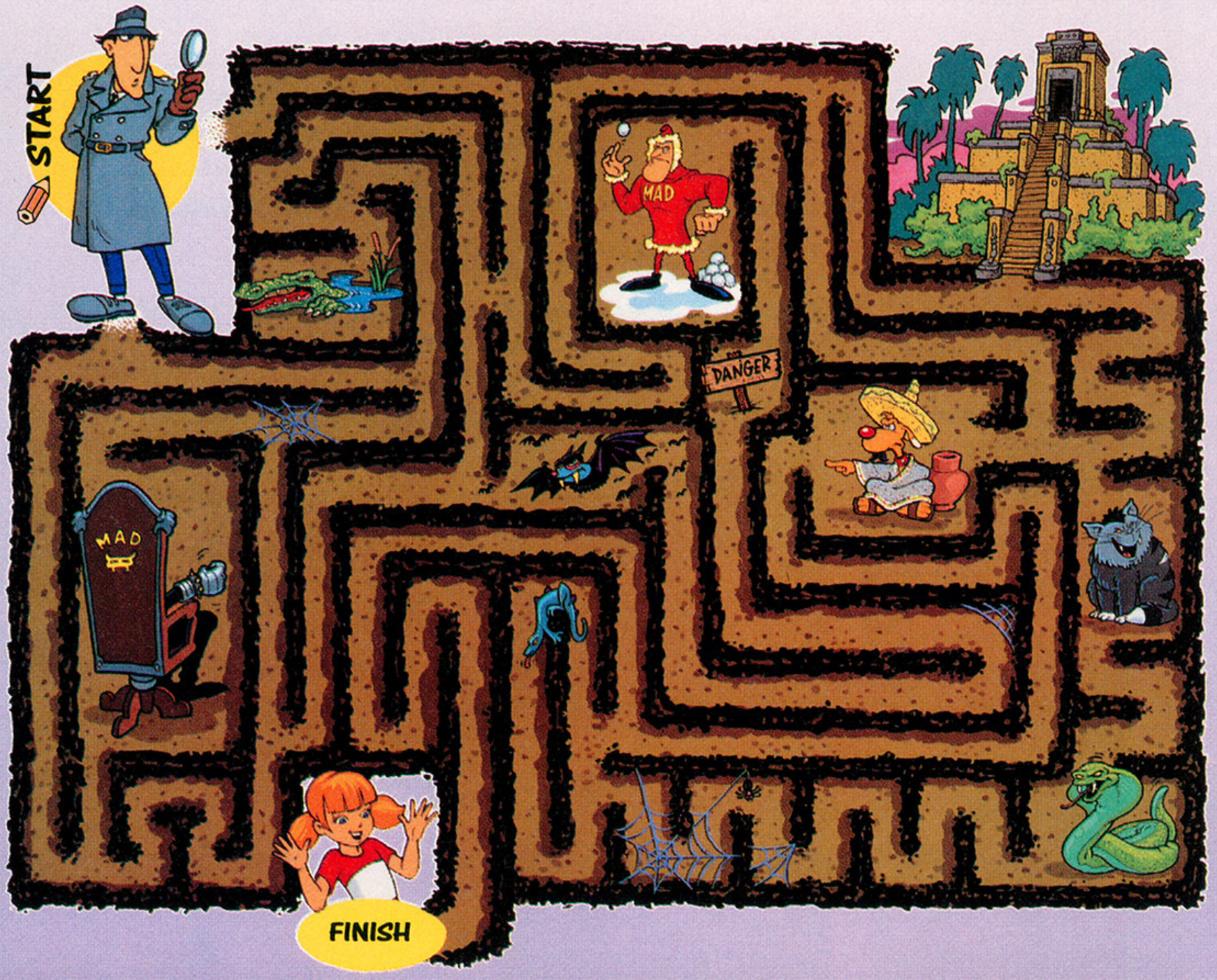
OVERALL

74%

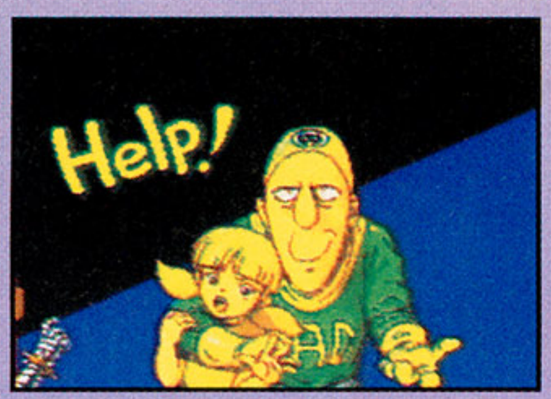
INSPECT THIS!







Join Inspector Gadget on his madcap, worldwide search for his niece, Penny. She's been kidnapped by the evil Dr. Claw and it's up to the intrepid detective to find her! Use specially designed gadgets to make your way through dozens of treacherous traps and scary scenes built by wicked M.A.D. agents. Launch self guided propellers at aerial targets, make impossible leaps with the aid of a super-stretch arm, and fly off a cliff with a custom helicopter! Plenty of surprises await you both in the action-adventure game of the year!



- Find invisible items with a high-powered magnifying glass!
- Travel from the Swiss Alps to the sun baked sands of Egypt!
- Get valuable clues and items from trusty Brain!
- Finally see the face of Gadget's oldest foe—Dr. Claw!

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Product Information Number 170

Disney's Aladdin

After the hoopla about the Genesis version, pressure was on Capcom's Aladdin. Jeff Lundrigan finds that SNES owners have reason to celebrate ... but not to be smug.

SNES info

PUBLISHER	SNES
DEVELOPER	Capcom
SUGG. RETAIL	$69.95
RELEASE DATE	now available

The Sega Genesis version of *Aladdin*, developed by Virgin Interactive in cooperation with Disney, blew us away with its dazzling Digicel animation (see November 6#11). We didn't see any way that a third-party game could compare. But I'm happy to say we were wrong.

Capcom's *Aladdin* crackles right along. OK, so it doesn't have Digicel animation, but it's still got plenty of smooth moves and personality. In fact, every friend and enemy you encounter has so much character that it's easy to get distracted and die trying to watch it all. The game's final boss is especially impressive — even better than the Genesis version!

The only down side is its level of challenge: The game's relatively easy until you reach the last couple of bosses. Since the game would naturally have a lot of appeal to younger players, this is probably appropriate — but it left me wanting more.

Like the Movie? Like the Game!

Almost every character from the movie pops up somewhere, although most are just decoration. Abu, for example, almost always follows Al around — but he never does anything to help! To be fair, though, Aladdin captures the cartoon's tone, including a magic carpet ride in which Al and Jasmine pick up bonus gems.

The game includes plenty of storyboard screens, which add a lot to the between-stage exposition. You can also skip them if you want — the best of both worlds.

game specs

GENRE	action
PLAYERS	1
LEVELS	6
DIFFICULTY	easy to medium
SAVE FEATURE	password
MEGS	10

Palace guards dot the first three stages — but why use a sword when you can jump on an enemy's head? Welcome to Nintendo Land.

When you come across a movie character, it's usually at the end of a stage.

Al and Jasmine take a ride on the carpet. It's pretty, and nothing attacks you — kinda relaxing.

There's plenty of cool detail everywhere you look. This palace guard laughs if he hits you, and gets angry if he doesn't!

Bonuses Every Round!

Who's going to argue with free stuff?

One big plus is that there's a bonus round in every stage. Just find the magic scarab — open the chest and grab!

With the spin of a wheel, the Genie awards you extra health by zapping your energy meter. He really goes ballistic when you spin up extra lives!

Most of the game is a well-designed challenge. Getting out of the Cave of Wonders is especially tricky.

All kinds of items help you out — grab this sheet, and you can almost fly!

Inside the Lamp — Outstanding!

Sure, you've seen it before, but neat touches inside the lamp include Genie-faced platforms that change expression when you jump on them, and platforms that materialize out of thin air when you're ready to hop to them.

There's a really off-the-wall world inside the Genie's lamp!

As you jump to each item, the Genie creates the next part of the path!

Fall, and he gets upset!

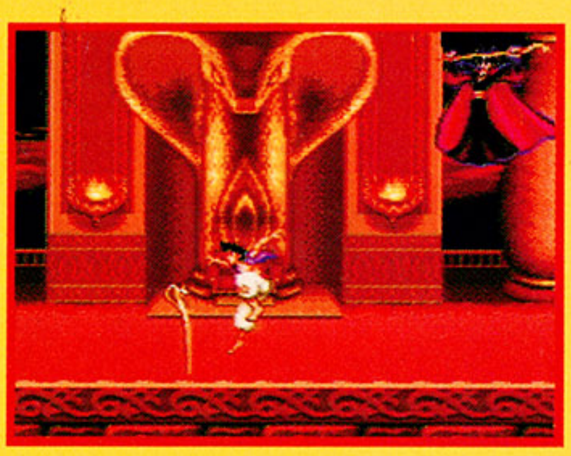
There's fire everywhere: Aladdin must dodge the flame in both the Cave of Wonders and in Jafar's palace, but he also *sets* fires by pulling down lamps and burning guards! Weird....

Grab Your One-Ups, Hold Them High!

Thankfully, you're offered plenty of extra lives — almost one per level. Of course, some are harder to reach than others, but they're replaced if you die, so it's possible to play through a stage as many times as you need to without continuing.

Some one-ups are harder to get to than others. Here are a couple of the more interesting ones.

Most of the bosses aren't that tough, especially in the early levels. But watch out for Jafar — he gets a lot meaner than he looks here! The final boss in this game is *excellent*!



***"Capcom's* Aladdin *is pretty hot. It plays great and looks even better — but anyone searching for that ultimate challenge needs to look elsewhere."*— Jeff**

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

⊕ The animation is nothing short of excellent...

⊖ ...but the backgrounds are flattish, and nothing is as well shaded as it could be.

SOUND FX

1 2 3 4 5 6 7 8 9 10

⊕ It's got 'em, and most are more than just white noise.

⊖ They're functional, but they don't leave any impression.

MUSIC

1 2 3 4 5 6 7 8 9 10

⊕ It uses tunes from the soundtrack, and the rest stay close to the cartoon's mood.

⊖ It doesn't have much presence — it sounds like it's from a music box.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

⊕ In spades! There's so much detail, you hardly know where to look!

⊖ A lot of neat stuff is window-dressing — it doesn't affect the game.

CONTROL

1 2 3 4 5 6 7 8 9 10

⊕ Most of the game is smooth and flowing — and it looks cool, too!

⊖ When Al does a handsprings , it's a *major* pain to land where you want.

REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

⊕ Takes a while to finish, and there's stuff to find even if after you have.

⊖ Experienced players will probably whip right through it.

OVERALL

85%

YOU BRING THE LIGHTNING

AH-3 THUNDERSTRIKE™

Bring terror to the terrorists. Cruise into town and rain on a guerrilla parade with your deadly whistler rockets. Send a message to drug lords, dictators, and guys named Saddam!

This ain't "Treasure Island." We're not talking eye patches and Jolly Rogers here! These pirates pack enough firepower to blast you into the stratosphere.

Don't play too soon after eating. With a dynamic 360-degree rotational universe, you'll feel like you're flying. And you'll view the destruction in grizzly detail.

Hellacious weaponry. Locking on to enemy targets is a blast when you're loaded to the blades with Vulcan cannons, air-to-sea missiles, and AFG autocannons.

Screaming out of the skies over Panama . . . Strafing pirate gunboats on the South China Sea . . . Punishing ruthless extremists in Eastern Europe.

As you take her into 10 battle missions around the world, your top-secret AH-3 ThunderStrike attack chopper won't be a secret much longer.

With full-function radar and tracking systems, and intuitive flight and weapons controls, you'd fly this chopper down the throat of the devil himself. If that's what it takes. And it will.

JVC
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SEGA CD™

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Product Information Number 145

The Ren & Stimpy Show Buckeroo$!

NES info	
PUBLISHER	THQ
DEVELOPER	THQ
SUGG. RETAIL	$45.99
RELEASE DATE	now available

A new *R&S* game is always cause for celebration — especially when it's new for NES. Billy Moon, however, points out that it's not all happy, happy, joy, joy.

After countless hours in the ol' laboratory, renowned scientist and beloved TV personality Stimpy emerges with a hearty "Eureka!" and an amazing invention: The Gametron 5000. This device rewards video-game players with cold, hard cash instead of points.

Ren, ever intrigued with the prospects of scientific advancement (We'll be rich, I tell you — rich!), insists that they begin playing immediately. But it's up to you to guide TV's greatest cat-and-dog duo to safety and financial independence by having them play three episodes from their own cartoon series, "Space Madness," "Out West," and "Robin Hoek."

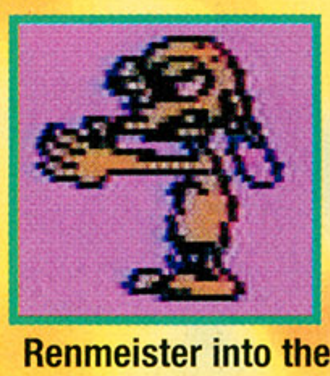
Buckeroo$!, the latest in THQ's series of Ren and Stimpy games, gets a *Game Players* pat on the back by being completely different from *Veediots*, the recent Super Nintendo game. Yet at the same time, the developers have continued basing game play on episodes from the cartoon series.

game specs

GENRE	puzzle/action
PLAYERS	1
LEVELS	8
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	n/a

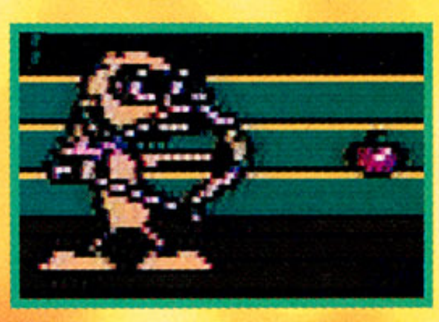
Ren

Our favorite asthmatic chihuahua has even less-developed pectorals than usual in *Buckeroo$*. Sure, he's a nice guy, but try to avoid using him.



Ah, yes, we slap no more. Grab a ripe Red Delicious (or pie, or other foods) to transform the wimpy, everyday Renmeister into the bold and daring Robin Hoek. You only get about five shots with each, so be constantly on the hunt.

When he's zombiefied by space madness, Ren harasses the good-natured Stimpy with close-range (basically useless) slaps.



If Ren's energy gets low, embark on a search for fine pork products.

Eggs provide Ren with an explosive arrow that's close to Stimpy's normal attack. It's Ren at his most powerful, so grab 'em whenever you can.

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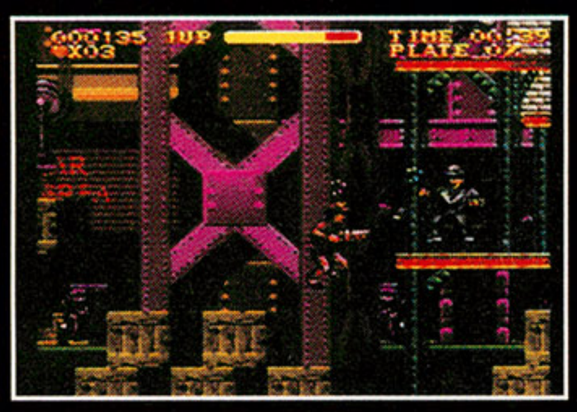
They've got a bullet with your name on it.

We're talking high-caliber criminals—Al "Scarface" Capone, Frank Nitti, the Genna boys . . . If you're going to mess with the most notorious outlaws of the 20th century, you'd better be Untouchable.
Five missions. Three perspectives. Untouchable drama.



Build a case against Scarface in 1929 Chicago. The funny money factory makes phony greenbacks, but the bullets are real!

You're Eliot Ness, a former D.A. It's only natural that you're called in for a hostage rescue at the County Courthouse.

Ness, you gotta go this one alone. Capone's trigger-happy henchmen are battling with a rival mob for territorial rights.

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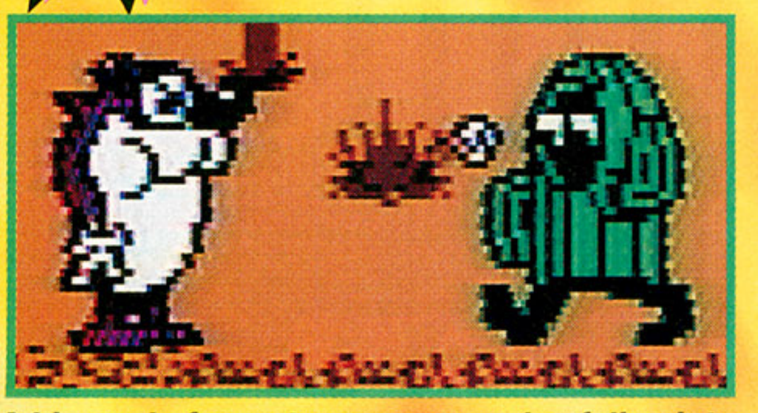
Product Information Number 222

SUPER NINTENDO ENTERTAINMENT SYSTEM

Ocean of America 1855 O'Toole Ave.
San Jose, CA 95131 (408) 954-0201

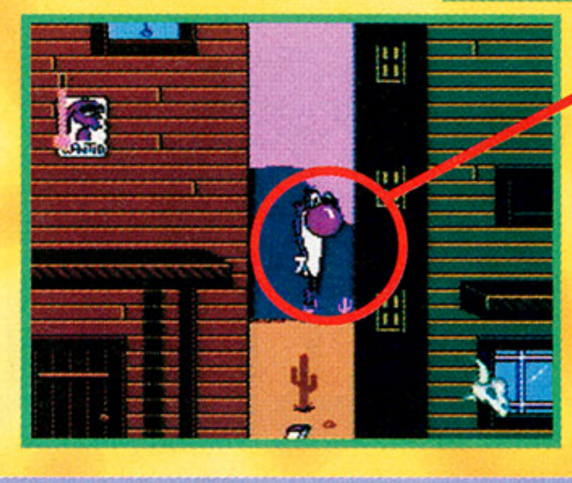
Stimpson J. Cat

Good natured, yes. But Stimpy's not without an impressive furball-hack — and he's not afraid to use it. Whenever you have the choice, select Stimpy.

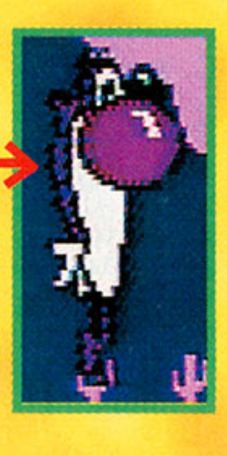


A big wad of gum turns an everyday feline into Stimpy: The Flying Cat. This lets him float to higher levels.

Furballs can take out haunted cow skulls at ten paces.



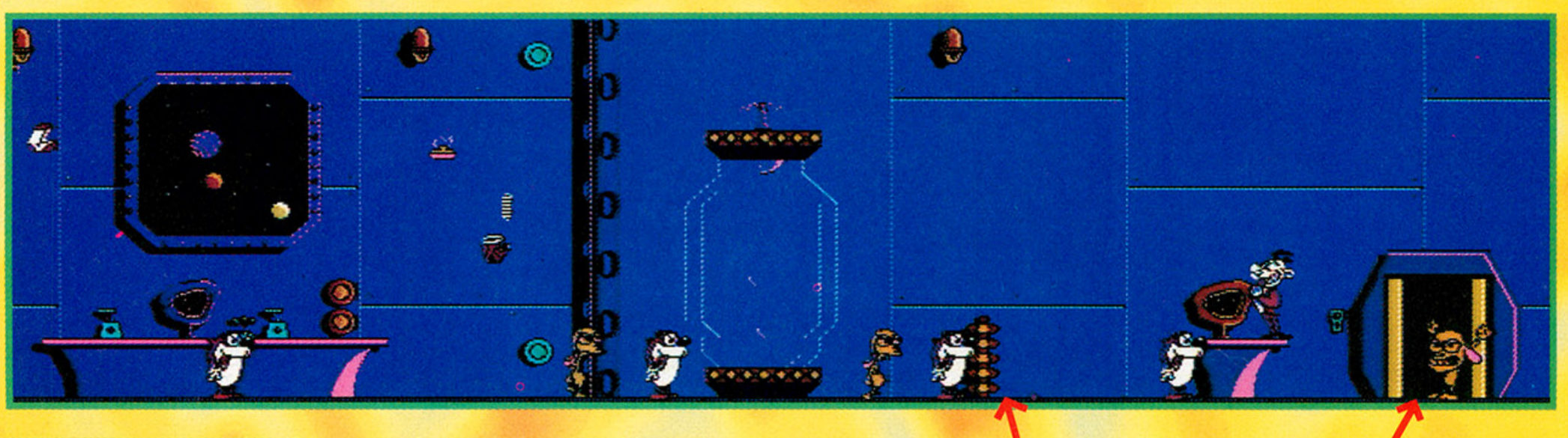
Collect socks and other household wonders to provide Stimpy with even stiffer attacks.



Oh, joy! Collect sacks of Gritty Kitty cat litter to restore Stimpy to full strength.

Space Madness

Cruising the universe, Commander Hoek succumbs to "space madness" and wanders the ship in a demented rage (yes, you *can* tell the difference). This is an easy level, so relax and enjoy it.



Stimpy ends up taking the ship through an interstellar obstacle course. Have fun — the different weird stuff you encounter makes this different than other space shooters.

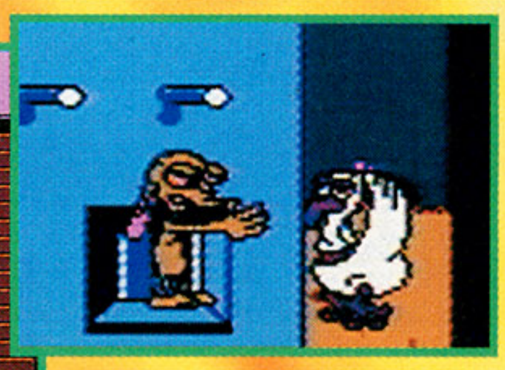
Use springs to propel Ren over obstacles as you steer him toward the exit.

Both crew members must reach the exit to complete the level, but it really shouldn't take you too much time.

Out West

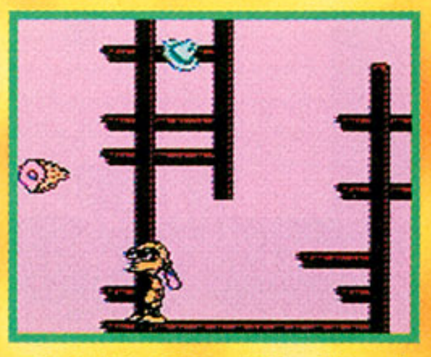
In this modern-day Western, R&S are transformed into Three-Fingered Hoek and Stupid the Kid. Help them avoid the wrath of Sheriff Abner and Deputy Ewalt as they embark on a good old-fashioned crime spree.

This level's not terribly difficult — as long as you keep Stimpy.



Since Three-Fingered Hoek lacks a shootin' iron, study the attack patterns of enemies (i.e., giant chickens and cow skulls) so you can stand in one place and slap away. But switch to Stupid the Kid as quickly as possible by grabbing his wanted poster. Be careful, though — it's easy to pick up a Ren poster by accident.

Ever since them horses left town, folks 've been seein' sharks in them troughs! Don't get too close, now, ya hear?



Climb the fence (while avoiding haunted derbies and tumbling tumbleweed) to collect weapon power-ups, hams, and Gritty Kitty. Climbing is great — it's the *jumping* that's rough.

You must shoot the sheriff *and* the deputy to finish the level. Neither proves much of a match for Stimpy the Kid, the fastest hairball-hacker in the West. Here's a case where the level's much harder than the bosses.

Catch'em if you can.

If you can't find this game at your favorite retailer call: (800) 438-7794 (GET PSYG) to order your copy today.

Wiz n' Liz have done it now.
They've lost their rabbits, man and how.
They may be good magicians, amazing young and old.
But that last spell they cast must have had a little mold.
Their hutch full of bunnies is now empty, it seems.
The rabbits are everywhere it's like a bad dream.
Now for Wiz and Liz, it's a frantic affair.
Racing to and fro to catch the last hare.

Join Wiz N' Liz in their frantic race to regain their wayward wabbits. Dash across the screen collecting rabbits and gaining bonus points by scooping up ingredients for spells. This one or two-player game is a fast, smooth playing, multidimensional, non-violent adventure that keeps you going at a furious pace. Chock full of hidden levels, puzzles and bonus games Wiz N' Liz will never cease to keep your attention. Multiple sound tracks, 360 pixel/second scrolling for super smooth animation and 56 levels of colorful graphics make this search for bunnies an exciting, whimsical journey through imaginary lands.

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(617) 497-7794

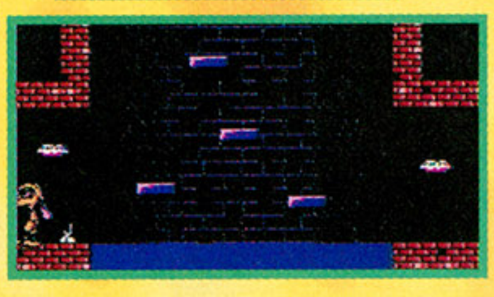
Product Information Number 125

Robin Hoek

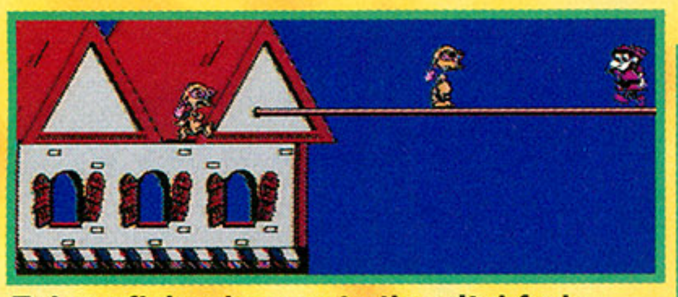
In Stimpy's version of the Robin Hood adventure, Ren is placed in constant peril as he travels through Nottingham as Robin Hoek. You're in peril, too, when you try to jump — the controls aren't responsive at all.

If you duck to avoid counterfire from similarly armed opponents, this section gives you no trouble at all.

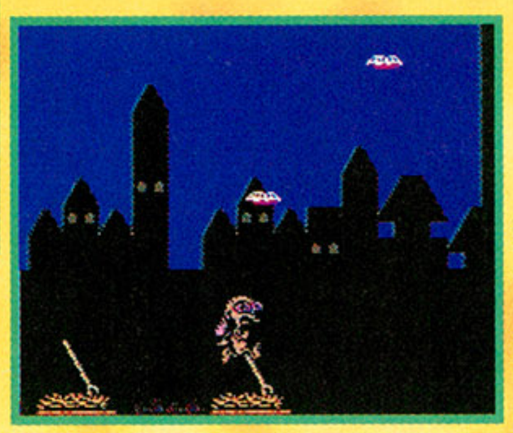
After defeating the guys on top, drop into the wells (*a la* the pipes in *Mario*) for pies and cool ammunition. Sometimes this isn't worth the trouble — it's easy to fall in the water at the bottom.



There's plenty of ham (and other stuff) floating over the "circus tent" houses. This is a real boon and is *definitely* worth the trouble — as long as you watch for fireworks.



Take a flying leap onto the pitchfork (ouch!) to propel Ren over the moat and to the castle — and the end of the level.

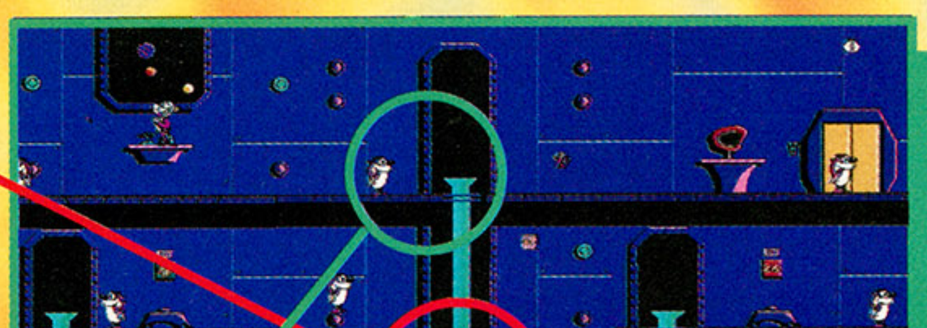


Since Robin's not much of a swimmer, he must cross the lake by tightrope. Luckily, he has a pretty good sense of balance — unless he stands still! This section is a snap, but watch out for a pseudo-boss midway across.

Space Madness II

Ren has that dreaded ailment again, but this time he's *really* crazy (yes, you *can* tell the difference). This level is a lot more complicated than the first, but solid variety makes it worthwhile.

Getting Stimpy Off Ship, Step #1: Place a spring under the middle platform, then force Stimpy toward it so he's propelled into the pipe above.

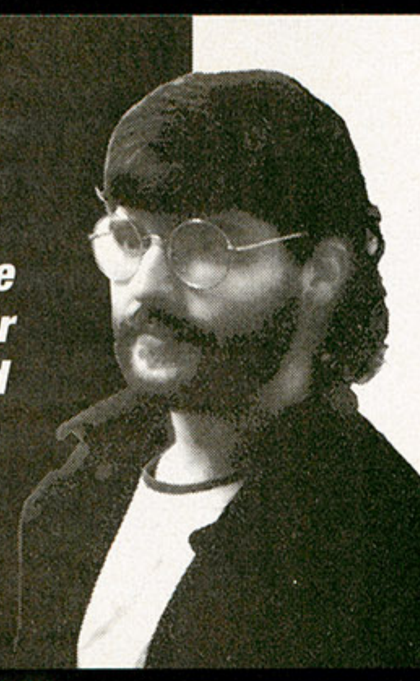


Stimpy must coax his pal toward the exit *and* undo all the chaos Ren did by pushing the wrong control buttons. You get a head start if you note what every button does.

Step #2: Meet your compadre at the top of the ship. Place a spring in front of the pipe's top outlet so Ren's not sucked down when he walks by. Join him at the door once he's on the other side.

The reverse button — it causes Stimpy to go in the direction opposite the one you push on the controller — is the only control that's a hindrance. Try turning over your controller.

If you do nothing else, keep Ren away from the "History Eraser" button. If he gets to it, quickly turn it back on before the countdown reaches zero. You've got 30 seconds — it seems like a lot, but hoof it if you're at a top level.



"Followers of the cartoon are going to enjoy its inside jokes, but everyone can enjoy its clever mix of puzzles and action. One of the best NES titles this month."
— Billy

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

⊕ Better than most NES games.

⊖ Lacks color, especially in Old West.

SOUND FX

1 2 3 4 5 6 7 8 9 10

⊕ Includes voice tracks from the TV cartoon...

⊖ ...but they're not particularly recognizable.

MUSIC

1 2 3 4 5 6 7 8 9 10

⊕ It changes to fit mood of each level.

⊖ Strains from the cartoon aren't really identifiable.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

⊕ The Space Madness levels are unique among similar games.

⊖ Stinky socks. Gritty Kitty. Same "extras" as other *R&S* games.

CONTROL

1 2 3 4 5 6 7 8 9 10

⊕ Smooth — as long as you don't have to jump.

⊖ The bad jumping controls make things difficult in the Robin Hoek episode.

REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

⊕ Since it takes a while to finish, you get your money's worth.

⊖ Once you've cracked it, you probably won't want to play again.

OVERALL

75%

JIM POWER THE LOST DIMENSION™ IN 3D

"The stunning visuals of this game have to be seen to be believed, there is nothing else like it out there!"

—Electronic Gaming Monthly

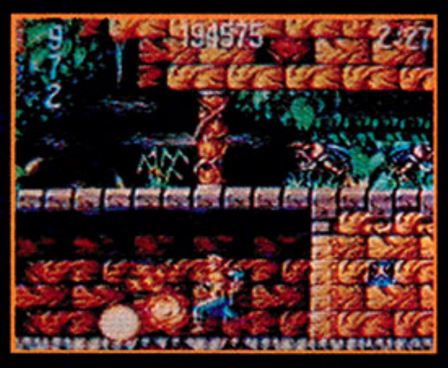
THE ONLY TRUE 3D GAME

Special Glasses Included!

"... the feeling of depth that you get is unmatched by anything seen on a home screen to date ... there is no question that the technology and design employed in Jim Power is a breakthrough."

—Die Hard Game Fan

WELCOME TO THE NEXT DIMENSION



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GAME BOY

SUPER NINTENDO ENTERTAINMENT SYSTEM

Product Information Number 128

The simultaneous release of gender-specific games based on the Beauty and the Beast was a fine idea, but Doug Brumley discovers is the male version was the beast of the two.

ROAR of the BEAST

The Big Cat's Attack

GENESIS info

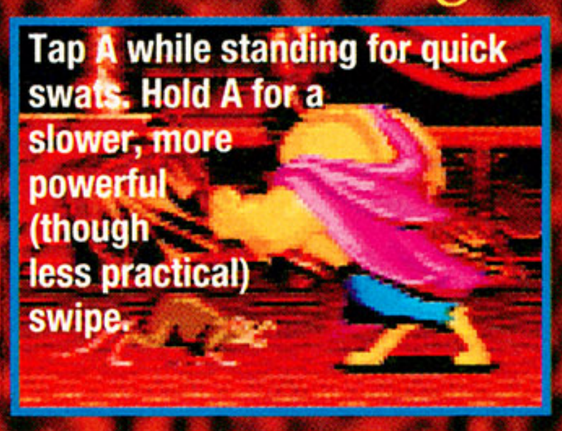
PUBLISHER	Sunsoft
DEVELOPER	Sunsoft
SUGG. RETAIL	$49.95
RELEASE DATE	now available

Beauty and the Beast is a romantic — perhaps sappy — love story. But if you're a fighter instead of a lover and have a desire for action and adventure, Sunsoft has you targeted for *Roar of the Beast*.

Take control of the Beast and lead him through the adventures he faced in Disney's 1991 cartoon. The game's four levels have the Beast protecting his Magic Rose from invading creatures, saving Belle from a pack of wolves, fending off enraged villagers, and fighting the evil Gaston in a climactic rooftop battle.

As a more action-oriented alternative to *Belle's Quest*, *Roar of the Beast* is a left-to-right scrolling game in which the Beast paws and roars at various pesky creatures. Unfortunately, that's about all there is to the game. The creatures and backgrounds change, but the principal task remains the same, with each level dragging on just a little too long.

Bonus stages offer some much-needed variety, and what would a Disney title be without great graphics? However, the game doesn't quite capture the emotion of the movie, appropriately leaving *Belle's Quest* as the beauty and this title as the beast.



Tap A while standing for quick swats. Hold A for a slower, more powerful (though less practical) swipe.

When on all fours, press A for a biting attack — you can move a little faster, but you can't use it to defend against bats.

Press B to jump, then A to perform a pouncing maneuver — it finishes off most creatures with one move, but don't try it against bosses.

The Beast roars and scares his enemies stiff for a few seconds when you press C. You're limited to three roars per level, but they're useless against bosses.

Part 1: The West Wing

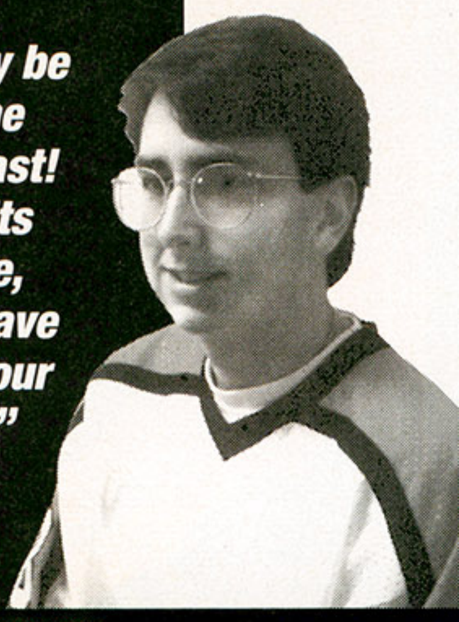
It takes four hits to finish off this bear — and remember to use the roar when you're sandwiched between two of them.

The Magic Rose is in jeopardy! Stop the boar before he knocks its glass container off the table, or the Beast can never return to human form. This is the easiest boss to beat.

Finally some variety! Earn an extra continue by putting together this stained-glass puzzle before time runs out.

game specs

GENRE	action/adventure
PLAYERS	1
LEVELS	4
DIFFICULTY	hard
SAVE FEATURE	none
MEGS	8



"The graphics may be beautiful, but the controls are a beast! Combined with its repetitive nature, this game may have you pulling out your fur ... er... hair."
— Doug

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

- ⊕ The superior graphics are the highlight of this game.
- ⊖ Don't adjust your set. For some reason the snow in Part 2 is pink.

SOUND FX

1 2 3 4 5 6 7 8 9 10

- ⊕ The Beast's roar is a particular high point.
- ⊖ The other sound effects just seem thrown in.

MUSIC

1 2 3 4 5 6 7 8 9 10

- ⊕ The soundtracks include a couple of favorites from the cartoon.
- ⊖ The incidental music is mundane.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

- ⊕ Visually stimulating cinema screens advance the plot between levels.
- ⊖ Move left to right, fight foes ... it doesn't get better than this. No, really! It *doesn't*!

CONTROL

1 2 3 4 5 6 7 8 9 10

- ⊕ The Beast responds well to the directional pad controls...
- ⊖ ... but bad controls make swatting foes or trying for precise jumping *tough*.

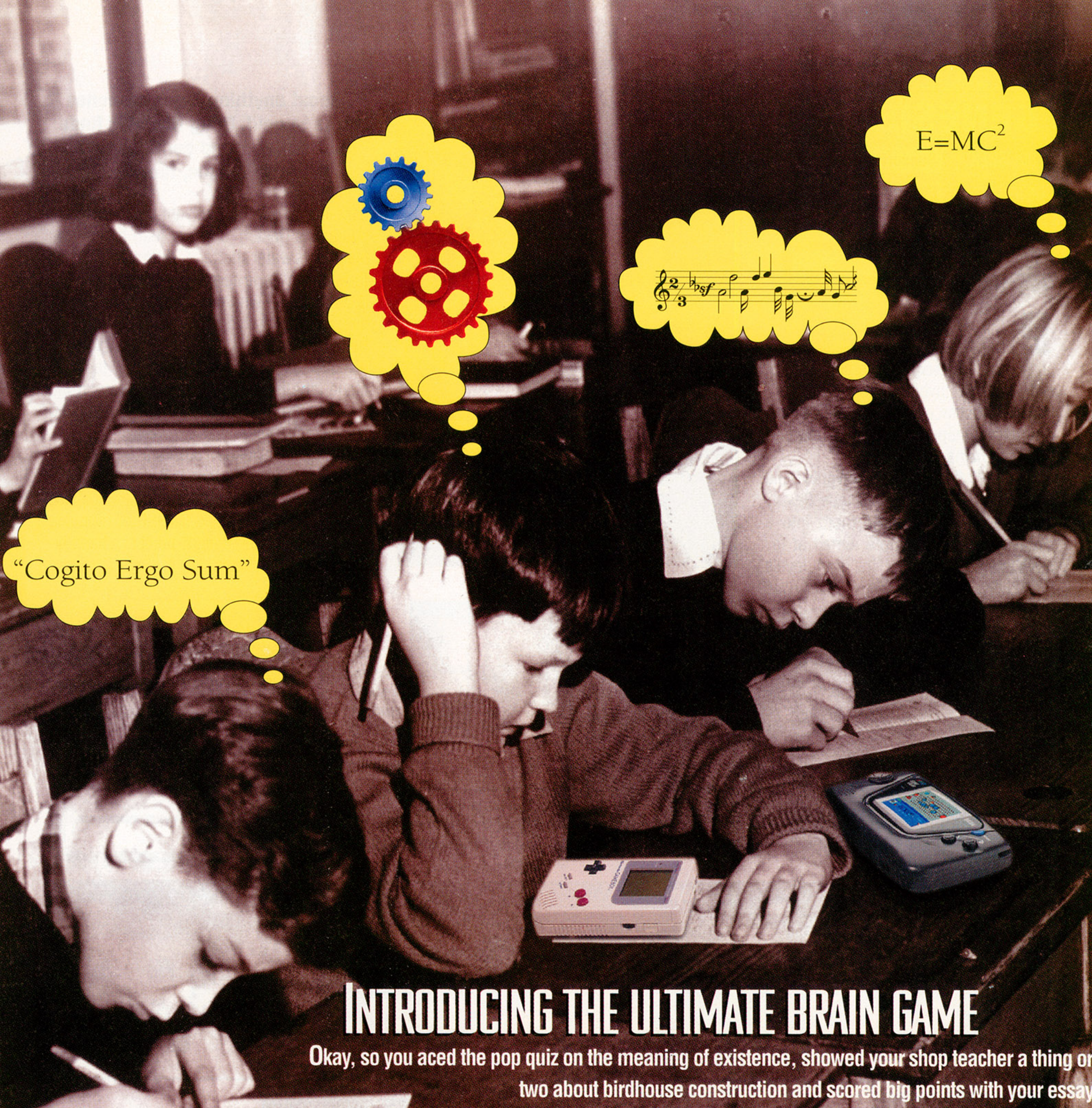
REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

- ⊕ You get to fight humans — even Gaston — in upper levels, an enticing prospect.
- ⊖ The frustration factor may keep you from ever putting this one back in your machine once you've finished.

OVERALL

51%

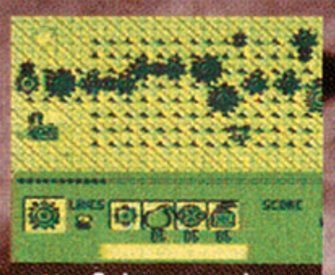


INTRODUCING THE ULTIMATE BRAIN GAME

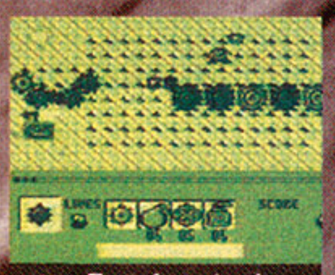
Okay, so you aced the pop quiz on the meaning of existence, showed your shop teacher a thing or two about birdhouse construction and scored big points with your essay "Beavis, Butt-Head and Buddy Themes in Western Thought." Now, isn't it about time you gave yourself a real challenge? With Gear Works, the most addictive puzzle game since Tetris.™ It takes seconds to learn but a lifetime to master.

GEAR WORKS. THE PUZZLE GAME THAT'LL STRAIN YOUR BRAIN.

Product Information Number 227



Solve over a hundred puzzles as you connect gears in a race against time and friction.



Transform twelve wonders of the ancient and modern worlds into smooth ticking time pieces.

Blast pesky gremlins determined to rust and break off the teeth of your gears.

Use high impact explosives to blow up incorrectly placed gears.

SONY IMAGESOFT

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GENESIS info

PUBLISHER	Sunsoft
DEVELOPER	Sunsoft
SUGG. RETAIL	$49.99
RELEASE DATE	available

Almost anything Disney touches turns to gold. Doug Brumley finds out that the trend continues with this game, too.

Poor Belle just can't get a break. Pushy and conceited Gaston is pursuing her at every turn, her inventor father is missing, and she must race to save the Beast from riotous townspeople. And Cinderella thought *she* had it bad!

Belle's Quest takes the events Belle encountered in Disney's cartoon *Beauty and the Beast* and turns them into a simple graphic adventure aimed at female players. Each of the four levels contains a different adventure. First Belle outsmarts Gaston (an easy feat) and solves her town's water shortage. Then she searches through an eerie forest maze to locate the Beast's castle where her father is held captive, then takes his place. In the third level, Belle searches the off-limited West Wing to discover the Beast's secret. And in the final stage, she jumps on her horse to warn the Beast of the murderous intent of Gaston and the townspeople.

Each level takes a different approach — some have puzzles that test your problem-solving skills, and others are arcade sequences that test your reflexes. You need both cunning and speed to bring Belle's quest to a happ'ly-ever-after conclusion.

Part 1: The Village

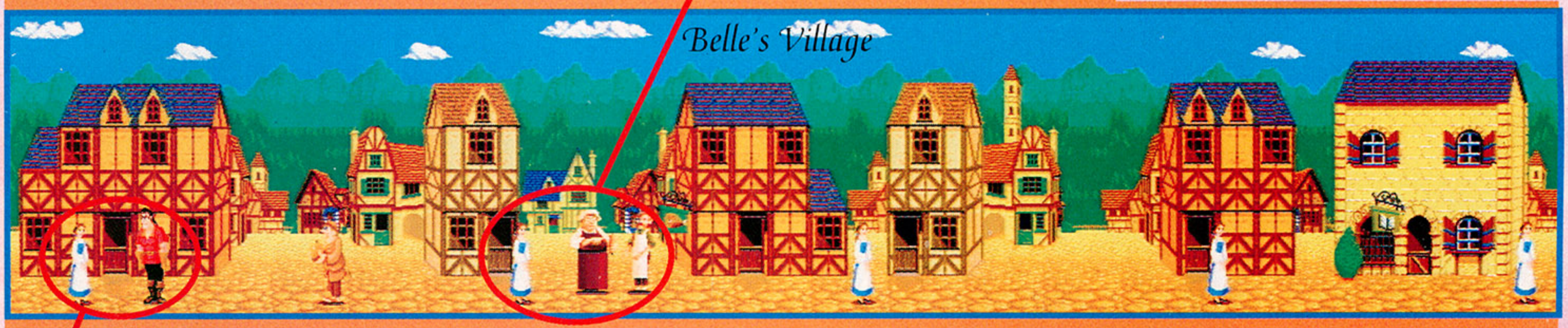
There's a wide variety of characters in the village, and some are more talkative (and helpful) than others.

When these birds buzz Belle, jump or duck to avoid them.

Take to everyone to get clues, then talk to them *again* as you complete certain tasks. This keeps the game from getting boring as well as telling you what to do next.

game specs

GENRE	action/adventure
PLAYERS	1
LEVELS	4
DIFFICULTY	easy
SAVE FEATURE	none
MEGS	n/a

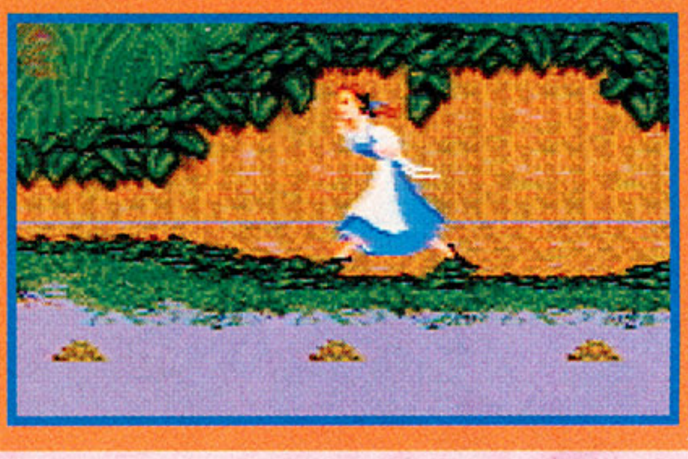


Gaston and his little buddy Lefou are constantly pursuing you. He has a lot to say, but you can avoid his windbag tendencies by ducking into doorways.

The blocked stream is located on the outskirts of the village. Only one person has the brawn for this situation — fortunately Belle can sweet-talk him into helping.

Belle's a real bookworm, so pick up this book at the edge of the level to increase her health meter.

Once the riverbed fills, Belle must use precise jumps to clear the trickiest portion of Part 1.



Guess who is starring in their own Sega™ Genesis™ game?

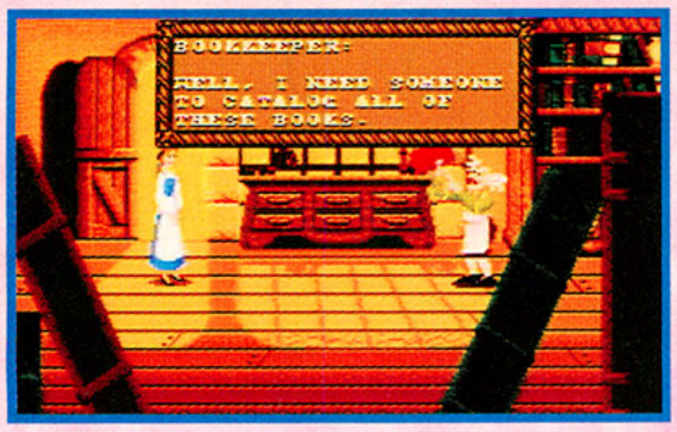
(connect fleas for answer.)

Hint:

NICKELODEON

Product Information Number 225

Bonus Stage: The Book Shop



Belle finds it hard to pass a bookstore without stopping in. If she can help the bookkeeper arrange the volumes by color — and it's quite challenging to do — she wins bonus points.

Pick one color for the top shelf, then put the others on the bottom. You should get six to eight matching books on top for big points, as well as a few lucky combos on the bottom.

Part 2: The Forest Maze

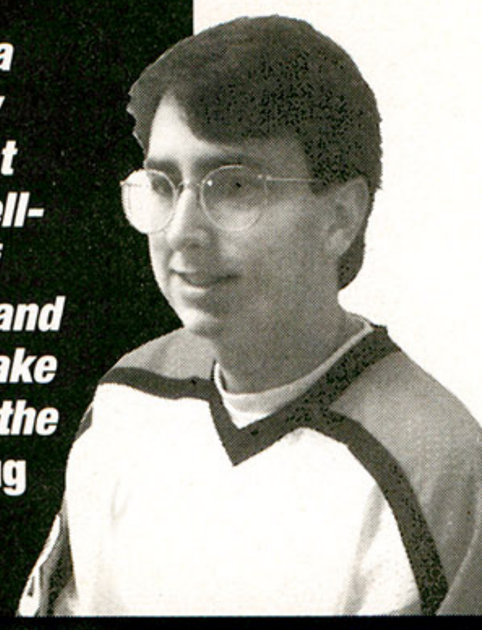
Compared to the other three levels, Belle's search for the castle is quite short.

Colored flowers indicate the directions in which Belle must travel (remember the farmer's instructions?). Look carefully, since the flowers — especially the white ones — blend with the background, making the level more difficult than it should be.

Lions and tigers and bears, oh my! Well, maybe not, but bats and boars come after Belle. Bear traps and thorny bushes also stand in her way.

Bonus Stage: The Kitchen

Belle gains points for the kitchen utensils she successfully dodges in this entertaining bonus round.



"Although it's a relatively easy game, the great graphics and well-crafted mix of problem-solving and arcade-action make this game worth the money." — Doug

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

- It's yet another great-looking Disney game.
- Some symbols and icons confusingly blend with the backgrounds.

SOUND FX

1 2 3 4 5 6 7 8 9 10

- Offers good, standard sound effects ...
- ... but not much more. Character voices would have made the game richer.

MUSIC

1 2 3 4 5 6 7 8 9 10

- Contains musical numbers from the movie.
- But the themes sound like a beginning piano student is playing them.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

- Puzzles, arcade sequences, and pretty cinema screens — this one has it all.
- A two-player mode and difficulty levels would be welcome features.

CONTROL

1 2 3 4 5 6 7 8 9 10

- The jumping and ducking controls are quite accurate...
- ...until she's horseback-riding. Poor jumping controls make it difficult.

REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

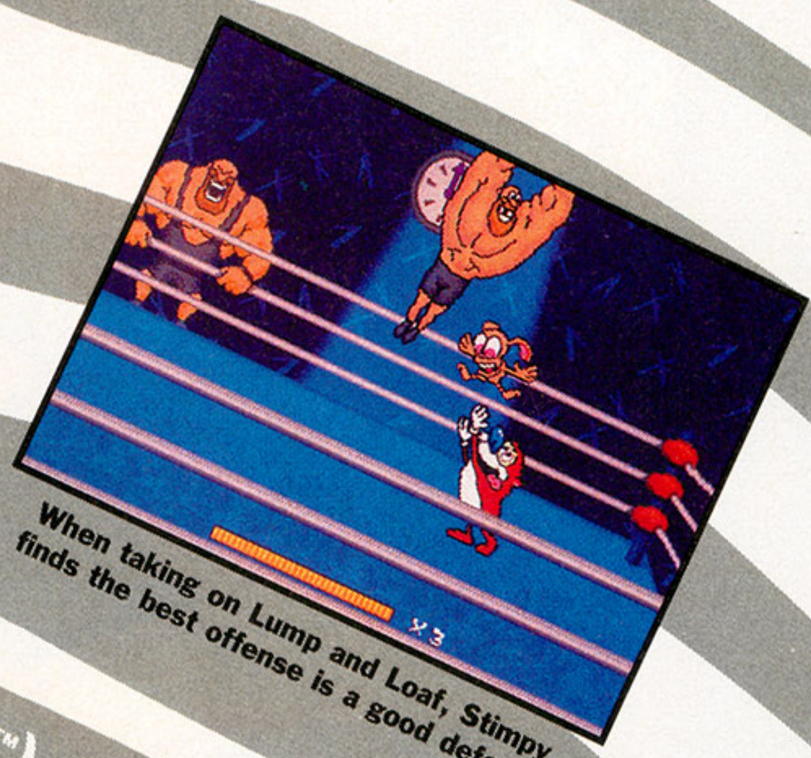
- The game's variety makes it a joy to play.
- Like any quest, once it's complete, you may not want to embark on it again.

OVERALL

83%

Stimpy uses Ren as a super boomerang to get these snapping flamingoes under control.

You'll have to move fast to avoid the repulsive clutches of the dog catcher.



When taking on Lump and Loaf, Stimpy finds the best offense is a good defense.

(Answer: Ren™ & Stimpy™)

in

STIMPY'S™

New on Sega Genesis

INVENTION™

In Sega's newest adventure, Ren and Stimpy must work together to save the world from the hideous Mutate-O-Matic. Get on with it man!

Be Ren or Stimpy to Mega-Jump past these banana-throwing goons.

Stranded? Never fear. You can always hitch a ride on the Powdered Toastman's back.

SEGA™

GENESIS™

welcome to the next level!™

Product Information Number 225

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GAME PLAYERS ULTIMATE

Lufia & The Fortress of Doom

From its huge world to its easy-to-use player interface, Erik Lundrigan places this RPG close to the top.

SNES info

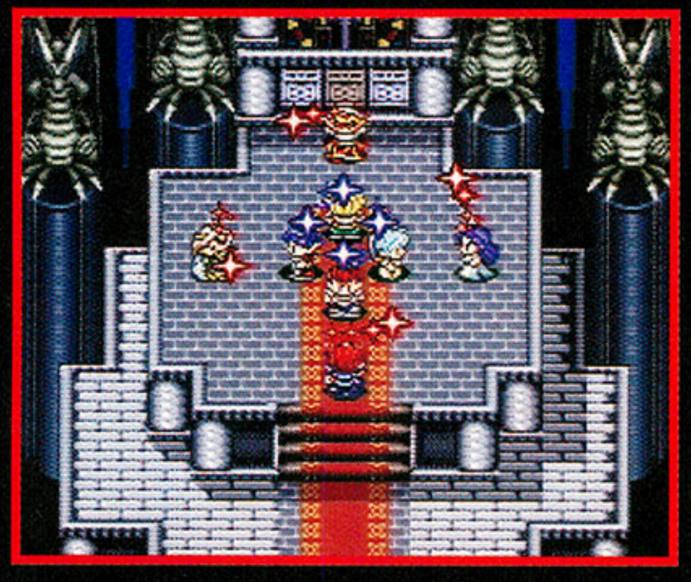
PUBLISHER	Taito
DEVELOPER	Taito
SUGG. RETAIL	n/a
RELEASE DATE	now available

As a sworn knight of Alekia, you're the only hope for a world about to be condemned to an eternal reign of evil. A century ago, four beings known as "The Sinistrals" were defeated by Maxim and three other warriors, who finally brought peace to the world. Yet now the world is once again shrinking from all that is good. As Maxim, you stand with your lovely companion, Lufia, ready to repeat the great battle. Your quest is to find the mystical Dual Blade, the only weapon capable of destroying the Sinistrals forever.

Lufia is a terrific RPG — from its detailed graphics to its immense size, it's *hot*. You're in the thick of things from the opening scenes, and are immediately thrust into the heat of battle against the most powerful beings in the world. It takes quick thinking and old-fashioned good luck to win the opening war and set the story in motion.

As you progress through each city and cave, you begin to realize that the world's not a small one after all. *Lufia* encompasses 150 different monsters, ranging from poisonous rats to demons to gargoyles.

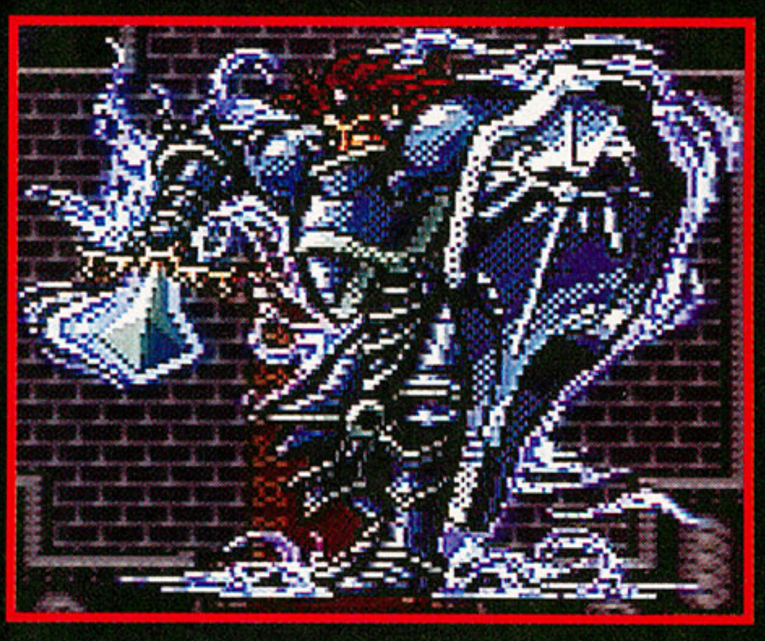
If you're looking for an RPG that you can't finish in a day or two, give this one a shot. It's so easy to lose track of time while you're playing that you may want to put in for some serious vacation time — *Lufia* isn't a weekend war!



Decide for yourself. Did the Sinistrals come out on top, or were they defeated by your ancestors?

The Sinistrals: Pure Evil!

They're extremely powerful and have the magic to match. If you don't beat all four in the beginning, your quest just gets tougher as you progress. It's a good thing you only face them one at a time!



GADES, the Sinistral of Destruction: You face him early on.

AMON, the Sinistral of Terror: Use powerful offensive magic to take him out.

ERIM, the Sinistral of Death: A sharp weapon is best to defeat death's companion.

DAOS, the most powerful Sinistral: It takes a lot to destroy the chief Sinistral. Let magic users heal warriors until he's beaten.

game specs

GENRE	RPG
PLAYERS	1
LEVELS	not applicable
DIFFICULTY	medium to hard
SAVE FEATURE	up to three
MEGS	8

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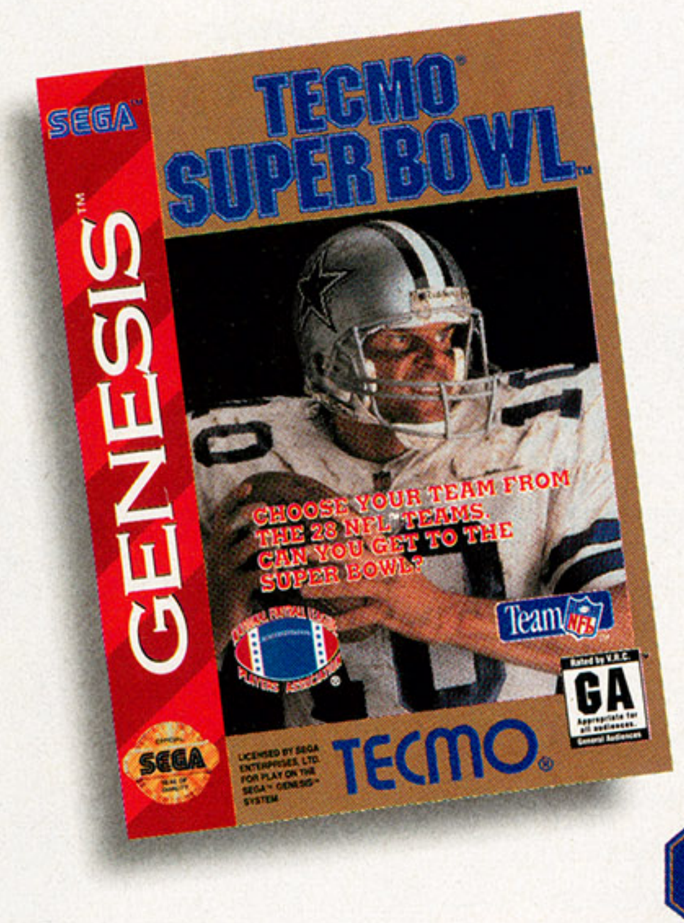
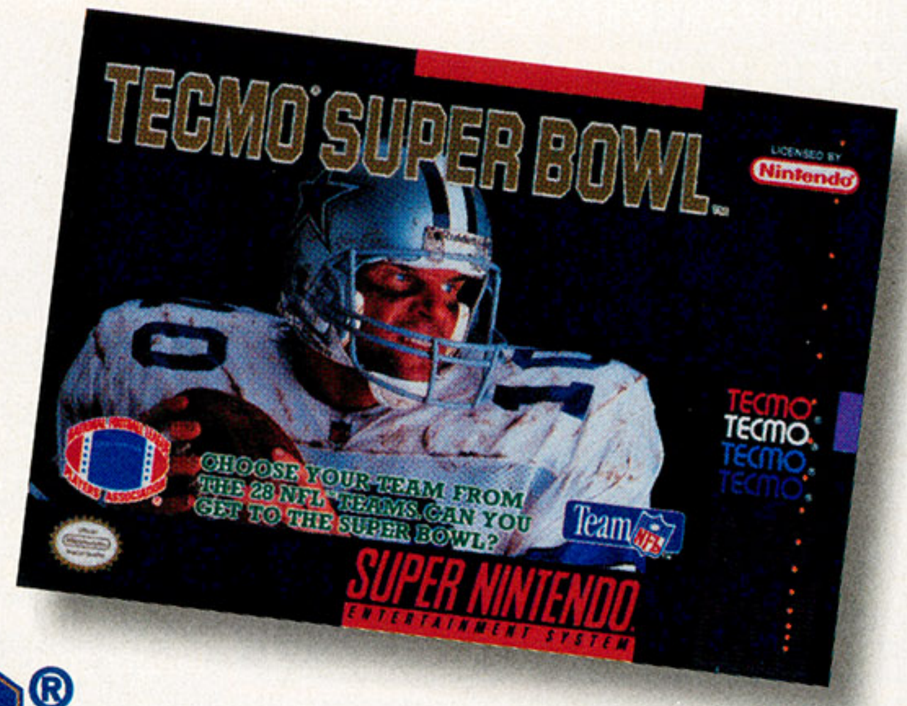
TECMO® 16 Bit SPORTS™





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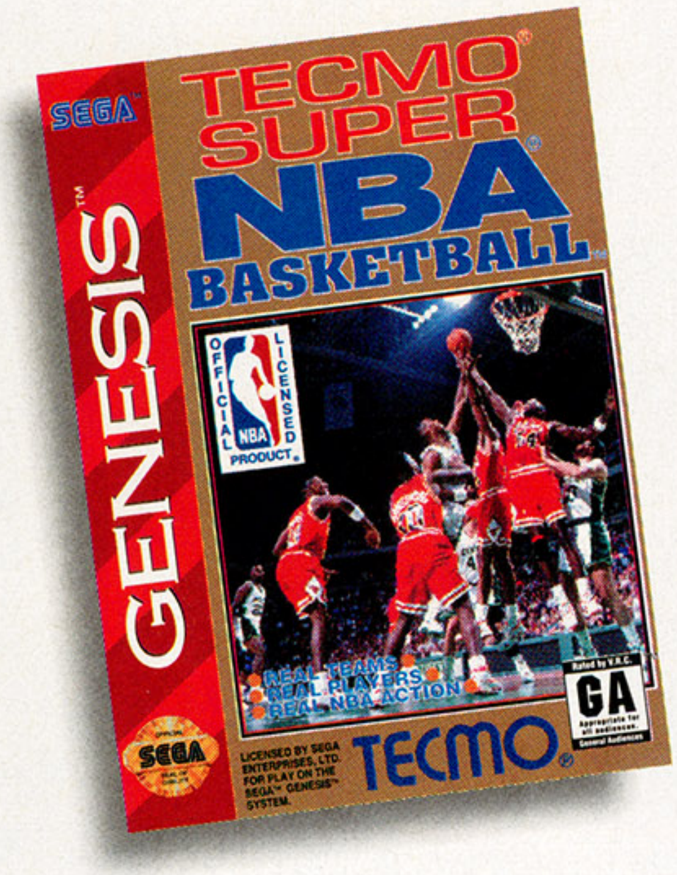

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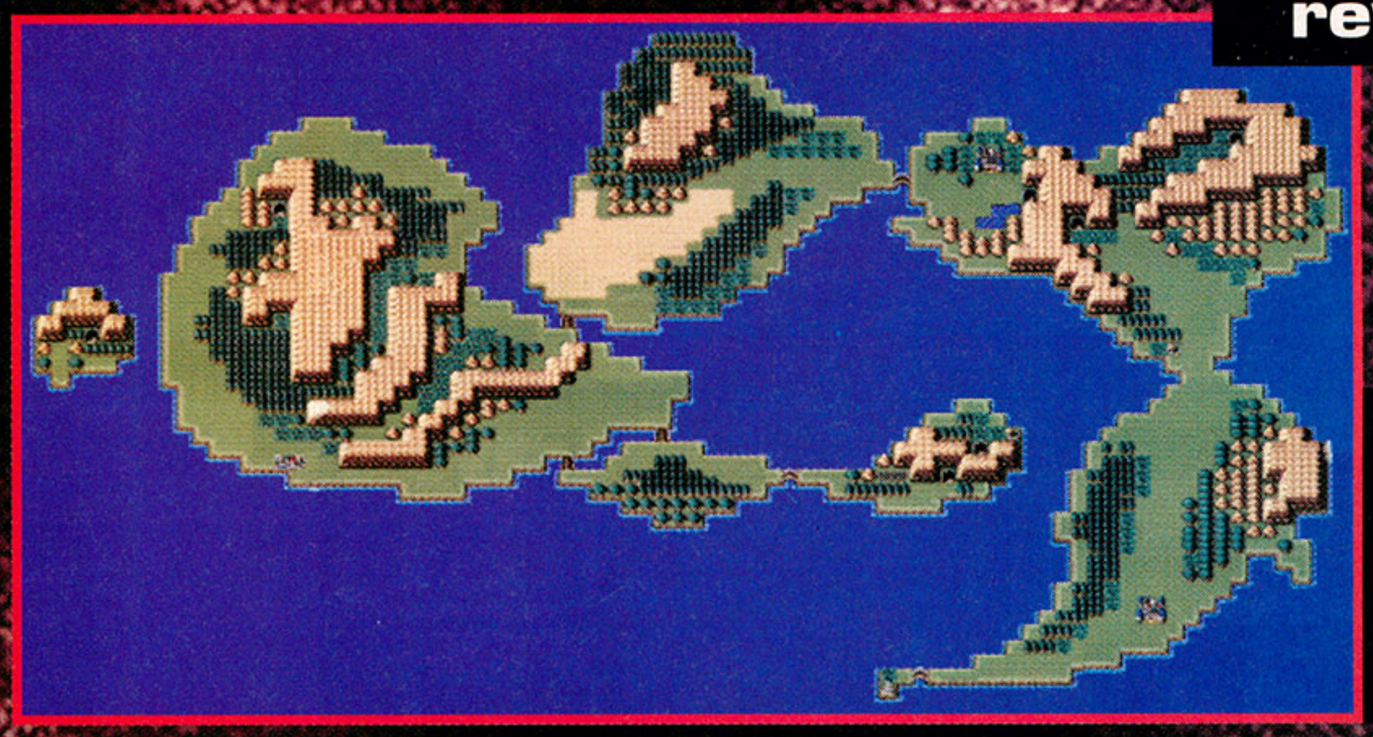
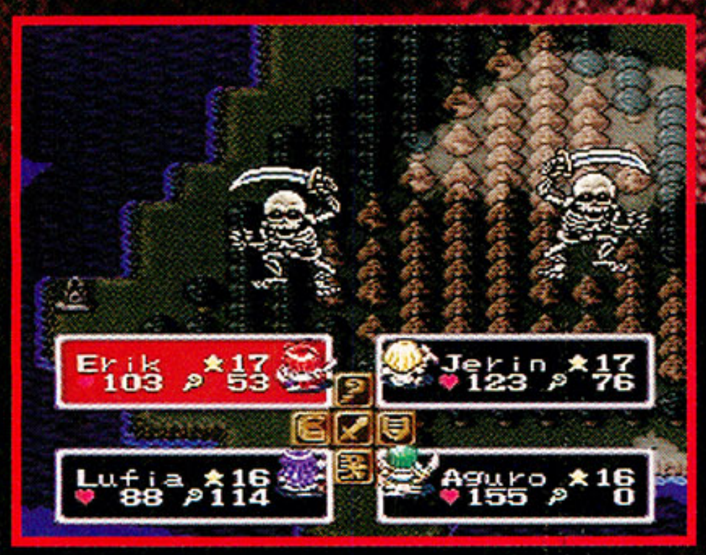
Product Information Number 233

A Word About Combat...

You and Aguro have more powerful weapons than Lufia or Jerin, so let the strength do the damage and the magic do the healing. Don't spread out your attacks — gang up on one or two opponents.

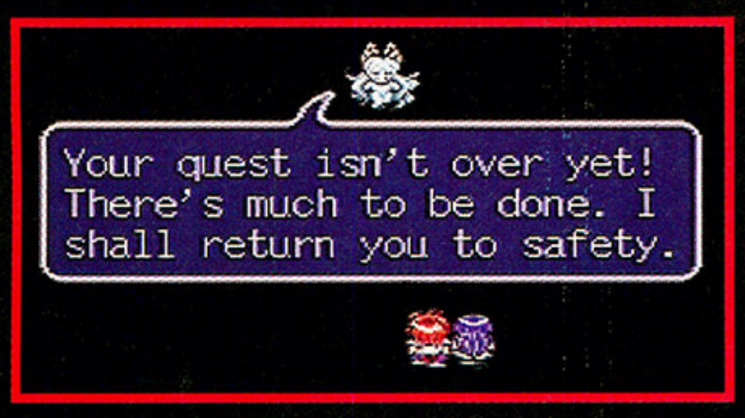


This map may look huge, but it's still only one tiny corner of the world in *Lufia*!



Concentrate on one foe at a time so they die before they hit you. Keep alert: If an enemy dies with one or two blows, the others swing at empty space!

There is no shame in running, only in dying. If you're outmatched — run away! run away!



If everyone in your party is defeated, the Angel revives you — but she won't restore any hit points, magic points, or items.

Magic ... Good and Bad

Some spells affect all opponents; others do more damage but work on only one enemy at a time. A good rule of thumb is that stronger magic requires more magic points. It sometimes pays to use a lesser spell twice instead of a great spell once.

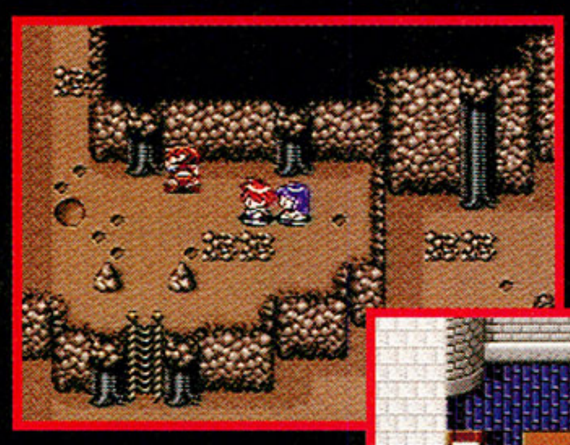
Dread temporarily reduces agility points, making your target easier to hit.

Flash is a great attack spell, but it affects only one opponent at a time.

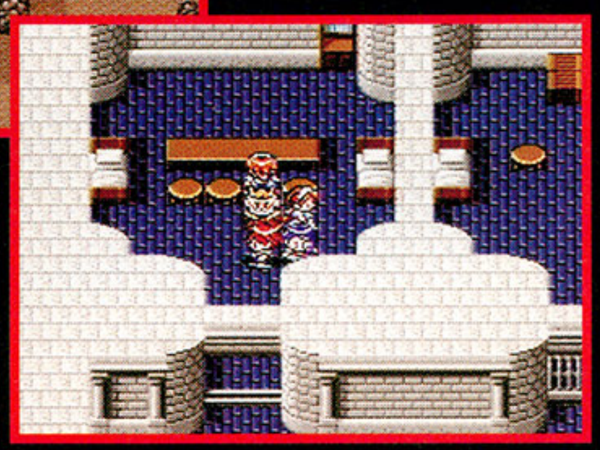
Affecting every opponent you face, **Bang** saves your skin more than once.

Spark is the least affective of the fire spells, but don't be on its receiving end.

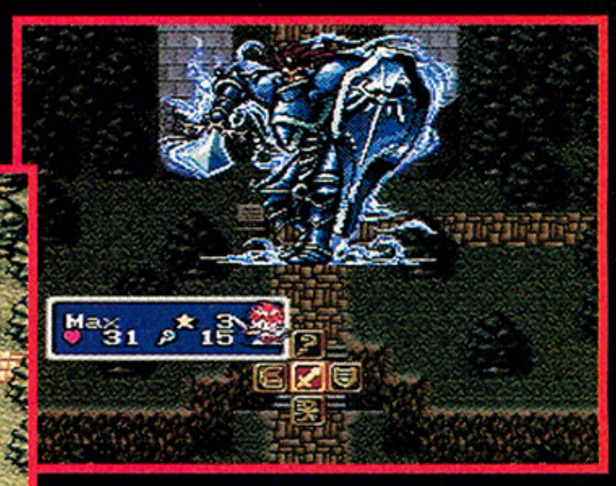
Along the Way



You make several trips north to Sheran in the beginning. Here you meet Danil, who tells you how rescue the king.



Supposedly, Gades was destroyed 100 years ago, but he's returned — hmmm, this means something. Don't be discouraged; you *will* lose. This bit of the script is all part of saving the world.



Look in every treasure chest for things you just can't buy.

Always be aware of what you're wearing and what weapons are at your disposal. Sometimes a change of gear increases your chances against a great enemy.

FASTER THAN A SPEEDING BULLET... NOT!

PUGGSY™

You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude all his own. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus levels of play, filled with secret rooms, hidden levels and "Easter eggs". With *Total Object Interaction™ (TOI™)* Puggsy actually uses his arms (no rodent's ever done that) to control forty different objects, solving puzzles and zapping over one hundred different alien creatures, as he waddles his way through seventeen bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.

If you can't find this game at your favorite retailer call: (800) 438-7794 (GET PSYG) to order your copy today.

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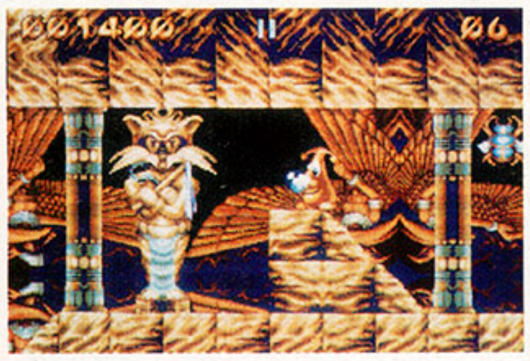
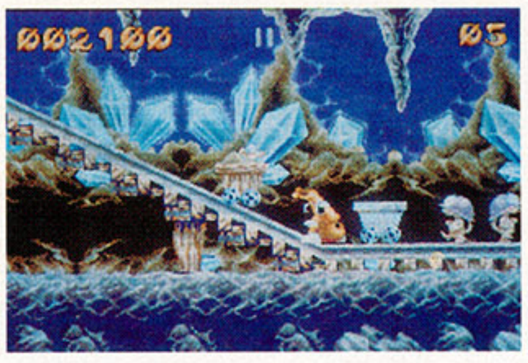
SEGA GENESIS

SEGA™ WELCOME TO THE NEXT LEVEL™





PSYGNOSIS

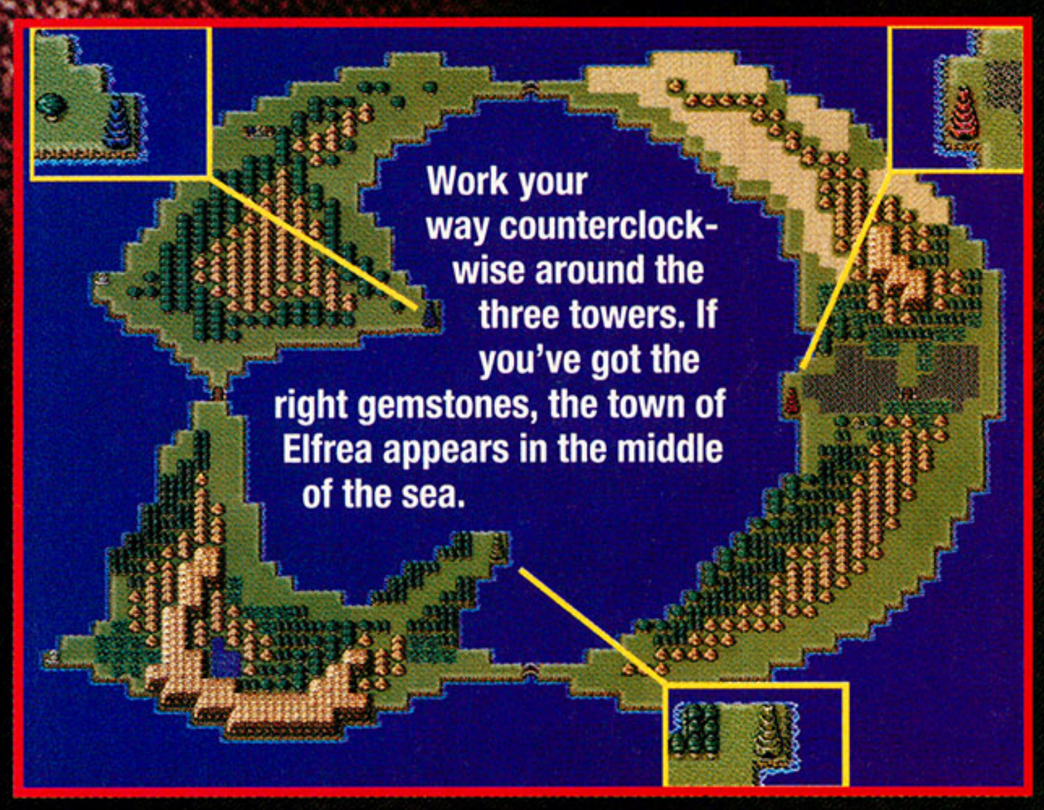
Psygnosis
675 Massachusetts Ave.
Cambridge, MA 02139
(617) 497-7794

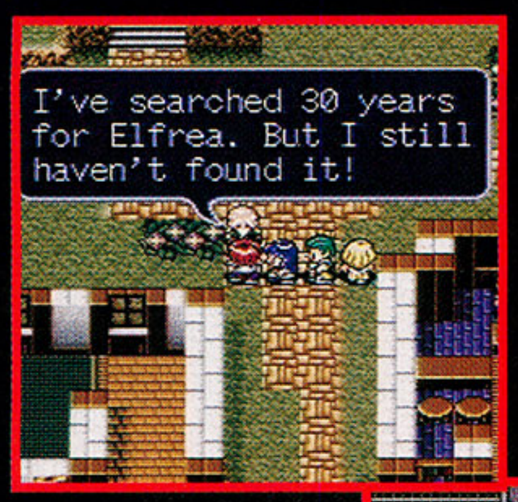
Product Information Number 125

Aid for the Weary Traveller

Pay attention to the lad you meet at a small shrine west of Belger. Rescue him, and he's your friend for life.

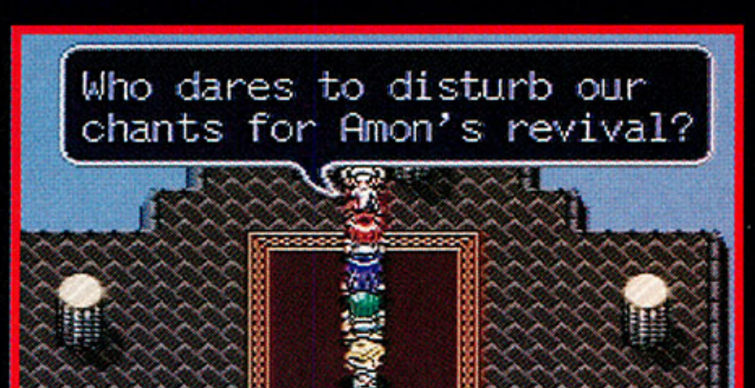
While you're at the shrine, check out the regeneration points on the ground. You need all the energy you can get as you head north.



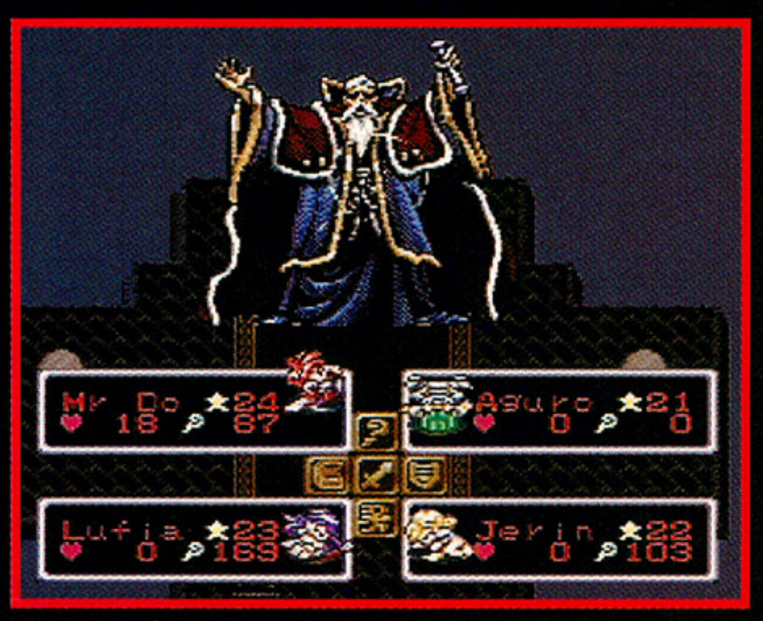


Elfrea marks the halfway point in the game. To find it, solve a puzzle and visit a few unpleasant places. Listen to all the clues and don't give up — this part takes quite a while.

Once you've set sail for Bakku, rest and re-equip your party before laying siege on the Tower of Light. Stock up on sweet water and smoke bombs — they're a priceless commodity inside.



There's an old man at the top of the tower who has the key to get you to Linze, the next safe place to recover.



Since the Guardian has been working for the Sinistrals, he's very difficult to beat. Don't use magic for heavy attacks, use it to wear away his powers and reduce his defenses. Save the game before you move to the tower — you'll be glad you did.

***"If you think the age-old confrontation between good and evil has been done to death, try* Lufia. *It's as good an RPG as you could hope for."*— Erik**

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

- ⊕ A colorful world that gives lots of attention to detail.
- ⊖ Enemies don't swing at you the same way you swing at them.

SOUND FX

1 2 3 4 5 6 7 8 9 10

- ⊕ Each weapon and spell has a unique sound.
- ⊖ Some non-battle sounds could be a little better.

MUSIC

1 2 3 4 5 6 7 8 9 10

- ⊕ Themes set the pace: Adventuring, battling, and heroic anthems add a lot.
- ⊖ However, it's not original — you'll think you've heard the tunes somewhere before.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

- ⊕ The big world has tons of monsters, spells, and objects. Never dying is a big plus.
- ⊖ Some dialogue sections take a long time; you can't skip them, only speed them up.

CONTROL

1 2 3 4 5 6 7 8 9 10

- ⊕ The easy-to-use interface lets you quickly take command of situations.
- ⊖ Once a character's battle actions are set, you can't change if you made a mistake.

REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

- ⊕ It's a big world out there, and you won't see it all in just a few days.
- ⊖ Like any RPG, once you've cracked it, there's not much to bring you back. And some *Lufia* battles are *very* difficult.

OVERALL

90%

SEGA™ PLAYERS...WELCOME TO THE FAMILY!

The Addams Family®

EVERY STEP YOU TAKE COULD BE YOUR LAST!

LETHAL OBSTACLES AWAIT YOU IN THE GAMES ROOM.

AVOID THE DEADLY WEB OF TROUBLE

EXPLORE THE WEIRD WORLD OUTSIDE THE ADDAMS MANSION

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

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

So, for the kookiest, ookiest, creepiest Sega™ action... welcome to the family!

FLYING EDGE™

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Product Information Number 103

review

Here's yet another entry into the fighting-game field, but Billy Moon says this one's definitely a kick in the pants.

Ranma 1/2

SNES info

PUBLISHER	DTMC
DEVELOPER	NCS/Shogakukan
SUGG. RETAIL	n/a
RELEASE DATE	now available

Ranma 1/2 is both a satire of *Street Fighter*-esque fighting games and an interesting competitor in the genre. Released in Japan more than a year ago, the game is based on the comic book/graphic novel adventures of Ranma Saotome. A rebellious high-school student, Ranma is also a martial-arts expert who learned from his father, an overgrown panda.

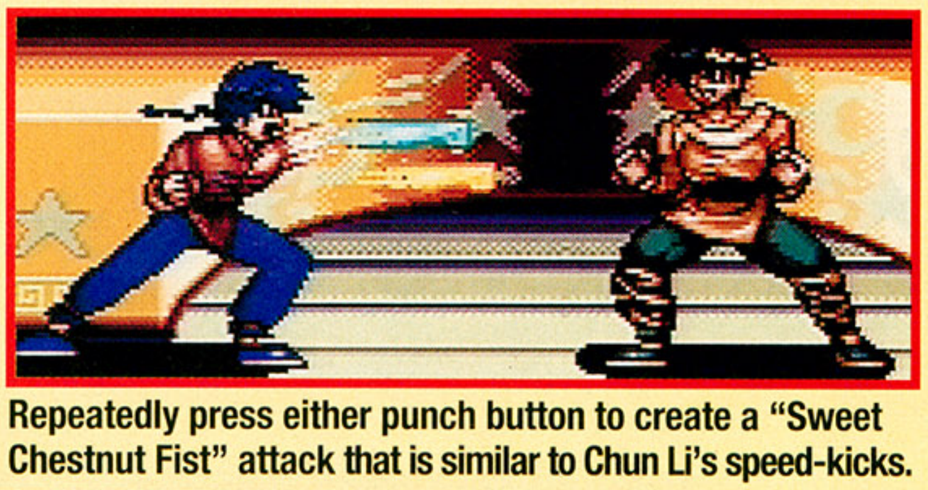
It's pretty obvious from the game's graphics that both the game and its characters are decidedly Japanese. As such, a lot of the humor in the game manual and scenario scenes loses something in translation. Certain endlessly hilarious parts (i.e., the aforementioned panda/father), however, make it safely to this side of the pond and provide a welcome relief to the WWF-like bluster found in many fighting-game characters.

Even without the humor, *Ranma 1/2* would be cool. Most of the standard fighting moves are here, as well as a ton of special moves that range from wicked-awesome (Mousse's Eagle's Claw Strike) to silly (Genma Raotome's Signboard Punch.) Some moves don't work exactly as specified in the manual, but most are easy to implement if you have a good memory.

Ranma Saotome

He's a good all-around fighter — speedy, but with average strength.

Use the Flying Dragon Blast (Y + B) to take out enemies that get a little too close.



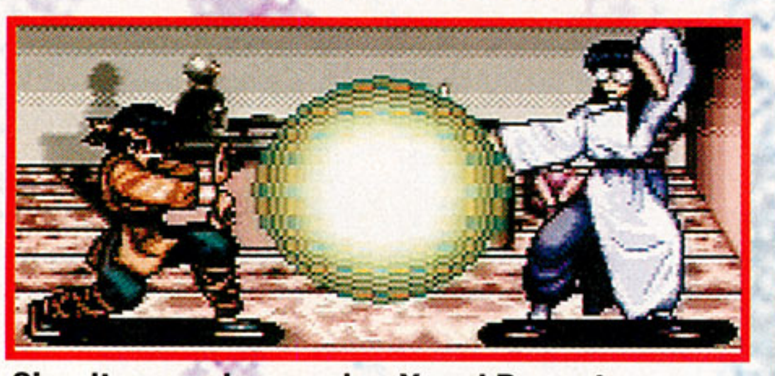
Repeatedly press either punch button to create a "Sweet Chestnut Fist" attack that is similar to Chun Li's speed-kicks.

Most of Ranma's moves can be found in a more feminine package as Ranma Chan, although the latter has a cooler low-kick.

Ryoga Hibiki

Ranma's chief competitor — both in the arena and in the fight for Akane's affections. He's another quick, all-round solid fighter.

Ryoga likes to be prepared for all eventualities, as evidenced by the umbrella that's always by his side. Press B + Right to use it as a weapon.



Simultaneously pressing Y and B creates a powerful burst known as the Lion's Roar Bullet.

Shampoo

She's an average fighter, but her Lantern Punch packs a wallop.

Shampoo's most useful move is a quick Dragon Sky-Kick (Y + B) that suddenly plants a quality kick in her opponent's face.

Attack nearby opponents by pressing B for a strong punch with the old lanterns.

Akane Tendo

The female version of Ranma is small, not particularly powerful, but very quick.

Pressing Y + B while under jumping opponents induces a powerful uppercut that brings them quickly to the ground.

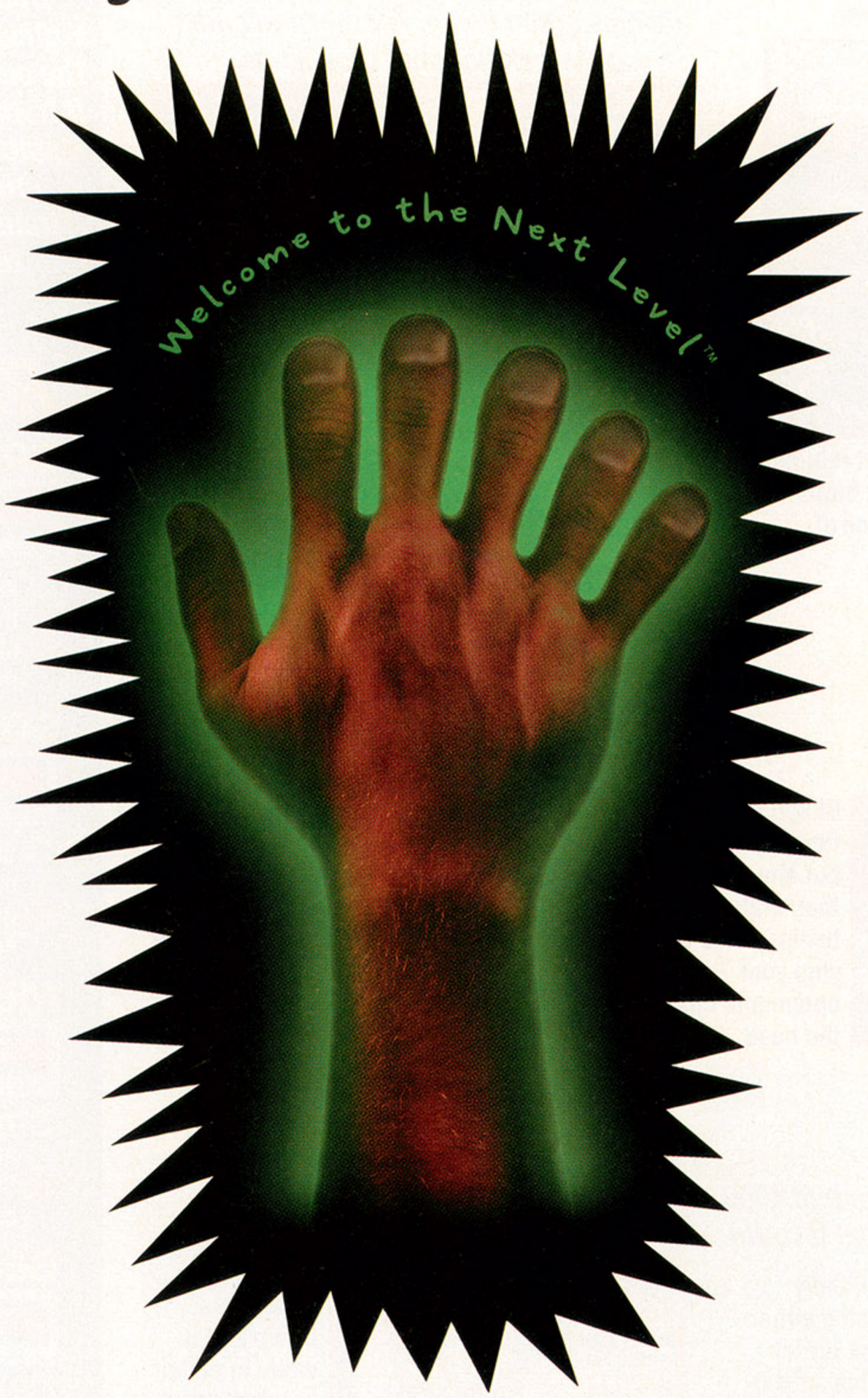
Hit B and Right, then release B to perform a Rolling Guts-Punch.

game specs

GENRE	fighting
PLAYERS	1 or 2
LEVELS	not applicable
DIFFICULTY	adjustable
SAVE FEATURE	none
MEGS	12

Sega™ 6-Button Controllers.

If this were a perfect world you'd be all thumbs. That way you'd have more moves, you'd have more control, you'd have more intense combinations. But things aren't perfect. So if you want all that stuff you should either buy one of our new arcade style 6-Button controllers or start handling large amounts of nuclear waste and—well, hope for the best. Personally, we'd go for the controllers. They're more reasonably priced and a heck of a lot easier to come by than a chunk of plutonium.



The Next Best Thing To Genetic Mutation.

SEGA GENESIS & CD

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Product Information Number 225

Genma Saotome

He's very slow, but his power more than makes up for it. One of the best.

Even when he's a panda, Ranma's dad retains his martial-art skills. Press the attack buttons to create a Fierce Panda Fist (his version of Ranma's Sweet Chestnut Fist).

Hikaru Gosunkugi

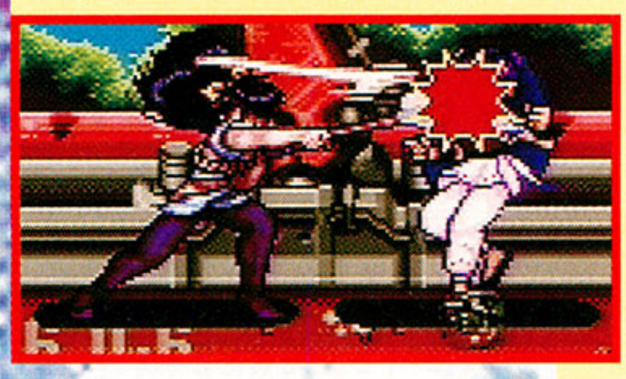
He's a gimmick fighter, so his basic abilities aren't much. Try the straw man and straw hammer trick shots.

Hikara uses the Scarecrow from the *Wizard of Oz* as a weapon! Simultaneously press Y and B to spin the straw man toward your opponents.

Young Gosunkugi's obsession with straw impels him to carry around a giant hammer made of the stuff. Use the B button to bash enemies over the head with it.

Ukkyo Kuonji

So what if she's an average fighter — she's got a spatula!



Ukkyo may not be flipping flapjacks, but she can't leave that spatula behind. Hit B to slap your opponents upside the head.

She also has an array of smaller utensils (activated with the Y buttons) with which to stab bad guys.

Mousse

It seems like this magician can pull 4000 moves out of his hat. A personal favorite.

Repeatedly pressing either attack button creates a "100-Weapon Strike," whereby Mousse unleashes such horrific weapons as the dreaded Chicken on a Stick.

Jump diagonally toward your opponent, then press Down and B while in midair to initiate the Eagle's Claw Strike.

Pantyhose Taro

Until you reach the principal fighter, this guy's your most powerful competitor. He's fairly quick, but that brute strength...!

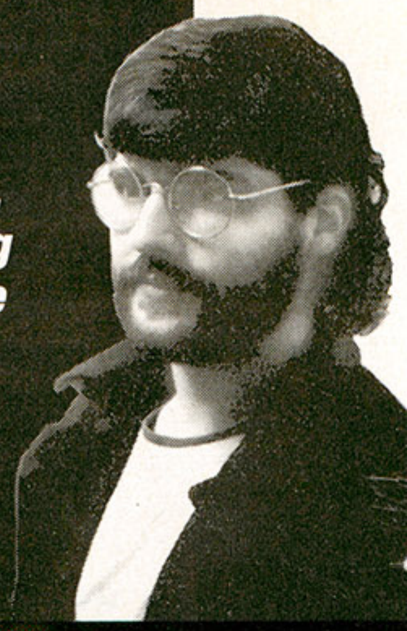
You can take Pantyhose in his standard form or as a combination bull/duck/snake/yeti. Choose him in the latter, more interesting model, then hit the B button for an ultra-powerful punch.

Normal Pantyhose also has a couple of decent moves. Press B and Right to perform the 1000-Foot Whip attack.

Bakuchioh King

Not a good choice. Average, average, average.

The Bakuchioh King is a compulsive gambler who uses his favorite casino tools as weapons. Hit the Y button to attack your opponent with playing cards.



"This is a really cool alternative to traditional* Street Fighter*-esque games. The only thing keeping it from truly awesome status is its sound effects and bad translations of the funny stuff."
— Billy

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

⊕ Very good graphics that resemble the best of Japanese animation.
⊖ May be too cartoony for some tastes.

SOUND FX

1 2 3 4 5 6 7 8 9 10

⊕ Characters have decent assortments of cries and yells for various moves.
⊖ But there's nothing really exciting about any of them.

MUSIC

1 2 3 4 5 6 7 8 9 10

⊕ The soundtrack changes with each area and keeps the game moving.
⊖ Still, it's just not as good as it could be.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

⊕ Cool moves both identify it as a fighting game *and* give it a fresh personality.
⊖ Some of the humor is lost in translation.

CONTROL

1 2 3 4 5 6 7 8 9 10

⊕ It's pretty easy to get used to the logical arrangement of controls.
⊖ Some complicated moves don't work exactly as specified in the manual.

REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

⊕ Any two of the ten characters may be picked in two-player mode.
⊖ As with any brawler, once you learn each character's moves, the single-player mode can be boring.

OVERALL

84%

AdventureVision™ Gaming

Is it a *Video?*

Is it a *Game?*

Watch 33 minutes of awesome video action as heroes fight wicked monsters and powerful magic – more action than you've ever **seen** before!

Then team up with friends for more adventure than you've ever **played** before!

The revolutionary *AdventureVision*™ gaming experience is on sale now at stores everywhere.

Start your quest today!

When DRAGON STRIKE™ the video ends, DRAGON STRIKE the game begins!

Dragon Strike™ GAME

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Product Information Number 236

TOURNAMENT FIGHTERS

Chris Slate is crazy for the SNES *Tournament Fighters*, so he naturally had big plans for the Genesis version. However, it looks like the SNES cart won't be getting much time off.

GENESIS info

PUBLISHER	Konami
DEVELOPER	Konami
SUGG. RETAIL	$55-65
RELEASE DATE	now available

You can choose among eight different characters: Leo, Don, Raph, Mike, Casey Jones, Ray Fillet, April, or Sisyphus. That's two less than the SNES version, one less than *Eternal Champions*, and four less than *SFII* for Genesis.

Gasp! Master Splinter has been jumped by four purple turtle clones! I *hate* it when that happens!

That's OK, however — the real McCoys are on the job! *Say*, how did these clones sneak into the Turtles' home, kidnap Splinter, then call our heroes ... all while the TMNT were watching TV in the next room?

After picking up some friends, the Turtles hop in their space-jet and take off for the infamous Dimension X to rescue Splinter. How, you ask? Why, by entering a fighting tournament, of course!

If I hadn't seen the Super NES version of *Teenage Mutant Ninja Turtles: Tournament Fighters* first, this game might have scored a little higher. But even when you take the different capabilities of the two systems into account, there are just too many things that Konami did right in the SNES version that it didn't do for Genesis.

One of the first things you notice is that the Genesis version has only eight different fighters from which to choose — that's two less than on SNES. And the graphics are, *well* — they're OK by normal standards, but, again, in comparison to the SNES *Tournament Fighters*, they look second rate. Sure, Genesis doesn't have as many colors to play with, but these backgrounds don't even have the many cool animations found in the SNES version (as well as almost every other fighting game).

Also, when compared to leading Genesis brawlers such as *Street Fighter Special Champion Edition* and *Eternal Champions*, the characters in *Tournament Fighters* don't have many moves. In fact, this is the first Genesis combat game that isn't compatible with a six-button controller: During combat you use only the A and B buttons, while the C button is reserved for each character's special "taunt" that, while humorous, is totally useless.

Yet all this nasty stuff aside, *Tournament Fighters* is still a pretty good game. Its biggest advantage is that it's a totally new adventure with all-new characters and moves — not just a rehash of the SNES game. Konami has also added a new story that sets up the fighting scenarios better than just to become "tournament champion." However, any marks the game would get for its new plot line are lost in its severe lack of originality. Guess what? You rescue Splinter. Yep, at the start of the game, villainous Turtle clones bag the TMNT's ninja instructor. Isn't he a master ninja?

I hope I haven't come off sounding too negative about *Tournament Fighters*. After all, it's practically impossible for Konami to make a truly *bad* game — isn't it a law? But at the same time, players are used to nothing but the best from the company, and they've come to expect it. When a game comes along that falls below those standards, it stands out like a sore thumb.

Leonardo vs. Clone Leonardo

Leonardo goes wild when his evil clone refuses to tell where Master Splinter is hidden — so he naturally tries to pummel the stuffing out of him.

It would have been better if Leo had started with an attack that isn't quite as slow as his Ground Swell. You'd have to be asleep to fall for this one.

Purple Leonardo responds to his goody-goody twin's aggression with his own attack. It doesn't take much for him to leap out of danger, landing right on top of his enemy. Leo's about to get hurt *bad*.

game specs

GENRE	fighting
PLAYERS	1 or 2
LEVELS	10
DIFFICULTY	various skill levels
SAVE FEATURE	none
MEGS	16

April fights for the first time in *any* game! She really mixes it up! Hey, now that her kidnap victim days are (hopefully) over, what *else* was she supposed to do to fill time?

And just look at her go! With moves like this, how did the bad guys ever nab her in the first hundred or so games?

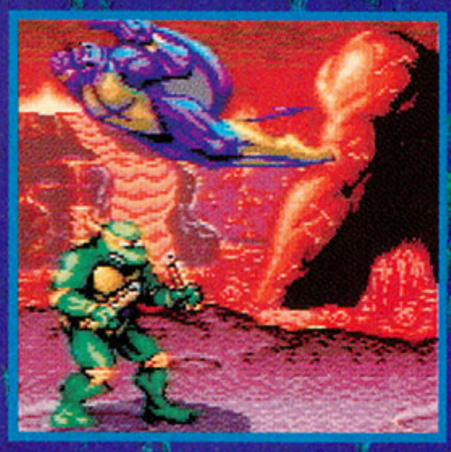
A Second Opinion

***"Maybe I'm less critical of fighting games than Chris because I haven't played as many, but I'd rate this game higher, even into the high 70s. It's not in the same league as* SFII *or even the SNES* Tournament Fighters *— but it still packs a wallop." —* Jeff

Map to the Stars

Choose your battlefield from this screen, or else follow a pre-determined order in the Tournament mode. Each of the eight characters has his or her own location.

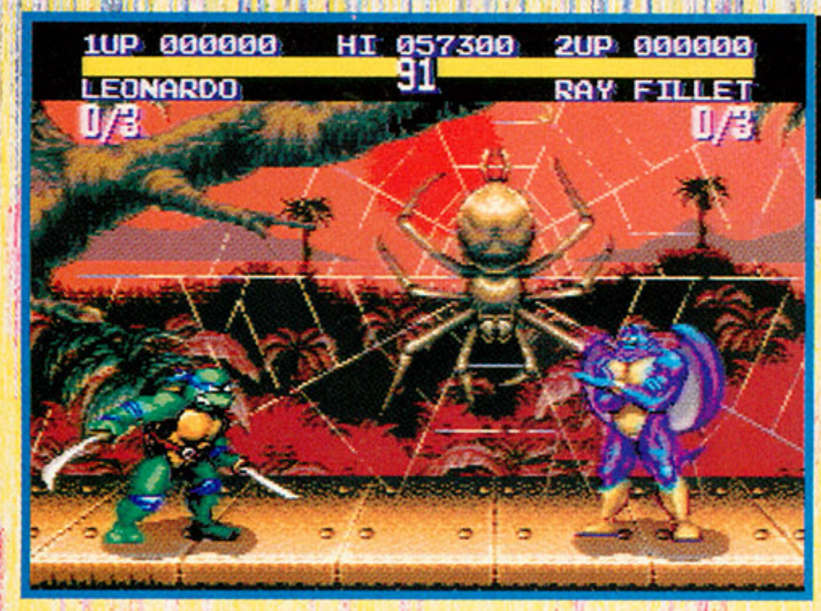
Special attacks play a big part in any fighting game, and *Tournament Fighters* has its share. Unfortunately, most lack the flair and "coolness" that are the trademarks of classic brawlers.



Most special moves are in the instruction, but you can find a few on your own. Many button combinations result in different moves for different characters.

The button combinations are very similar — sometimes identical — to big-name brawlers such as *SFII*, making it easy for veterans to jump right in.

Dare to Compare



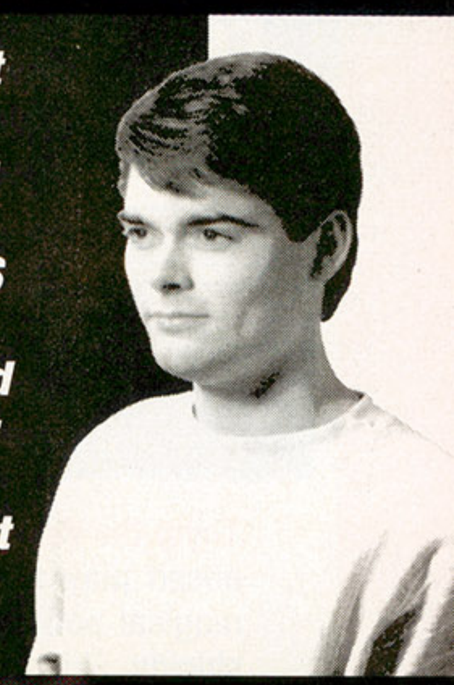
While *Tournament Fighters* is a pretty good beat-'em-up on its own, it pales in comparison to its older brothers. It lacks the overall balance of *Street Fighter II*, the innovation of *Eternal Champions*, the blood 'n' gore of *Mortal Kombat*, and it can't compare with its SNES counterpart, either. If you're a Turtlemaniac, definitely go for the SNES version.

Street Fighter Special Champion Edition

Eternal Champions

Mortal Kombat

SNES *Tournament Fighters*



"A good game, but still a disappointment after playing other brawlers — including the SNES* Tournament Fighters. *It's a good title to add to your fighting-game collection ... but not to start it."
— Chris

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

⊕ Average-sized characters, but they're drawn pretty well.
⊖ The backgrounds are a little stale, and not as animated as in the SNES game.

SOUND FX

1 2 3 4 5 6 7 8 9 10

⊕ There *is* sound.
⊖ Ugh. Weak compared to the "smacks" and "thuds" in other combat games.

MUSIC

1 2 3 4 5 6 7 8 9 10

⊕ Some of the tunes really jam, especially in stereo...
⊖ ... but they contain only a handful of sound effects.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

⊕ Includes slo-mo replay and "finishing" moves found in newer fighting games.
⊖ The Turtles are the only things you haven't already seen in other brawlers.

CONTROL

1 2 3 4 5 6 7 8 9 10

⊕ A nice mix of attacks that either need to be "charged up" or are instantaneous .
⊖ You use only the A and B buttons to fight.

REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

⊕ Multiple difficulty levels and the two-player Vs. mode keeps you interested...
⊖ ...but there's just not as much *to* this fighting game as in others.

OVERALL

69%

GAUNTLET IV

The Adventurers

Thor the Warrior: Use Thor's battle axe to take out demons and generators. He's the strongest player, but he lacks the agility and speed of the others.

Thyra the Valkyrie: A well-balanced player, Thyra can use magical potions, swords, and shields. She can also hold her own in a fight.

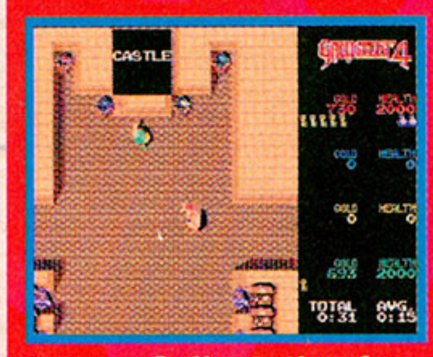
Merlin the Wizard: When playing in groups of two or more, always let Merlin get magical potions. When he uses them, they affect a larger area and do more damage.

Questor the Elf: Be conservative when you use Questor — he's fast, but he's not as strong as the others and can't take too many hits in a fight.

Game Modes

Arcade: Long battles with a never-ending sea of grunts, ghosts, and demons — just like in the arcade!

Battle: A combat free-for-all — use potions and increased fighting power to beat your opponent.



Quest: Collect the four tower crystals and gain entrance into the castle. Use passwords to save your progress in this exciting addition to the game.

Record: Players try to beat the clock by clearing a dungeon as quickly as possible for high scores and entrance into the *Gauntlet* Hall of Fame.

GENESIS info

PUBLISHER	Tengen
DEVELOPER	Tengen
SUGG. RETAIL	$54.95
RELEASE DATE	Now Available

Major Icons

Collect food to stay alive; potions and fighting powers to battle overwhelming odds. But don't be too greedy....

game specs

GENRE	action/adventure
PLAYERS	up to 4 w/Team Player
LEVELS	more than 100
DIFFICULTY	medium
SAVE FEATURE	password
MEGS	10

It's back in all its glory! New elements, says Vince Matthews, add to a classic arcade game.

It's time to get out your battle axe and suit up for adventure! Tengen's faithful update of the arcade classic *Gauntlet* is so good that you'll believe you're actually part of this medieval fantasy world. And with a Sega Team Player multi-player adaptor, up to four can join in — hence the name, *Gauntlet IV* — four times the *Gauntlet* action.

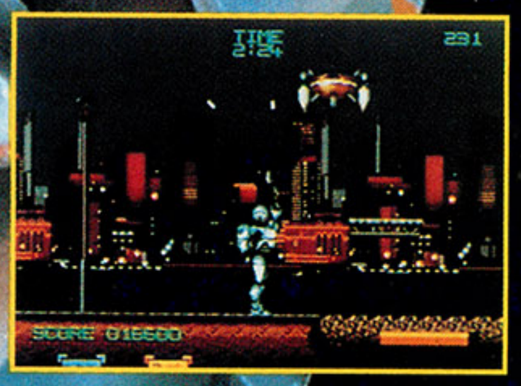
To update the coin-op game, Tengen has added three new modes in addition to the traditional Arcade mode. There's a Quest mode in which players seek four mystic crystals to gain entrance into an even more mystic castle. The Battle mode is basically a *Gauntlet* version of *Street Fighter*, and the Record mode has players trying to clear as many dungeons as they can as quickly as possible.

These new modes give the game extra replay value, but it's the Arcade mode that people want to play. Sure, it's a rehash of an old action-adventure. But fans of the series will be ecstatic, and even those new to the game should find *Gauntlet IV* entertaining. It really is a lot of fun to play. Really!

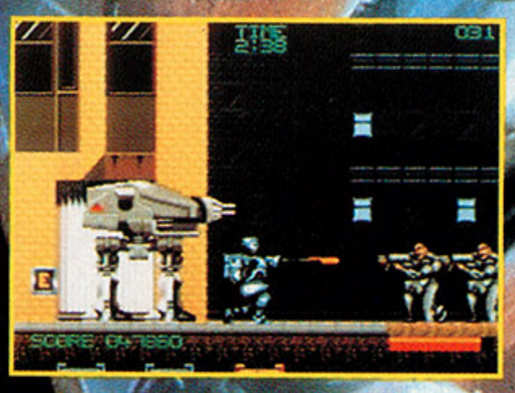
ROBOCOP 3™

FIRST TIME ON GENESIS™ & GAME GEAR™!

MOTOR CITY SHOWDOWN!



BLAST OCP'S FLYING DROIDS.



TEAM-UP WITH ROBOCOP'S OLD ADVERSARY— THE GIANT ED-209.

HALF-MAN, HALF-MACHINE... ALL ACTION!

Armed with laser gun, flame-thrower and missile launcher multi-weapon attachments, you must destroy giant ED-209's and OCP's latest techno-warrior...OTOMO!

Relive all the action of the blockbuster film, as you face a battalion of enemies!

SEGA GENESIS 16-BIT CARTRIDGE

GAME GEAR COLOR PORTABLE VIDEO GAME SYSTEM

FLYING EDGE

OFFICIAL SEGA SEAL OF QUALITY

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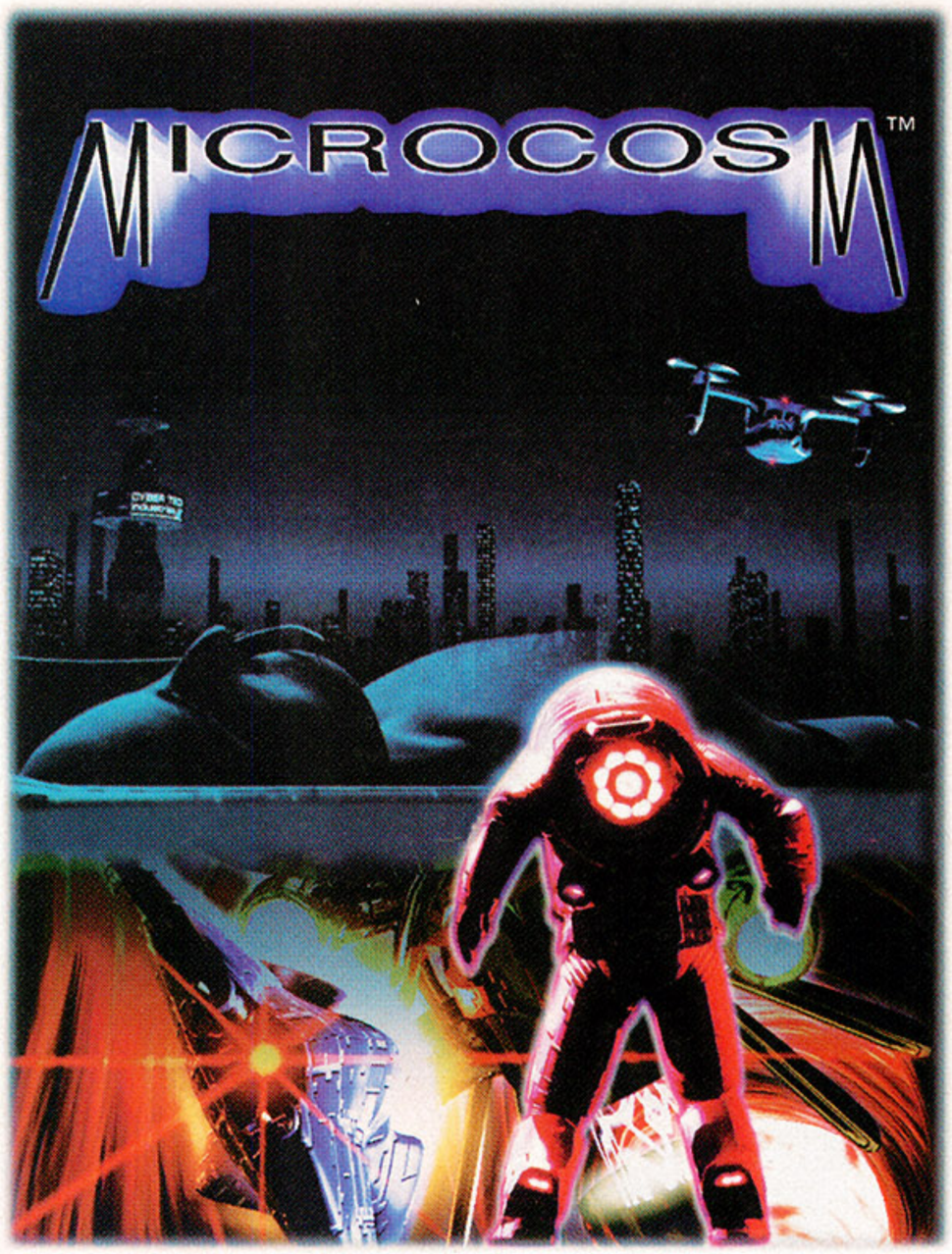
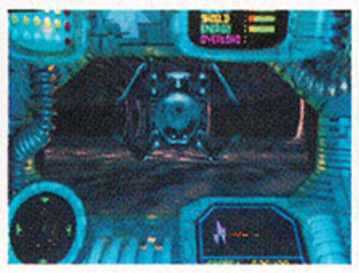
Psygnosis CD's, you Just play it.

A BRAIN IS A TERRIBLE THING TO WASTE.



Take a journey to the center of the mind. This situation is deadly serious. You are coursing through the body of corporate mogul Tiron Korsby in search of a brain manipulation droid planted by a rival company. Time is running out and you're forced to play a fast and furious game of hide and seek. Waste the droid before it wastes Korsby's brain.

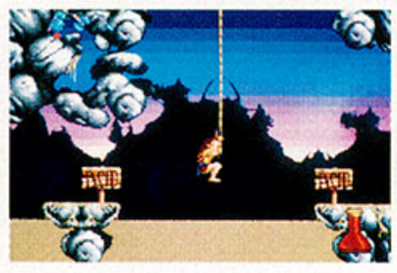
Surging through veins, arteries, and other body organs, you blast attacking viruses and your enemies' defensive probes. This struggle for control features non stop action, unparalleled cinematic style imagery, and incredibly smooth gameplay. Over 500 MB of graphic and sound data, coupled with an original soundtrack from Rick Wakeman brings you the look and feel of a true inner-body experience.



YOU MAY BE BRAVE ENOUGH, BUT ARE YOU SMART ENOUGH.

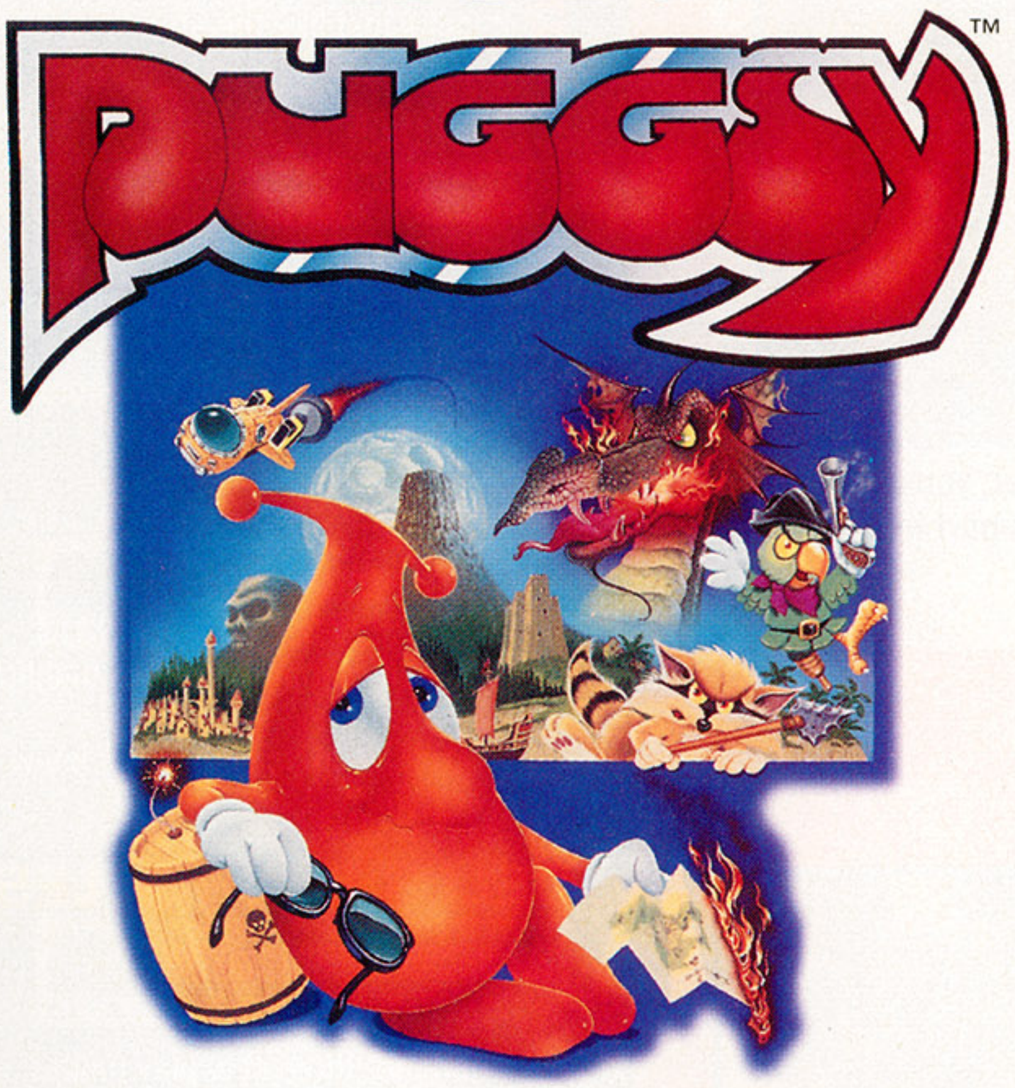
If this quest was simply a test of physical prowess, you would be all set. But the truth is, your journey will be filled with diabolically challenging puzzles. In order to save your sister from the evil Beast Master Zelek, you need to scour Kara-Moon and confront him face to face. But, to succeed you must master the most deadly weapon: your mind.

A sinister, intelligent game, filled with fiendish puzzles and challenging battles, Shadow of the Beast II is not your ordinary role playing game, stressing brawn alone. Beast II features an essential blend of strength and brain power. Well orchestrated music tracks, eight-way scrolling and cinematic animated sequences transport you to Kara-Moon, the land of the Beast.



don't have to Psay it.

FASTER THAN A SPEEDING BULLET... NOT!



You've played these games, you know the score: First there were rapid rodents, then came the manic mammals and now we've got frantic felines. You know you've got the moves to shred the rest, it's time to add brains to your arsenal. Meet Puggsy, he's a goofy little alien with a laid back attitude. But he's in a terrible jam. While catching rays on some random planet, the local bad guys scooped his spaceship. Now he's on a frenzied search through a puzzling alien world; and, as we know, extra terrestrials can't get home without their ride.

Puggsy takes you through 50 plus levels of cartoon quality play, filled with secret rooms, hidden levels and "Easter eggs" and featuring; *Total Object Interaction™ (TOI™)* Puggsy actually uses his arms to control forty different objects, solving puzzles and zapping over 100 different alien creatures, as he waddles his way through 17 bizarre lands. With a multitude of sound FX and tunes, Puggsy takes you on an adventure that's endlessly entertaining.

Psygnosis takes you to the cutting edge of SEGA CD™ technology, with three new games that are guaranteed to challenge, thrill and amuse you. SEGA CD™ has got what it takes to blow you away, with enhanced video animation, more play levels, and the intense music and sound effect of QSound with 3-D sound processing. Take SEGA CD™ to the outer limits with Psygnosis' new games; Puggsy, Microcosm and Shadow of the Beast II. Psygnosis CD is *Psensational*.

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PSYGNOSIS

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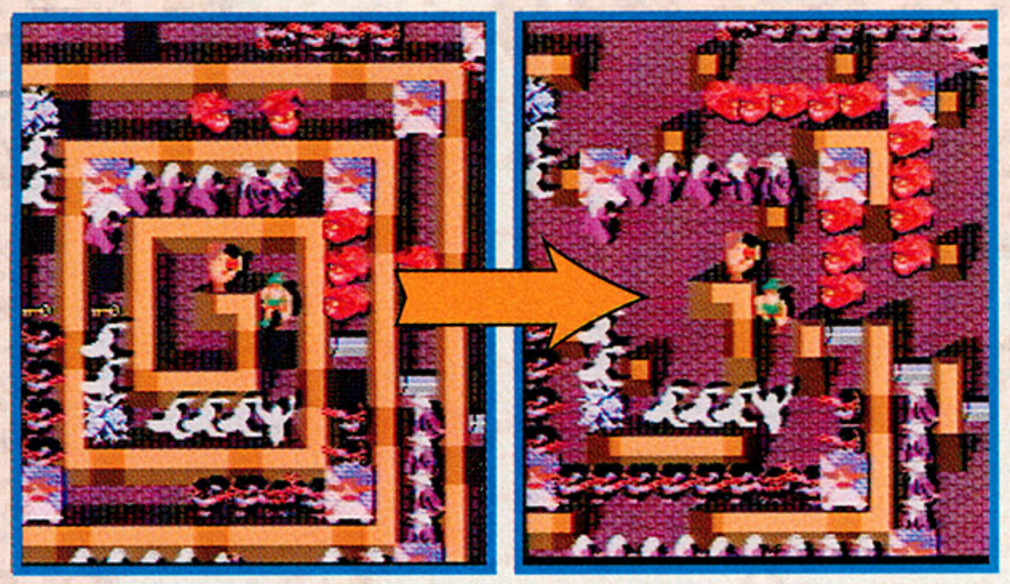
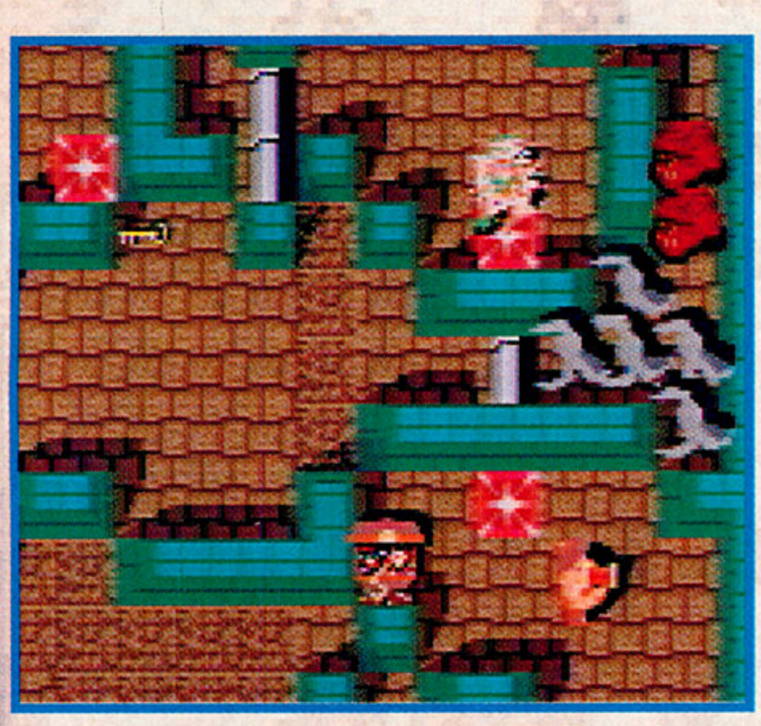
Product Information Number 125

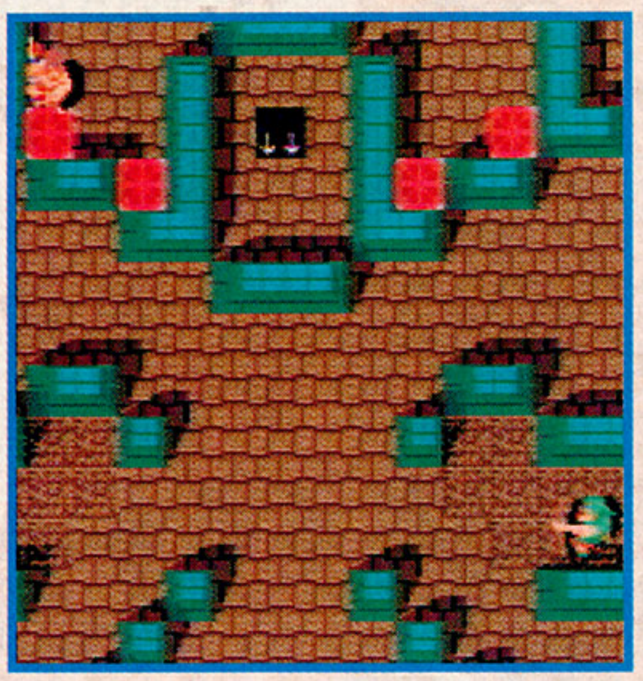
An Adventurer's Guidebook



The Trap Trick: Within each tower, traps must be triggered that open doors, walls, and paths. You must trigger the traps in order to reach the gems. If you don't locate the trap to open a path on one floor, try another or entire wall.

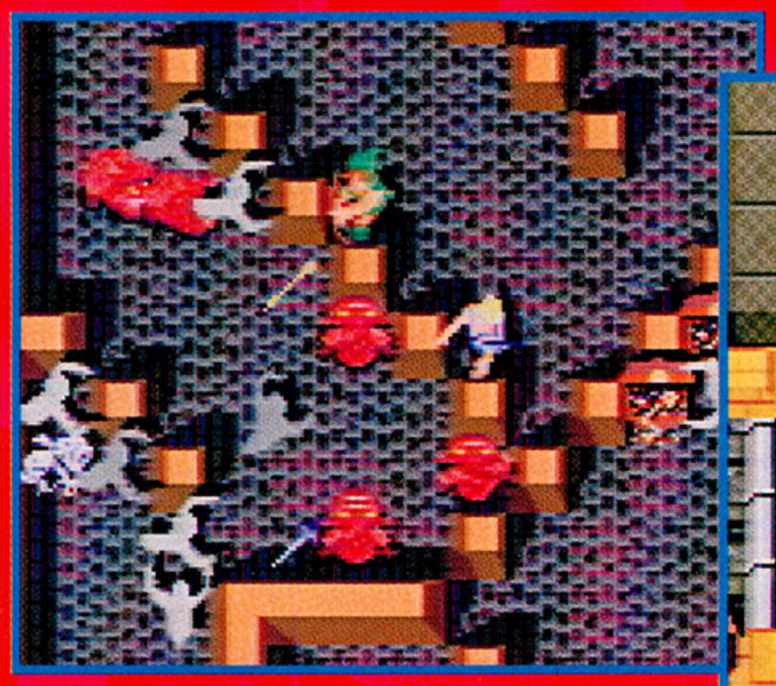


Use teleporters to pass between walls — but be careful! Many times you're transported into the proverbial lion's den.

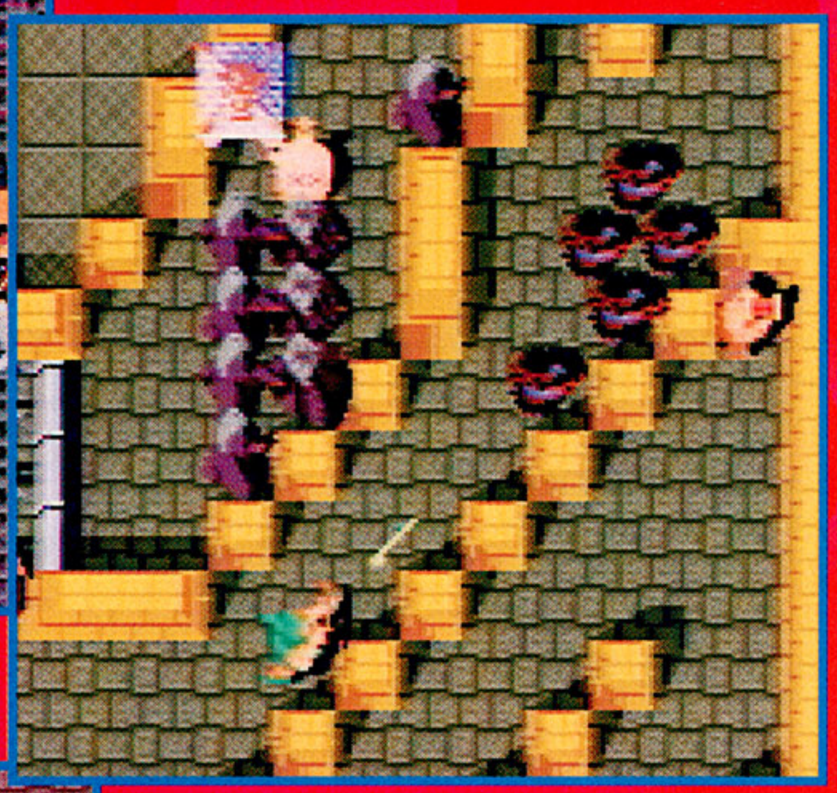


With more than one player, you can scroll the screen and force teleport into a particular area.

Fighting Tactics



Use Questor and Thyra to kill enemies through angles in the walls.



Lure enemies along the wall so they're ready to attack the closest member of the party, then have another player attack from behind. This method can also be used to lure Death away from other members in the party.

Form a defensive line to protect your party when you're wandering through hallways. Remember — don't shoot the food!

"You get the most out this game with two or more people. But regardless of how you play, you get your money's worth with the added features. Basically, however, it's the same old Gauntlet."

— Vince

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

⊕ It looks just like the arcade version.

⊖ It looks just like the arcade version.

SOUND FX

1 2 3 4 5 6 7 8 9 10

⊕ The same voice samples are used as in the arcade.

⊖ Some effects are leftovers from the Atari 2600

MUSIC

1 2 3 4 5 6 7 8 9 10

⊕ New well-composed tracks highlight the adventure.

⊖ You'd have to be deaf to not know this was *Gauntlet.*

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

⊕ There are three new play modes, new power-ups, and new adventures.

⊖ Same characters, same weapons.

CONTROL

1 2 3 4 5 6 7 8 9 10

⊕ Plays just like the arcade version.

⊖ Players can't move and shoot at the same time.

REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

⊕ Adventure and Battle modes keep players coming back.

⊖ If you're playing solo, the action can get boring.

OVERALL

80%

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The SN ProgramPad blasts through your Street Fighter II™ & Fatal Fury™ opposition one by one. You can do a Dragon Punch*, Spinning Pile Driver*, Sonic Boom*, Hurricane Uppercut**, Burn Knuckle**, Dragon Bullet** & many more by hitting one button. When you're done sticking it to these tough games, use the ProgramPad's 6 memory spaces to program your favorite moves from Mortal Kombat® and other hot games. But moves aren't all you get. Activate the secret code to play any character against himself. And check out the LCD screen, independent auto-fire, slow motion & extra long cord!

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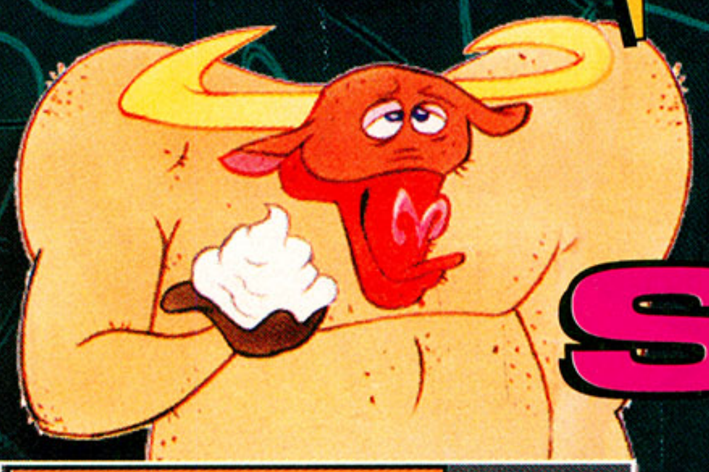
Product Information Number 110

Ren & Stimpy: The Quest for the Shaven Yak



GAME GEAR info

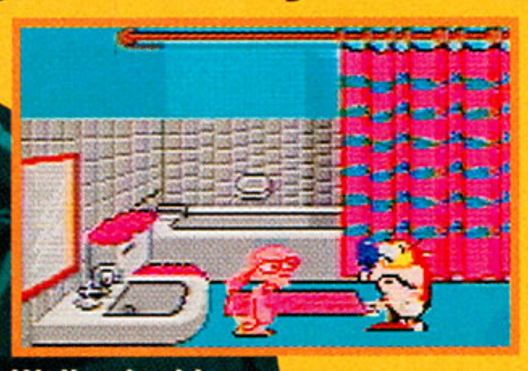
PUBLISHER	Sega of America
DEVELOPER	Sega of America
SUGG. RETAIL	$39.99
RELEASE DATE	now available

Yak **pops off the Game Gear screen and, as Vince Matthews points out, its catchy animation and music make it just like the TV show — in color and portable!**

The Quest for the Shaven Yak Starring Ren Hoek & Stimpy is totally awesome Game Gear action, with America's favorite cat-and-dog team doing what they do best — being themselves. Sega's first Ren & Stimpy game (a Genesis adventure is on the way) is much fun, and it, like recent THQ games for Nintendo formats, ably captures the feel of the cartoons.

So fill Dad's boots with coleslaw and get out your lederhosen — that wily Shaven Yak is back in town! Well, actually he came to town and left his hooves behind. This could ruin Yak-Shaving Day for all eternity ... unless Ren & Stimpy can save the day.

The Guys



Well, whaddaya know! It's that loony pair of fellas, Ren and Stimpy. Ren is probably the better player of the two.

Yeow! It's Screwy Squirrel, and he's gonna do whatever he can to stop Yak-Shaving Day!

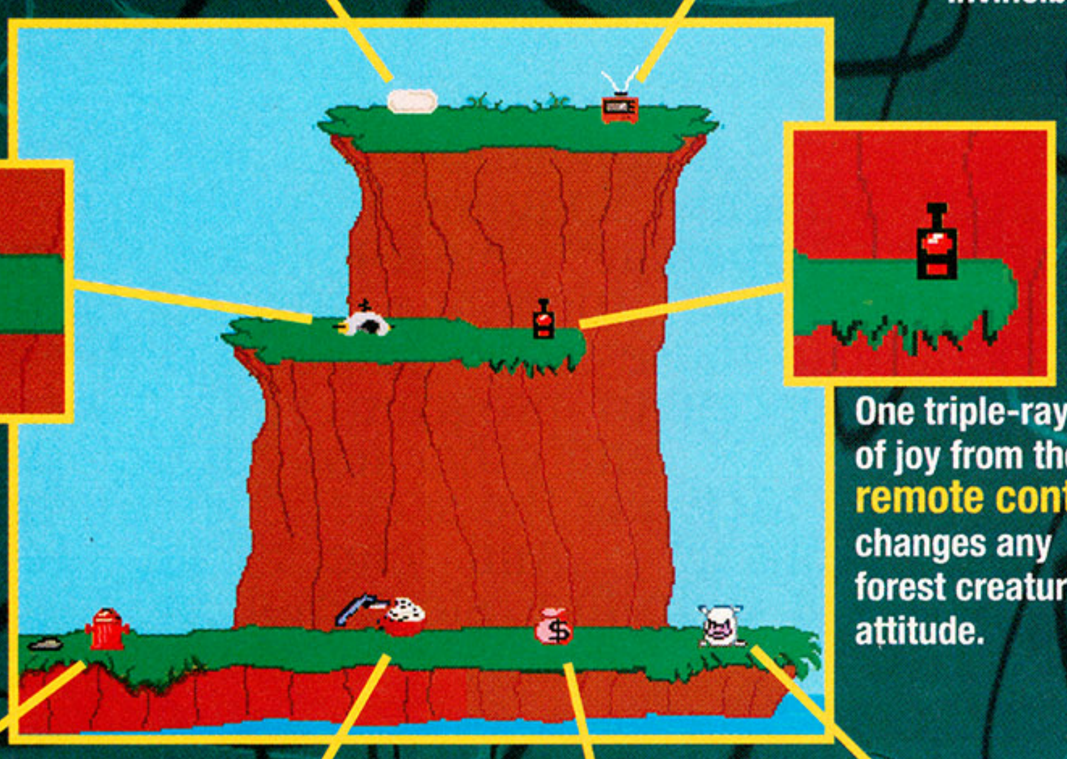
The elusive clean-shaven Yak — feast your eyes ... he's lookin' good!

Defense Mechanisms and Neat Gizmos

Powdered Toast makes a fine weapon — *and* a tasty breakfast treat!

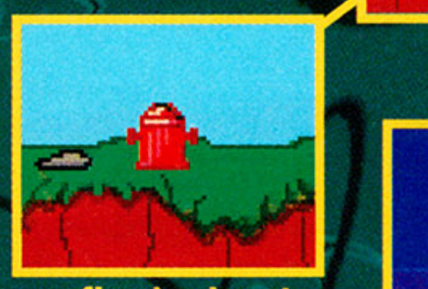
Bubble, bubble, toil and trouble. Soap works great on birds.

Happy, happy! Joy, joy! The Happy Helmet makes you invincible!



Televisions extend your life bar and give you extra rubber nipples!

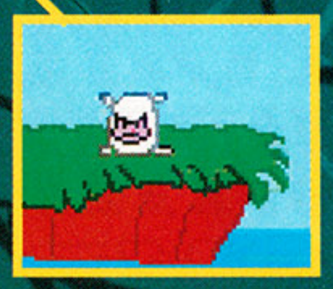
One triple-ray jolt of joy from the remote control changes any forest creature's attitude.



The fire hydrant is a continue point, you idiot!

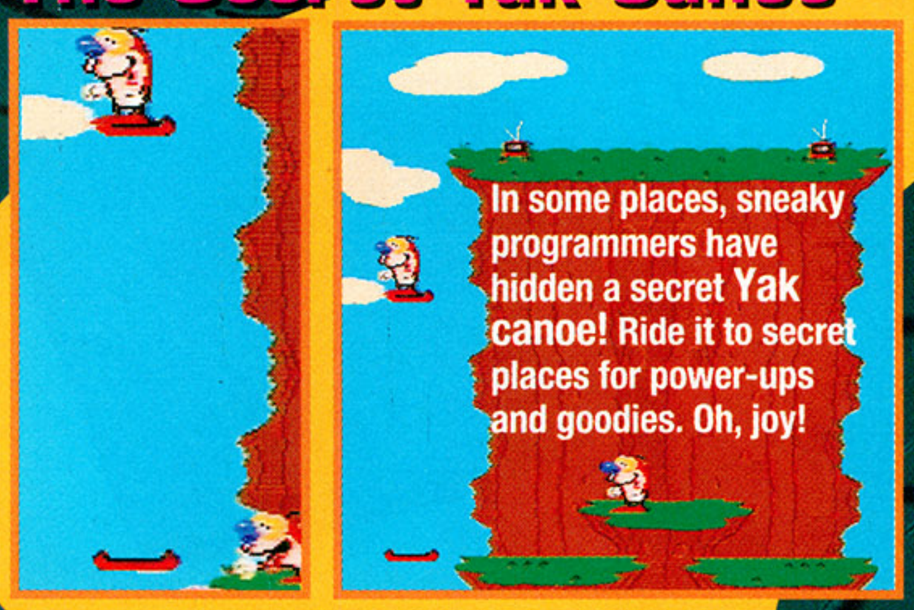
A heaping bowl of shaving scum refills your life bar!

Money: Grab it, man!



Gritty Kitty Cat Litter refills your precious life meter.

The Secret Yak Canoe

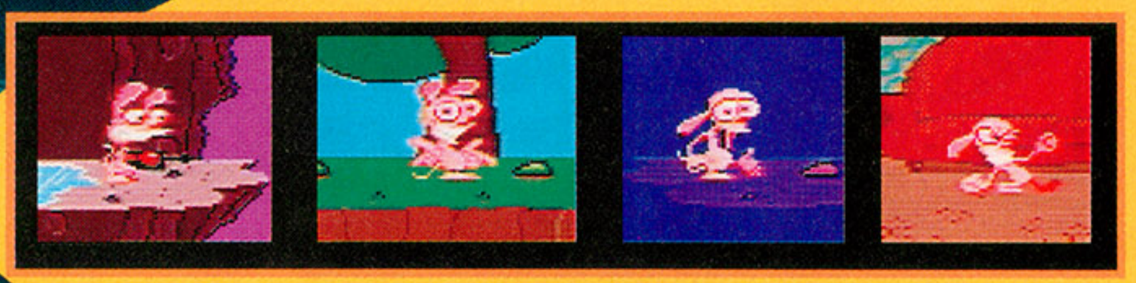


In some places, sneaky programmers have hidden a secret Yak canoe! Ride it to secret places for power-ups and goodies. Oh, joy!

game specs

GENRE	action
PLAYERS	1
LEVELS	5
DIFFICULTY	medium
SAVE FEATURE	password
MEGS	4

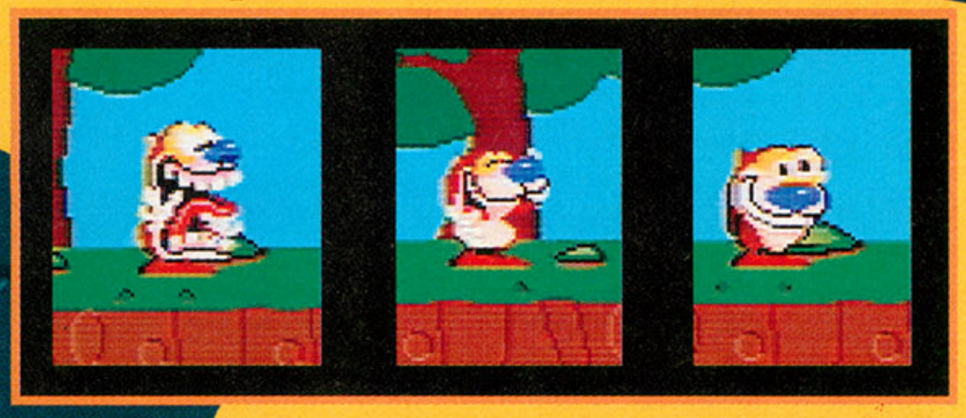
Ren Hoek



Otherwise known as five-fingered Hoek, this full-blooded asthma-hound likes it stinky! Ren's toothbrush attack works well on almost all enemies.

And the chihuahua's super-jump makes it easy for him to reach high platforms.

Stimpson J. Cat

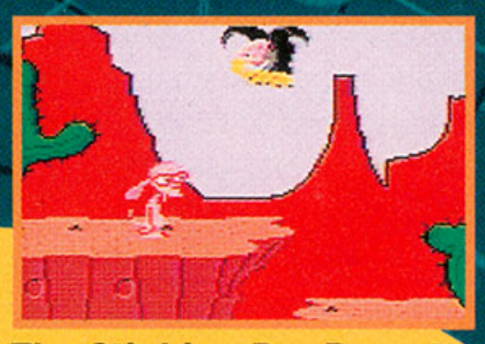


This inventor and psychic, otherwise known as Dr. Stupid, knows his limits — and often goes beyond them. Stimpy's hair balls stop flying birds in their tracks.

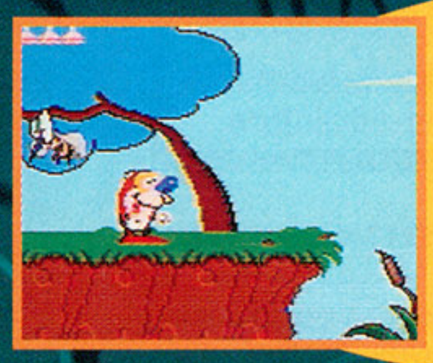
Stimpy's butt-bustin' attack can break through tree branches, enabling him to reach special areas.

The Great Beyond

The Blacker Than Black Forest: Aw, nuts! It's that crazy squirrel! The first level is as easy as you'd expect.



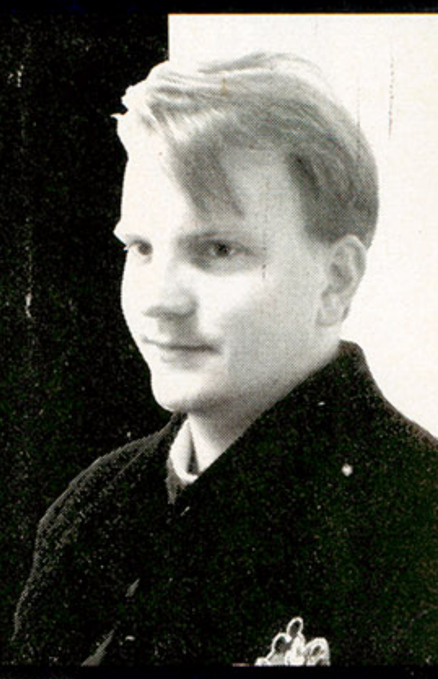
The Stinking Dry Desert: The vicious scorpions and searing heat are enough to make anyone beg for mercy — or water. It's hard to avoid the egg-dropping vultures.



The Stinking Wet Bayou: Frogs, mosquitos, snakes — eeuch! Take a ride on the Croc-o-Stimpy to keep your head above water! The pesky mosquitos are particularly difficult.

The Great Frozen North: Electrocute this cute little bunny for bonus points! Its hop is erratic, making your journey even more perilous.

The Perilous Mount Hoek: Many a brave soul has plunged to his death on the jagged rocks below. Your climb up the mountain isn't made easier by lightning and vultures.



"Attention R&S fans — stop watching the reruns and play this game!"
— Vince

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

- ⊕ Colorful cartoonlike animations and backgrounds look just like the TV show.
- ⊖ The picture flickers when more than three characters are on-screen.

SOUND FX

1 2 3 4 5 6 7 8 9 10

- ⊕ Samples were taken from the cartoon.
- ⊖ Not enough samples were taken.

MUSIC

1 2 3 4 5 6 7 8 9 10

- ⊕ TV tunes like the Muddy Mudskipper and Log themes are played throughout.
- ⊖ I now hum the Log theme in my sleep.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

- ⊕ Cool use of *Ren & Stimpy* stuff as power-ups and weapons.
- ⊖ But there could be much more — where's Dr. Stupid?!

CONTROL

1 2 3 4 5 6 7 8 9 10

- ⊕ Character and player are well connected.
- ⊖ When R&S are jumping, they have a hard time avoiding enemies.

REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

- ⊕ Long levels and hip animations certainly keep you interested.
- ⊖ Once you've played it through, returning is just like watching reruns.

OVERALL

84%

review

MEGA MAN X

As the last classic NES series jumps to 16-bit, Chris Slate finds that Mega Man is still one of the best.

GAME PLAYERS ULTIMATE

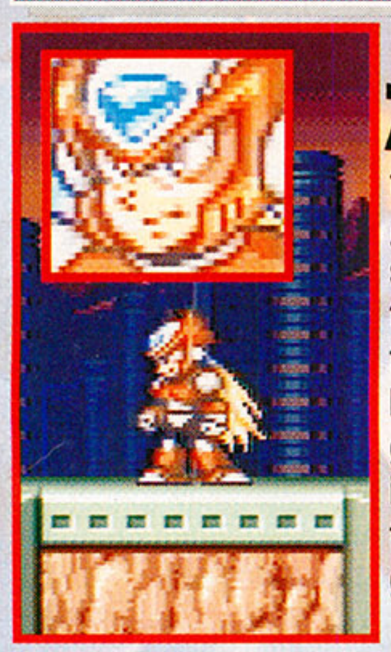
Players have been begging for a 16-bit game starring their favorite Mega guy, but for some reason Capcom has been concentrating on crazy projects like *Street Fighter*. Well, we won't hold *that* against them. Especially now that we've got X — a *new* robot hero. But what about our old pal Mega Man? Don't worry: Five minutes into *Mega Man X*, you'll forget that he ever existed.

Capcom's programmers made all the right moves when developing *X*. They kept the classic *Mega Man* structure, inserted SNES graphics and sound, and have turned out the best game yet. But they didn't stop there — items and power-ups hidden throughout the first eight levels add a whole new element. Much like the *Mario* games, you can play *X* over and over and *still* not find all the treasure, giving it a lot more depth than its predecessors. And there's no Dr. Wily! After fighting the same guy for nine games, I was considering *joining* the guy. I mean, anybody *that* determined is destined someday to rule the world.

Mega Man X can get pretty darn hard in places — it's a classic run-and-jump game that requires mastery of SNES controls before you even begin. Even gamers who have already beaten the other nine *Mega Man* titles will be in for a challenge.

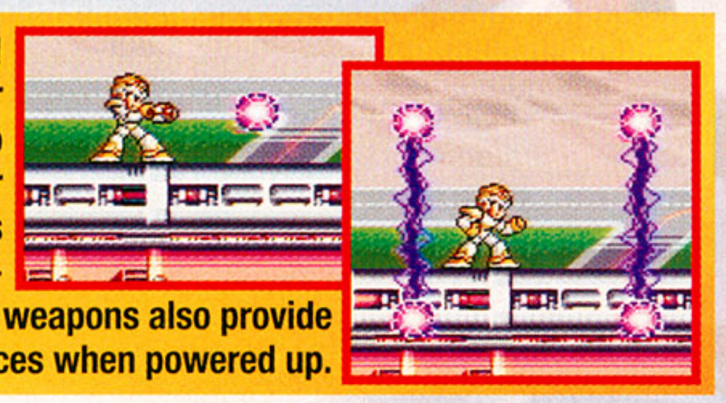
SNES info

PUBLISHER	Capcom
DEVELOPER	Capcom
SUGG. RETAIL	$60-$70
RELEASE DATE	January



ZERO, the only other *good* robot, steps in from time to time to help out. He gives the game an involved story that previous games lacked.

Switching between weapons is much smoother in *X*. You can still go to the sub-screen, but you can also use the L and R buttons to toggle through your inventory without leaving the action!

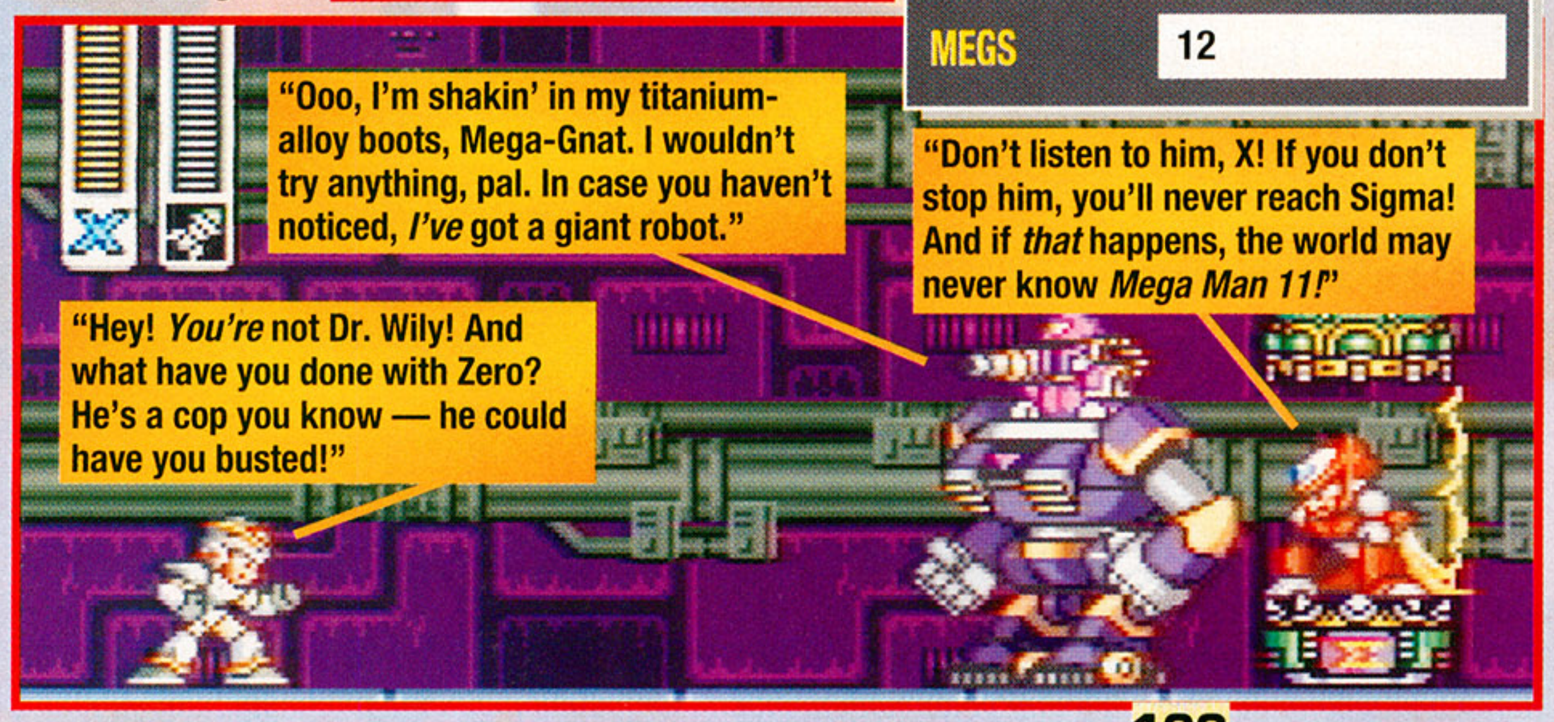


POWER UP! The X-Blaster allows you to charge up your special weapons for max damage. Some weapons also provide helpful services when powered up.

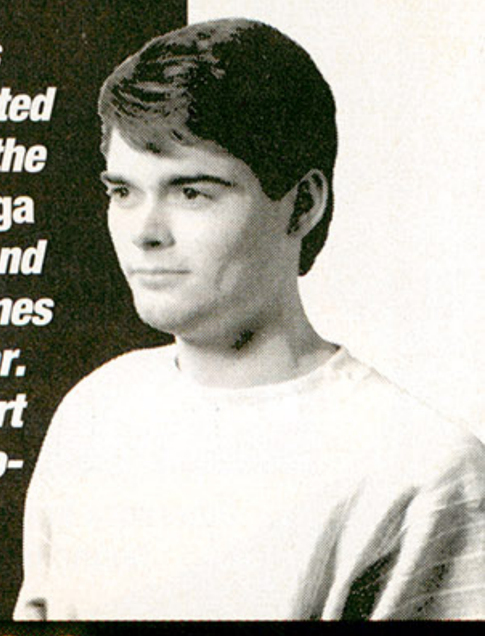
Mega Man X requires tricky platform jumping. If your reflexes have failed you in similar circumstances, brush up your skills before taking on *X*.

game specs

GENRE	action-adventure
PLAYERS	1
LEVELS	12
DIFFICULTY	medium to hard
SAVE FEATURE	passwords
MEGS	12



**"Mega Man *fans won't be disappointed with X. It's easily the best of the ten* Mega Man *titles so far, and one of the best games I've played all year. A near-perfect cart with classic video-game play."*
— Chris**



RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

⊕ Animations and colorful sprites are great and true to the *Mega Man* style.
⊖ Even though the graphics are great, a few backgrounds look a little flat.

SOUND FX

1 2 3 4 5 6 7 8 9 10

⊕ Weapon blasts and electronic hums make good use of the SNES's capabilities.
⊖ I've heard better FX, but *X* still ranks pretty high.

MUSIC

1 2 3 4 5 6 7 8 9 10

⊕ Jazzes up some classic *Mega Man* tunes, and some of the new ones really jam...
⊖ ...but some don't. A few tunes still sound like pumped-up Japanese elevator music.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

⊕ Loads of special weapons and well-hidden surprises .
⊖ Zero's nice, but I miss Rush and that bird.

CONTROL

1 2 3 4 5 6 7 8 9 10

⊕ The player control is even better than in previous *Mega Man* games.
⊖ It's easy to activate the dash move accidentally — and you still can't duck.

REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

⊕ You'll want to play it again and again to find all the hidden items.
⊖ Isn't really any longer than other *Mega Man* titles. I expected a slightly bigger adventure on the SNES.

OVERALL

95%

KICK SOME LIQUID METAL BUTT!

PREVENT JUDGMENT DAY

I NEED YOUR MOTORCYCLE

PROTECT JOHN CONNOR

OBJECTIVE: RESCUE SARAH CONNOR

DESTROY CYBERDYNE RESEARCH

HASTA LA VISTA, BABY!

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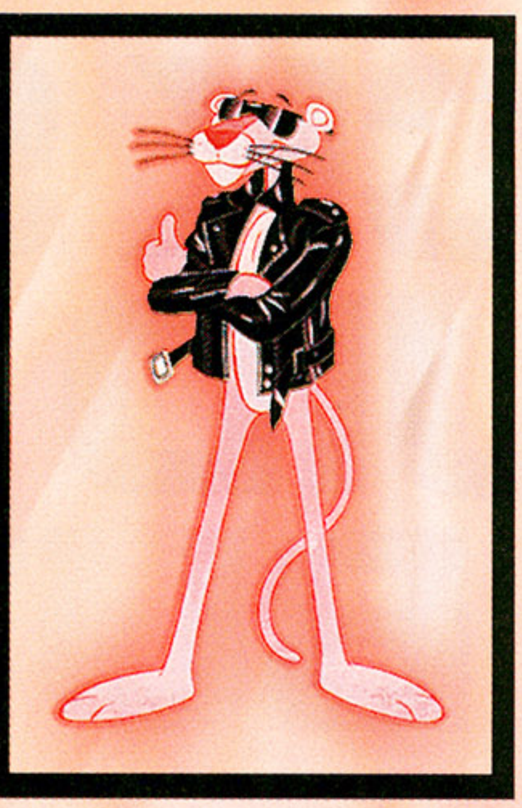
Product Information Number 103

review

PINK GOES TO HOLLYWOOD



Sure the *cat* is cooler than cool, but Jonathan Gagnon says that the Pink Panther's first video game could have been a little hipper.

Who is the hippest, coolest, *pinkest* cat in town? Naturally, it's the Pink Panther. The fabulous feline is well on his way to becoming a movie star when he runs into Inspector Clouseau, who's also shooting a movie. When the Pink Panther ruins his big scene, the hot-headed inspector begins to chase him across the lot, stumbling through different movie sets.

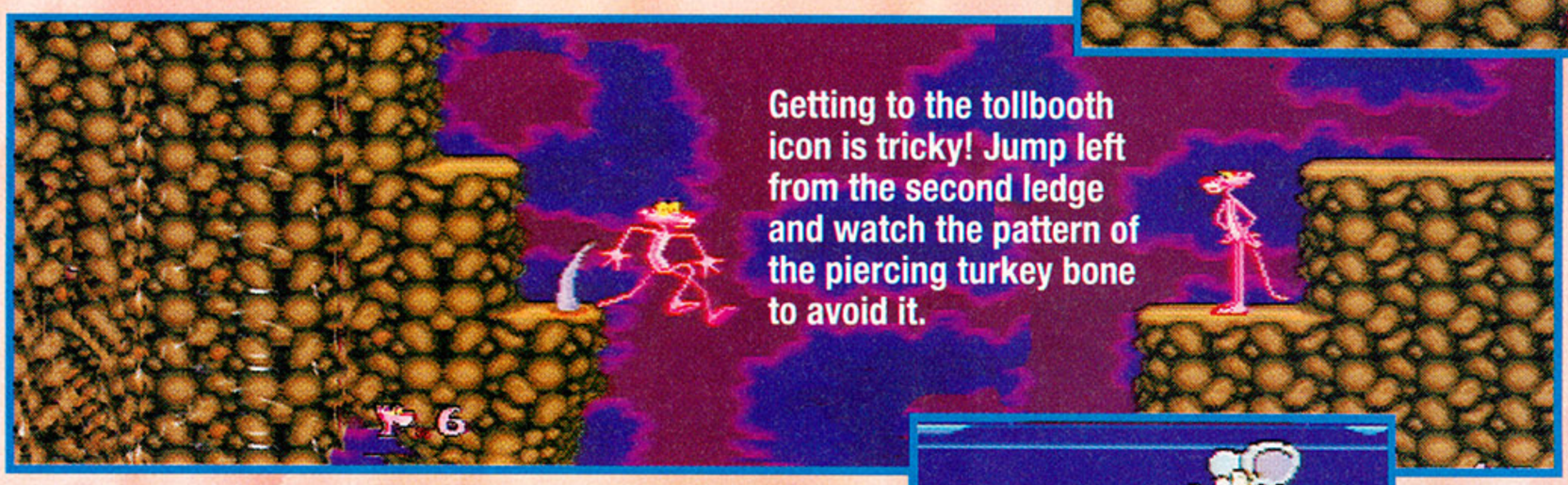
It's your job to steer the Panther across nine different sets (14 levels) ranging from "Cat on a Not Pink Roof" to "Pink Beard" to "Pinkenstein." You can take the levels in any order, and the different sets offer a lot of variety — Sherwood Forest, the Old West, a haunted house, even the inside of a stuffed turkey.

Henry Mancini's familiar theme is prevalent throughout the game, and the graphics and animation, too, are in keeping with the familiar cartoons. *Pink Goes to Hollywood* offers a lot of variety, and the challenge will keep you busy. So think pink, be cool, and don't stress out — that's the inspector's job!

GENESIS info

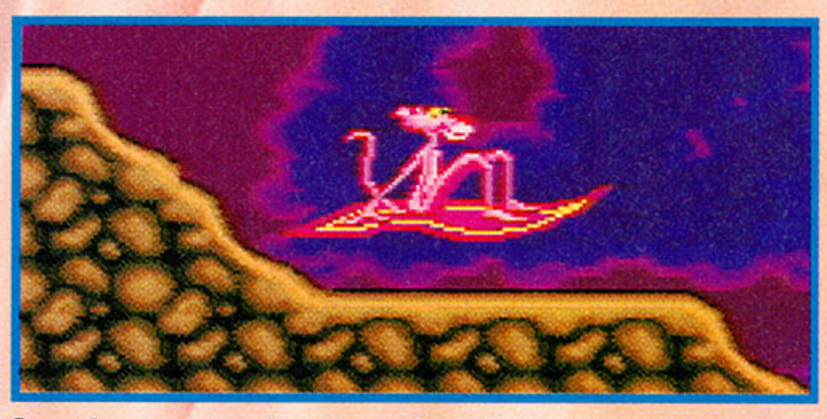
PUBLISHER	TecMagik
DEVELOPER	TecMagik
SUGG. RETAIL	n/a
RELEASE DATE	now available

In Honey, I Shrunk the Pink, forge into the turkey, jumping on the bones to avoid the lethal gravy. Don't forget to grab the icons overhead.

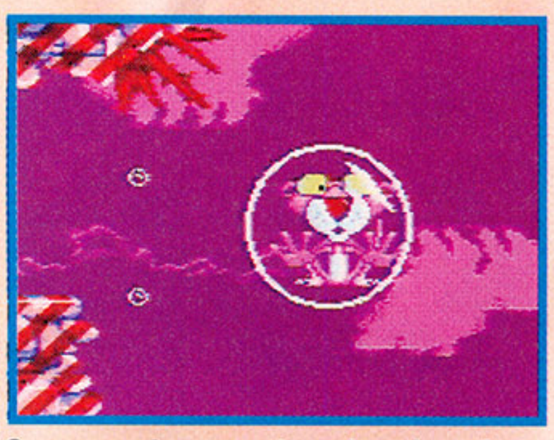


Getting to the tollbooth icon is tricky! Jump left from the second ledge and watch the pattern of the piercing turkey bone to avoid it.

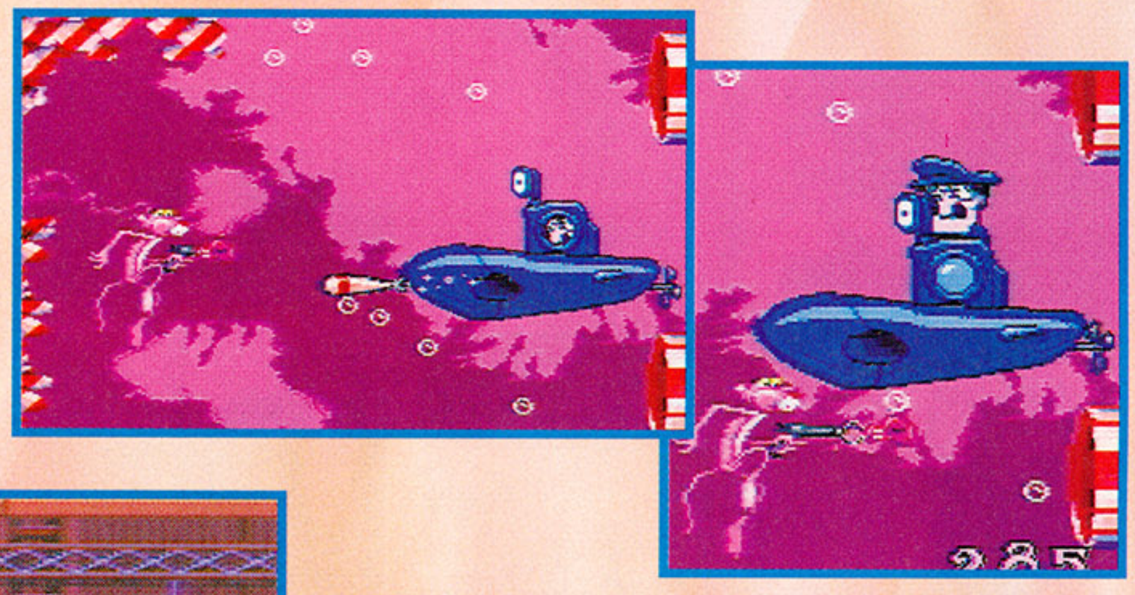
Run under the olive-throwing mouse, then give him a punch in the kisser.



Cough up enough money to take the magic carpet to greater heights.



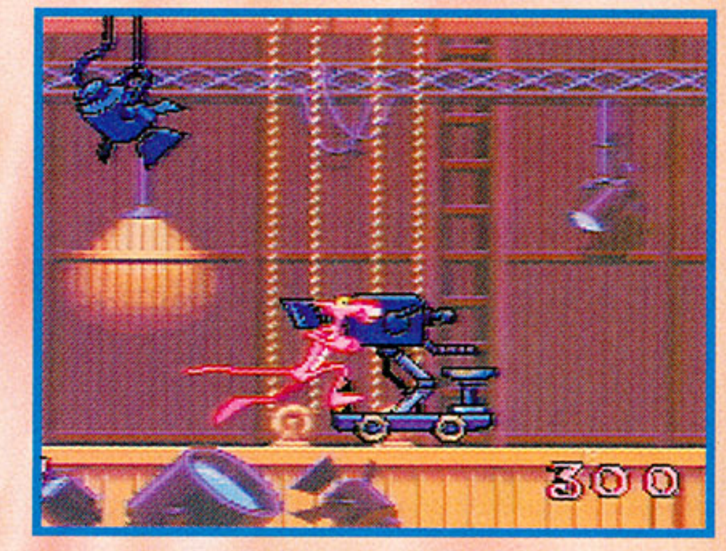
Once you've mastered swimming through the pink lemonade, dodging enemies and spikes is no problem. Use straws and big bubbles to get around.



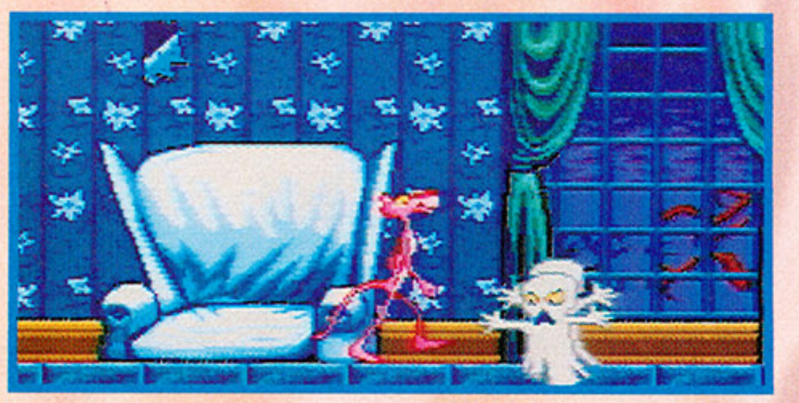
When Inspector, uh... *Admiral* Clouseau appears, wait for him to shoot torpedoes, then move between them and greet him with a fist when he pops out of his sub.

game specs

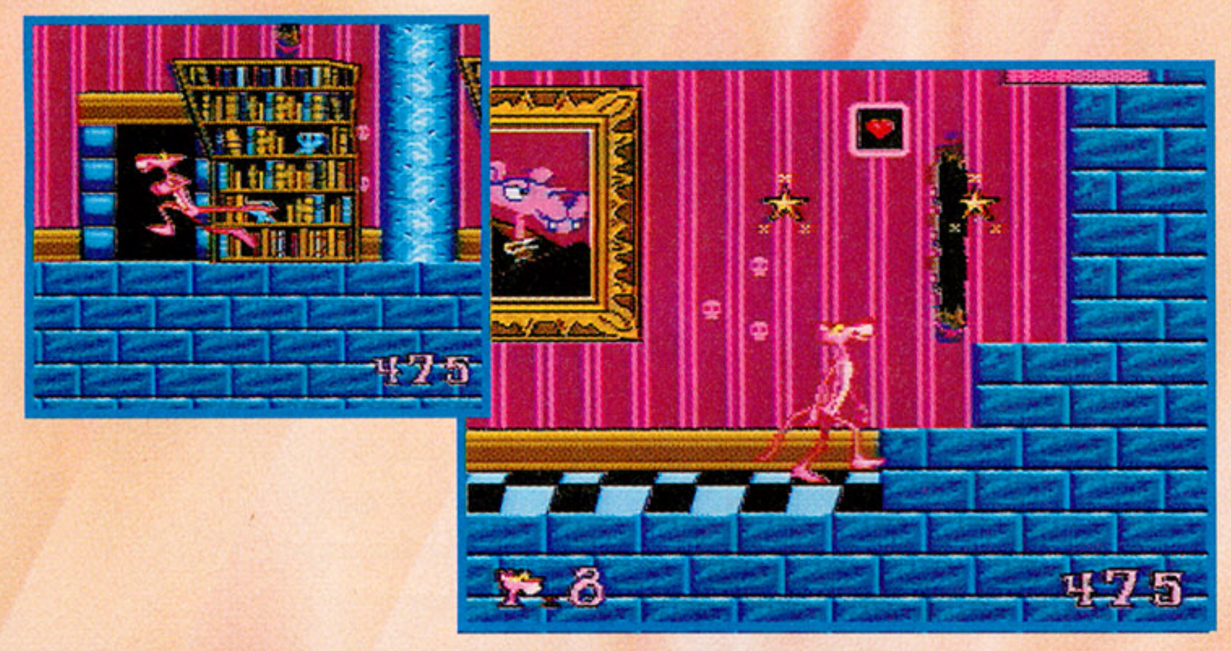
GENRE	arcade-action
PLAYERS	1
LEVELS	14
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	8



Watch out for runaway cameras on the sound sets. But enjoy the action while you can.



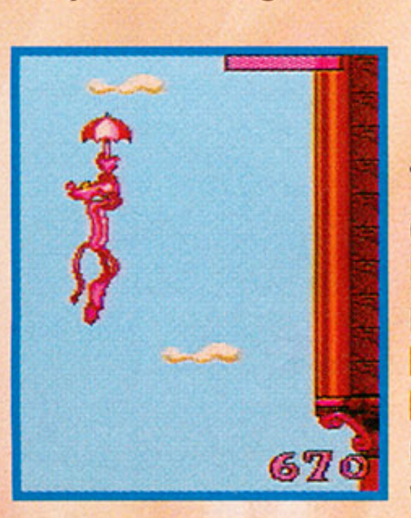
The sheets in Polter Pink form ghosts — make sure you take them out as soon as you see them so you don't have a herd following you.



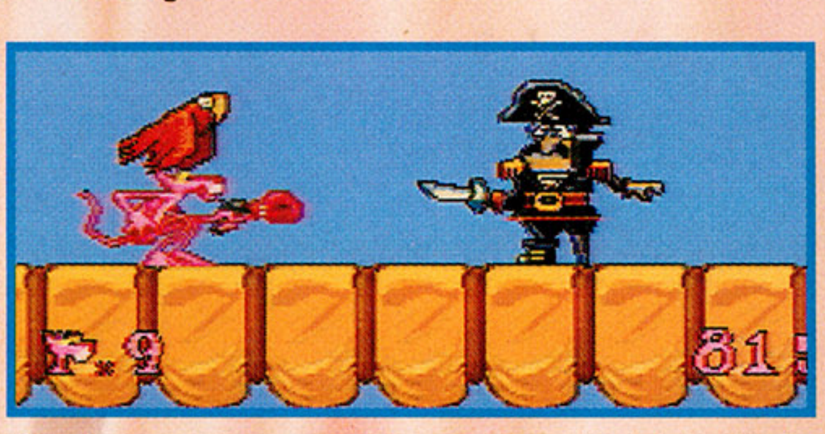
Look behind bookcases (search walls, too) for secret passages full of bonus items such as stars and hearts.

The monster in **Pinkenstein** takes a licking, but keeps on ticking. Hit him until he falls off the ledge.

The Pink Panther slides a little when he lands, which makes it harder than it needs to be to jump from level to level avoiding Clouseau's ghost.



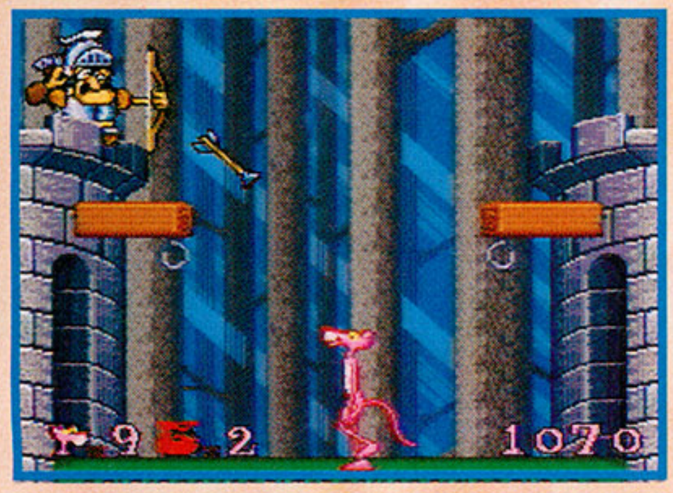
Though it doesn't look like rain in **Pink Beard**, an umbrella works nicely to lift you to high levels on the pirate ship.



Blackbeard Clouseau? Duck when his bird attacks, then go in for the hit. These Clouseau bosses don't offer much challenge, do they?

In **Cat on the Not Tin Roof**, aviator Clouseau tries to drop luggage on you. Move out of the way, but make sure you've cleared the telephone wire.

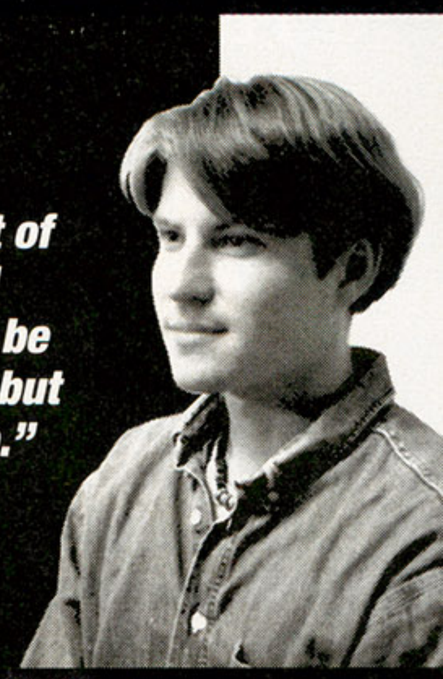
Tourists! Hit Clouseau before the camera flashes.



The **Pinken-hood** Clouseau boss isn't tough, although he comes out in four places to shoot arrows at you. Hit him when he exits the bottom of the castle, then move to avoid the arrow. Anticipating his moves is key — then keep hitting and jumping.

A Second Opinion

"I liked this one more than Jon — I thought it did a good job capturing the clever humor of the cartoons. There's not a lot *of action, but every stage offers something completely different."*
— Leslie



"The Pink Panther has a lot of challenge and variety. It would be on my buy list ... but not near the top."
— Jonathan

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

- Good rendering of the familiar characters.
- There's not a lot of pizzazz — the settings have little detail.

SOUND FX

1 2 3 4 5 6 7 8 9 10

- Well, the cartoons were quiet, too.
- No real effort was made to include special effects.

MUSIC

1 2 3 4 5 6 7 8 9 10

- In addition to the theme, there's different music for every stage.
- That "Pink Panther Theme" gets very repetitive.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

- It's not a linear shoot-em-up — the puzzles in some stages add a lot.
- You'd think they could do more with devious Clouseau than they do.

CONTROL

1 2 3 4 5 6 7 8 9 10

- OK as long as you avoid little ledges.
- Man, that little slide after a jump can prove *lethal*!

REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

- The movie sets are fun and add a lot of variety.
- Once you've completed it, you probably don't want a rerun.

OVERALL

68%

review

The Adventures of Dr. Franken

Dr. Franken is an enjoyable game with funny, sometimes gruesome obstacles. Erik Lundrigan believes the more laid-back Franky is bolts of fun for the whole family.

SNES info

PUBLISHER	DTMC
DEVELOPER	Elite
SUGG. RETAIL	$59.99
RELEASE DATE	now available

It's not the most *romantic* vacation, but it's one Franky should never forget. Since his girl Bitsy doesn't have a passport, she's disassembled and sent through the mail to their vacation hideaway. Good plan? Think again.

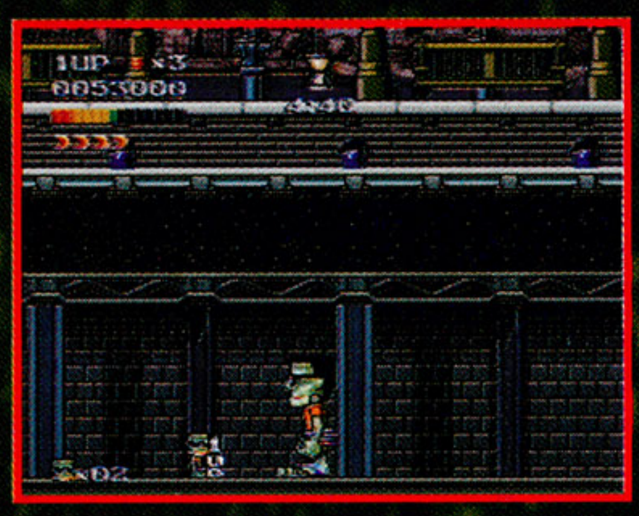
Now our green-skinned hero must travel the world to locate all the misdirected packages, then return to the lab and reassemble his best gal.

Dr. Franken is a fun-filled journey through multiple levels that are overflowing with products of fouled-up science. It's not trying to make any technical breakthroughs — in Franky's lab or in game play. Instead, look for plain old good times as you help the surfer-dude patch up his love life ... literally. *Dr. Franken* is sure to be fun for kids of all ages.

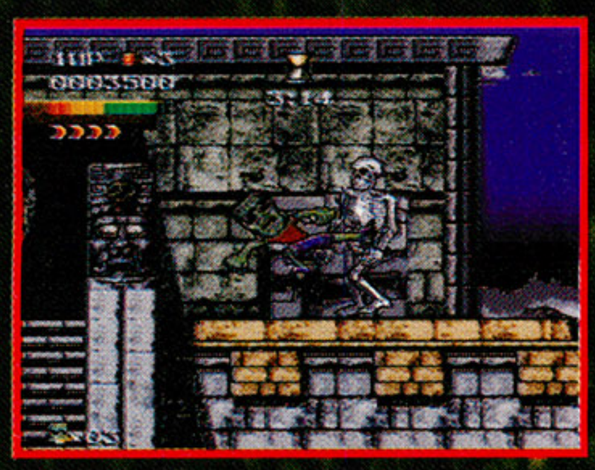
If you're moving when you attempt flip-kicks, you do only a side-kick. It's irritating to take damage when you should have pulled off a great move.

Wait until you're just out of your opponents' reach, then flip over and pound 'em as they approach.

Use these giant tramps to find hidden areas where those elusive pieces of girlfriend might be. The tramps take you part of the way, but you need flawless timing to reach the hidden areas.



Look everywhere for one-ups — lots of times they're hidden in the ground. It's hard to make out some icons in crowded areas; memorize their positions for future reference.



Advanced levels can get really tricky ... and really big. Don't let these guys fool you — their backyard is no place for a cool green dude like yourself.

game specs

GENRE	adventure
PLAYERS	1 or 2
LEVELS	20, w/multiple stages
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	8

"There's no blood and guts here — just a flat-headed green guy running around. Targeting younger players, DTMC hits close to the bull's-eye, but young players are the ones most likely to be frustrated by its lack of a password feature."
— Erik

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

- ⊕ There's lots of great stuff in the backgrounds.
- ⊖ Smaller icons are sometimes difficult to recognize.

SOUND FX

1 2 3 4 5 6 7 8 9 10

- ⊕ Sounds are mostly very clever...
- ⊖ ...when there *are* sounds.

MUSIC

1 2 3 4 5 6 7 8 9 10

- ⊕ Includes different tunes for each level.
- ⊖ But it sometimes gets monotonous on longer levels.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

- ⊕ Lots of enemies — some are specific to each level.
- ⊖ Lacks weapon power-ups, and enemy actions are predictable.

CONTROL

1 2 3 4 5 6 7 8 9 10

- ⊕ Simple control layout makes it easy to conduct business.
- ⊖ Jumping down is limited only to specific areas, making it difficult to avoid some enemies.

REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

- ⊕ Levels are big, yet not big enough to discourage you from giving it one more try.
- ⊖ *Needs passwords!* Even if you've survived most of the game, you still must go back to the beginning if you die.

OVERALL

73%

review

DASHIN' DESPERADOES

For a goofy, action-filled adventure, Billy Moon suggests you give this rip-roarin' button-fest a try.

GENESIS info

PUBLISHER	Data East
DEVELOPER	Data East
SUGG. RETAIL	$49.95
RELEASE DATE	now available

Since Jenny came to town, Cowboy Will and Cowboy Rick have been rustling around like a stump mules on Sunday morning trying to win her affections. Now her pa's sent her on a trip around the world, and the boys have both decided to tag along.

That's where you come in. As Cowboy Will, you compete against a friend or the computer in a series of obstacle courses that stand between you and your intended. In single-player mode, *Dashin' Desperadoes* is standard arcade fare. If you reach Jenny before Cowboy Rick, you advance to the next stage. If not, you cash in one of your continues to replay the board.

The two-player *Dashin' Desperadoes* is much more competitive. At times, in fact, it feels as if you're competing in the Cowboy Olympics! Basically, both players choose one of six levels, each of which consists of two standard stages and a tie breaker. Your moves depend on your opponent's progress, so strategy becomes more important than pattern recognition. But at the same time, it helps to be aware of the obstacles that pop up.

If you fall behind in a one-player game, Rick throws bombs at you until you catch up. If you're near the end of a stage, move just outside his range, then throw a bomb of your own. While he's frozen, claim your undeserved (but enjoyable) victory.

If your path is particularly obstacle-filled, you may have missed a shortcut. It's gener-ally easier to get around on high plat-forms, but shortcuts are often hidden in walls or the ground.

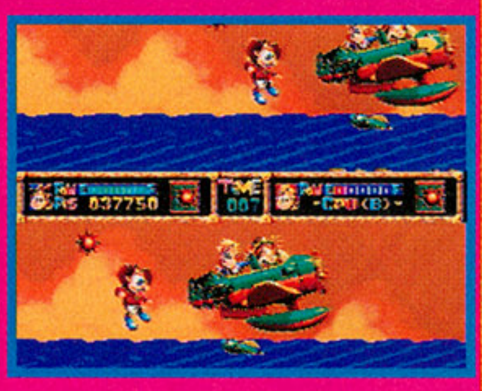
If a tiebreaker is required, you must fetch some-thing at the end of the stage and return it to Jenny. Hey — it's better than facing a boss!

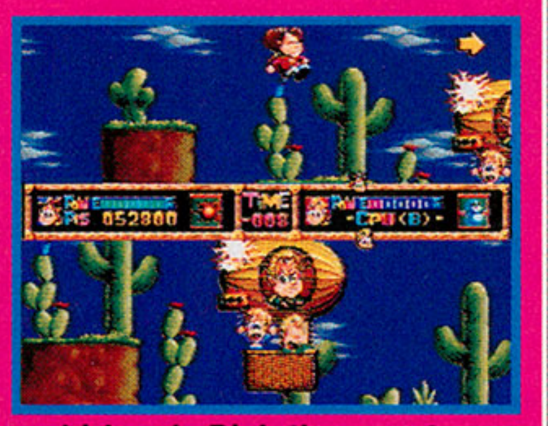
Bosses

There's a boss at the end of each world in the single-player game — actually, three different bosses make two appearances each.

To defeat the old jalopy, run behind and pelt it with spiked bombs. If it returns fire, stop long enough to avoid the blast, then power-dash to catch up. *Don't* dash if you're near the vehicle or you end up

Use jalopy-beating strategy on the plane, too, except that since it has more firepower, you must jump over stuff in addition to avoiding bombs.





The blimp is the hardest, but even it can be a breeze if you're quick. Stay on high platforms so your bombs hit the airship instead of the ground — and avoid the whirlpools Rick throws at you.

game specs

GENRE	action
PLAYERS	1, or 2 competitive
LEVELS	6, w/up to 3 sub-stages
DIFFICULTY	easy-medium
SAVE FEATURE	none
MEGS	8

***"If you ignore the overbearing goofiness of the game — that the whole plot revolves around a couple of cowpokes competing in foot races — Dashin' Desperadoes is pretty amusing."*— Billy**

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

- ⊕ The goofy characters and scenery fit the story.
- ⊖ It's pretty basic in the ol' visual department.

SOUND FX

1 2 3 4 5 6 7 8 9 10

- ⊕ The effects are okay, not particularly well utilized.
- ⊖ But none of them are exciting or goofy, either.

MUSIC

1 2 3 4 5 6 7 8 9 10

- ⊕ The upbeat soundtrack enhances the high-speed pace.
- ⊖ Includes only average quality "instrument" sounds.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

- ⊕ Unique "bombs" and other power-ups provide strategy.
- ⊖ Otherwise, it's just a foot race.

CONTROL

1 2 3 4 5 6 7 8 9 10

- ⊕ Everything responds well and does what you'd expect.
- ⊖ But you don't have enough control over your weapons.

REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

- ⊕ The two-player mode provides hours o' fun.
- ⊖ Single-player games feel like only practice runs for the head-to-head competition.

OVERALL

71%

Our pirate-in-residence, Vince Matthews, was whisked away to the Caribbean while playing this one.

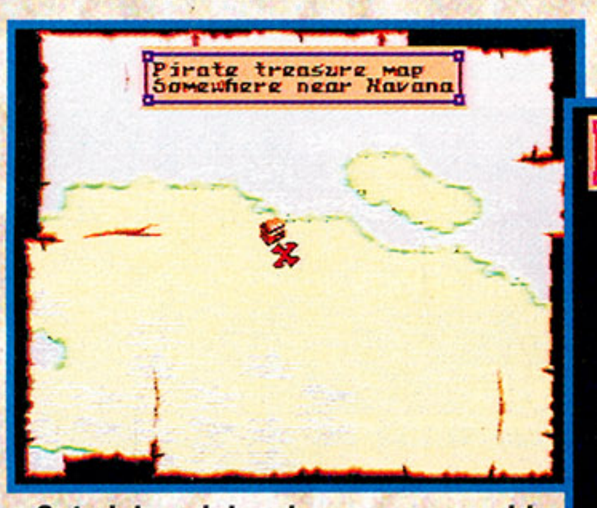
Pirates! Gold

GENESIS info

PUBLISHER	MicroProse
DEVELOPER	MicroProse
SUGG. RETAIL	$69.95
RELEASE DATE	now available

As *Pirates! Gold* begins, you've just been appointed captain of a small, but loyal crew of sea-dogs searching for mirth and mayhem on the high seas. Your perilous journey takes you brings you face to face with the foulest scourge of swashbucklers this side of Havana.

Pirates! Gold is a faithful translation of the PC adventure — don't expect a standard side-scrolling shooter! Because game play is non-linear, you can go anywhere and do anything at any time. No two adventures are ever the same, so you can loot and pillage to your heart's content and never get bored. If you're looking for something different from the normal *Zelda*-like quest, this is your game — *Pirates! Gold* is easy to get into ... and hard to put down.



Get-rich-quick schemes are as old as the ocean. You quickly find that treasure offers quick capital for trade and booze.

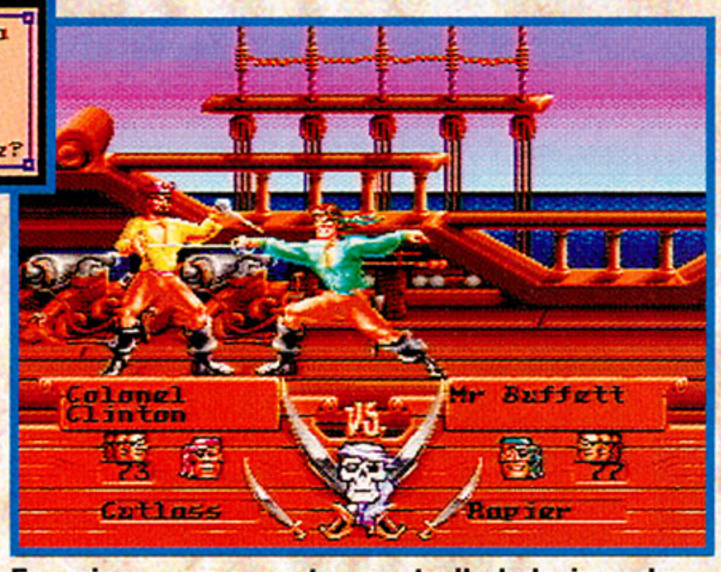
The real battle begins once you take a town. These swashbuckling sequences add excitement and variety to the game play.

game specs

GENRE	adventure
PLAYERS	1
LEVELS	not applicable
DIFFICULTY	medium to hard
SAVE FEATURE	password
MEGS	8

Ahoy! Ship ahead!

Take a town, then grab the booty.



Enemies are computer-controlled during close battles. The computer is a formidable opponent, so be ready for a challenge.

"A must-have in any adventurer's collection. You'll want to make other RPGs walk the plank."
— Vince

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

- Looks as good as the PC version. The programmers did an outstanding job.
- However, more animation could have been added.

SOUND FX

1 2 3 4 5 6 7 8 9 10

- White-noise waves never sounded so good. You can almost feel the breeze .
- The Genesis system limits the possibilities of better sound — maybe CD?

MUSIC

1 2 3 4 5 6 7 8 9 10

- Captures the mood of the era. Seventeenth-century pirates would be proud.
- What music there is sounds great, but there's just not enough of it.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

- There are lots of options that keep you exploring the seven seas.
- A "walk the plank" feature would've been great. Feed em' to the sharks!

CONTROL

1 2 3 4 5 6 7 8 9 10

- Control is solid, especially considering the variety of actions you perform.
- Fencing is sluggish, and navigating your ship through rocky shoals is difficult.

REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

- Non-linear action offers plenty of options and a variety of adventure.
- This isn't a side-scrolling action-shooter — some might not dig the groove MicroProse is laying down.

OVERALL

89%

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review

THE LAST ACTION HERO

Billy Moon finds *The Last Action Hero* a flop — just like the movie.

SNES info

PUBLISHER	Sony Imagesoft
DEVELOPER	Sony Imagesoft
SUGG. RETAIL	$39.95
RELEASE DATE	now available

Danny Madigan was watching the latest Jack Slater flick when a strange burst of energy pulled him into the movie. Soon he's running around with Slater himself, the co-star in a generic action movie. That, at least, is the *movie's* plot. *The Last Action Hero* game designers re-create the sense of dull irony that drove the movie by placing the game player in the middle of a generic action *game*! Get it? It's a game, see... so...ha, ha...you're in a *game*....

The problem with this street-fightish game (other than its lack of originality) is that it's just too hard — and most of the challenge springs from flaws in game play. For example, the scrolling action stops entirely when you confront an enemy, making it easy to punch a guy off-screen. Once he's gone, however, it's impossible to continue the battle from your end — although now your opponent's greater reach lets him get in a free blow.

It's easy to take out single opponents — let them take a couple of steps toward you, then jump behind them and pound away.

And as long as we're griping, Jack Slater's arms are too short! A guy with a baseball bat *should* have a greater range than an unarmed man. But Slater ought to come close to duplicating the reach of a creep with a switchblade. Also, you have no other defense in the first few levels — no guns, no knives, no baseball bats, no jump-kicks, not even any spine-removals.

The game difficulty is also boosted by its lack of a good continue function. You have five lives, enough to get through most levels if you you weren't forced to start back at the beginning each time you died. And since energy tokens don't significantly boost your health meter, you're basically doomed to repeat the first levels over and over (and over and over and over...).

The only problem, however, is that you knock some enemies off-screen before they die, making you an easy target for a hit. Try not to let this happen.

Take out the knife-wielding guys with a kick: Let them come to you, then kick them in the face when they get ready to pull the old slasher.

Take on Multiple Opponents, Method #1: Let one guy come near you, then jump quickly so you're between the two. Now punch one thug, then alternate with the other.

The bomb-throwing guy is the "boss" of level 1, and he makes routine appearances in level 2 as well. Since his weapons are deadly (and can take you out from across the screen), give his demise a high priority.

game specs

GENRE	action
PLAYERS	1
LEVELS	15
DIFFICULTY	challenging
SAVE FEATURE	none
MEGS	8

"If dull, lifeless and frustration-filled fight games are your thing, Last Action Hero has just what you're looking for." **— Billy**

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

- ⊕ The in-game graphics really aren't *that* bad...
- ⊖ ...but they look nothing like *anything* in the movie.

SOUND FX

1 2 3 4 5 6 7 8 9 10

- ⊕ Just what you'd expect from such a game.
- ⊖ Boy, is it annoying!

MUSIC

1 2 3 4 5 6 7 8 9 10

- ⊕ The attack buttons respond well.
- ⊖ There are no *real* attacks, and the attack range is illogical.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

- ⊕ The occasional cool cutaway screen.
- ⊖ Nothing separates this from a thousand better ones.

CONTROL

1 2 3 4 5 6 7 8 9 10

- ⊕ The attack buttons respond well.
- ⊖ There are no *real* attacks, and the attack range is illogical.

REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

- ⊕ Takes a while to finish, but only because it's so hard.
- ⊖ The frustration factor makes replay extremely unappealing.

OVERALL

33%

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MARIO'S TIME MACHINE™

Billy Moon thinks folks who like the *Carmen Sandiego* approach to gaming are going to enjoy this follow-up to *Mario Is Missing*.

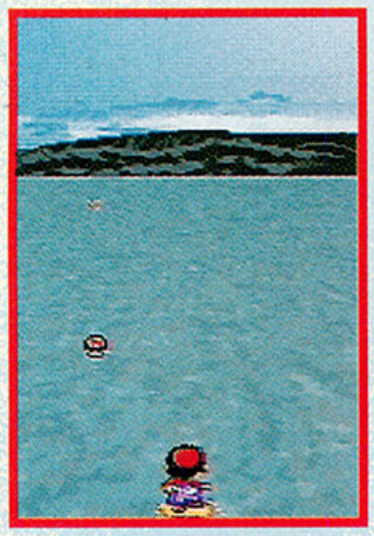
SNES info

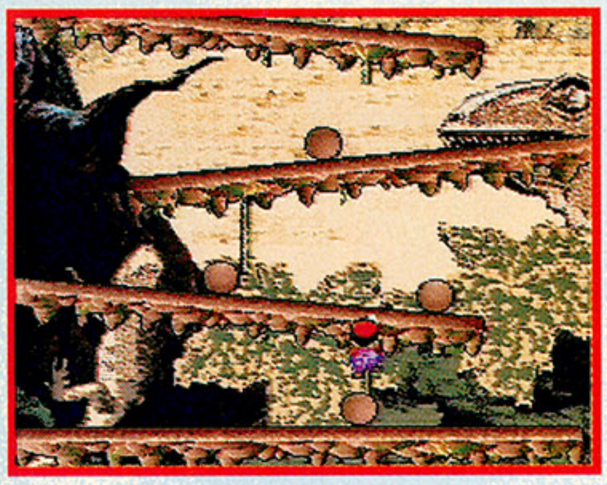
PUBLISHER	Software Toolworks
DEVELOPER	Software Toolworks
SUGG. RETAIL	69.95
RELEASE DATE	December

Mario's Time Machine is the second of The Software Toolworks' "edutainment" adventures starring Mario. This time, Mario must raid Bowser's castle and borrow his time machine to travel through history and return artifacts the Koopa King has stolen. On his journey, Mario meets a motley crew of historical figures (remember Bill & Ted?). Before the little plumber can set history straight, he must learn a little about the people and events he encounters.

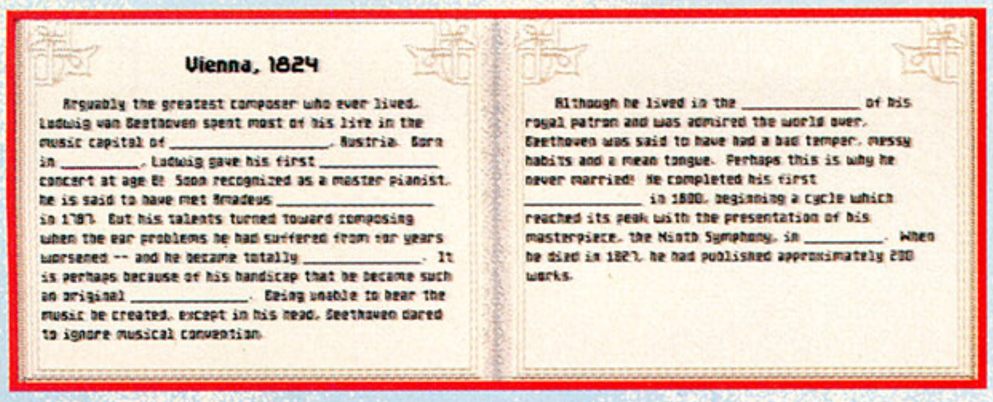
The game designers of *Mario's Time Machine* have left themselves open for comparison to *Where in Time Is Carmen Sandiego?*, and in a technical sense, this cart beats the SNES version of that game hands down. The graphics aren't necessarily more detailed, but they're a heckuva lot more interesting than *Where in Time's* single picture of each time period.

This game also takes a more in-depth, concentrated approach to informing the player about each time period. However, the fill-in-the-blank sections are a little too close to traditional classroom education — still, it's easy to ignore that factor in the midst of an otherwise enjoyable audiovisual approach to learning.

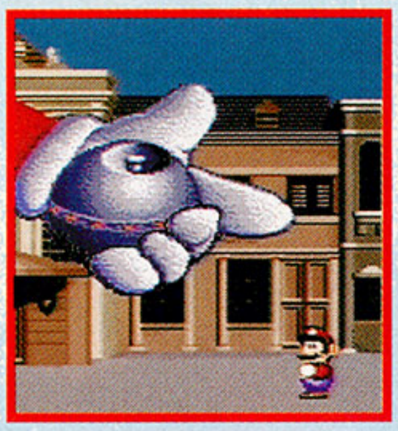




Collect ten mushrooms, then head for the whirlpools. You arrive safely if the machine is properly set, but end up in the middle of a prehistoric rehash of *Donkey Kong* if it's not.



Consult the textbook before exploring new eras to determine the kind of information you must milk from town citizens.



When you're back on the street, hit the Summons button to hop back in the ol' time machine. Quick and uncomplicated — and now you're ready for another trip.

Future travels take you through a couple of millennia and let you meet some of history's most interesting characters. In the French city of Orleans, you can return a shield to Joan of Arc.

game specs

GENRE	Edutainment
PLAYERS	1
LEVELS	15
DIFFICULTY	easy
SAVE FEATURE	passwords
MEGS	1

***"This game has better audio and visuals than many edutainment titles, but since it's a short, highly linear game, most kids will play through it only once or twice. It's best for family and classroom use."*— Billy**

RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

⊕ Interesting representations of the time periods.
⊖ Many external views look like average *Mario* fare.

SOUND FX

1 2 3 4 5 6 7 8 9 10

⊕ Those effects that are included are well done...
⊖ ...but there sure aren't many of them.

MUSIC

1 2 3 4 5 6 7 8 9 10

⊕ The soundtrack is adapted for each time period.
⊖ The music is video-gamey; it doesn't take advantage of SNES capabilities.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

⊕ The extra games that appear when you screw up are a nice touch.
⊖ They're really the only feature you wouldn't expect from this type of game.

CONTROL

1 2 3 4 5 6 7 8 9 10

⊕ Every feature can be accessed without resorting to side menus.
⊖ Setting the time machine can be confusing at times.

REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

⊕ Interesting ... while it lasts.
⊖ With only 16 time periods, it may not take players long to finish, and there's not much motivation to play again.

OVERALL

75%

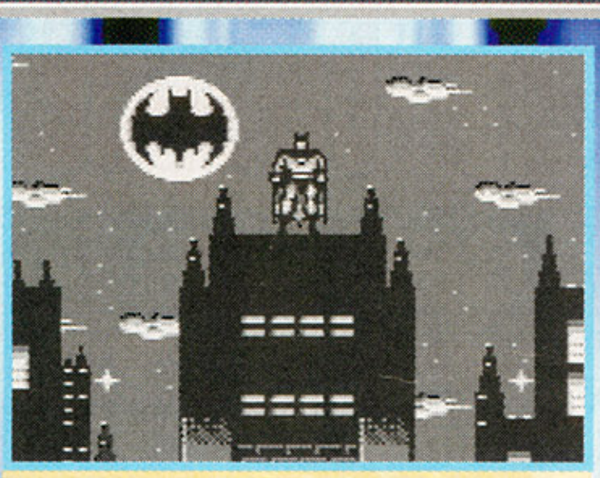
BATMAN
The Animated Series

Starving for a new Game Boy title? Vince Matthews is, but this one, unfortunately, didn't quite fill him up.

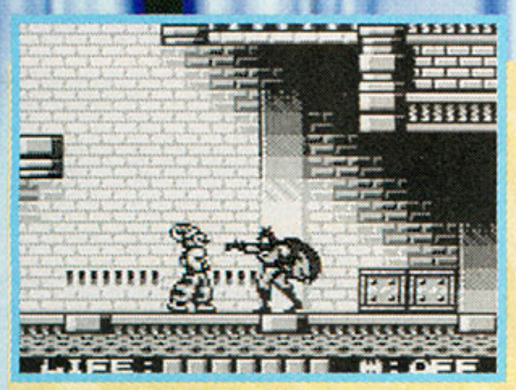
GAME BOY info	
PUBLISHER	Konami
DEVELOPER	Konami
SUGG. RETAIL	$29.95
RELEASE DATE	now available

Konami's *Batman: The Animated Series* puts you in the cowl of the Caped Crusader — ready to take on Gotham's fiendish bunch of Arkham alumni. It's not based on any of the Tim Burton movies; instead, it takes its mood from the successful TV cartoon series, which made the jump to the big screen in December.

Let me say right off the bat (no pun intended) that this game's going to SNES format next year, where it's bound to be better received. Batman *needs* full 16-bit color, cool animations, and a kicking soundtrack — all of which are missing from this version. I don't care how many Game Boy units are out there, and I don't care how good a job Konami did with this version. You still strain your eyes controlling these stiff characters. After just a little while, you simply won't care what happens to Gotham.



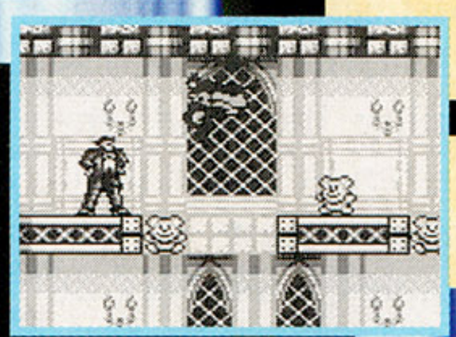
Neat cinematic screens are a highlight of the game — unfortunately, they're few and far between.



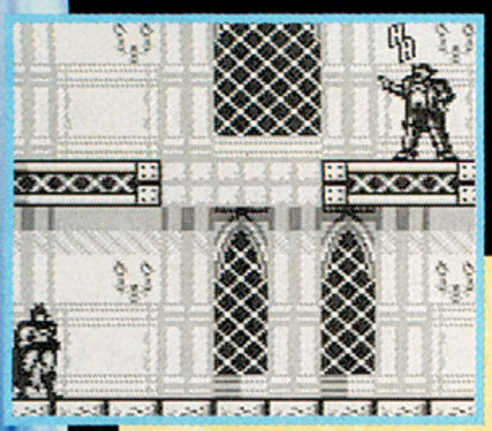
Batman battles the Joker's clowns in the sewers. Although they're fairly well detailed, their movements are stiff.

The Joker

Each "episode" ends with a face-off in which Batman takes on his archrival.



Eventually the Joker sees the evils of his ways.



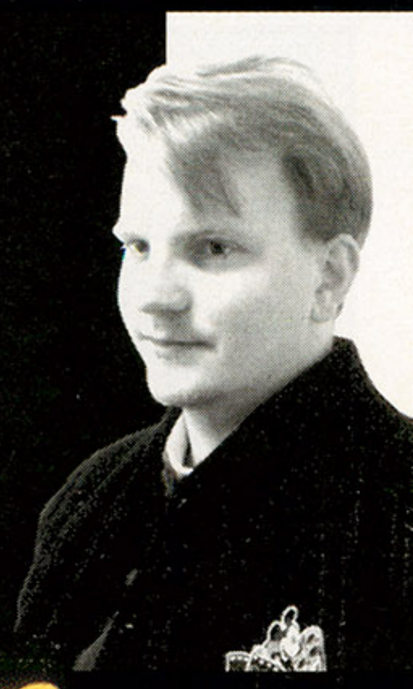
The joke's on you if you bought this game. Just kidding, but the Joker definitely thinks the joke's on Batman.

Gotham's overrun with explosive teddy bears! Watch out for the falling critters as you pop the Joker with a few batarangs. Keep moving!

game specs

GENRE	action
PLAYERS	1
LEVELS	5
DIFFICULTY	medium
SAVE FEATURE	none
MEGS	1

"There aren't many new action-adventures for Game Boy, and this one's not bad. But it's getting hard to contain a superhero on a black-and-white portable."
— Vince



RATINGS

GRAPHICS

1 2 3 4 5 6 7 8 9 10

⊕ Slightly larger-than-average characters are fairly detailed.
⊖ There's not much variety in villains.

SOUND FX

1 2 3 4 5 6 7 8 9 10

⊕ The quality's not bad...
⊖ ...but you can count them all on one hand — without your thumb.

MUSIC

1 2 3 4 5 6 7 8 9 10

⊕ Uses the moody Danny Elfman tunes that made the cartoon a cult favorite.
⊖ Uses *nothing but* the moody Danny Elfman tunes.

BELLS & WHISTLES

1 2 3 4 5 6 7 8 9 10

⊕ Batman has two weapons.
⊖ Batman has two weapons.

CONTROL

1 2 3 4 5 6 7 8 9 10

⊕ Batman is a pretty versatile — he jumps, he ricochet-climbs, he shoots.
⊖ The Creaky Crusader seems to be getting stiff — has he gotten arthritic?

REPLAY VALUE

1 2 3 4 5 6 7 8 9 10

⊕ Game Boy players looking for action will keep coming back to finish it.
⊖ It's just another side-scrolling action game — Batman just happens to be the main character.

OVERALL

70%

SEGA SPORTS DRAFTS *MONTANA*

New town. New team. Same old hurtin' tendons. He's not seen much playing time this season, but Joe Montana can still pass some bombs in your living room. The Genesis version of *NFL Football '94 Starring Joe Montana* is another new title in the "Sega Sports" division. Great talking, and it looks great, too. Stay tuned next month for a full review ... just in time for your Super Bowl half-time party.

SCORE CARD

Tecmo Changes Review Policy

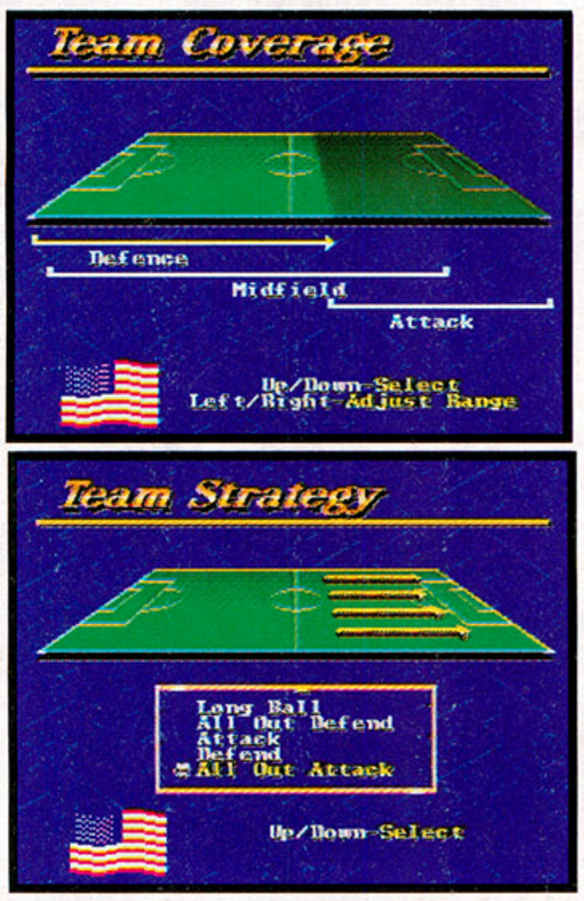
Nintendo and Sega licensee Tecmo has instigated a special policy regarding its *Tecmo Super Bowl*. Unless magazines agree to show their editorial coverage to Tecmo for examination (and possible change), advance copies of the game won't be provided. Since *Game Players* makes it a policy never to allow companies to review copy, we regret that we'll be unable to give our readers previews or advance reviews of *Tecmo Super Bowl*. We're looking forward to it as much as you are, so hopefully Tecmo will soon change its policy.

GP sports

New Soccer Sims Feed World Cup Frenzy

FIFA International Soccer

If this cartridge arrived in stores with a plain brown label and an equally generic instruction manual, you'd *still* know it was from the Electronic Arts sports factory.

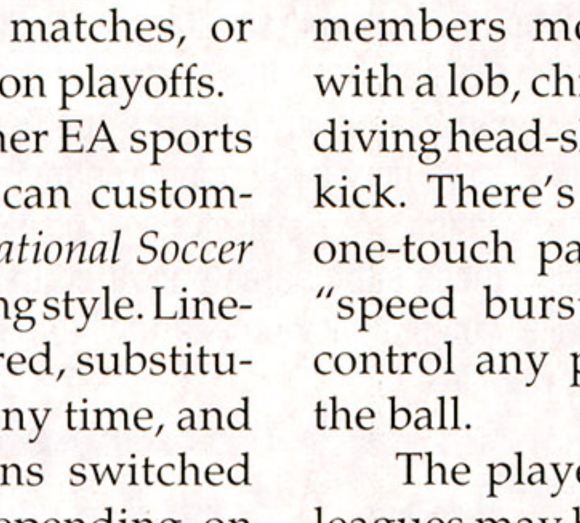


If your offense is struggling, adjust your strategy and field coverage to create more opportunities. You risk giving the other team a scoring advantage, however, if you push all your men upfield.

FIFA International Soccer, despite being EA's first soccer sim, has all the characteristics of the company's other best-selling titles: detailed and diverse animation, stellar sound effects, a truckload of options, and — most importantly — easy-to-master game play that's totally true to the sport.

FIFA lets you choose from 40 international teams, each with team lineups (rated from 1-9 in six skills) and player attributes (from 1-100, just as in *NHL '94*). There's also a "super team" that features a high-powered roster designed to give any team a run for the trophy. You can play exhibition matches, multi-round tournaments, league matches, or single-elimination playoffs.

As with other EA sports products, you can customize *FIFA International Soccer* to fit your playing style. Lineups can be altered, substitutions made at any time, and team formations switched during play depending on your strategy or field situation. In addition to selecting the pitch (grass or artificial turf) and weather (hot, dry, damp, or drenched), you can also choose 2-, 4-, 8-, 10-, 20-, or 45-minute halves. *FIFA* can also be played in four different languages (English, French, German, or Spanish).



Since running with the ball slows you down, tap B to kick it a short distance ahead of you, then continually tap C to outrun any pursuing defenders.

In addition, you can choose the level of penalty-calling —whether there will be free kicks and off-sides calls. By turning off both these options, you can turn a mild-mannered game into a free-for-all.

In general, player control is excellent. Your team members move the ball with a lob, chip, back-heel, diving head-shot, or bicycle kick. There's also smooth one-touch passing, and a "speed burst" button to control any player without the ball.

The players in the *FIFA* leagues may be smaller than most other soccer simulations, but they're well drawn and realistically animated. But get a load of that raucous crowd lining the field! Instead of stands filled with frozen mannequins or robotic zombies, members of this crowd individually pump their fists, applaud, wave flags — it's incredibly impressive. And when the on-field action heats up and the fans start chanting fight songs, it's ... almost inspiring... (gulp). The three-quarter perspective almost guarantees that part of the crowd is always on-screen.

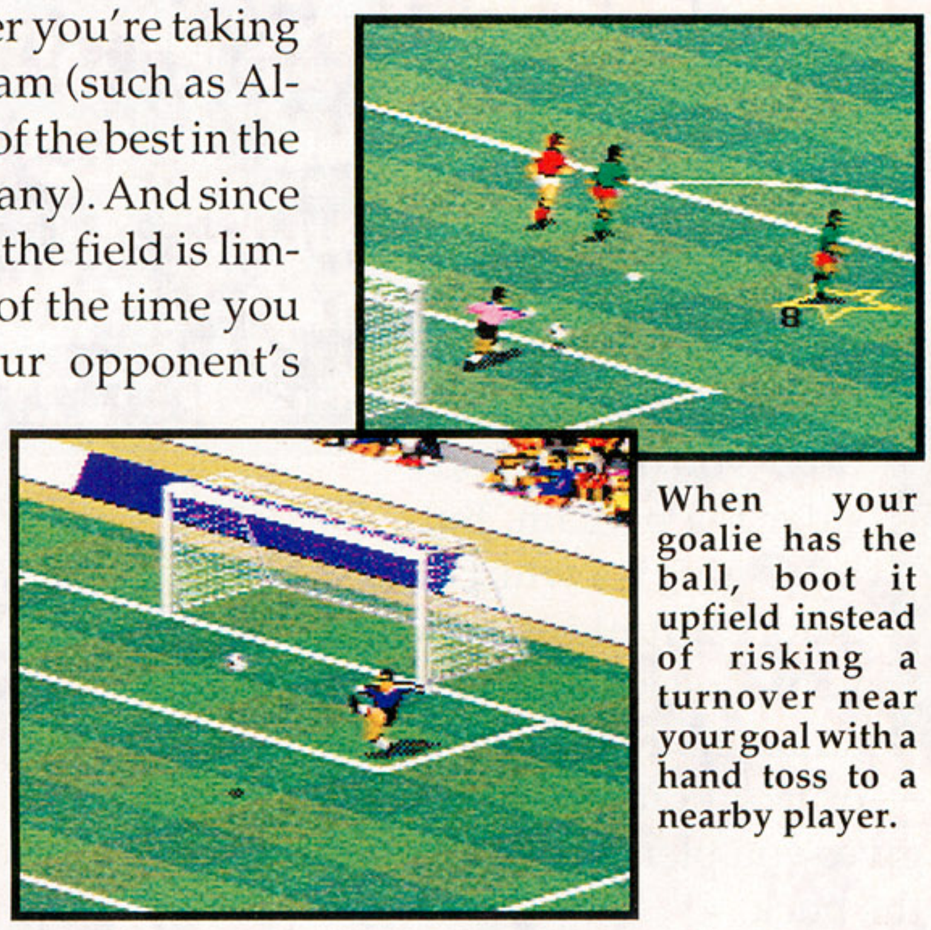
FIFA is a difficult game in which to score. The computer gives you a good chal-

GAME PLAYERS ULTIMATE

GENESIS info	
PUBLISHER	Electronic Arts
DEVELOPER	Genesis
SUGG. RETAIL	n/a
RELEASE DATE	n/a

You've got to be aggressive to win toss-up balls, but if you rely on the C button *too* much, you undoubtedly end up with a few cards.

lenge whether you're taking on a lesser team (such as Algeria) or one of the best in the world (Germany). And since your view of the field is limited — most of the time you can't see your opponent's goal — you're often taking blind shots. Likewise, when the computer takes a shot, your goalie's often not on-screen. You'd better make a quick adjustment if you stand any chance of stopping the shot.



When your goalie has the ball, boot it upfield instead of risking a turnover near your goal with a hand toss to a nearby player.

But with that exception, *FIFA International Soccer* is another winning entry in EA's line of hit simulations. Its combination of great animation, user-friendly game play, and all the additional bells and whistles (such as four-player mode with EA's 4-Way Play multi-tap) make it an all-time top soccer sim.

Graphics: 8
Sound FX: 8
Music: 9
Bells & Whistles: 9
Play Control: 8
Replay Value: 9

OVERALL RATING: 93

AWS Pro Moves Soccer

You can do a heck of a lot with just 4 megs. And *AWS Pro Moves Soccer* Genesis tries to prove it.

Actually, *Pro Moves* is the *second* recent 4-meg soccer simulation (with Atlus's *World Soccer '94*, featured in December 6#12). It's packed its memory with an impressive number of features, but frustrating play control undermines what could have been a great soccer cart.

You may earn enough in a tournament to buy better players.

The first sports game designed for use with Sega's six-button controller, *Pro Moves* lets you control basic moves such as passing, shooting, and switching control to another player with the main buttons (A, B, and C). The X, Y, and Z buttons are used for more exciting maneuvers such as headers, bicycle kicks, high-kicks, or to set up passes for killer net shots.

It takes some time to get accustomed to this multi-button configuration. Shooting and passing are simple enough, and there's always a radar view of the field at the far right, so finding your teammates or the opponent's goal isn't too tough. Adding head shots and bicycle kicks to your offense takes some practice. It also takes time just to remember to adjust your aim — so don't be surprised if you initially take plenty of shots in the last direction you were headed, often booting the ball into the crowd.

But more difficult than figuring out its six- button configuration is moving and controlling players with the directional pad. The player movements in *Pro Moves* aren't precise, and many times you find yourself over-running the ball or sliding right by an opponent on an attempted tackle.

Lose a pesky defender by dribbling around him until he attempts a slide tackle, then continuing

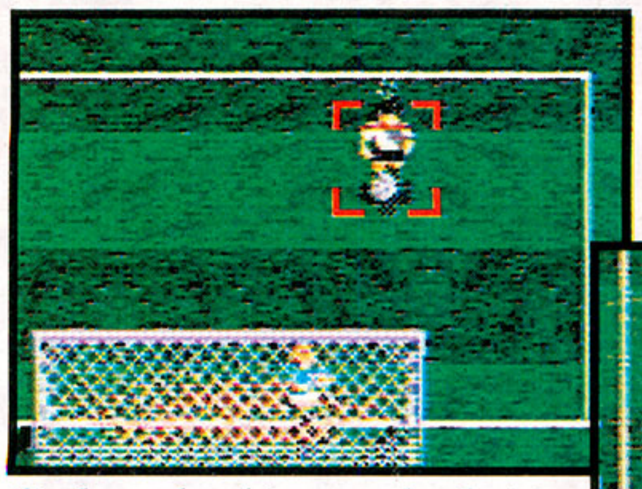
Don't expect scoring to be a breeze, either. The best way to score seems to be to dribble the ball right to the mouth of the goal, then cut in front of the goalie and poke the ball into the opposite corner of the net. If your forward moves faster than the goalie — and most do — you can essentially outrun the goalie to score. Once you get this trick to work, you probably won't attempt more conventional ways of scoring.

In addition, the field perspective is from above and slightly behind the player with the ball — call it three-quarter bird's-eye view. But no matter how you describe it, the viewpoint adds to the game's difficulty by making it impossible to see the ball when it's behind a player. The game would have worked better from a different angle.

Frustrating game play aside, *Pro Moves* offers a wealth of features. An Edit Team function, for example, lets you begin with a lower-echelon franchise, improving it with tournament play and cash awards. A password system lets you save your team's progress as it works its way up from basement dogs to world champs.

Other features include weather options (including snow), wind factor, and an elective voice that calls penalties as well as announcing

Tap twice in the same direction for a quick burst of speed — the player's square stays yellow as long as the burst lasts. It's a real help on defense, but it also lets you outrun defenders and move around the goalie while carrying the ball.



Goals are hard to come by, but try outrunning the goalie from one post to the other while putting the ball in the net.

special moves (such as head shots) when they're executed.

Graphically, *Pro Moves* gives you a lot to look at. The screen is split into three parts: The playing field occupies three-quarters of the display going from left to right. The right side of the screen

is split in half; the top half features the radar view of the field, and the bottom, the player with the ball. Three meters under the player picture rate him for power, skill, and ball control.

Because *AWS Pro Moves Soccer* has a lower price tag than much of the competition, you might consider it a bargain. But try to give it a whirl once before plunking down your dollars. If you can adjust to its play control — or lack of it — *Pro Moves* gives you plenty of bang for the buck.

GENESIS info

PUBLISHER	ASCII
DEVELOPER	ASCIIware
SUGG. RETAIL	$39.95
RELEASE DATE	now available

Graphics: 6
Sound FX: 7
Music: 7
Bells & Whistles: 8
Play Control: 3
Replay Value: 5

OVERALL RATING: 60

Get Your Kicks on SNES, Too!

Hey, SNES soccer fans, there's no need to riot! Even though there are two new Genesis soccer sims in this issue, there are hot titles for your system, too.

Game Players has reviewed *Tony Meola's Sidekicks Soccer* and *World Soccer '94* in recent issues (6#11 and 6#12, respectively), but we're pitting them against each other this month in order to help you make that all-important decision when you head for the store.

The almost first-person perspective of *Tony Meola's Sidekicks Soccer* makes you feel as though you're really involved in the action.

The graphics in *World Soccer '94* could be improved — beginning with player size — but the game play is really true to the sport.

GAME	Graphics	Sound FX	Music	Bells and Whistles	Control	Replay Value	Overall
SIDEKICKS	7	5	7	7	7	8	72
WORLD SOCCER '94	5	9	6	9	7	9	81

Final Points

***Sidekicks*:** The behind-the-ball-carrier, on-field perspective brings you closer to the action and makes this game unique among soccer sims. Green, yellow, and red lights let you know which potential pass receivers is open and which is closely marked.

***WS '94*:** The indoor-field option walls in the action, keeping the ball forever in play. This innovative feature takes an already fast-paced game into even higher gear.

Point by Point

Instant Replay:
Sidekicks: NO
WS '94: YES

Aftertouch:
(control the ball after it's kicked)
Sidekicks: YES
WS '94: YES

Customize Teams:
(names and colors)
***Sidekicks*: NO**
WS '94: YES

Two-Player Option:
Sidekicks: YES
WS '94: YES

Headers & Bicycle Kicks:
Sidekicks: YES
WS '94: YES

# of Teams:
Sidekicks: 96
(International & U.S.)
WS '94: 64
(can alter up to 28)

Bugs Bunny Birthday Blowout

Bugs Bunny Crazy Castle 2

Uninvited

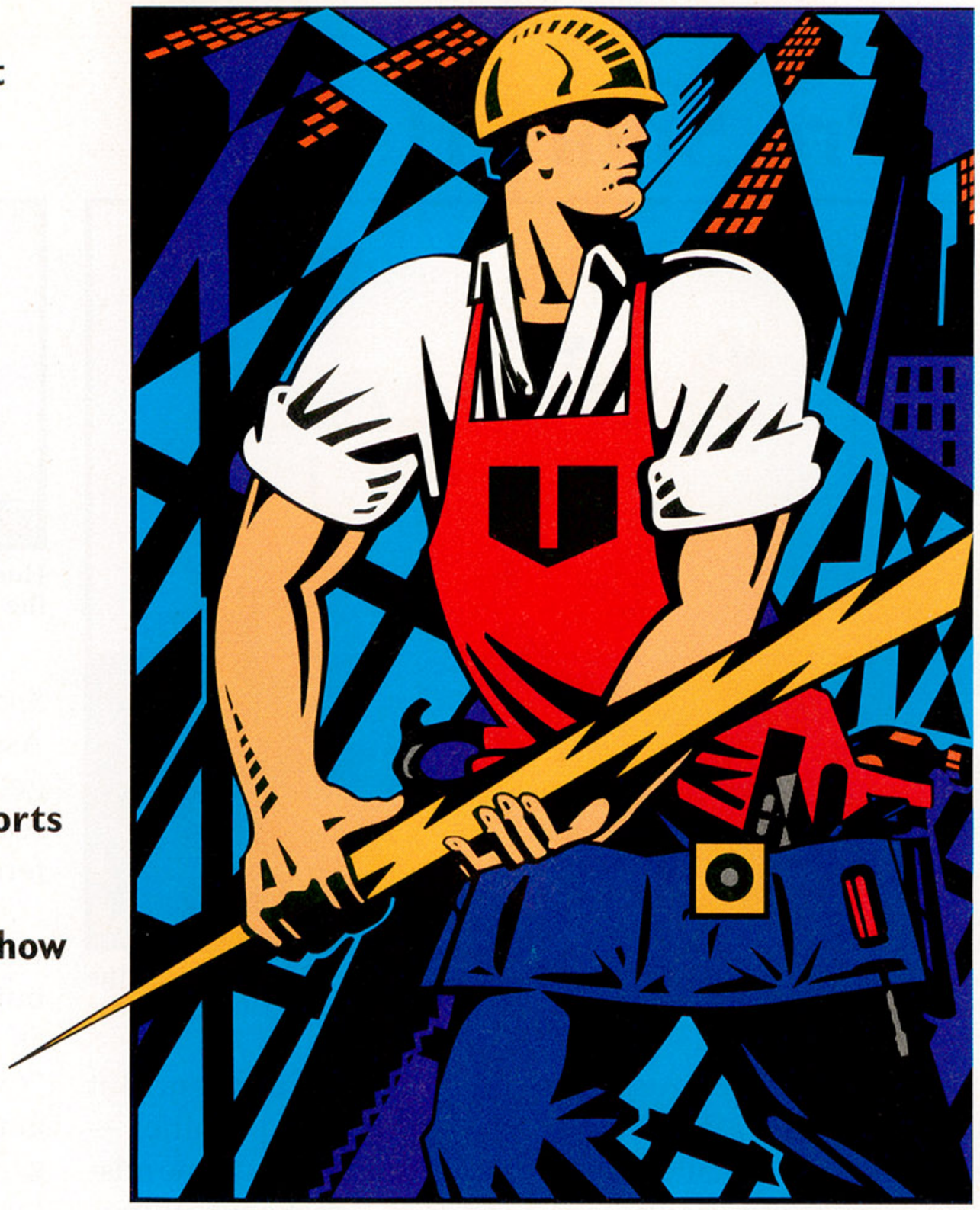
Shadowgate

Spy vs. Spy

Snoopy's Silly Sports

Snoopy's Magic Show

Superman



Bugs Bunny Crazy Castle

The Super Aquatic Games

Lagoon

Super Turrican

Legend

Troddlers

Pinkie

Super Turrican 2

Building On A Strong Foundation

In the world of video games, what you <u>don't</u> see is often more important than what you <u>do</u> see. Like the stability and financial strength that lies behind every game that bears a company's name.

We've been around a long time and have released our share of hit titles. With more big hits on the way. That's because we've always been very selective in choosing which games bear the Seika name. A matter of quality vs. quantity. So rest assured that whether our games deal with medieval adventures or futuristic super heroes, we'll be around to support it — Tomorrow.

SEIKA

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Product Information Number 113

Pro Sport Hockey

Back when NES dominated video games, Jaleco was a huge presence in sports simulations. *Bases Loaded* sold more than a million copies, *Bases Loaded 2* did almost as well, and *GOAL!*, *Hoops*, and *Racket Attack* were also well respected.

Since your chances of scoring are best when the goalie is moving from side to side, skate in at an angle rather than heading straight for the goal.

Switch among defensive players with the R button, then check with the A, B, or Y buttons. A is a bump, B is a harder hit, and Y can land you in the penalty box.

Hone your one-on-one skills in the shoot-out mode.

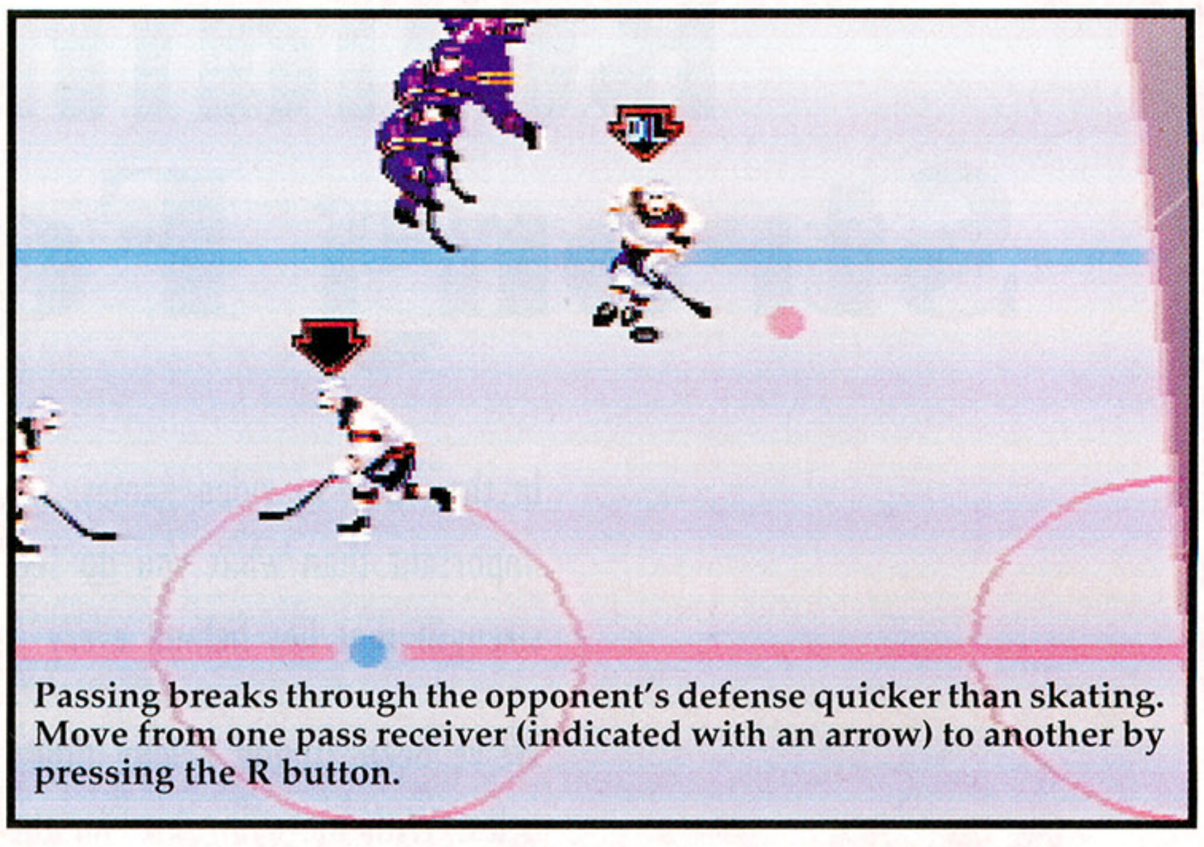
On the plus side, *Pro Sport* has an NHL Player's Association license, so you get real players. There's also seasonal play (the first offered) and a battery backup.

Pro Sport Hockey isn't the worst ice hockey sim around, but it isn't in the same class as *NHL '94*, either. Its few "extras" are offset by poor game play and NES-quality graphics. Unfortunately, Jaleco hasn't lived up to its reputation with this one.

But times have changed, and the company's latest sports game, *Pro Sport Hockey*, proves that the Jaleco sports machine just doesn't make 'em like it used to.

Quite simply, *Pro Sport Hockey* is derailed by its weak game play. Team members may be *larger* than in *NHL Hockey '93*, but they move like they have molasses in their skates. Since they're also tough to maneuver right and left, their large size seems to be more of a hindrance than a game enhancement. The game is especially slow around the nets. You'll think you're watching a slow-motion replay once you get the puck near the goalie — the slowdown is not only distracting, but it makes the flow of the game choppy.

This fatal combination of stiff players and tortoise-like net action makes offense rough going. Add to this a limited shot selection, and you've got a "simulation" that doesn't really represent the sport. There is, however, a wide variety of defensive moves — hooks, cross checks, charges, spearing, and elbowing. There's no blood, but you can sure take out your offensive frustrations on your opponent. But the appropriate penalties — minor, major, and game misconduct — make sure things don't get out of hand.



Passing breaks through the opponent's defense quicker than skating. Move from one pass receiver (indicated with an arrow) to another by pressing the R button.

Keep an eye on the fatigue information at the bottom of the screen to make sure your freshest players are on the ice. As they turn from blue to yellow, your players are getting pretty tired.

SNES info

PUBLISHER	Jaleco
DEVELOPER	Jaleco
SUGG. RETAIL	n/a
RELEASE DATE	February

Graphics: 4
Sound FX: 5
Music: 6
Bells & Whistles: 8
Control: 3
Replay Value: 4

OVERALL RATING: 49

Up to 16 lip-smacking levels of twisted gameplay, man! Yes, sir. I like it!

Load up on putrid power-ups like stinky socks, band-aids, Powdered Toast . . . even Log™.

Bizarre graphics and voice tracks make you feel like you're in the show. Oh, Joy!

Holy Lederhosen! Ren Hoëk & Stimpy are trapped in their own TV show...and it's up to you to bust 'em out before they fall victim to unsightly yellow build-up—or worse!

All you have to do is help your heroes survive four of their classic episodes—including an enchanted, yet *deesgusting* journey through Stimpy's digestive system.

So don't just watch Ren & Stimpy—play Ren & Stimpy. And don't forget your breath mints!

VEDIOTS!

SUPER NINTENDO ENTERTAINMENT SYSTEM

Official Nintendo Seal of Quality

T•HQ SOFTWARE

Coming Soon for GAME BOY

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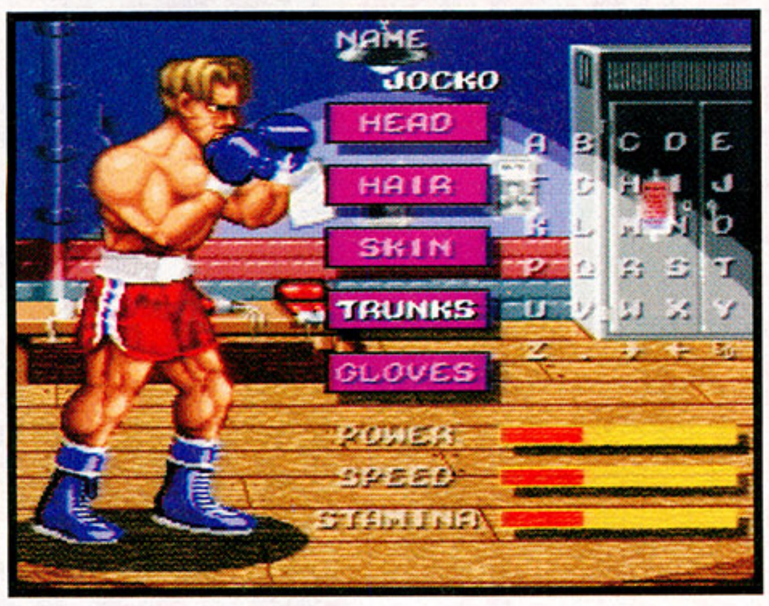
Product Information Number 112

Riddick Bowe Boxing

Well, it won't be too long before Sega's *Evander Holyfield's Real Deal Boxing* is back on store shelves, but in the meantime, you can pick up this game, now known more for its curiosity value than any mighty license.



Choose from a variety of features — including race, hairstyle, and trunks — to create your dream fighter.

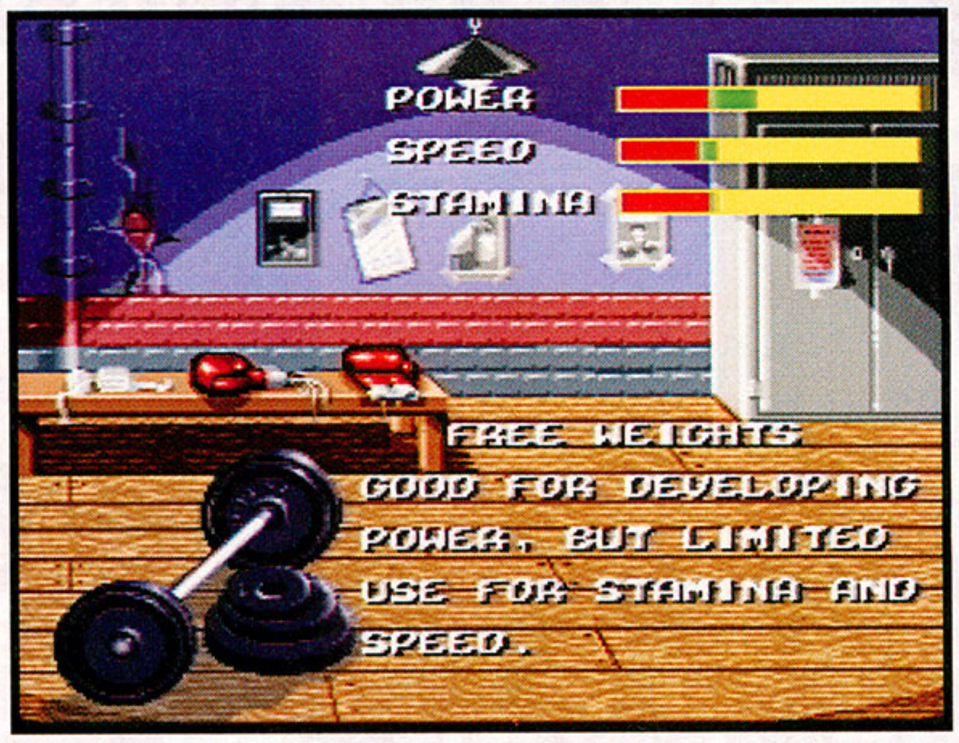
Riddick Bowe Boxing, in fact, is the latest in a line of average boxing simulations featuring whoever is the current heavyweight champ. *Bowe* isn't a bad game; it's just been done before.

You begin by creating a fighter — you choose his race, features, hair color, and trunks — then work your way up the ranks until you get a shot at Mr. Bowe. Stop me if you've heard this before.

Riddick Bowe features large characters and a horizontal perspective. By pressing the L or R buttons, you can circle the ring, although you're always shown to the other fighter's left on the main screen.

Each fighter has the same selection of punches: hooks, jabs, and uppercuts. You can aim punches at an opponent's body or head, and separate damage meters indicate the punishment each area has taken (damage to your fighter's body slows him down; damage to his head lessens his ability to recover from major blows). An *overall* strength meter indicates your remaining area.

Your fighter ages as time goes on, and after his 40th fight, he's forced to retire (are you listening, Roberto Duran?). Your fighter must also hang up his gloves if he loses two bouts in a row while ranked in the 20s or if he loses a challenge match to someone ranked in the 20s. Challenge matches are fought when your fighter loses a couple of bouts while he's ranked higher than 20. Win a challenge match and redeem your ranking; lose, and its off to Palookaville. Whatever the result, a battery saves your progress.



Develop your boxer in specific areas by choosing exercise and training programs. Each area is important, so it's a good idea to keep the three bars relatively even.

After each fight, you can train to improve your power, speed, or stamina. You don't actually have to work out, just select the equipment your fighter should use. After choosing your training method, press a button and — shazam! — an instantly improved fighter. Who needs exercise?

Riddick Bowe gives you a lot of punchfest without much strategy. It stays interesting for the first five or six fights, but it gets old *really* fast, especially once your thumbs tire of the button-banging. So it's worth a look if you're a boxing diehard, but if you've played *Muhammad Ali*, *George Foreman*, *Evander Holyfield*, or any of the other boxing games, you've already played *Riddick Bowe*. It's a different name, but the same mediocre game.

SNES info

PUBLISHER	Extreme
DEVELOPER	Malibu
SUGG. RETAIL	$59.95
RELEASE DATE	now available

Graphics: 5
Sound FX: 6
Music: 5
Bells & Whistles: 5
Play Control: 7
Replay Value: 4

OVERALL RATING: 53

To score some big hits, block (hold L and R) and move in close, drill your opponent with a shot to the body, then rock him with a blow to the head.

Chris Chelios Talks — *Off* the Ice

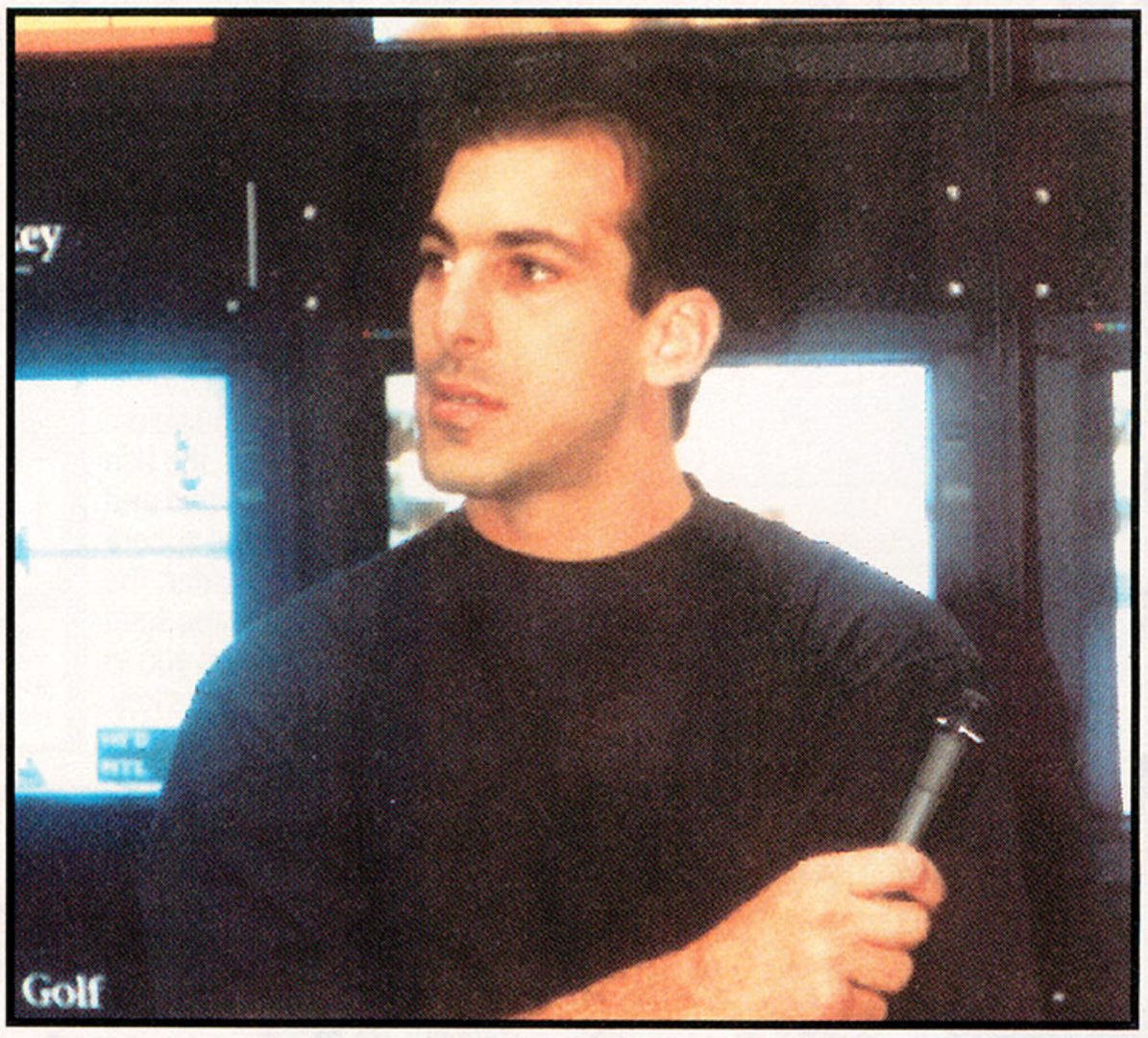
Now that hockey season's underway again, you can see your favorite National Hockey League players on the ice, instead of just in your copy of Electronic Arts's *NHL Hockey '94*. We recently caught up with one of *our* favorite players — both in person and in *NHL '94*. Chris Chelios is a defenseman for the Chicago Blackhawks, an all-star player, and winner of the 1993 Norris Trophy. He's also as outspoken as he is hard-hitting.

GP: Who's the toughest player to defend against?

CC: "I have to say Mario Lemieux because he goes right at you. He has deceiving speed and hundreds of moves. I just back into the net and try to do my job the best that I can and hope Eddie [Belfour] stops him. Jeremy Roenick is the second hardest. He's a full-speed-ahead type guy, and he has great lateral movement. I'm glad I only have to worry about Jeremy in practice. Brett Hull is another good one with deceiving speed. He finds the seams and knows where to go to get to the net."

GP: Why isn't there much body contact in all-star games?

CC: "Nobody wants to get hurt or hurt anybody else. We all know each other, and many of us have played on the same teams in Canada Cups and in other tournaments. For the most part, we all get along whether we're on the same team or on opposite sides. The purpose of an all-star game is for us to showcase our talents for the fans and to have a good time. But after 1992's all-star game, Andy Moog and I tried to forget the game the instant it was over — we took a pounding!"



GP: What are the chances of an NHL Olympic "Dream Team" like we've already seen for basketball?

CC: "I'm against it — it's sad to see everything dominated by money. The Olympics are a great chance for college players who know they won't make it to the NHL to nonetheless get to play for their country. Besides, it wouldn't be right to interrupt the NHL season for two weeks to let players participate in the Olympics."

GP: What do you think of the new expansion teams — the Mighty Ducks and the Florida Panthers?

CC: "We could use five more new teams this year instead of just two. There are plenty of good players in the minor leagues. The Europeans are coming over here and taking away jobs from Canadian and U.S. kids. We're changing the game to suit the European style of play. The game has lasted this long without changes, so I'm all in favor of leaving it the way it is — a little rough stuff adds to the game. And I think the fans will agree with me."

GP: You played for the Canadiens in Montreal before coming to Chicago. Where do you enjoy playing most?

CC: "Both the Montreal Forum and The Stadium have lots of tradition. The fans *make* The Stadium — in Montreal they sit on their hands and watch the game. They also have very high expectations. Playing here in Chicago, the atmosphere is different. I get more excited playing here than I ever did in Montreal."

— *Todd Mowatt*

Chelios Sweepstakes!

Here's another exclusive *Game Players* chance to win stuff! Send a letter or postcard (3x5" or larger) to *Game Players* Chelios Sweepstakes; P.O. Box 29364; Greensboro, NC 29364. Here's what you could win:

First Prizes

Two lucky readers will win a Blackhawks hat signed by Chris Chelios.

Grand Prize

A single, ultimately lucky reader will win a Blackhawks jersey signed by Chris Chelios. Yes, Chris himself. Amazing, but true! And only in *Game Players*!

Attention All Gerbils!

Are you going around and around the same stage like a gerbil on an exercise wheel? Does your newest game have you stuck, puzzled, baffled, boggled, floundering, frustrated, or in a fix? Don't despair — help is at hand.

Your fellow video-addicts at *Game Players* go without sleep, sustenance, social lives, and — often — oxygen just to find codes and tips for the hottest games. **Jeff "Have I Got an Answer for You!" Lundrigan** is the hollow-eyed man behind *Game Players* 27407, delving deep into the steamy underside of *Zelda*, *Sonic*, and the rest. Send him your general gaming queries — but be specific, please. **Chris "Keeper of the Codes" Slate** is the exhausted buttonmeister of Codebreakers. Send him your, well, *codes*.

Both Jeff and Chris wish to make it known that they are completely open to bribery of any sort. So if you *really* want your code printed or letter answered, take that under advisement. Not only can they be had, but they can be had *cheap*.

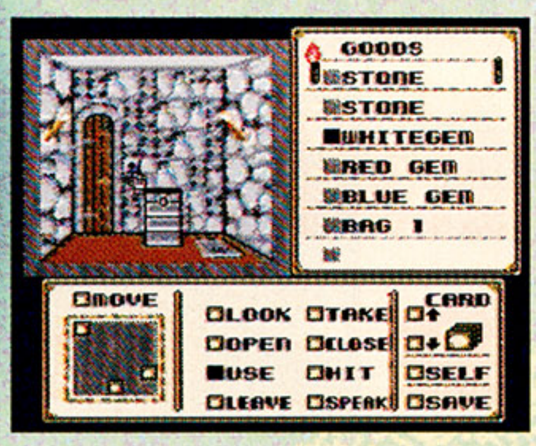
Senders of codes or tips we print not only get their name in the best and — dammit — most credible magazine on the planet, but they also receive a sexy and environmentally friendly *Game Players* T-shirt. No name & address, no T-shirt. Make the connection.

Shadowgate

There's a skeleton in the middle of a lake holding a key. How do I get it? Also, I can get to the Grim Reaper, but how do I get by him? I've tried everything!

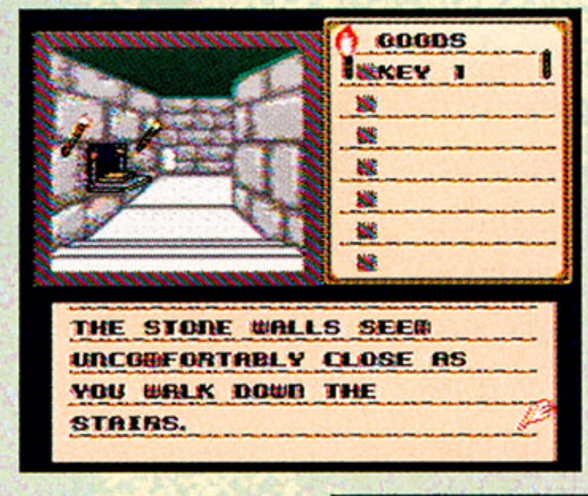
David
Farmington, NH

Another classic tip! To get the key, you need the crystal sphere. To kill the Reaper (actually a wraith, but let's not get technical), you need a magic torch.



Go back to the "cold" room and place your white gem in the hole above the altar — a sphere appears!

When you select the Use command and throw the sphere in the water, the lake freezes solid and allows you to grab the key.



Notice that the torch on the left in the first hall looks a little different....

Use your lit torch on the magic torch, and watch the Wraith burn to a crisp! Grab his cloak (he no longer needs it), and continue on!

Soul Blazer

I'm having trouble in *Soul Blazer* for SNES. There's a knight in the Magridd music hall. I talked to him, but I can't get the card under his foot.

Evan
Auburn, MI

The key here is the harpist in the music hall who's been punished by having his harp string taken away. Look for the missing string in a chest in the castle's torture chamber. Give it to the harpist, and he begins to play. The knight finds the music extremely moving, and you can get the card.

I've beaten the game three times, but I can't find Emblem E or Emblem F. Please help!

Jamie
Ocean View, NJ

One word: mushrooms*! To get Emblem E, look for an invisible passage in the wall down and to the left of the slug race in Area 4, the Soul of the Mountain. You pass three torches along the wall before the cave branches south; the passage is just to the left of the middle torch. Talk to the mushroom there to receive the emblem.*

There's another mushroom in the Soul of the Mountain, sleeping in the lower right of the slug-race area. Use the Dream Rod to get into its dream and see the vision of a rocky cliff overlooking Lake Lune. Go to Lake Lune and search the spot where the mushroom was standing in the dream. There's Emblem F — weird, huh?

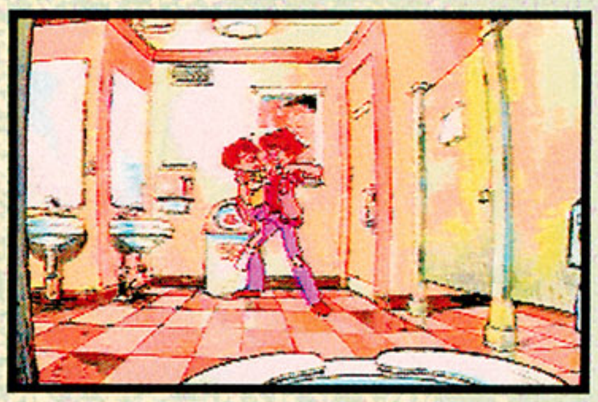
The Adventures of Willy Beamish

I bought *Willy Beamish* for Sega CD. What do I say to Spider in the bathroom of the pizza parlor to keep him from beating the hell out of me?

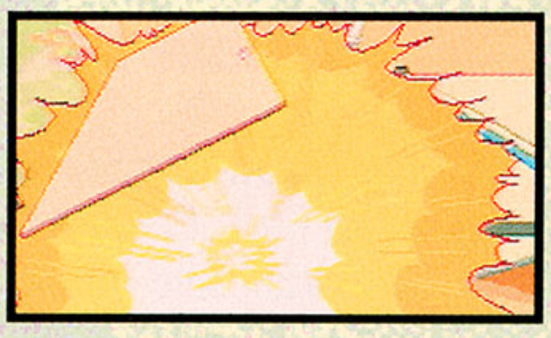
Mark
Oxford, CT

You had to give Spider your Game Buddy machine on the first day of the game to get him to leave you alone. Now here's your chance for revenge. Once you get the "Biffo-Man" comic book from the tree fort, head to the "Slice of Life" pizza parlor. Notice that the bathroom has both a new paint job and a "No Smoking" sign. Throw away the sign, then give Spider the comic book and beat a hasty retreat.

Head for the bathroom in the pizza parlor.



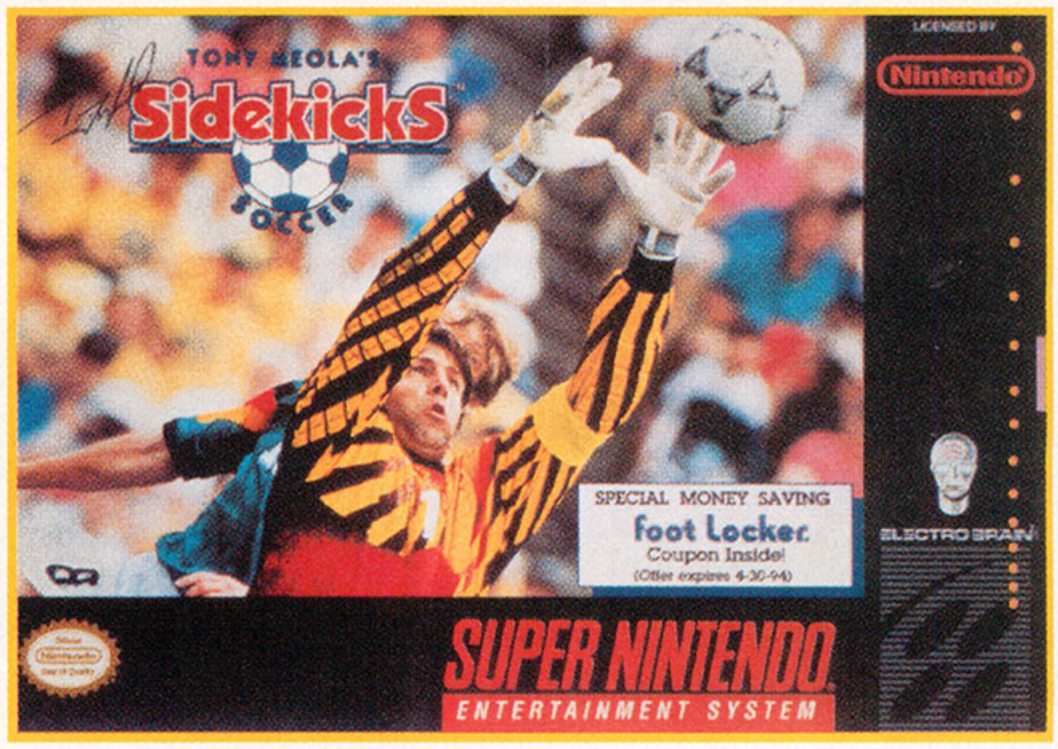
Throw away the sign, then give Spider the comic book when he comes in. Now get out of there!



Spider lights up as he sits down to read — bye, bye Spider!

KICK IT!

With *Tony Meola's Sidekicks*™ *Soccer* Sweepstakes!



1 Grand Prize

- **Official *World Cup Soccer Ball* Autographed by Tony Meola!**

5 First Prizes

- ***Tony Meola's Sidekick Soccer* for SNES!**
- **Tony Meola Autographed Photo!**

10 Second Prizes

- ***Game Players* Nintendo Encyclopedia!**

15 Third Prizes

- ***Game Players* Official T-Shirt!**

PLUS:

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- ***Best of the Best in Championship Karate***®**, SNES or Genesis!**

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Name_____

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_____

City_____ State_____

Zip_____ Tel. Phone # _____

Age_____ My game system is:

Super NES ☐ Genesis ☐

Other_____

No purchase necessary. *Tony Meola's Sidekick Soccer, Boxing Legends of the Ring, Best of the Best Championship Karate* (c) 1993 Electro Brain. All rights reserved. Super Nintendo Entertainment System and the official seal are registered trademarks of Nintendo of America Inc. GP Publications, Inc. is not affiliated in any way with Nintendo of America Inc. No purchase required. One entry per person. To enter, fill in the coupon or print your name, address, city, state, zip code, phone number, age, and the words *"Game Players Sidekick Soccer"* a 3" x 5" piece of paper and mail to *Game Players Sidekick Soccer*, PO Box 29364, Greensboro, NC 27429.
For a complete list of contest rules and prize values, send your request in a self-addressed stamped envelope by 3/15/94 to the above address.

Aladdin

How do you beat Iago and the Storm Machine in the Genesis *Aladdin*?

Mike
Salt Lake City, UT

Climb the ladder to the right, then throw apples as fast as you can at Iago while dodging the machine's lightning. If you run out of apples, more appear to the far left. Eventually, the bird gives up and dies.

Climb the ladder on the right side of the room — eat cold fruit, you scruffy bird!

Final Fantasy Adventure

Please help me! I've been stuck for weeks in *Final Fantasy Adventure* for Game Boy, trying to find an entrance to the Cave of the Oasis near Jadd. I've talked to everyone and the only clue I have is "Palm trees... and 8."

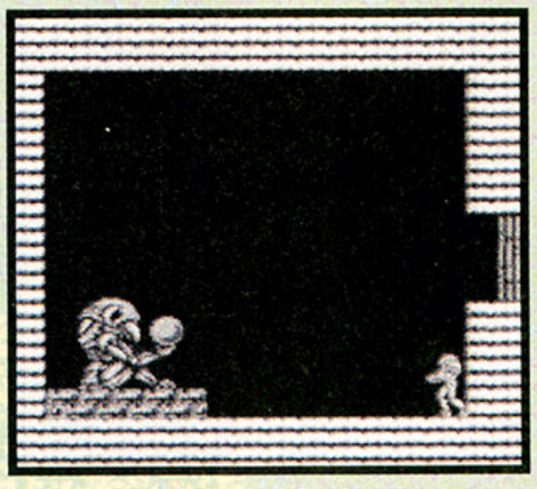
Buddy
Linden, MI

In an RPG, clues are supposed to be a little cryptic, but this is ridiculous! Head south from Jadd and look for an oasis with two palm trees just up and to the right of the pond. They're far enough apart that you can fit between them — walk around them in a figure eight to open the medusa's cave on the northern wall. Inside, Amanda helps you find the Ice spell and fight the medusa, but she's wounded in the battle. With the Medusa's Tear, you can turn Lester back into a human, then head for the underground maze beneath Davias's Mansion. From there you're on your own.

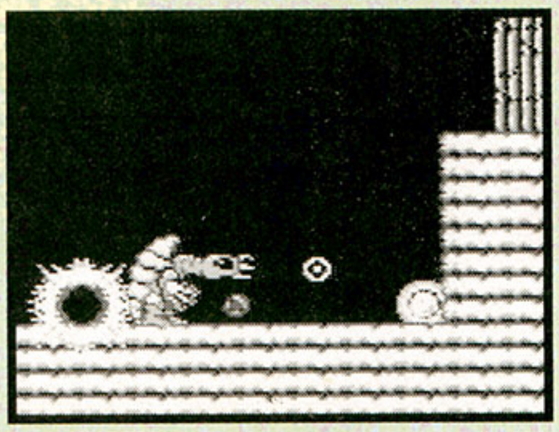
Metroid II

How do you defeat the Archnus in *Metroid II* for Game Boy?

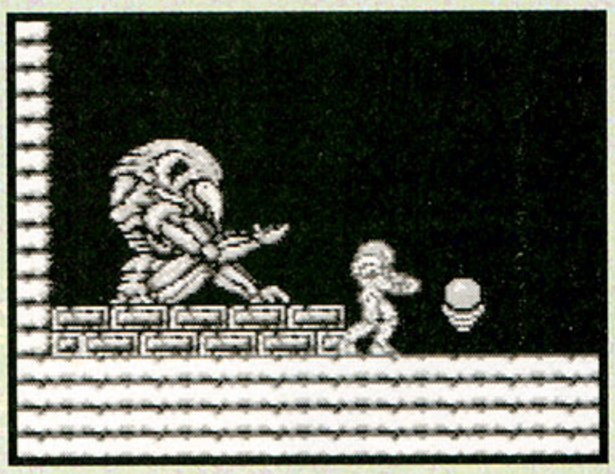
Jamie
Mt. Airy, NC



This ordinary-looking Artifactor statue hides the Archnus, a non-mutant creature who can't be hurt by beam weapons or missiles.



So roll into a ball and drop bombs, drawing the beast into their explosive range.



Once the Archnus has been de-stroyed, the Spring Ball is your reward!

Secret of Monkey Island

I have a major question about *Monkey Island* for Sega CD. Where do I get the rat poison to drug the killer poodles?

Craig
San Lois Obisbo, CA

Hey, you don't want to kill *the little guys — putting them to sleep is good enough. Make a potion with flowers from the woods, then sprinkle it on meat you find in the back room of the tavern. Toss it to the poodles, and you're ready to move on to the Governor's Mansion.*

A little Flower Power should do the trick on the piranha poodles that guard the Governor's Mansion.

Dragon Warrior IV

I can't seem to find the Fire Claw for Alena in Gardenbur. Please help.

David
Harrisburg, PA

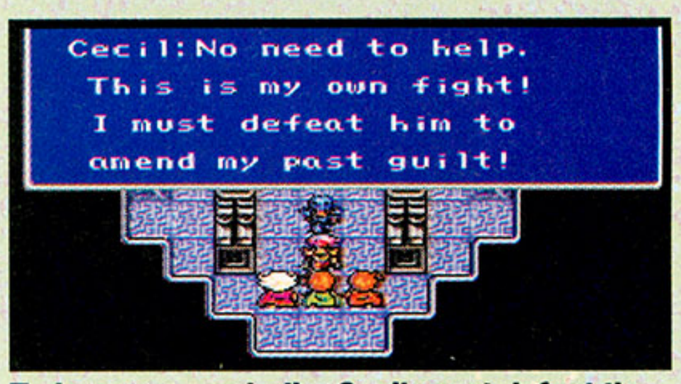
In Gardenbur Castle, one set of stairs goes up to the throne room and three sets go down. The stairs you're looking for are directly north of the ones up to the throne — but since the hallway is only one space wide, the stairs going up block the way. Go up to the throne room, then come back down and head north. The room at the bottom of the stairs holds a chest containing the Fire Claw, the most powerful weapon with which Alena can equip.

Final Fantasy II

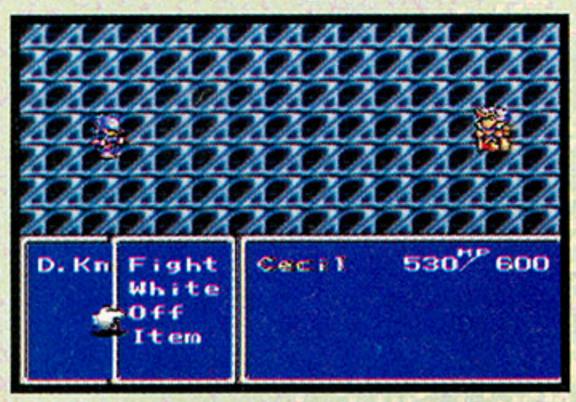
I can't beat my Dark Side. Please help!

Jordan
Lake Charles, LA

Well, you actually can't *beat your dark side. It's completely impossible. No can do. You see, when Cecil fights the Dark Side, he really fights with himself, and that's a losing battle. Prove your wisdom and show (this once) that violence isn't the answer.*



To become a paladin, Cecil must defeat the evil within himself.



Violence isn't the answer: Select Cover and Off instead of Fight.

The voice of Cecil's father can be heard after a round or two, and the battle just ends.

Zombies Ate My Neighbors

I've been playing *Zombies Ate My Neighbors*, and I can't get past level 20 because the giant Snakeoids keep killing me! Can you please tell me how to get past them?

Kyle
Williamsport, IN

The Snakeoids plague you all the way through the level, but when one dies, it gives up one of the all-important skeleton keys to open doors on this level. The catch is that the Snakeoids are nearly impossible to kill!

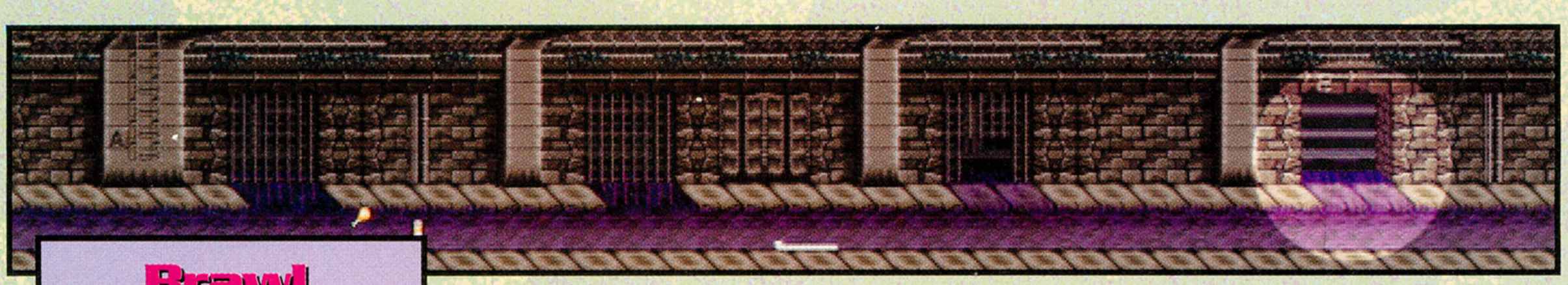
Here's your best bet: There's a pair of bazookas off to the left from where you begin the level. Grab it, then keep pounding the Snakeoids with ammo until they die. You can also try using Pandora's boxes — assuming you can 1) find one, and 2) hold on to it — or a weed wacker. In any case, your work is cut out for you.

In gaming lore, giant Snakeoids are notorious for hanging on to skeleton keys.

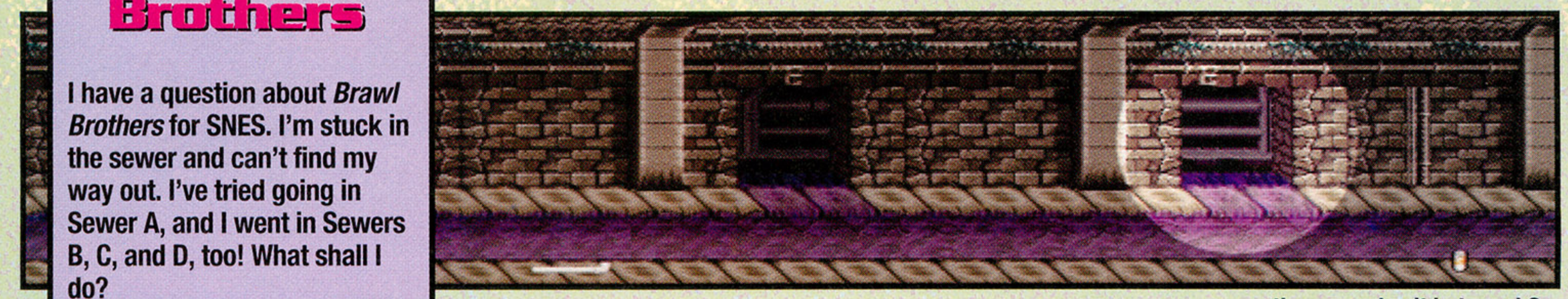
Brawl Brothers

I have a question about *Brawl Brothers* for SNES. I'm stuck in the sewer and can't find my way out. I've tried going in Sewer A, and I went in Sewers B, C, and D, too! What shall I do?

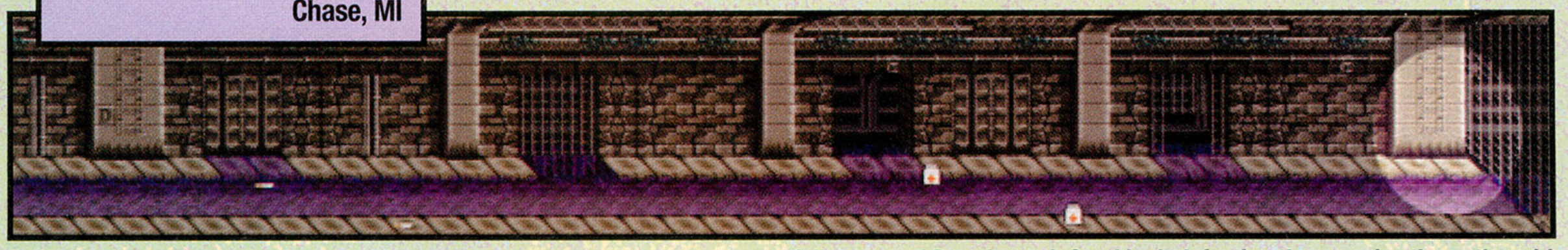
James
Chase, MI



You can run around in circles in the sewers all day long. But here's the shortest path: Take the first exit in tunnel A...



...the second exit in tunnel C...



...and follow tunnel D to the end. Good luck defeating the enemies there, though!

Maniac Mansion

I've gotten to the safe and looked under it for the combination, but the writing is too small to see. What's the combination? And how do you turn on the power for the video games?

Michael
Mobile, AL

To see the combination, go to the observatory and look at the safe through the telescope, rotating it twice to the right by using two dimes. The combination is different every time you play.

To turn on the games in the arcade room, go to the circuit-breaker box to the far left side in the basement and turn off the power, then go to the attic and use the tools found in The Weird Edsel's trunk to fix the wiring. Then go back to the circuit-breaker box and turn the power back on.

Write to Us!

Send your questions or tips to: *Game Players* 27407; 300-A South Westgate Drive; Greensboro, NC 27407. Because of the volume of mail we receive, we regret that we can't send personal replies. Please be as specific about your problem as possible — include the name of the game, level or experience points, and so on. We can't answer what we can't figure out!

SUNSOFT

BATMAN: REVENGE OF THE JOKER

TWO WAYS TO STAGE-SELECT

Here are two ways to skip to any level in *Batman: Revenge of the Joker*.

• Press **Start** to go to the selection screen. Move the bat cursor to PASSWORD and enter the code: **1408**. Press the **A**, **B**, or **C** button — the screen shows ERROR. Now enter the two numbers that represent the level you want to go to, and two zeros (for example, the code 3200 takes you to level 3-2), then press the **A**, **B**, or **C** button to skip to that level.

• Press **Start** to go to the selection screen. Move the bat cursor to PASSWORD. Enter **5257**, then press the **A**, **B**, or **C** button. The screen should show six underlined characters. Again, enter the two numbers that represent the level you want, plus two zeros. Then press the **A**, **B**, or **C** button to travel to that level.

SEGA OF AMERICA

MARIO LEMIEUX HOCKEY

CHANGE TEAM SKILLS & PLAY ON BLACK ICE

This cool code allows you to change any or all team skills. Select PASSWORD from the game-select screen, then enter **ABRACADABRA2**. Press **Start** and the screen shows "Bad Password." Move to cancel, then press **Start**. Choose Exhibition or Tournament modes, then select teams. Cycle through the team skills at the "Today's Match" screen, then press the **A** or **B** button to change the skill. Press **Start** to begin play.

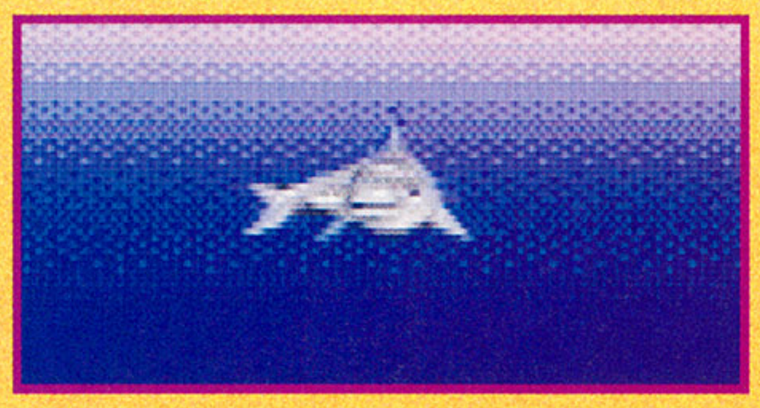
To play on black ice, select PASSWORD from the game-select screen, then enter **CEMENTBLADES**. Press **Start** and the screen shows "Bad Password." Move to cancel and press **Start**. Choose Exhibition or Tournament mode, select your teams, and press **Start** to begin play. Creepy! It's black ice!

SEGA OF AMERICA

ECCO THE DOLPHIN

SECRET MENU

Ecco's got what seems like a trillion different levels, and let's face it — as good as the game is, some of us have more pressing matters than bumping his snout into rocks. That's OK — this simple code lets you jump to any level, test the sounds, and more. Press **Start** to pause the game while the dolphin is facing you (in mid-turn), then press **Right**, **B**, **C**, **B**, **C**, **Down**, **C**, **Up**.



*Turn Ecco left or right and press **Start** to pause the game while Ecco is still in mid-turn (so he's facing you).*

*Press **Right**, **B**, **C**, **B**, **C**, **Down**, **C**, and **Up** to bring up a super-secret debug menu!*

VIRGIN INTERACTIVE

SUPER SLAP SHOT

CHANGE TEAM SKILLS & UPSIDE-DOWN PLAYERS

This code allows you to change any or all team skills. Select PASSWORD from the game-select screen and enter this code: **.BR.C.D.BR.**. Press **Start**. Choose Exhibition or Tournament mode, then select the number of players and the teams. At the "Today's Match" screen, cycle through the team skills, stop at one, then press **Left** or **Right** on the controller to change the skill. Press **Start** to begin play.

To play with inverted hockey players, select PASSWORD from the main menu and enter this code: **.SCH.R**. Press **Start**. Choose Exhibition or Tournament mode from the game-select screen, then select the number of players and the teams. Low and behold — the players are now be skating upside-down!

READER TIPS

KONAMI

ZOMBIES ATE MY NEIGHBORS

DAY OF THE TENTACLE

I was playing *Zombies Ate My Neighbors* for Super Nintendo and found this code: Enter continue and input **BCDF** — it takes you back to the title screen. Now press **Start** to begin the game. Before the first board, you can gain some prizes in the bonus stage, "Day of the Tentacle."

Zac Jenks
Vale, NC

You may not know it, Zac, but the bonus round may also be a LucasArts commercial! Day of the Tentacle *is the company's new graphic adventure for PCs — the sequel to* Maniac Mansion.

*Input **BCDF** at the password-entry screen...*

...and you begin on the "Day of the Tentacle" bonus round!

SUNSOFT

TAZ-MANIA

SECRET OPTIONS SCREEN

Press **Select** at the titles screen to go to a secret Options screen. From there you can change controls or switch between stereo or mono sound. Changing the sound doesn't help you win, but switching the controls sure can!

Tom Flowers
Oil City, PA

*Press the **Select** button at the title screen for this super-ultra, mega-secret, so-hidden-you'd-never-have-a-chance-of-finding-it Option screen!*

MEATY • EVIL

Sure you've played action/adventure games before, and you're sitting there thinking "Been there, done that", there's not a game made you can't beat the crap out of— big yawn right!

WRONG, dragon breath! You've never seen anything like LEGEND. Non-stop action, gruesome villains, wicked weapons and sensational graphics. Travel back to a medieval land where your sword is the only law. Where the rich and powerful reign over the land with an iron fist of terror. Enter the Black Temple and battle through worlds of wizards and fire breathing dragons. Conquer the baddest boss monsters ever seen and fight your way through the uncharted world of LEGEND.

SEIKA
Breakin' All The Rules

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Product Information Number 226

SEIKA

SUPER TURRICAN

SKIP LEVELS

Wanna skip levels? Press **Start** to pause a game in progress, then press **Right**, **Left**, **Down**, **Right**, **A**. You end up dropping whatever you're doing and jumping directly to the next level!

CAPCOM

STREET FIGHTER II

NO INFO BARS

To play a game without anything at the top of the screen, load the game. Enter and exit the Options screen 27 times, then begin a match. There's nothing at the top of the screen — no life bars, no time limit, *nothing*! Unfortunately, when the match is over, you must Reset the game to continue playing.

KONAMI

RAGING FIGHTER

SAME VS. SAME

As with many other fighting games, *Raging Fighter* has a secret code that allows you to fight a character against himself. At the Title screen, press **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B**. Once you're facing yourself, press the **A** or **B** button before the screen changes to alter the shade of your opponent's player.

NATSUME

POCKY AND ROCKY

STAGE SELECT

To skip to any level in this wacky Natsume game, first go to the character-select screen. Hold the **X** and **Y** buttons and press **A** four times, **B** four times, then **A**, **B**, **A**, **B**, **A**, **B**, **A**, **B**.

*Press **Start** at the Title screen to go to the character-select screen, then hold down the **X** and **Y** buttons and press **A** four times, **B** four times, then press **A**, **B**, **A**, **B**, **A**, **B**, **A**, **B**.*

*Press **Start**, and a new menu appears, allowing you to start on any stage!*

ACCOLADE

THE DUEL TEST DRIVE 2

CUSTOMIZE YOUR CAR

Begin a new game, choose your car, then start a race. Just before the cars move, press and hold the **L** and **R** buttons on **controller 2**. A "Customize Car" screen appears. Use **controller 2** to change the car's specifications. If you've built up enough speed, you can also use the **A** button on **controller 2** to jump over other cars.

HUDSON SOFT

SUPER BOMBERMAN

TINY BOMBERMAN & SOUND TEST

For a good laugh, enter **5656** at the password entry screen — you get an itsy-bitsy, teeny-weeny Bomberman. He may be small, but he packs just as much explosive power as his bigger brothers!

More *Bomberman*? OK — use the Multi-Tap accessory, plug a controller into the fifth port, then turn on the game. Now hold down the **R** button on that controller to make a Sound Test screen appear.

CAPCOM

STREET FIGHTER II: TURBO

VEGA'S FLIP MANEUVER

Many of you may have stumbled onto this move by accident in the heat of battle, but here's the *official* way to do it: In Normal mode, rapidly press **Back** two times. In the Turbo mode, simultaneously press all three punch buttons. It's a good move for retreating out of range, for dodging Fireballs, and more.

ACCLAIM

ALIEN 3

INVINCIBILITY AND MORE

Here's the ultimate code for this hot-looking Acclaim translation. At any time during the game, press **A**, **B**, **Y**, and **X** on **controller 2**. Now use **controller 1** to press **A** for invincibility, **X** for unlimited weapons, or **B** to change damage.

COLOR KEY

- SNES
- GENESIS
- NES
- SEGA CD
- GAME BOY
- GAME GEAR

ALL SYSTEMS

MORTAL KOMBAT

SUB-ZERO RULES!

This trick works on all systems: Have Sub-Zero throw an iceball at your opponent, then walk up to him and give him an uppercut. Throw another iceball when he starts to get up. It freezes him before he can stand. Repeat this until you win. This trick works on everybody, but it works best against a computerized opponent.

The Nameless One
Parts Unknown

Cool tip, stranger! One thing you didn't mention, though — the higher your difficulty level, the less often the computer falls for it. Although it works fine on the "Very Hard" mode, it doesn't make you unbeatable as in the easier levels.

KEMCO

TOPGEAR 2

TOP CAR

This trick works on all sysCode for best equipment and best car:
4Y3Y?N>V#R6B>M7C)41YDD
Top car, with more of the tracks finished:
?8)#HL84V4DJ9R6LJ)#9QQ

Unknown source
Planet Earth

Thanks, readers, for the Mortal Kombat *and* Top Gear 2 *tips, but you didn't include your names and addresses! From now on, published reader tips earn a much-sought-after* Game Players *T-shirt. But even if you were to tell us how to find 50 extra characters in* Mortal Kombat, *you won't be getting your sweet cotton/poly-blend masterpiece unless we know where to send it!*

All this can be yours!

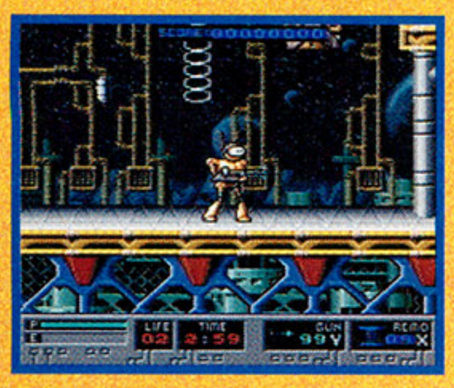
ELECTRONIC ARTS

B.O.B.

POWER UP

Input **593172** at the password-entry screen to begin on Level 3 with 99 of each weapon and nine of each remote.

*Enter **593172** at the password-entry screen and start the game.*



You begin on level 3 with tons of ammo!

CAPCOM

SFII SPECIAL CHAMPION EDITION

FIVE-STAR CHAMPION MODE

When the *Street Fighter II* logo screen comes on and the buildings start to fade after the opening sequence, press **Down**, **Z**, **Up**, **X**, **A**, **Y**, **B**, and **C** on **controller 1**. Now you're seein' stars! NOTE: You need a six-button controller.)

*When the buildings begin fading, press **Down**, **Z**, **Up**, **X**, **A**, **Y**, **B**, and **C**...*

...to enter the Five-Star Champion mode!

GAME GENIE CODES

SFII: Turbo (SNES)

C9BB-77A5	Freeze Fireballs, Sonic Booms, and so on in midair
D071-E460	Instantly do "charge" moves (i.e., Sonic Boom)
DD18-570D	First hit wins
D330-17AD	Fierce moves go farther (i.e., Fierce Dragon Punch)
3E31-37AD	Speeds up Fierce projectiles
EE31-34AD	Makes Light projectiles go super slow
DF39-C40D	Make the computer's M. Bison super slow

Wayne's World (SNES)

C28F0704	Infinite lives
6DBBD428	Invincibility

Flashback (Genesis)

AJ2T-AA3C	Never lose a shield when shot — makes some enemies invincible; turn it off to kill them
AT2T-AA44	Protection from some falls
RGBT-A6T4	Always have money

Cool Spot (SNES)

402C-D7D1	Infinite lives
EE89-DF69	Longer invincibility
DD26-D4D9	Free fellow Spot right away

Ultima: Runes of Virtue (Game Boy)

FA5-F3F-4C1+FA4-00C-4C1	Infinite energy
FAB-5BF-4C1	Infinite money
FAC-0AF-4C1	No energy replacement

Jimmy Connor's Tennis (NES)

AEEVAZTA	Only one game required to win set
AEVTIPLA	Only 15 points required to win game (score shows 40)
PEKVGPZA	Win tiebreaker by less than two

TENGEN

RBI BASEBALL 4

GOOD GOD!

In *RBI Baseball 4*, if you enter the password **RBIBASEBALL4**, the bottom of the screen reads, "For God so loved the world that He gave His one and only Son, that whoever believes in Him shall not perish but have eternal life (BIBLEXAAAAAA)." I entered that password and pressed **A**, and the game mode goes to "Game Breakers." What does this mean?

Mike Sonnicusen
Carver, MN

What does this mean? Mike, we'd bet it means someone at Tengen is about to lose his job. As Game Players *"Keeper of the Codes," I've seen a lot of weird stuff over the years. But your code definitely beats 'em all.*

*Input **RBIBASEBALL4** at the password-entry screen...*

...uh, yeah. Does the FCC know this is going on? And do SNES players realize that the Almighty is on Sega's team?

NAMCO

SPLATTERHOUSE 2

PASSWORDS O' PLENTY

Codes for Splatterhouse 2:

STAGE 2 EDK-NAI-20L-LDL
STAGE 3 IDO-GEM-IAL-LDL
STAGE 4 ADE-XOE-20L-OME
STAGE 5 EFH-NEI-RAG-ORD
STAGE 6 ADE-NAI-WRA-LKA
STAGE 7 EFH-XOE-IAL-LDL
STAGE 8 EDK-NEI-IAL-LDL

Anonymous
Charlotte, NC

Debriefing

If you have any codes or passwords to share, we'd love to hear from you. Send them to:

Code Breakers
300-A South Westgate Drive
Greensboro, NC 27407

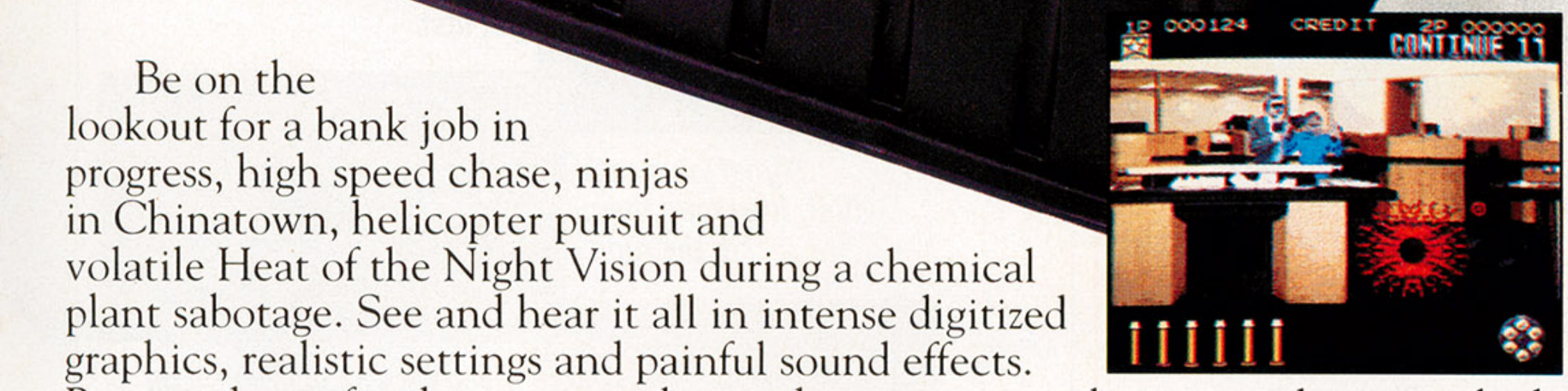
You won't find in any

We needed a gun to bring this treat home.

Lethal Enforcers™ comes to Sega CD™ and Sega™ Genesis™ packed with a powerful surprise inside. The Chicago P.D. needs you to go up against a slew of terrorists like you've never seen. Every deadly move is digitized from actual human movement. It's so lethal we needed to load your side iron, The Justifier,™ into every package, for a *total arcade experience unlike anything you've played at home before*.

Just like at the arcades, you've got to time your quick reload feature exactly right so you don't run out of ammo. Upgrade your firepower along the way to magnum, 12-round automatic, assault rifle or grenade gun. Six levels, including target training, will put your skill to the test in the parts of the Windy City the tourists never see.

a toy like this Cracker Jack® box.



Be on the lookout for a bank job in progress, high speed chase, ninjas in Chinatown, helicopter pursuit and volatile Heat of the Night Vision during a chemical plant sabotage. See and hear it all in intense digitized graphics, realistic settings and painful sound effects. But watch out for the innocent bystanders or you may lose more than your badge.

For one or two top cops.

(2nd player can use controller or mail in for another "Justifier." See details inside package.)
A Super NES® game may be released. Please check with Konami for availability.

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Konami Game Hint and Tip Line: 1 900-896-HINT(4468).
70¢ per minute charge. Minors must have parental permission before calling. Touch-tone phone required.

Product Information Number 210

KONAMI®

MAXIS/SUPER NES *1042 Country Club Drive; Suite C; Moraga, CA 94556*

This Ain't No Picnic!

Patrick McGee

You've seen them, you've sprayed them, you've squashed them — but they keep coming back for more. If you've ever wondered what the heck those ants do all day, now's your chance to find out.

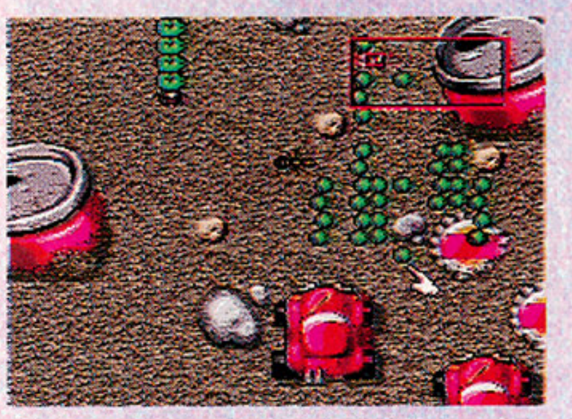
SimAnt, translated for Super Nintendo from the PC simulation, puts you in charge of a black ant colony. The fate of their feelers is in your hands as you help them find food, dig tunnels to increase their nest size, leave trails for other ants to follow, and lead them in battle against the red ants.

A complex adventure, *SimAnt* lets you learn to control the various aspects of the game with its tutorial mode. Once you've got the bugs out, so to speak, jump into the two regular game-play modes, Scenario and Full Game. In Scenario mode, you work your way through eight progressively harder levels in which you battle for control of a single area against the red ants. In the Full Game version, you secure 49 areas by taking over the front yard and house of a lowly human. Fortunately, *SimAnt* allows you to save your progress.

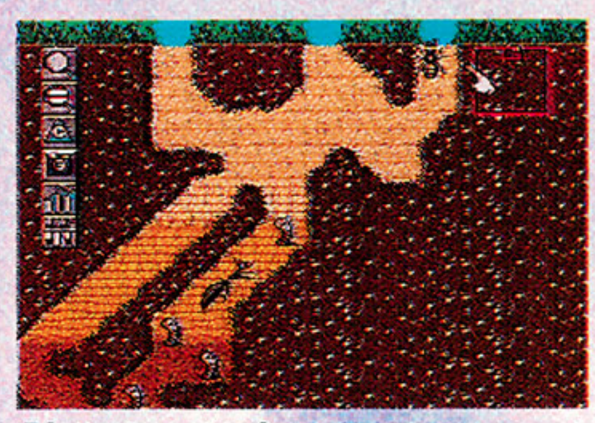
With good play control, graphics, replay value, and challenge, *SimAnt* is one of those games that should keep you busy for a long time. Diggin' dirt and eatin' caterpillars was never so much fun.

SCENARIO MODE

Level 1: In the Park



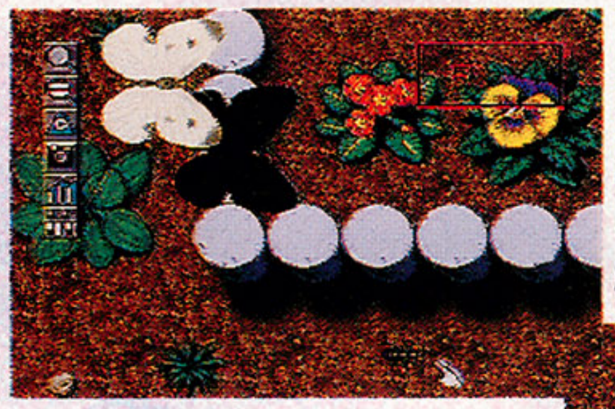
Gather food and bring it back to your nest as fast as you can.



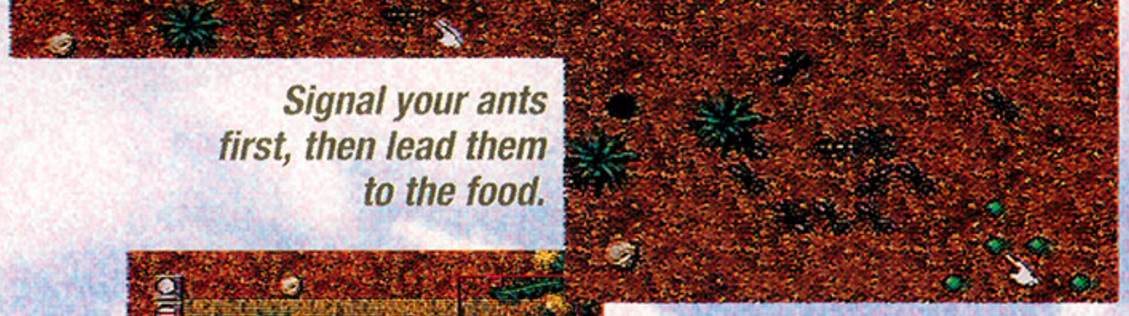
Dig extra openings to cover territory quickly.

This is the easiest level, so it's a good place to practice.

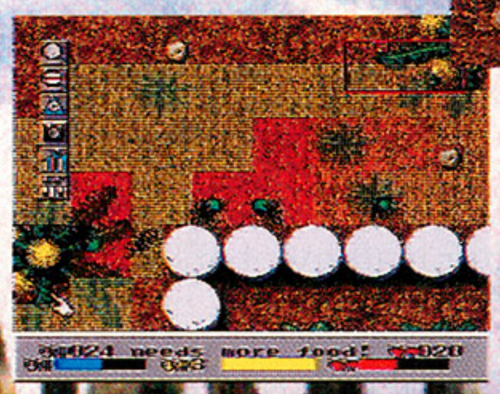
Level 2: In the Garden



Watch out for obstacles — like these flower pots — that block your path. It's easy for your ants to get lost.



Signal your ants first, then lead them to the food.



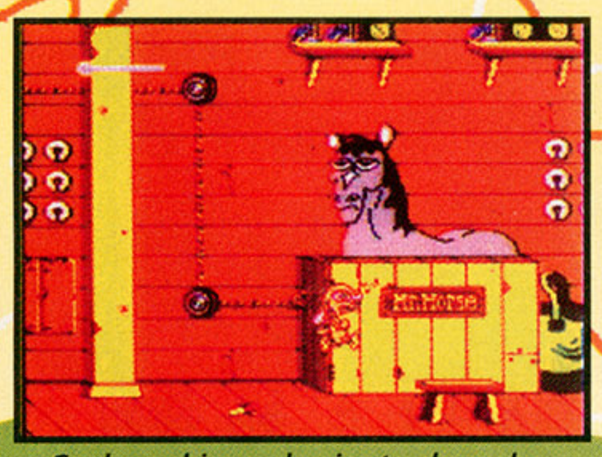
If you turn on your ant-trail view, it's easier to find your way back.

Oh man, we'll be rich!

Happy, happy, money, money!!

Lead your heroes through 12 hilarious Channels—all based on actual episodes of The Ren & Stimpy Show.

Toasterific power-ups like glazed hams, money bags... even homing chickens.



Cool graphics and voice tracks make you feel like you're in the show. Yo! Mr. Horse™.

The Ren & Stimpy Show™

NICKELODEON™

Tired of surviving on your meeesly allowance? Then test out Stimpy's new invention—The Gametron 5000 Moneymaker.

The Gametron 5000 pays you for playing video games with Ren & Stimpy! All you gotta do is save the planet, kidnap Mr. Horse, and rescue the bea-u-ti-ful Maid Moron . . . It's easy money, man—you'll be a meellionaire!

So let some other eediot mow the neighbor's lawn. It's time to play Buckeroo$—and make meellions the Ren & Stimpy way.

BUCKEROO$!

LICENSED BY:

Nintendo

Official Nintendo Seal of Quality

T•HQ SOFTWARE

Product Information Number 112

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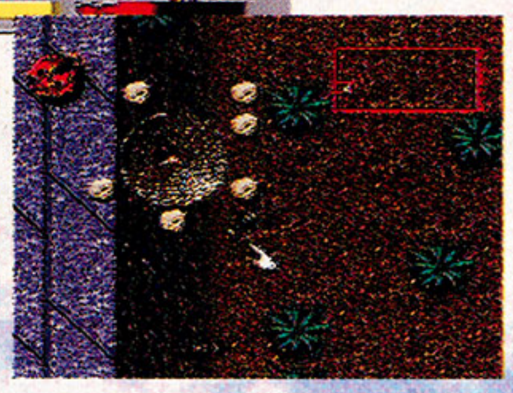
Level 3: In the Yard

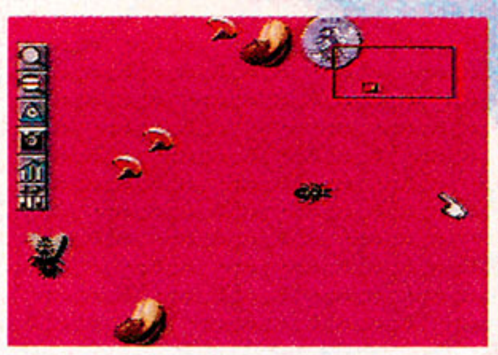
This area is very wet and rainy, so your trails are washed away much faster than usual.



If you place rocks around its deadly nest, the lion ant won't be able to get at your colony.

Orient yourself with the overhead-view map, then use it to locate food.

Level 4: In the House

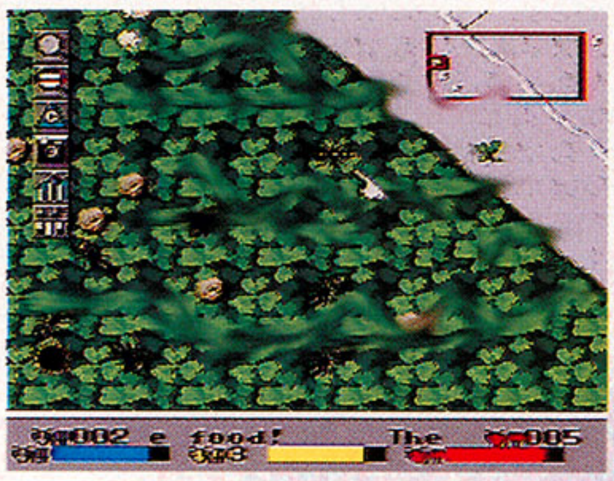


There are new dangers to avoid in the house.

Like the cat....

...and electrical outlets.

Level 5: On the Road



It's extremely hot here, so watch your power level and eat often.

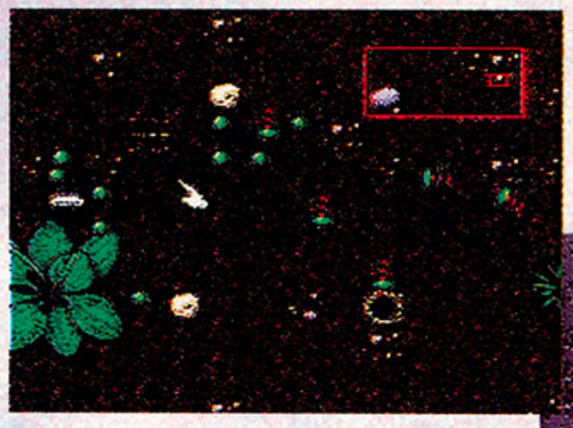
To avoid that run-down feeling, look both ways before crossing the street.

Level 6: By the River

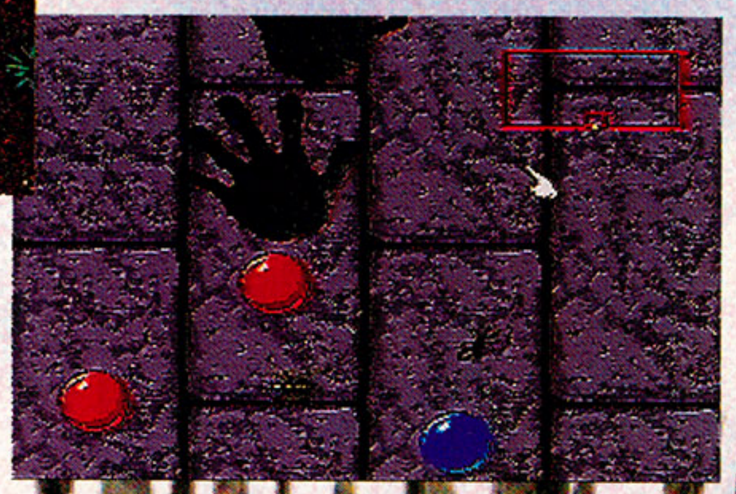
Your ants can easily get lost behind the obstacles here, so call them before you leave to find food — and walk slowly.

There's a food shortage in this area, so try attacking a caterpillar for your next meal.

Level 7: Under the Porch



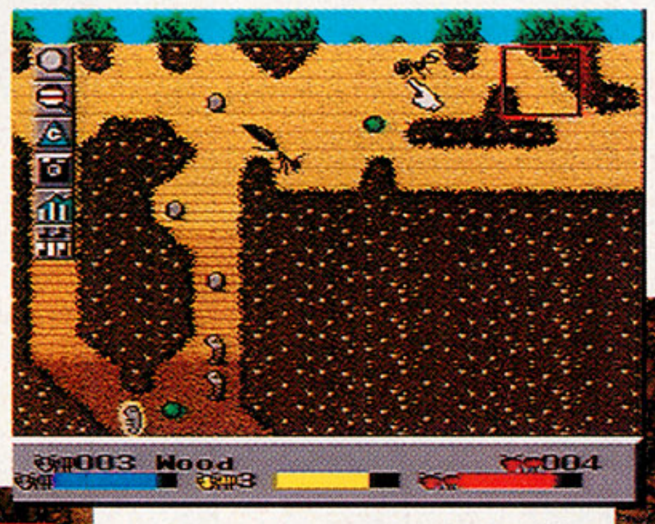
All your food in this level is near the red ants, so move quickly or go hungry.



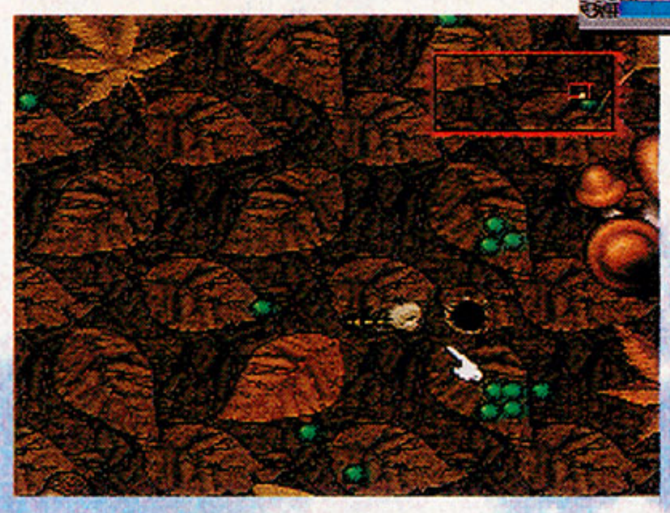
Use caution when crossing over the brick. Kids love to mash ants!

Level 8: In the Woods

If you're fast, you can easily beat the red ants to the food.



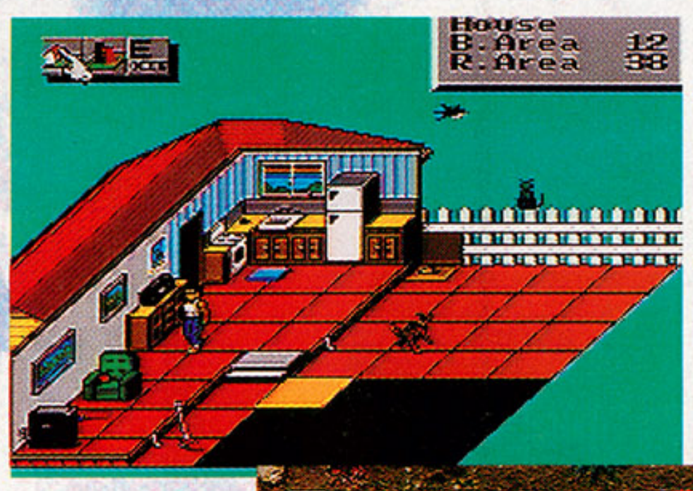
Grab some food and head for your nest. On the way back, dig as many new openings as you can.



First run to the red ants' hole and block their entrance with a rock.

Then return to the red ants' hole and keep piling rocks around the entrance. Eventually the red queen starves to death. It's survival of the fittest.

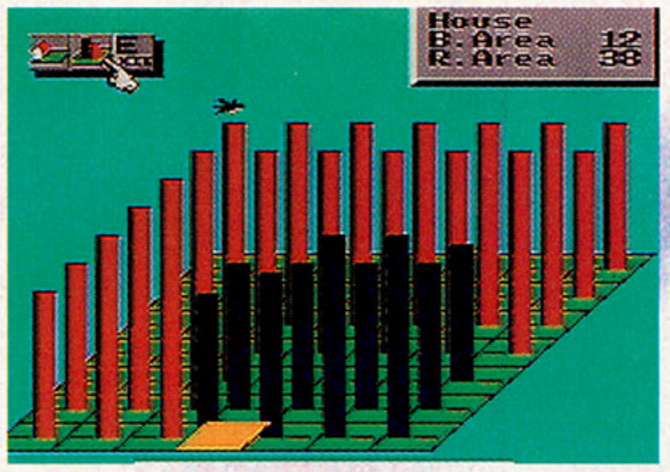
FULL GAME



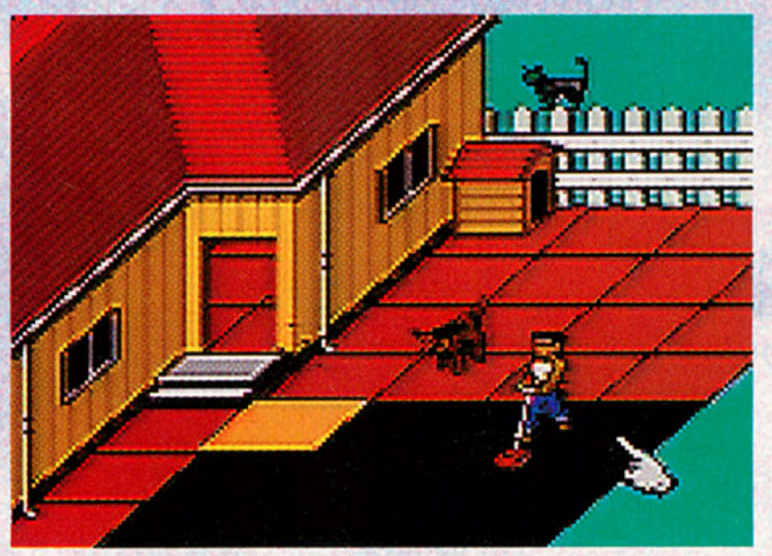
In the Full Game, you must battle the red ants for control of 49 different areas. You get to drive out humans, too.

Don't dig your nests too deep — if you're down too deep when it rains, you'll drown.

It's tough to move into an area where the red ants have already established a colony.



Keep an eye on trouble areas by consulting the population graph. Look for an area with a low black-ant population, then lend them some of your leadership abilities.



You must contend with new dangers, too. Not only can you be stepped on by humans, but their neatly mowed lawns can also ruin your day.

Once your population is large enough, lead a raid on the red ant queen.

Unless you want to become an afternoon snack, avoid spiders when you're low on energy.

But be careful! Red ants are really powerful.

GP

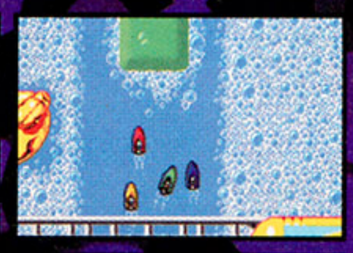
FUTURE SHOCKS!
Amazing video game action hitting your screens soon!

C.J. - ELEPHANT FUGITIVE™
He's on the run! Join C.J. the elephant in this action-packed race through Europe and Africa as he busts out of the zoo and heads home!
COMING FEB '94

WORLD SOCCER '94™
All the action! All the players! Play World Soccer '94 and enter the very best arcade soccer challenge game for 1994!
COMING SOON!

MICRO MACHINES®

GENESIS



GAME GEAR

PC

AMIGA

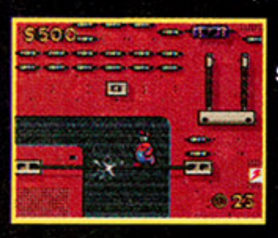
NES

Micro Machines® Experience the wildest racing game ever created! 27 all-action tracks of miniature mayhem as you race the Micro Machines vehicles - loaded with turbo-power. Sand buggies, Turbo Wheels, Formula One cars and more! A smash-hit video game - it's the hottest two-player head-to-head challenge race ever devised! "Will keep even the most hardcore gamers hooked" VideoGames magazine
AVAILABLE NOW!

WHAT ARE YO

PSYCHO PINBALL™
Here's Psycho, the silver-plated armadillo *with one hell of an attitude,* as he launches himself into the wildest selection of pinball tables ever created!
COMING SOON!

DREYFUSS SMARTVARK™
Your TV's gone wild - the gremlins are loose and the shows are out of control! Send in Dreyfuss to sort out the problems!
COMING SOON!



GENESIS

GAME GEAR

PC

AMIGA

NES

Cosmic Spacehead™ Outer-space in your face! Here's Cosmic - the first alien tourist - in a mad dash through the universe! Join him through 32 action areas and solve the wildest puzzles in the arcade adventure areas. Interact with the oddest bunch of characters in over 300 screens of bizarre and freaky locations! It's cosmically out of this world! "Brilliantly original, challenging and great fun - don't miss it!"
AVAILABLE NOW!

COSMIC SPACEHEAD™

OFF
SE
SEA
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This official
assurance that th
the highest qual
Sega™. Buy games
with this seal to
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and Game Ge

Codemasters™

Codemasters

FANTASTIC DIZZY™

Fantastic Dizzy™ Dizzy is in full action in a huge arcade adventure! Explore the magical kingdom, Palm Tree beach, medieval towns, haunted graveyards, the troll palace and many more exciting and mysterious realms. Loads of great characters to interact with in this most excellent adventure of a life time! "In a league of its own, a unique cartoon adventure" EGM magazine **AVAILABLE NOW!**

Reckon you can handle awesome action and the greatest mind-power? Prepare yourself to experience the explosive gameplay of Codemasters' video games! Total playability and great graphics! From the best in arcade racing to the wildest fantasy adventures to a completely cosmic experience! If you haven't got 'em - what are you playing at?

U PLAYING AT?

DINO BASHER!™

Dino Basher!™ Join Bignose the Caveman in Dino Basher! a mad, prehistoric platform race to catch his fast-moving dinner! Bash and club your way through hordes of dinosaurs across four huge islands, collecting bones and rocks to increase your strength and rock power! Pterodactyls, huge scorpions, saber-toothed tigers and more - let's go clubbing! "Great cartoon graphics, brilliant music and, most importantly, excellent fun!" **AVAILABLE FEB '94**

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Product Information Number 152

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Wolfenstein 3D

intro to mass destruction

SNES info	
PUBLISHER	Imagineer
DEVELOPER	ID Software
SUGG. RETAIL	$64.99
RELEASE DATE	January-February

Trent Ward

Welcome to hell! As top agent B.J. Blazkowicz, you take the assignments considered suicide missions for whole teams of *ordinary* soldiers. But this time, even you may not prevail.

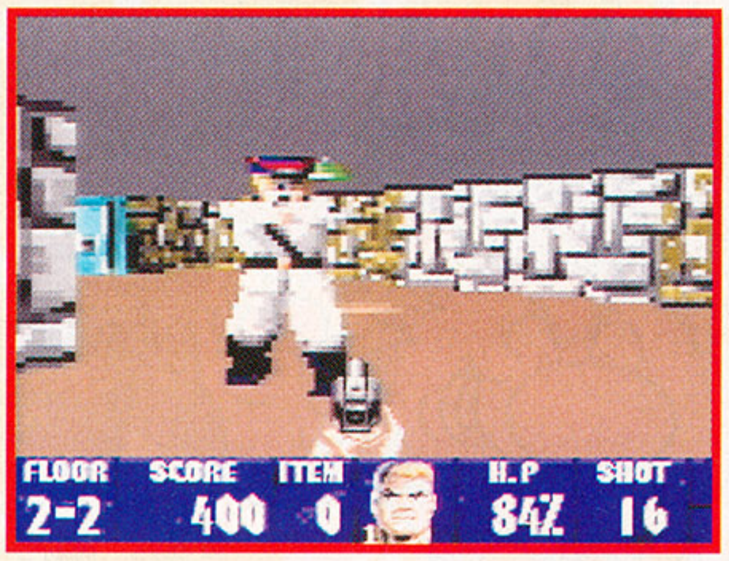
The U.S. president has asked you to destroy the nefarious *Staatmeister*, leader of the Master State. Despite overwhelming odds — after all, you're used to them by now — you must gun your way through increasingly dangerous castles as you search for your primary objective. Along the way, practice target shooting on hordes of soldiers, vicious guard dogs, and even strange bio-constructs. So grab a chain gun, some ammo ... and a first-aid kit — the Staatman is waiting.

The victims

Depending on your aim, one shot should kill these grunt soldiers.

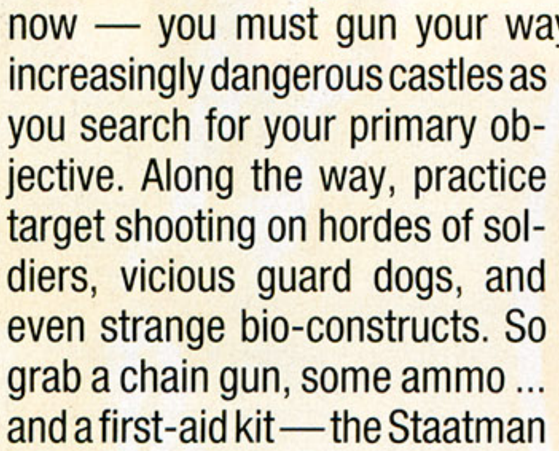
The elite guards, on the other hand, are pretty tough to kill — and their machine guns inflict heavy damage. Kill them off, then take their weapons!

Strange mutant rats are the unfortunate byproduct of a mad scientist's experiments. They're hard to hit, but easy to kill.



With their tricky quick-weave patten, officers are difficult to hit.

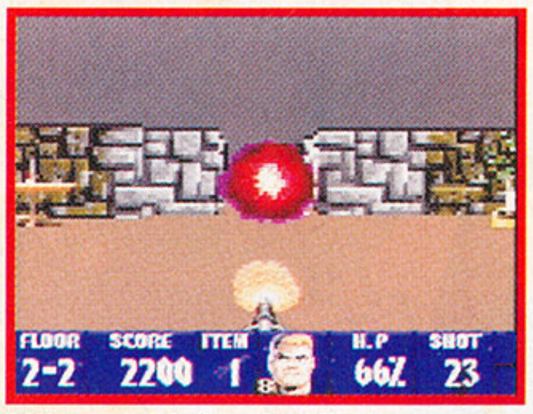
Weaponry



You begin the game armed with a pistol. Its single-shot capability just isn't enough to see you through, so replace it as soon as possible.

Your first upgrade is to a machine gun. Hold down the fire button to get turbo blasts.

The chain gun is the most versatile of weapons, sending your enemies running for cover. It uses standard ammo and has an incredible rate of fire.



Although it's hard to find ammo for the flamethrower, it's a weapon of awesome power. Save up your limited shots for bosses.

TONY MEOLA'S

Sidekicks™ SOCCER

Pound your opponents to gain possession of the ball . . .

Rocket the ball at the goal with a mind-shattering bicycle kick . . .

And never, never give the opposition a chance to score . . .

With the most realistic Mode 7 soccer simulation ever to take the field!

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Foot Locker

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Product Information Number 128

LICENSED BY

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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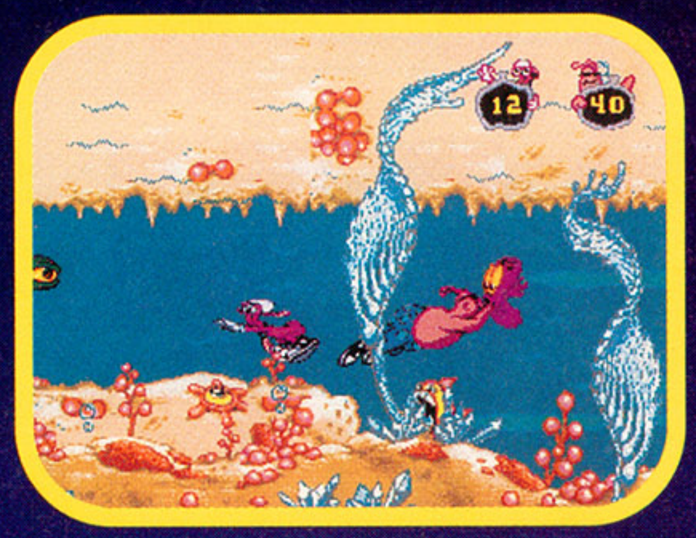
ToeJam & Earl™ in PANIC ON FUNKOTRON™

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

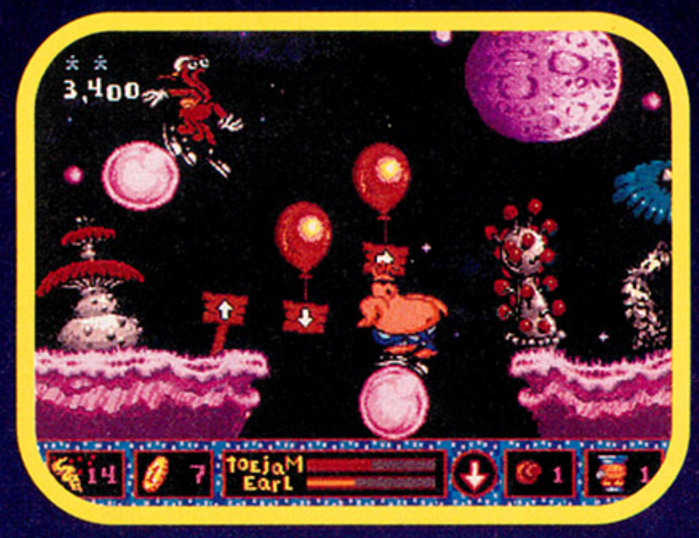
Streak across the stars for an all-new hip-hop-'til-U-drop adventure on the far-flung planet of Funkotron! Toejam & Earl are caught in a manic panic when a flock of Earthling tourists hitch a ride on their Rapmaster Rocket. Now it's your turn to help the dynamic duo round 'em up with their FunkScan and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

Feel the funk...with Toejam & Earl!



SPLASH DOWN!

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



BUBBLE UP!

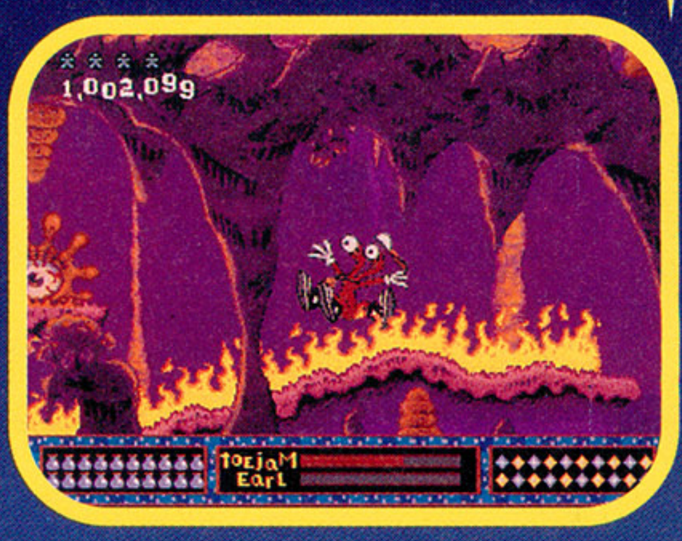
Bubble-bounce your way to the Funktivate Spots
and help restore the fabric of the Funk Dimension!

LOCALS ONLY!

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

THE ACTION HEATS UP!

Hotfoot through
the fires of the
underground caverns!



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

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

Toejam & Earl take off on a Funktastic New Voyage!

YO! SEGA JAMS!™

SEGA™

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Product Information Number 225

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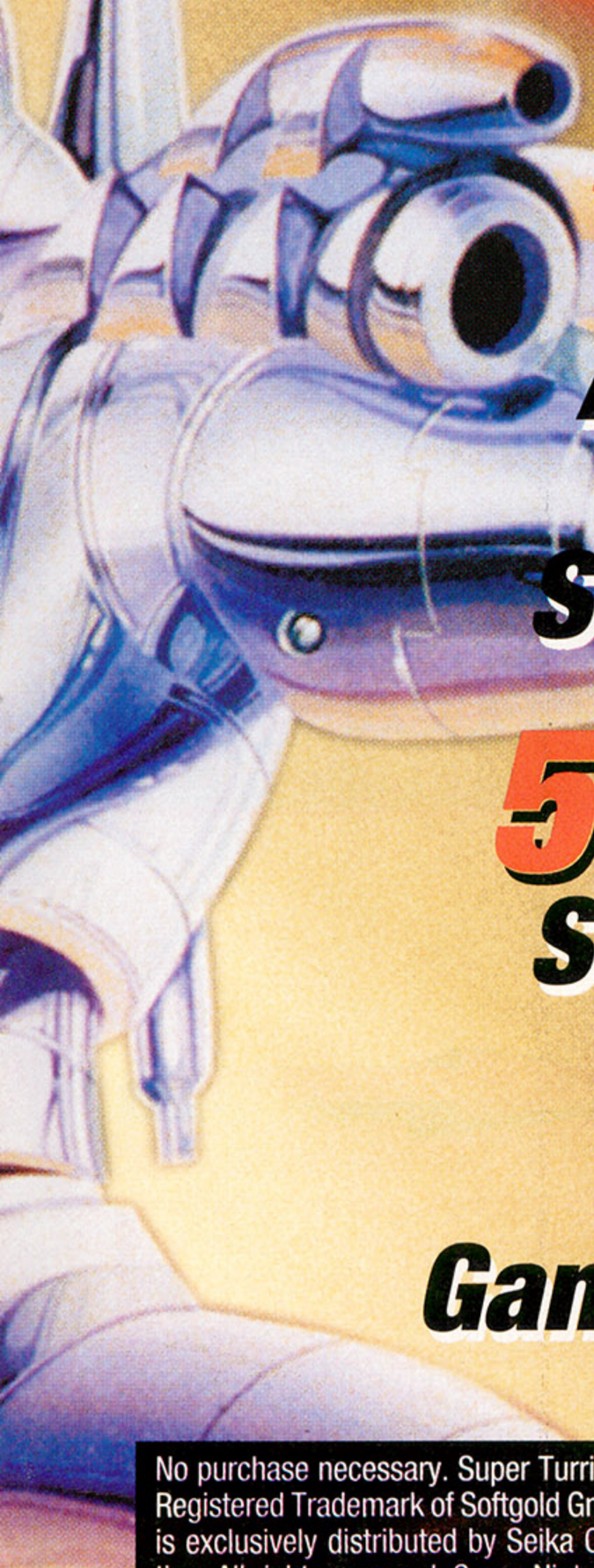

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For a complete list of contest rules and prize values, send your request in a self-addressed stamped envelope by 3/15/94 to the above address.

ALL ENTRIES MUST BE RECEIVED BY MARCH 15, 1994

MAIL TO: Game Players Super Turrican Sweepstakes
P.O. Box 29364
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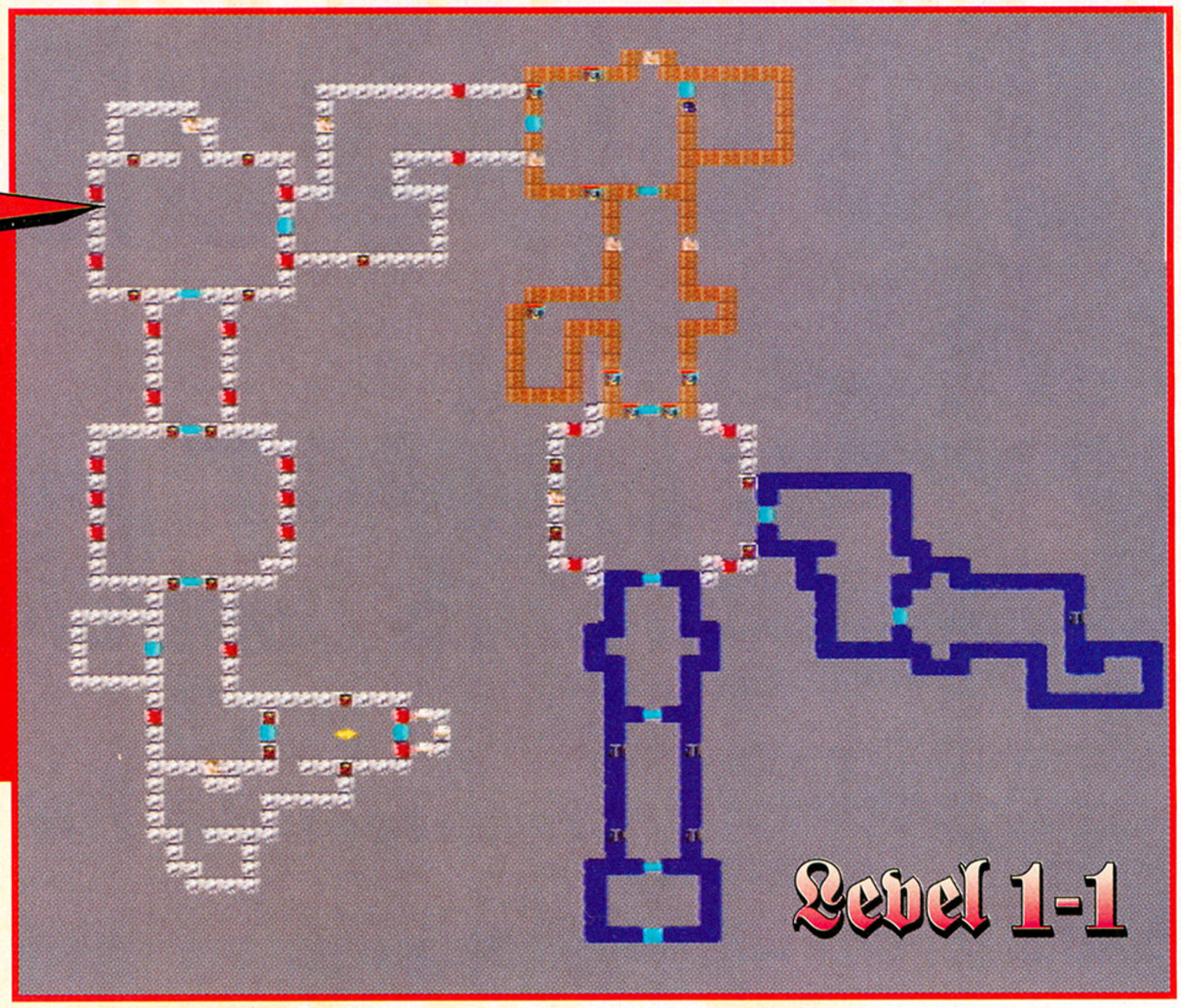
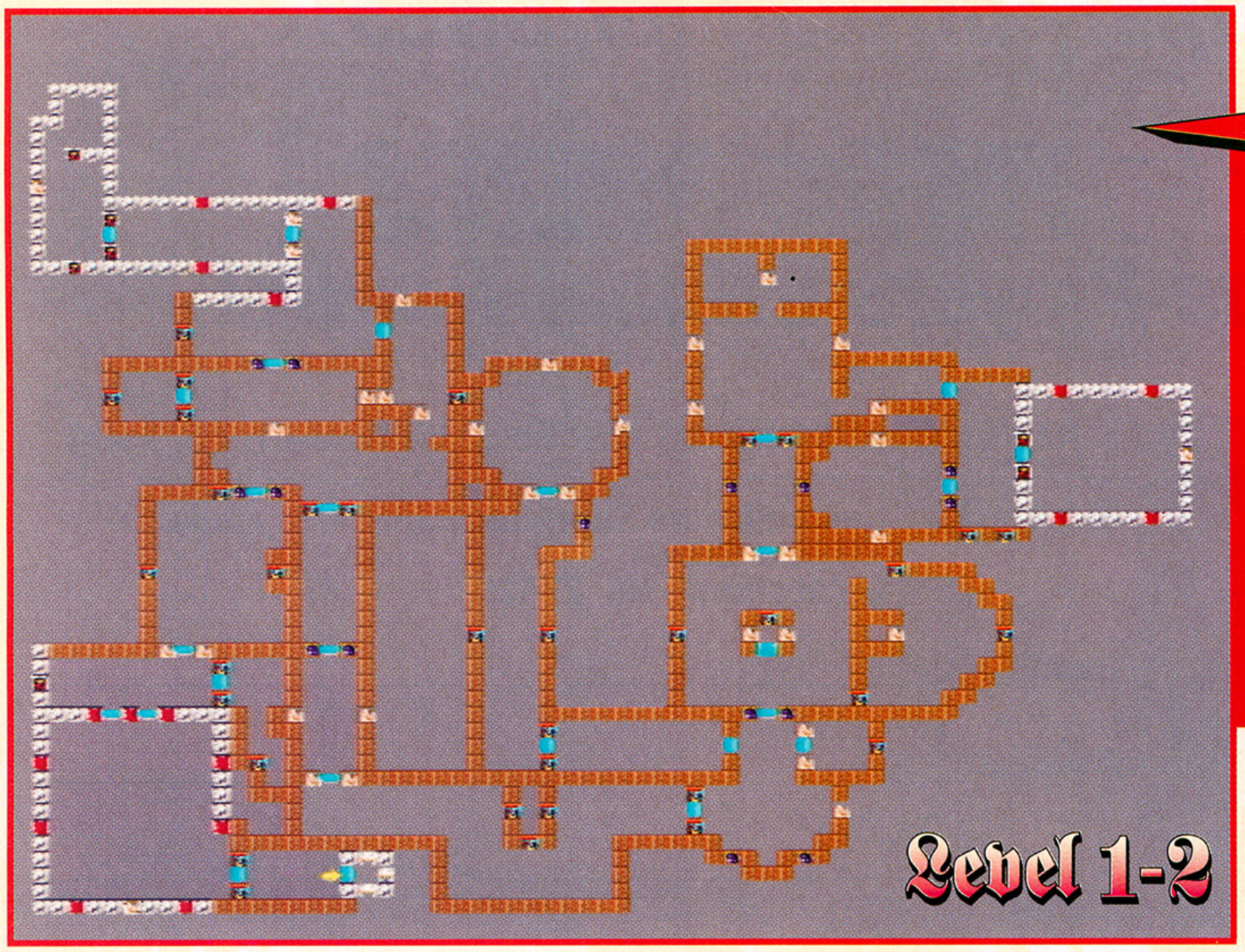
Tel. Phone # _____ **Age** _____

Mission 1: Dresden Castle



Captured by the enemy, you must escape your prison cell armed with only a makeshift knife and the pistol you steal from a guard. The lessons you learn here hold you in good stead throughout the rest of the game. As you prowl the halls, concentrate on improving your firepower to arm yourself for the tough fight ahead. Here are most — if not all — the secret doors to this level: Open them by pressing A while facing the movable wall. Treasures await!



By the second level, you should have a machine gun and lots of ammo. Since there are no major enemies on this floor, it should be a cake-walk for a soldier like you. Check in the northwest corner for a series of secret doors that take you to the almighty chain gun. Grab it, then take as much ammo as you can carry and head south to the elevator. Hans, a twisted fiend with chain guns instead of arms, is waiting on the next floor. Stay on the move, turning and firing when he approaches, and you'll make short work of the lord of this castle.

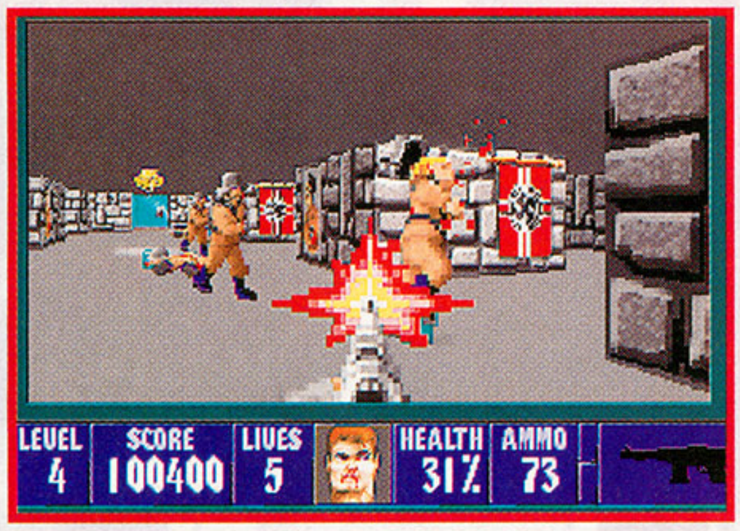
...and it gets out blood stains, too!

If you thought Acclaim faced gamers' wrath when it removed the bloody finishing moves from the SNES version of *Mortal Kombat*, just wait 'til you see the reactions of *Wolfenstein 3D* fans when they get their hands on the SNES translation of the shareware favorite.

Splattering blood was your reward for a job well done in the PC version of *Wolfenstein 3D*.

The original *Wolfenstein 3D*, released in May 1992, makes you the trigger finger of a U.S. agent out to hunt down a Nazi or two ... or 3,000 ... spilling their blood in reckless abandon. As you hunt for Hitler down countless corridors strewn with Nazi propaganda, you fight some guards, their German shepherds, some more guards, some more dogs — you get the idea. It's packed with action and spent shell casings: some bosses can take 50 rounds or more without really flinching.

Of course the cartridge market is very different from computers. So it's no surprise that Nintendo drained every drop of blood from the game screens before the company would allow Imagineer to publish it. But the sheer number of changes is distressing to *Wolfenstein's* original developers, ID Software.



Check out the Nazis and Third Reich symbols.

"We hate it," says Jay Wilbur, CEO of the company. "We think the game has been compromised. ID originally got into the project with the understanding that we'd have to make changes. Everyone knows Nintendo won't allow political and religious images, and all the red pixels that were obviously blood would have to be taken out.

"But we ended up having to take out anything close to the entire red spectrum — Nintendo thought even purple was too close. For example, the rocket-launcher blasts blow up with a big red explosion. When that explosion is next to a wall, it was OK. But it couldn't blow up next to a person ... that would be blood. Which leads *us* to believe that the wall was bleeding. But anyway, we had to take all that out."

The removal of the Nazi symbolism creates unintentional laughs for those who played the PC game. For example, Hitler's portrait is still prominently displayed — but his mustache is gone. The eagle/swastika symbol is also prevalent, but the swastika has been changed to a black "+."

The campiest change, however, involves the dogs. Nintendo evidently believes that while it's OK to kill some creatures in video games, you can't shoot Ole Yeller. So the dogs have been changed to giant rats — no, that's not exactly right. The *drawings* of the dogs haven't been changed. Just the names. So you shoot at big, German Shepherd-type *rats*. And instead of emitting painful yelps when they die, their muzzles squeak.

Well, Then How About Genesis?

Bloodthirsty types are naturally clamoring for a Genesis or Sega CD version of *Wolfenstein*, with a big old MA-17 rating on the cover. And according to Wilbur, it's not out of the question.

"We've determined," he says, "that the Genesis does have the guts under the hood to do *Wolfenstein*, and while we don't have the time or resources in-house to publish it, we are talking to several licensees. And it's safe to say that the game could be more likened as a direct PC translation on Genesis."

In the meantime, ID Software is hard at work on its new game, *Doom*. In this adventure, you're a space marine stationed in an off-planet facility researching anomalies in the planet. But because of a calamitous accident, a dimensional rift opens between your plane and a demonic one, so monsters start pouring into your area. Your job, natch, is to kill them.

This horned raspberry lights up as he shoots.

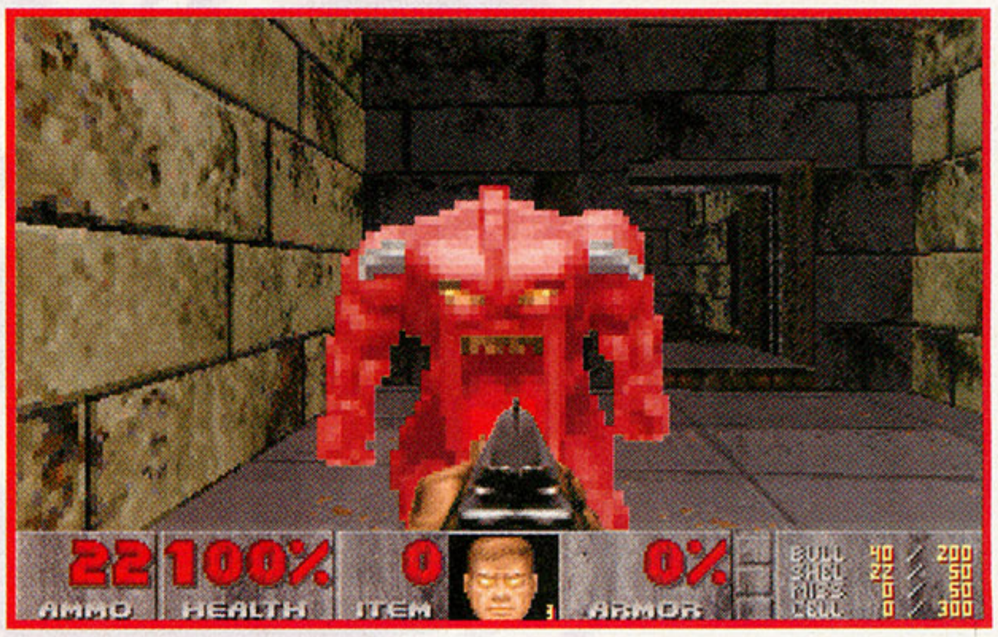
"If *Wolfen-stein* set new levels for action games, then *Doom* will raise those levels," Wilbur says. "It shares the first-person perspective found in *Wolfenstein*, but technically, it's all different. It runs faster, has much greater detail — it's just a more complex game, though it still has the same fever-pitched action ... all with more eye candy for players."

Let loose with the ammo — they're only Nazis!

Doom, which goes on sale in mid-December, has been broken down into three different episodes of nine levels each. The first episode is free, distributed anywhere you can get shareware. Episodes two and three are available direct from ID Software (800/ID GAMES) for $40 for the pair. And if you can't find episode one in your area, you can get the game for $5, the cost of shipping and handling.

— *Leslie Mizell*

In *Doom*, a quick one to the brain pan is enough to make this demon falter.

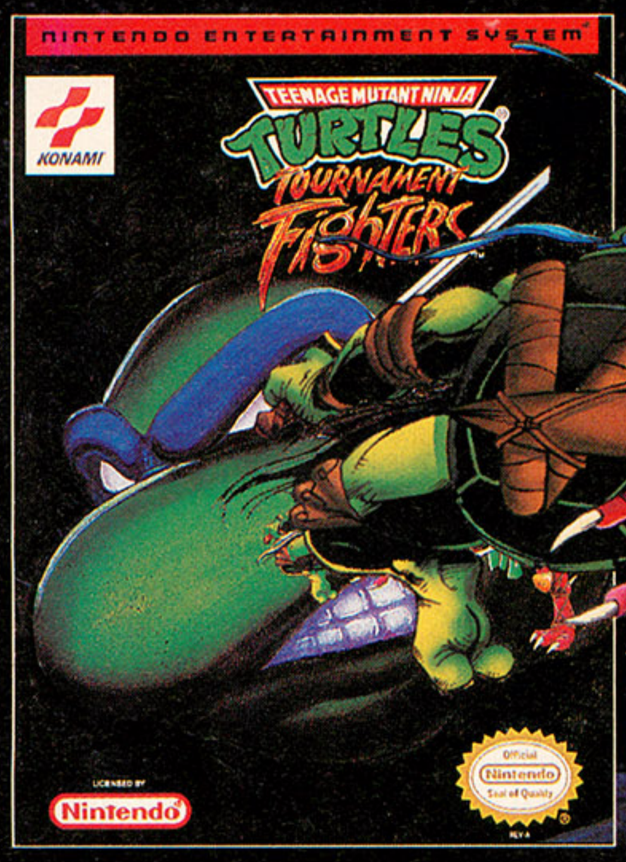


Let loose with the ammo — they're only demons!

Doorways hide fiendish ambushes.

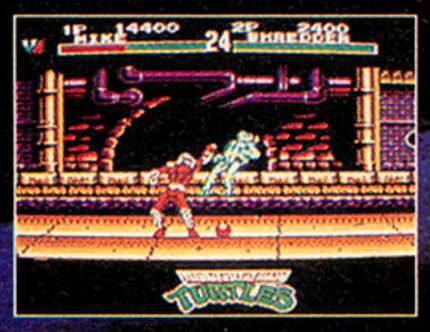
KONAMI

GO AHEAD, PICK A FIGHT!



TEENAGE MUTANT NINJA TURTLES® TOURNAMENT FIGHTERS™

But be prepared, because Tournament Fighters for Super NES,® Sega Genesis and NES® puts a whole new face on fighting games. It's intense, one-on-one fighting that has every savage street hardened warrior drooling with anticipation.



One game, three unique versions!

No matter which format you choose, you're in for a new breed of Turtles fixated on fighting in four different modes. For Super NES fans there's 12 unique mutant maulers, 12 arenas, adjustable fighting speed for fast fighting action, and spectacular combo assault techniques plus the dreaded Ultimate Attack Moves. The Sega Genesis version hits you with 11 brutal opponents including evil clones from Dimension X, 11 awesome battle-grounds, adjustable fighting speed and power, instant replay, and amazing arsenals of physical punishment featuring one-of-a-kind Ultra Desperation Attack Moves. And the NES game includes 2-Player and Tournament modes, 7 furious fighters and specialized attack techniques.

Hit the streets and pound more than pavement!

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

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Product Information Number 210

PALADIN'S QUEST

Casts Its Spell!

SNES info

PUBLISHER	Enix
DEVELOPER	ASMIK
SUGG. RETAIL	$59.95-$64.95
RELEASE DATE	Now Available

Erik Lundrigan

In times past, when magic was a weapon and monsters roamed freely, the world was called Lennus, and Reiyold was the city with the world's greatest magic school. You're Chenzi, the school's top student, but also its most foolish. On a dare, you've unleashed the strongest and most foul of all beings, the dictator Zaygos!

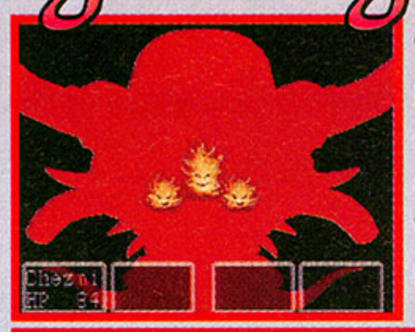
Now it's up to you and your companion, Midia, to search out this evil creature and defeat him. You meet many different mortals and beasts during your quest, and you find many wonderful objects. But it's your ultimate battle with Zaygos that will restore peace to Lennus.

If you like your RPGs big, don't miss this one. *Paladin's Quest* definitely takes more than a weekend or two to crack! Enix has obviously tried to rework the RPGs to which players have become accustomed. The battle screens — with a first-person perspective — are different enough to make the game play new and exciting, yet familiar enough to be accessible to even the most novice gamer.

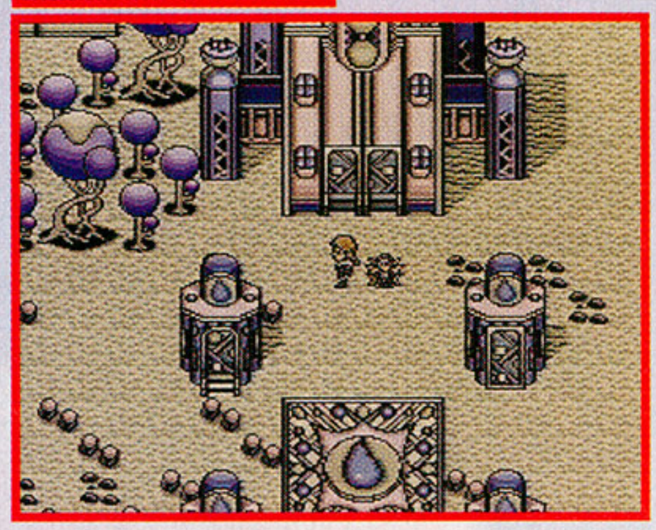
Once you've grasped the mechanics of the battle and equipment menus, the game play is easy — but don't think you can just wander around gaining experience levels. You must hire mercenaries and solve minor puzzles in each town, but if you keep your mind open and your magic ready, then *Paladin's Quest* won't be your worst nightmare.

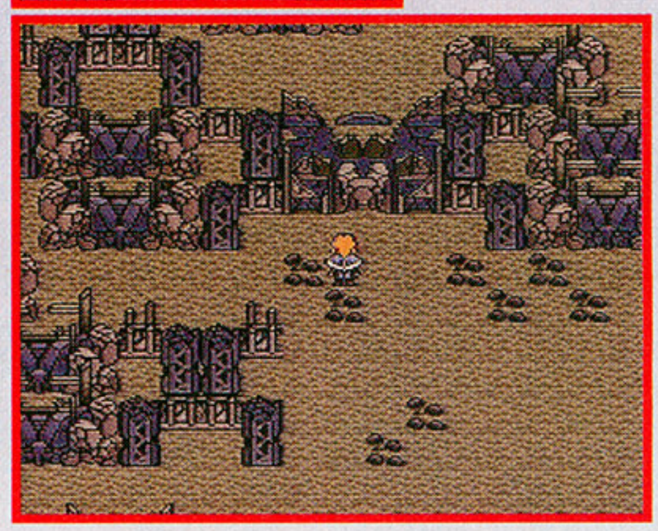
In the beginning...

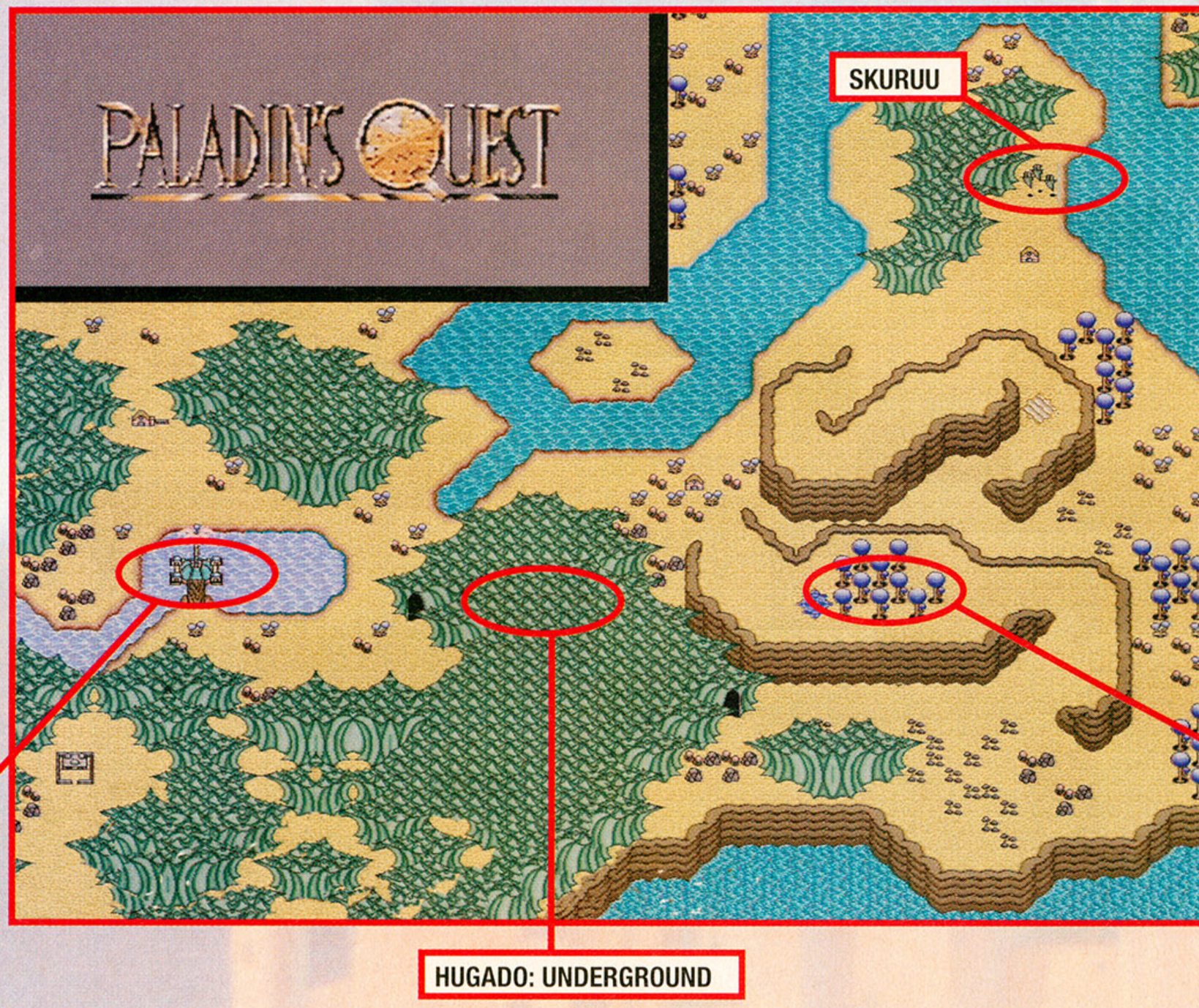
On a dare, you enter the forbidden tower. There's only one way to go — up!



Try as you might, the Dal Gren is gonna defeat you and destroy your town as well. Thus begins your quest.







Monsters, Monsters, Monsters!

The land of Lennus is strewn with all manner of creatures. All should be treated with caution and some should be avoided at all costs. Here's an at-a-glance guide to the folks you'll find…

Packrats: small and easy.

Helipod: small, but deadly.

Constric: can do heavy damage if not quickly defeated.

Goblins: pretty tough — and prevalent.

Purpbirds: fire is your best weapon.

Kong: slaps the life out of you; heavy damage.

Smush: pops out a deadly gas (subterranean).

Slimy: poisonous, with a bad bite (subterranean).

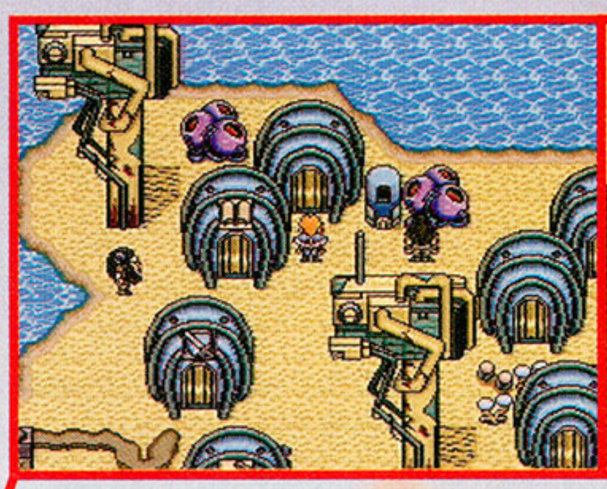
Deatheye: usually found in groups — get 'em quick.

Lao-Tse: very bad and tough to defeat.

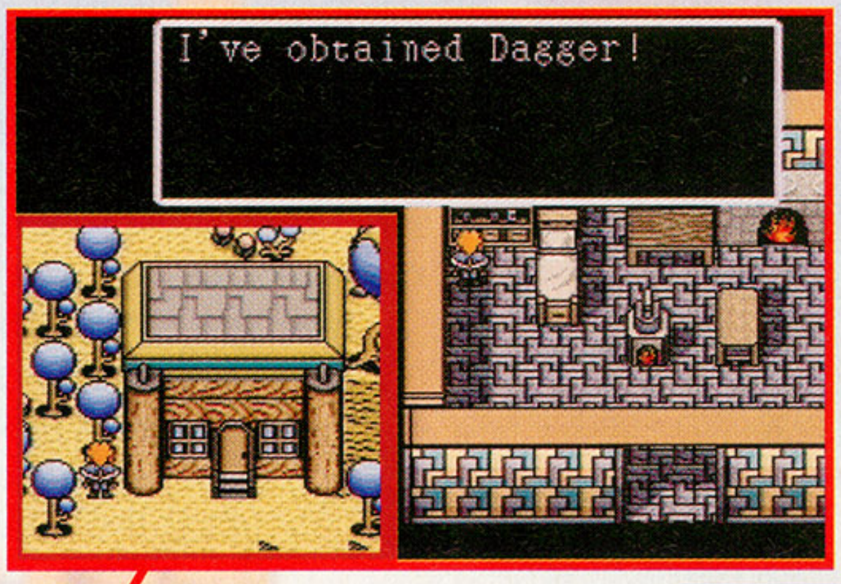
Hupman: even worse.

How to Go

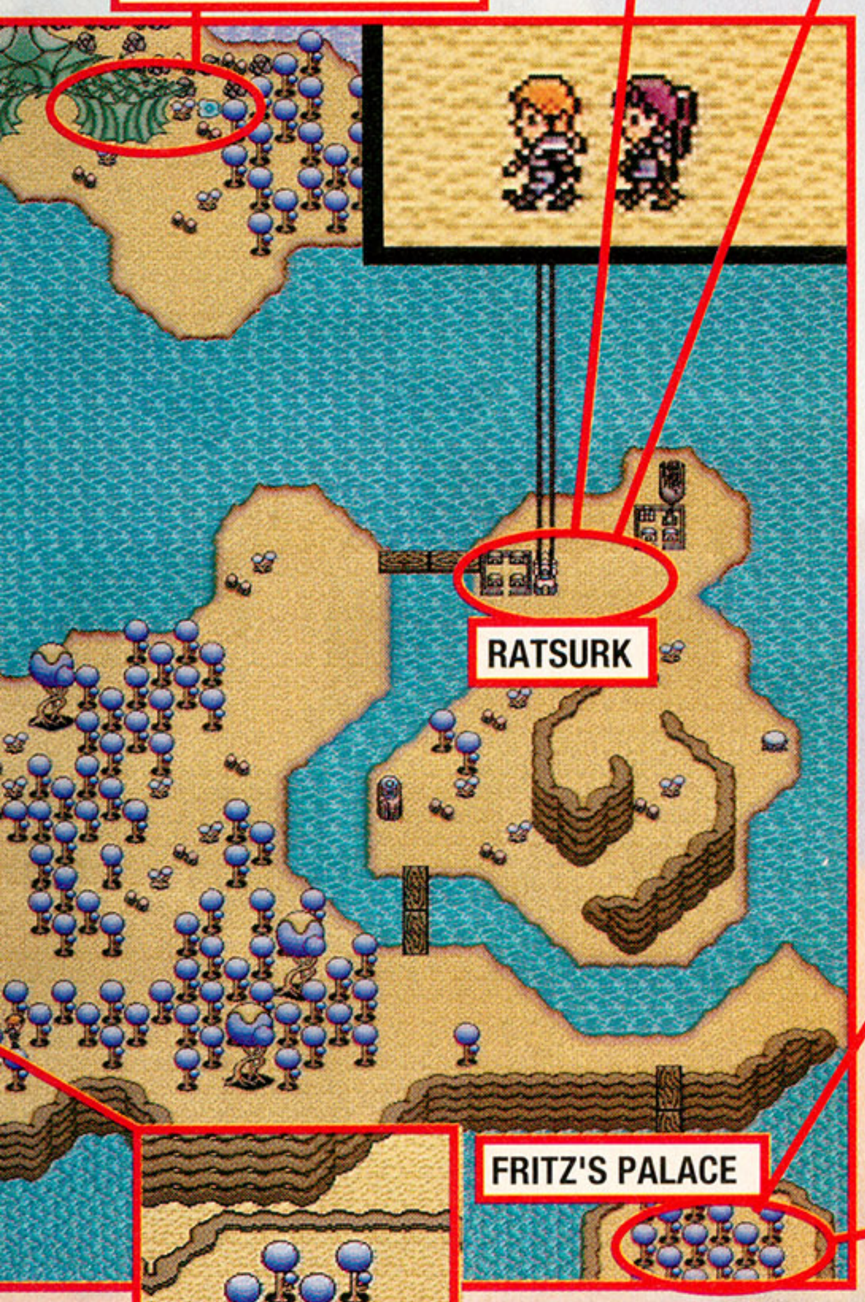
Always visit towns' learning centers. Magic *is* important in today's society.



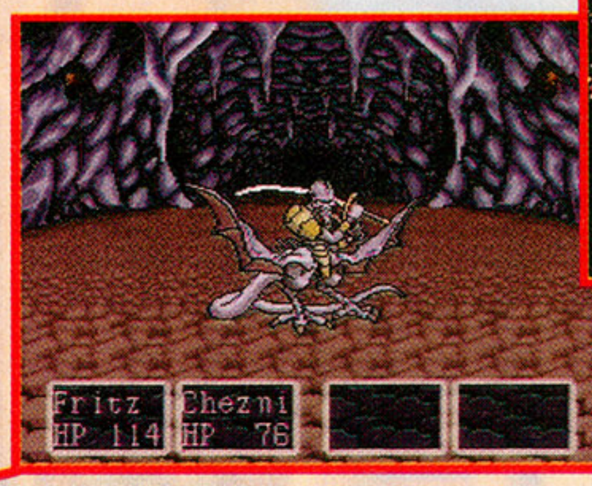
Visit Midia's house in Ratsurk — her father needs your help.

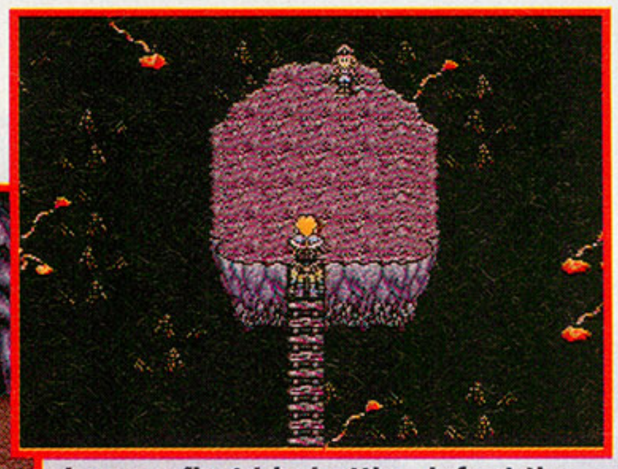


Fritz's place is to the south. Find a dagger, then get Fritz to join your search for Midia.

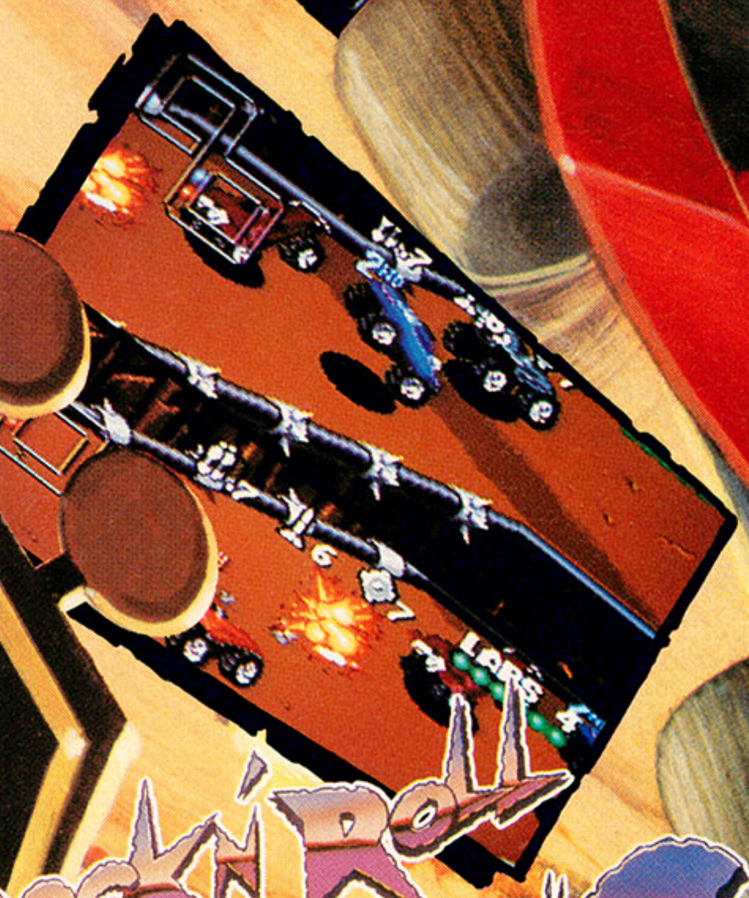


Special warp zones take you back to your starting point for that area.





In your first big battle, defeat the Alornso and rescue Midia. Be sure to take her back to her father and spend the night.



ROCK N' ROLL RACING™

Hot games are great — but this one's a scorcher. Screamin' cars and guitars make Rock N' Roll Racing a sizzlin' success. One- or two-player action lets you go head-to-head with a most gruesome field of lead-footed crazies alone or with a friend. The futuristic fun begins with five lean, mean racing machines that will annihilate the competition — and leave a dust trail all the way to the checkered flag. And, the totally awesome rockin' soundtrack will blow *you* away. So, crank up the tunes and strap yourself in, 'cause this is the wildest ride in the universe!

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Silicon & Synapse, Inc.

CRITIC'S CHOICE

"A hot racer that will knock your socks off plus great commentary by Larry Huffman! What more could you ask for?"

Electronic Gaming Monthly

"This game is a blast, whether you're tapping your foot to the Peter Gunn theme, sailing off the track to a fiery demise, or taking out your competition with a rogue missile."

Game Informer

"Rock N' Roll Racing gives you that adrenaline rush that is so seldom found in today's flashy 16 Bit games...This is what a SNES game should be."

DieHard GameFan Magazine

"Graphics, music, sound control and fun...it doesn't get any better than this!...Interplay is known for producing quality titles and Rock N' Roll Racing is now the best in their stable."

DieHard GameFan Magazine

"If you like hot, futuristic racing action mixed with heavy-duty firepower and topped off with a kickin' soundtrack, you're gonna love this one."

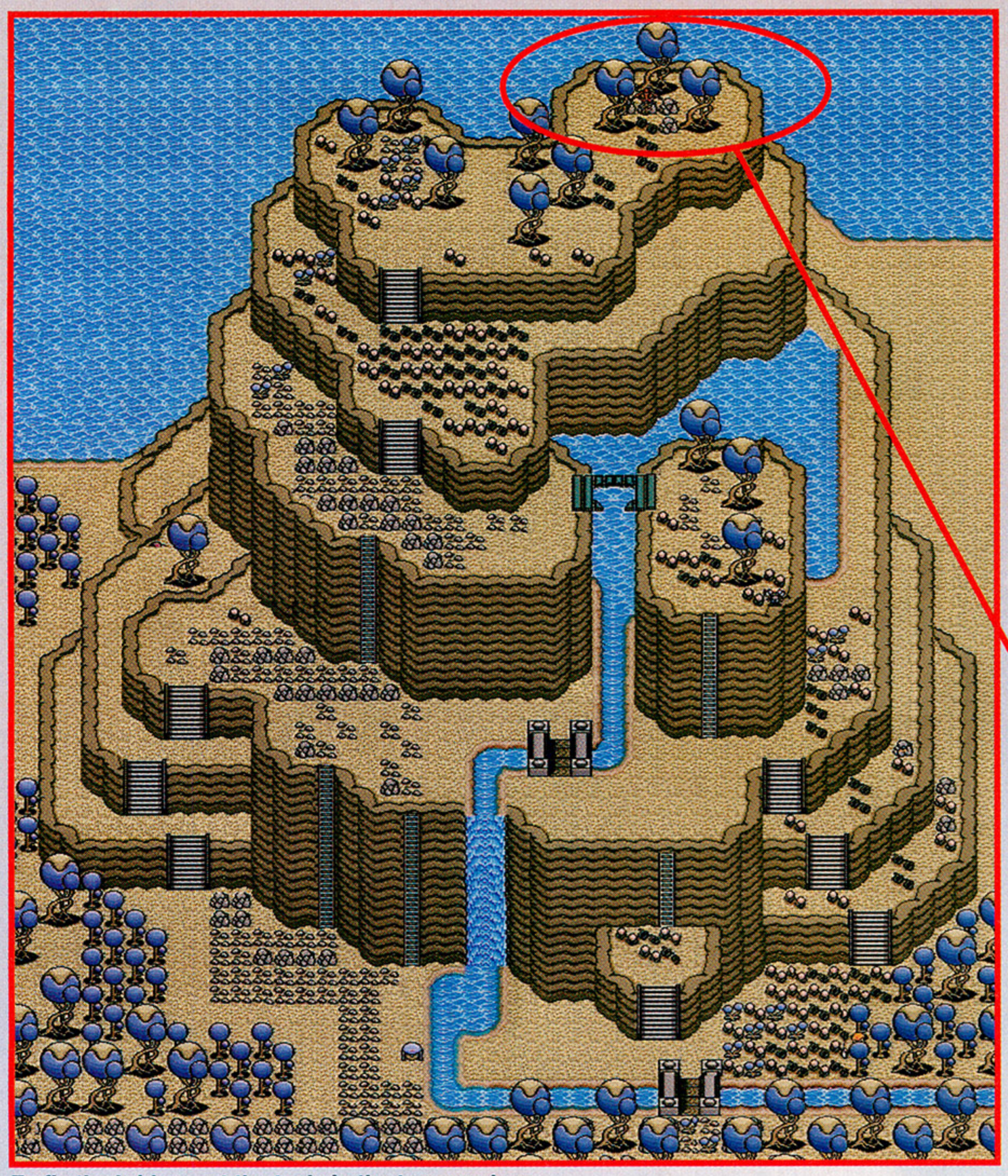
Game Players Nintendo/Sega Magazine

"From the moment the Interplay logo appears on the screen...this game has you by the intestines, and, dude, it doesn't let go!"

Electronic Games

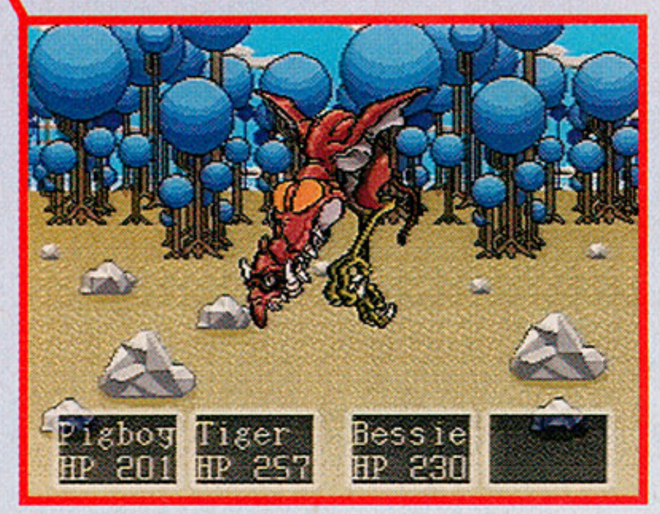
Product Information Number 182

Denebra Mountain



To fix the bridge, get the tools in the treasure box.

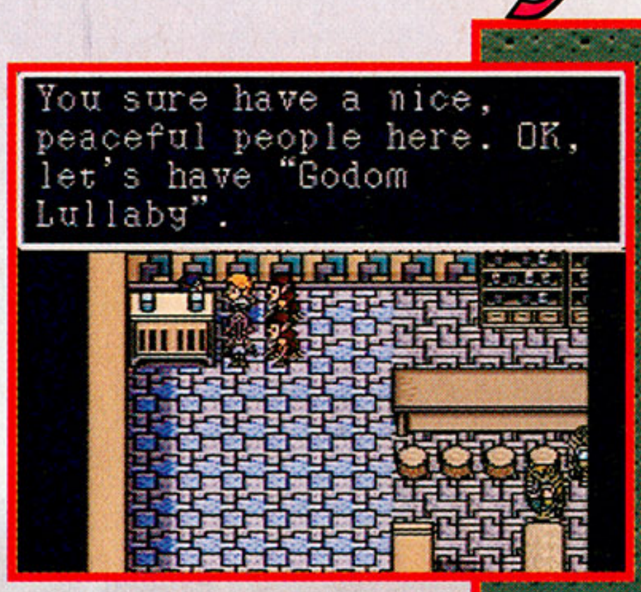
Tiger joins you in Skuruu, and takes you to the mountain. Be sure to drink from the pool — you need all your strength to defeat...



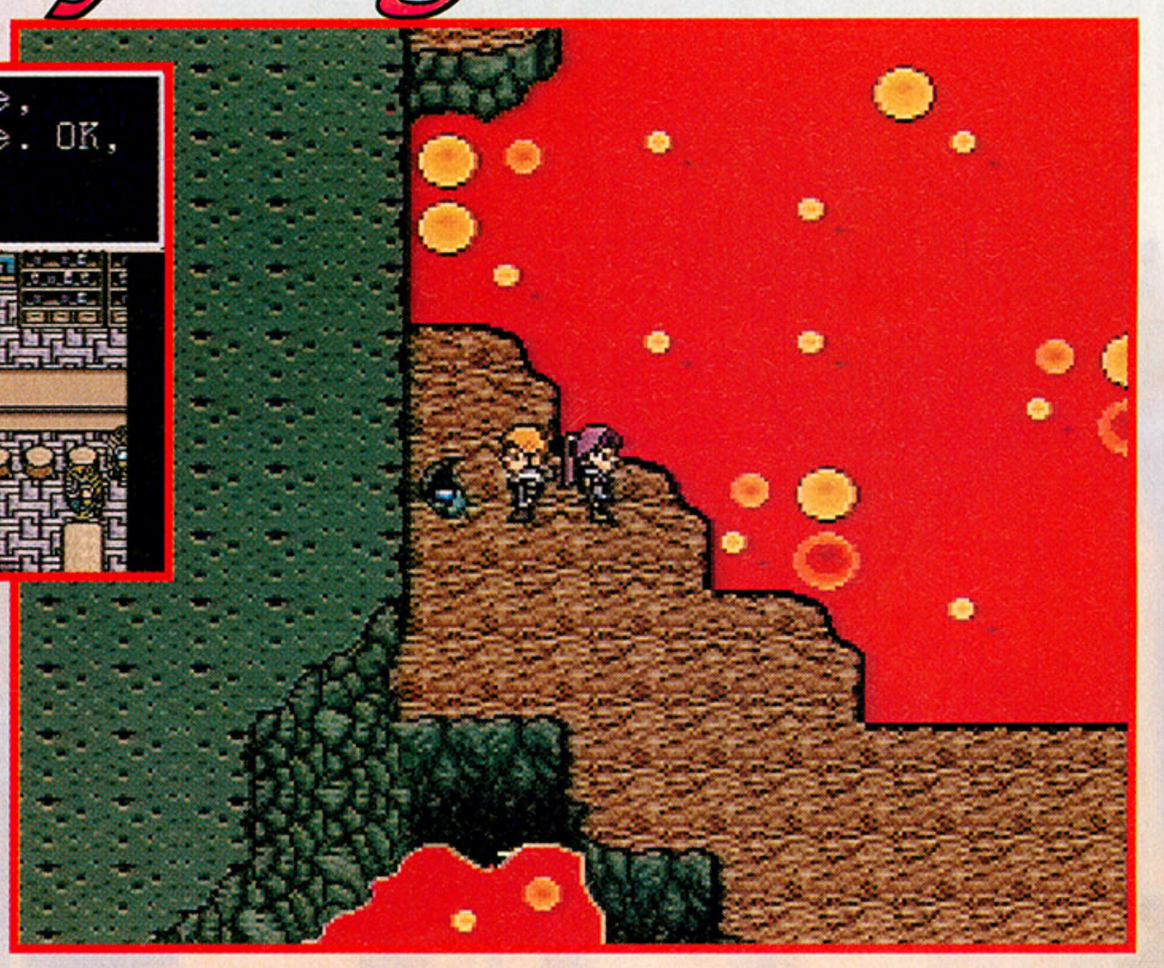
... Jarmlu, the leader of the escaped Purpbirds. Once Jarmlu's defeated, Tiger takes you to your next adventure in Hagudo.

The Town of Hagudo

Find Smash in the bar, then try to get the piano player to take requests so Smash will reverse the flow of lava.

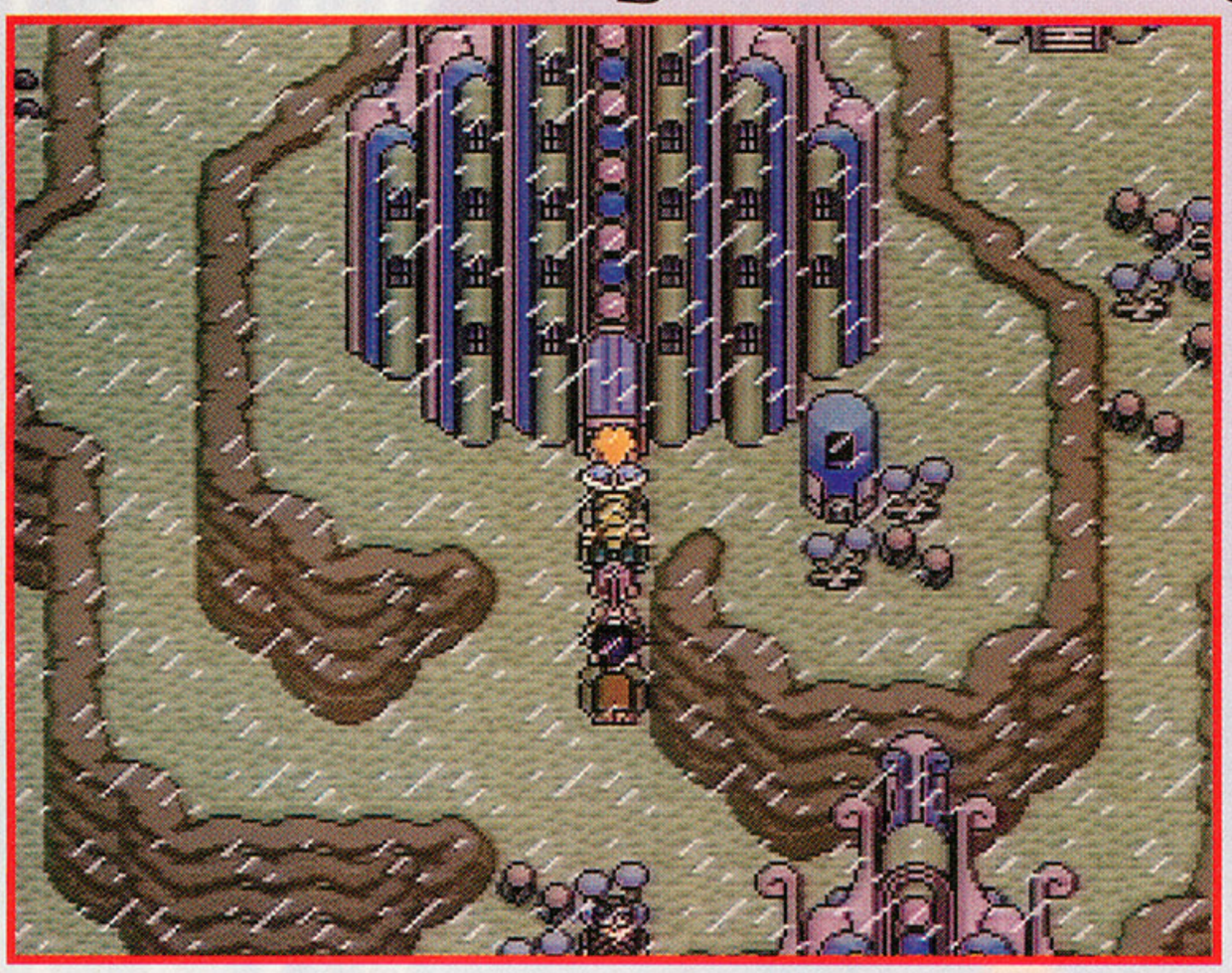


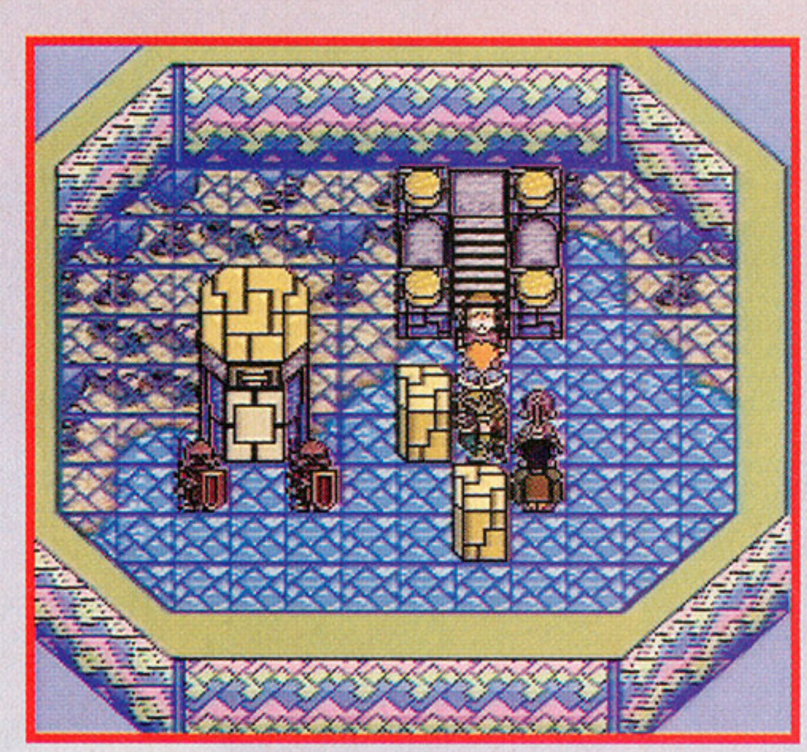
The inn is across from the bar, and two dancers from the piano player's home-town live there. They'll do *anything* for the glowing dragon scales that cure sickness. (Get the picture?)



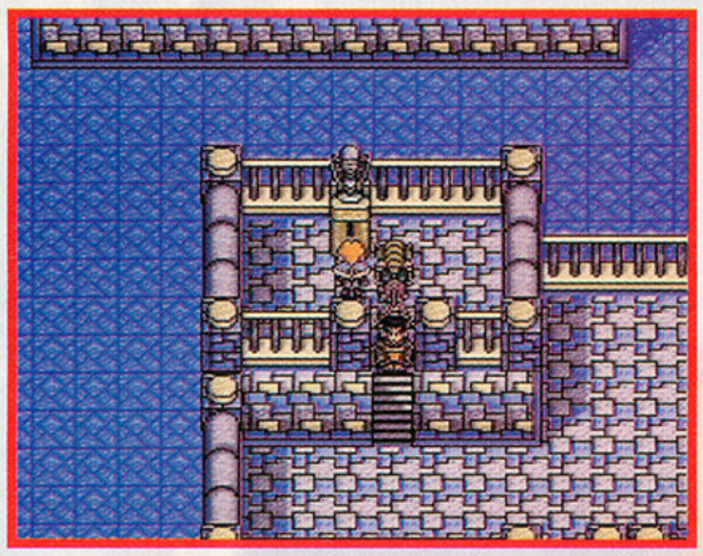
Once Smash joins you, the town's saved. Don't forget to hire Gorf in the other bar — he's an explosives expert.

Jurayn: It's Tough in There!

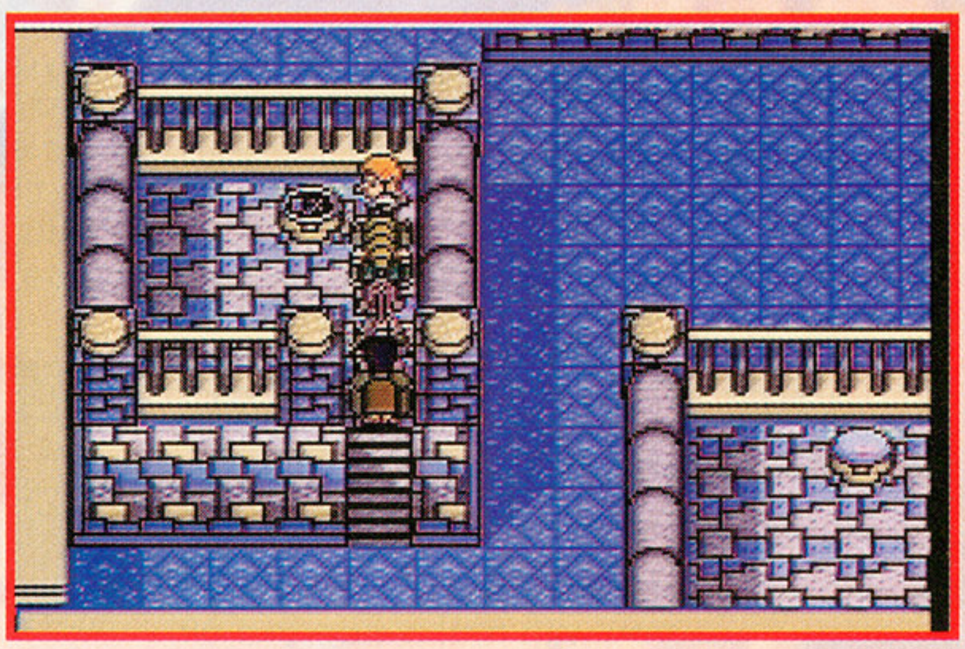




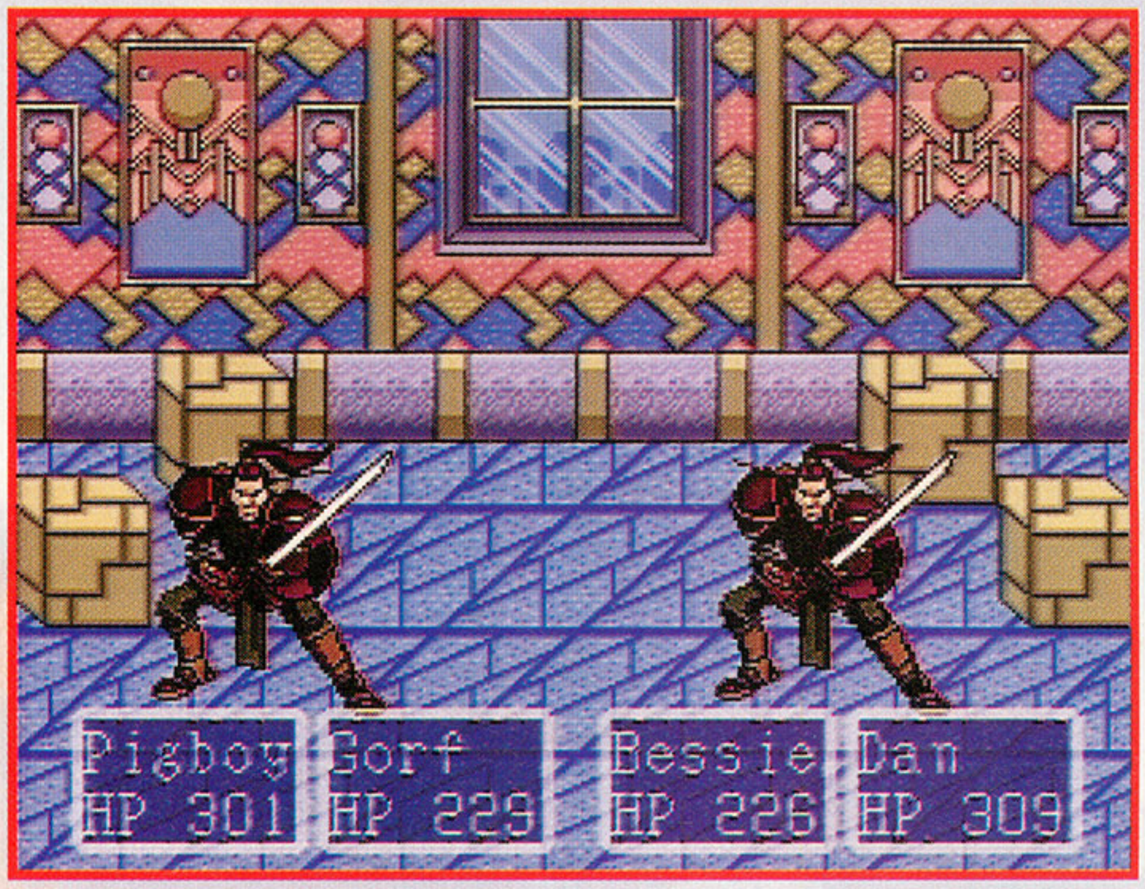
Once you reach Jurayn, equip your party, hire another mercenary, and enter the palace. The mayor needs your help to fight a rebellion.



Use Sophie's crown to harness the idol's energy and keep the palace from being overthrown.



Don't forget to pick up your world atlas — it comes in handy later.



These guys are *very* tough and do heavy, heavy damage. If you're not well equipped, forget it. And save the game just before you storm the palace — just in case.

Hedgehogging the Glory

SONIC CD

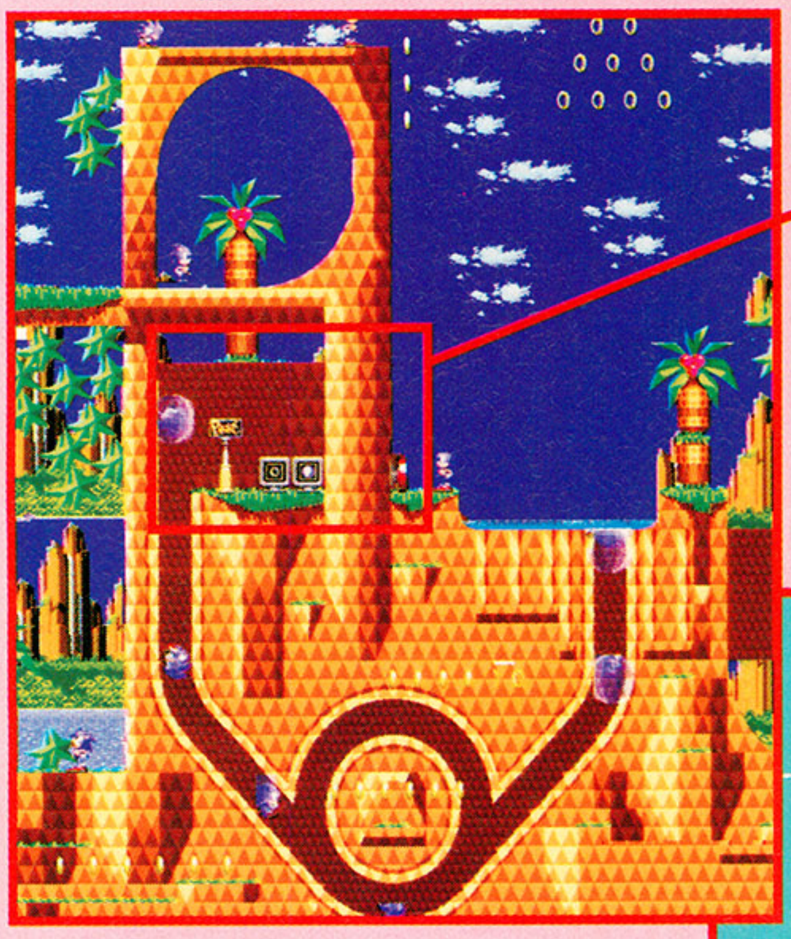
Jeff Lundrigan

Sonic is back! Well, actually, Sonic's been here. But as everyone who has looked at *Sonic CD* knows, this one's the best *Sonic* ever. It's bigger, faster, and has more *stuff* than ever before. If you've played *Sonic* games before, you may find you don't know him as well as you thought.

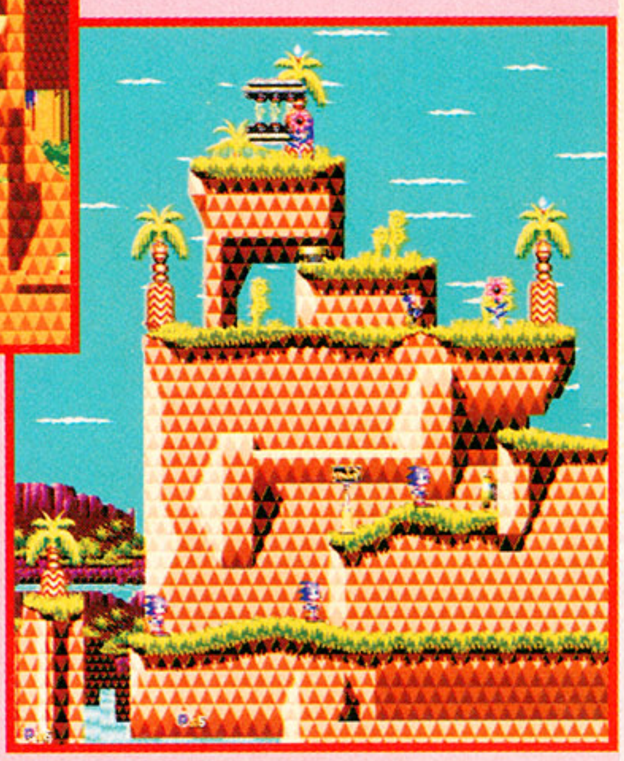
SEGA CD info

PUBLISHER	Sega of America
DEVELOPER	Sega of America
SUGG. RETAIL	n/a
RELEASE DATE	action

Palmtree Panic — Zone 1



Carefully time a jump just as you clear the floor. You hit the Past sign and crack two bonus monitors! Then hop back into the chute for a burst of speed.

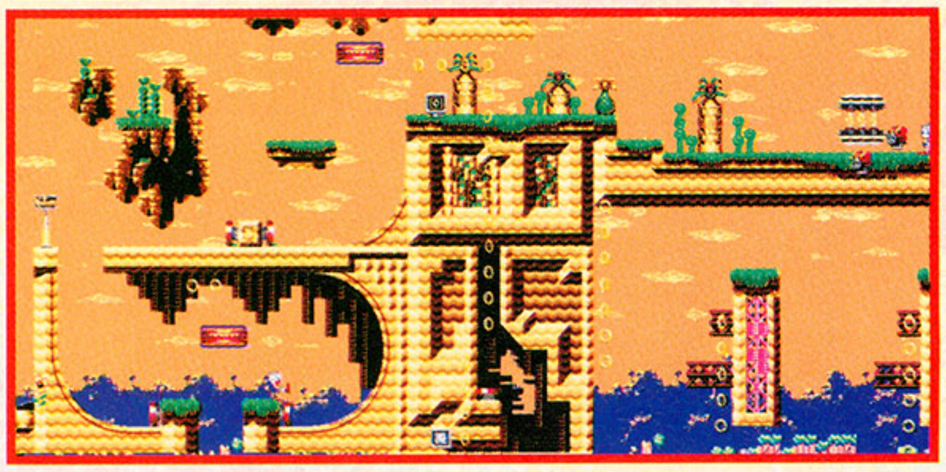


Getting to the past is usually a trick in itself. Run through the top loop —

Robotnik's evil Time Saucer is at the top of the next mountain to the right. Smash the saucer, and *all* the enemies in the stage are eliminated!

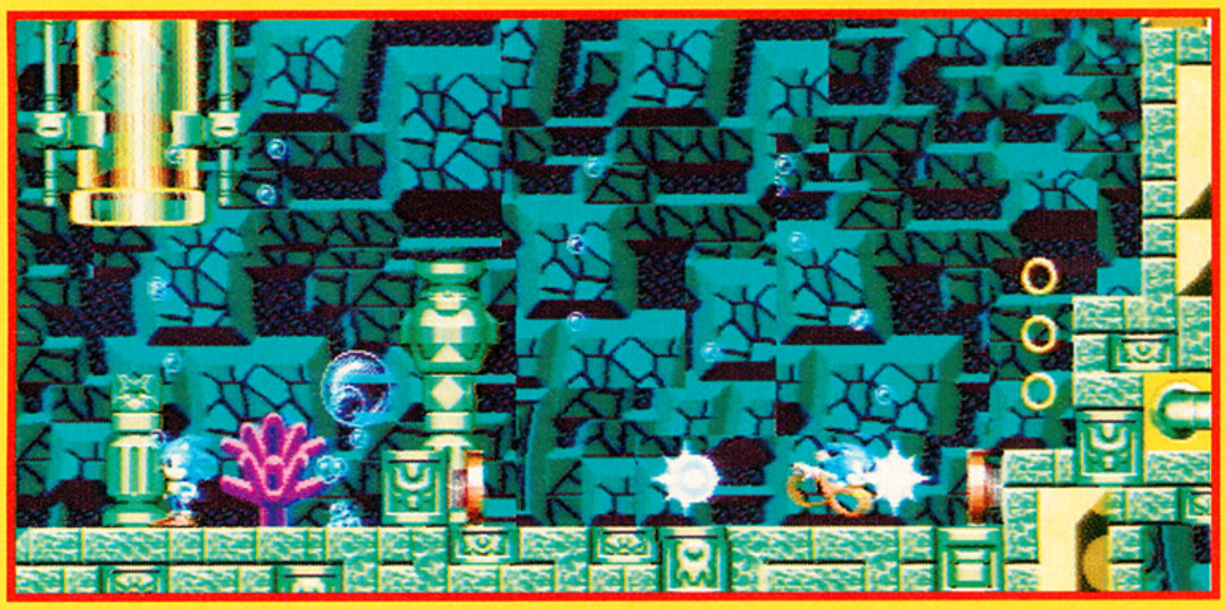
Collision Chaos — Zone 2

Here's a cool trick: Hop up to the loop, grab the Past sign, then hit either of the red springs. You bounce back and forth — then *zap*!

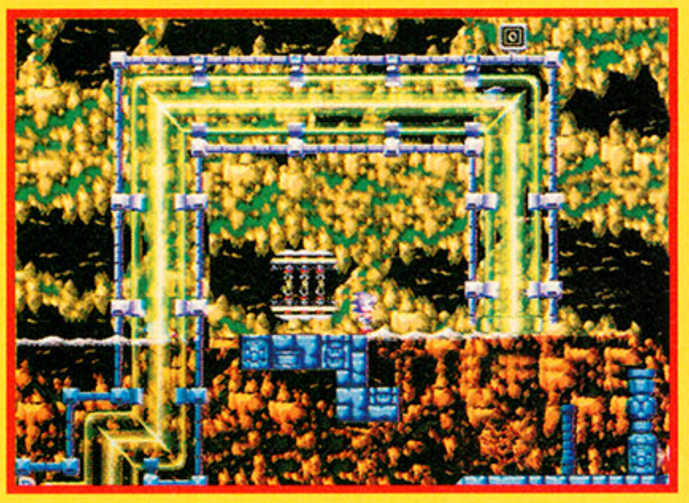


Once you're in the past, stay in the loop — it's open on one side now, and you pop right out. Head to the right for the saucer.

Tidal Tempest — Zone 1



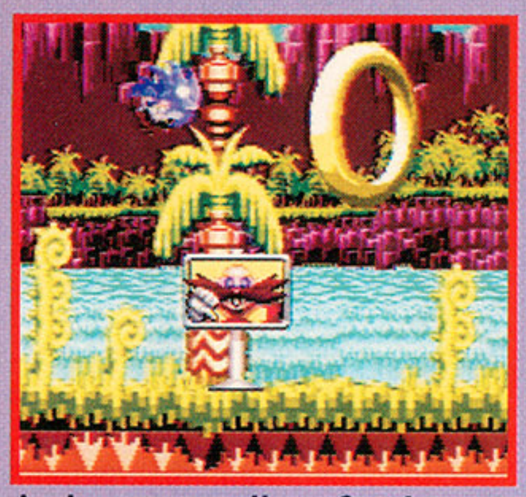
Here's the same idea with a twist. Grab a Past sign anywhere in the stage and *hold onto it*. When you reach the second big pipe, hop between the two springs.



Once you've warped, the saucer is upward and to the left from the end of the pipe.

Those patches of bubbles under the water can provide you with much-needed air!

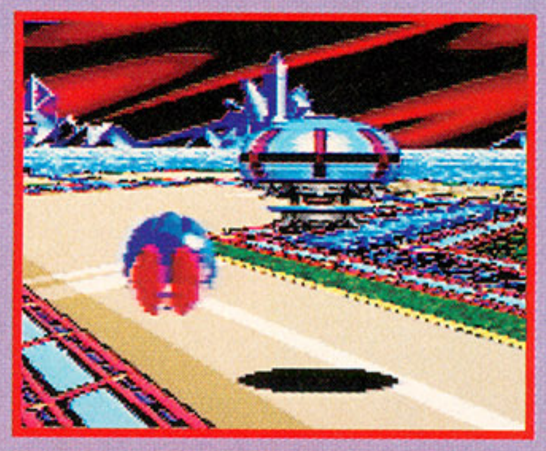
The Bonus Comes 'Round Again



As in every other *Sonic* game, if you get 50 rings by the end of the stage, you advance to the bonus round!

There's no trick to beating a bonus stage except avoiding a fall into the water — and the manual tells you that. Otherwise: practice, practice, practice.

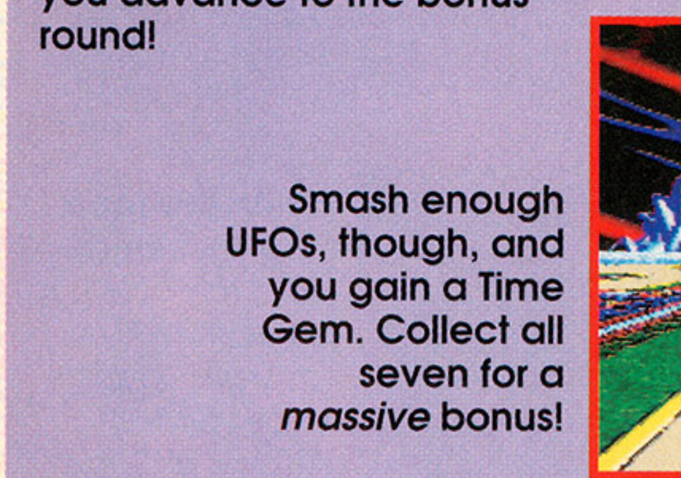
Smash enough UFOs, though, and you gain a Time Gem. Collect all seven for a *massive* bonus!

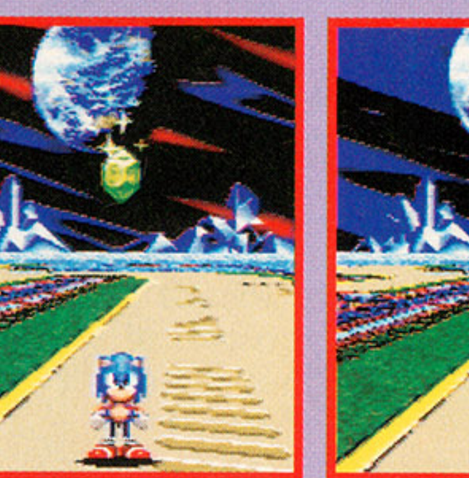


OK, there's *one* tip: The Time Bonus icons are always held by *blue* UFOs. They show up only when you're running short of time, and destroying them doesn't count against your total.

Robotnik Gets His

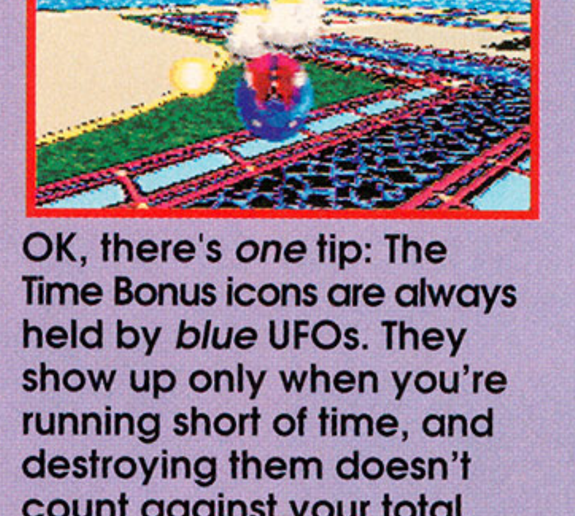
Palmtree Panic





Hit the main pod of his armored suit over and over, and watch out for his spiny feet.

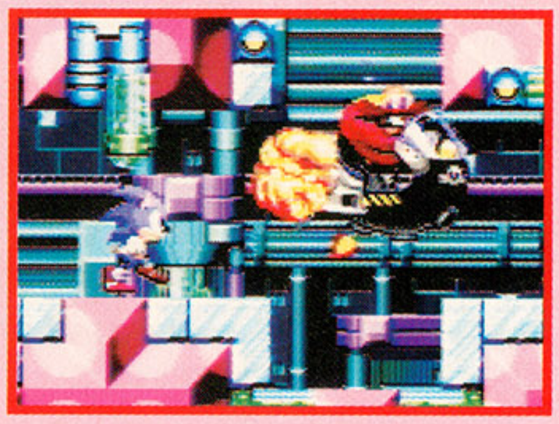
Collision Chaos

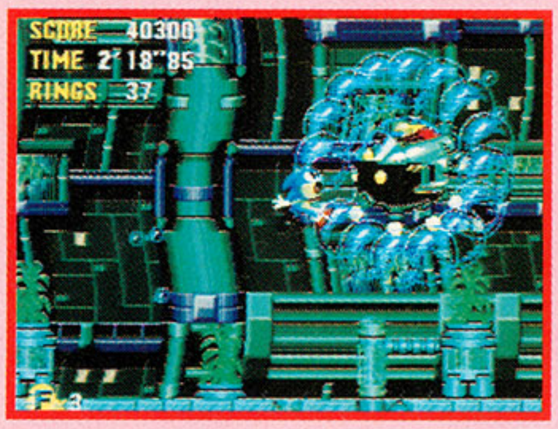


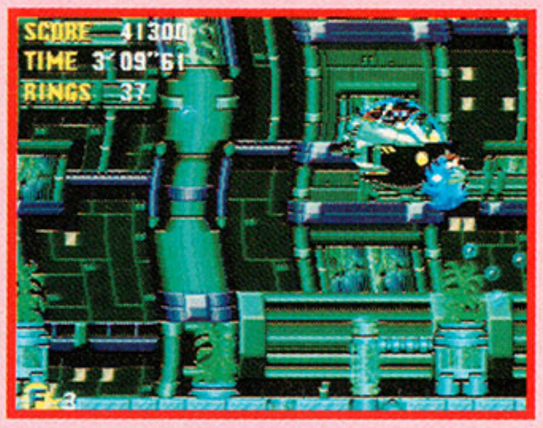
Actually, beating Robotnik is easy once you work your way to the top of the pinball table — just hit him once!

Tidal Tempest

As you follow Robotnik down the tunnels, make sure you're spinning as you fall.



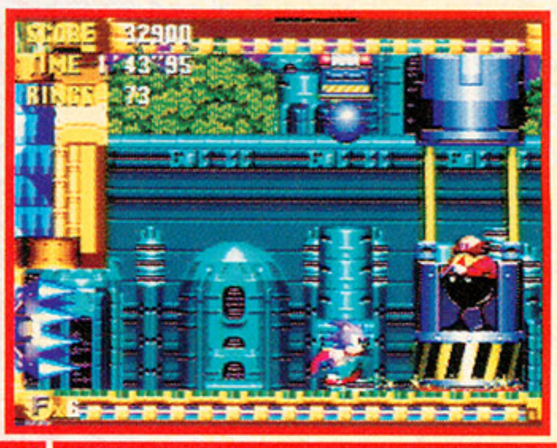


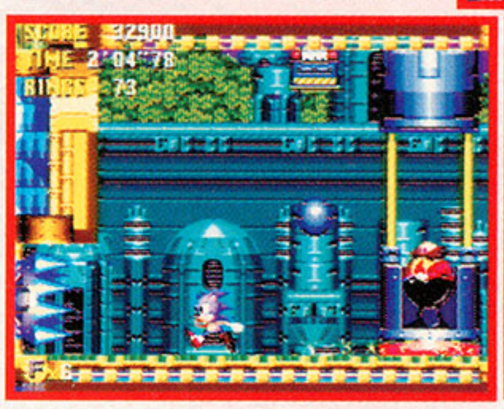


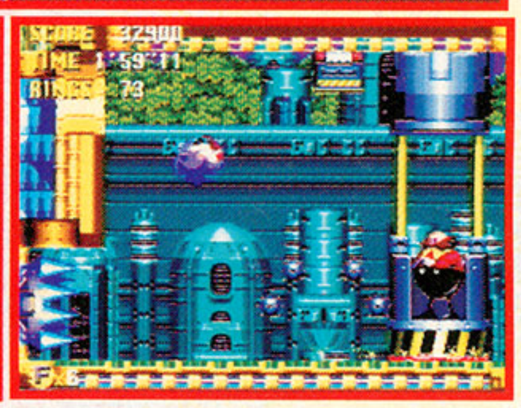
Jump and break the bubbles that surround his ship (you get air this way, too), then hit the ship. One shot and he's down!

Quartz Quadrant

Hit his control booth once to knock it to the conveyor, then run to make the conveyor go faster. It wears down the booth like sandpaper!

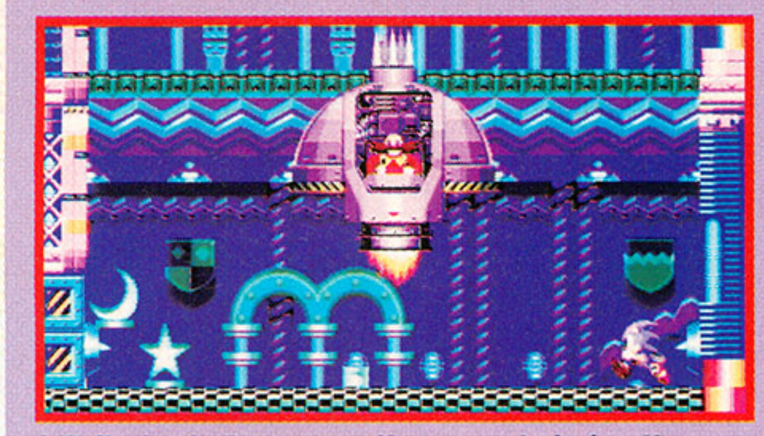




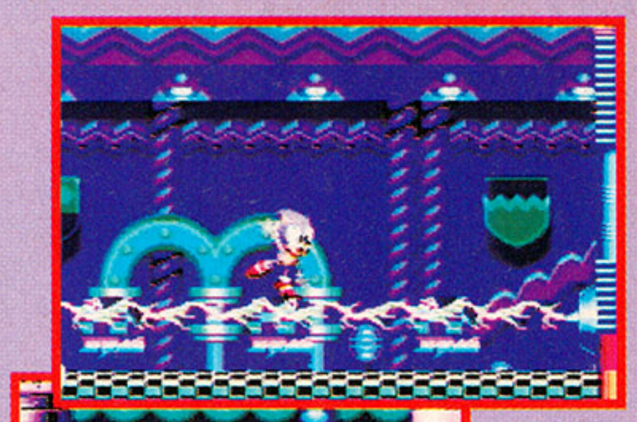


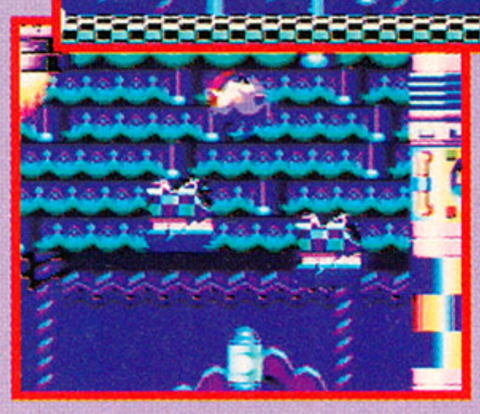
When Robotnik tries to drop bombs on you, wait until they're falling, then zip just to the left and jump in place twice to avoid the shrapnel.

Wacky Workbench

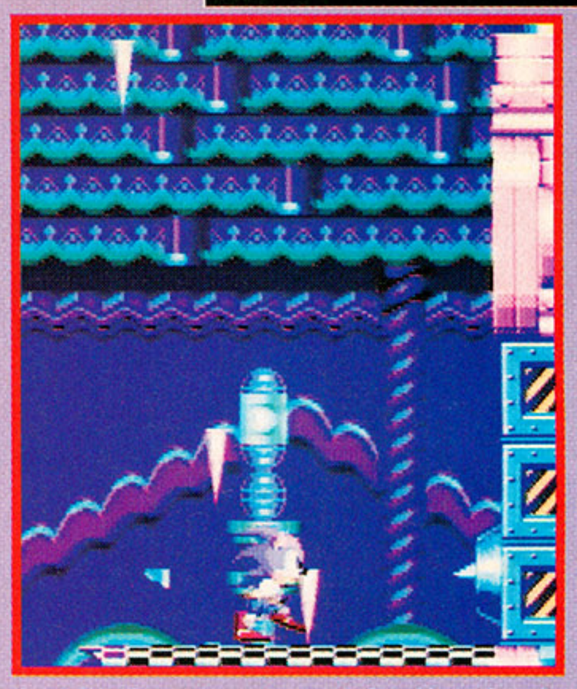


Hit Robotnik once, then watch for the concrete blocks he tries to drop on you.





Stand on one of the blocks to avoid the lightning below, then jump from block to block in midair when they pop off the ground. You must do this at each new platform until you reach the top.

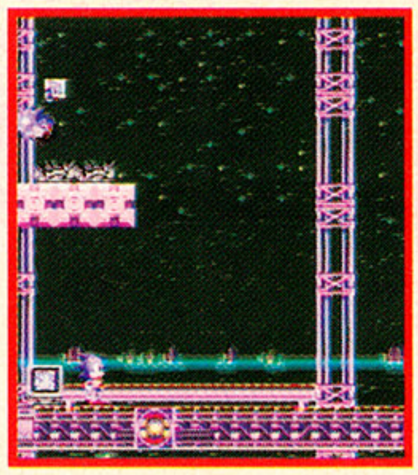


And when you get to the last platform, watch out for spikes falling from the ceiling!

Stardust Speedway

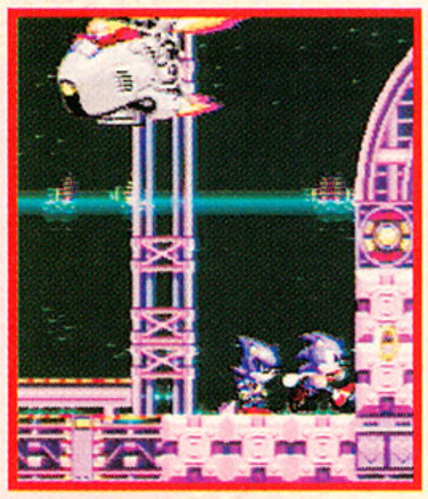
Remember the beginning of Collision Chaos, when Robo-Sonic showed up and ran away with Princess Sally? What a shock!

Once the race begins, watch out for RoboSonic's two powers: his electric field and the rocket attack with which he breaks open spikes.

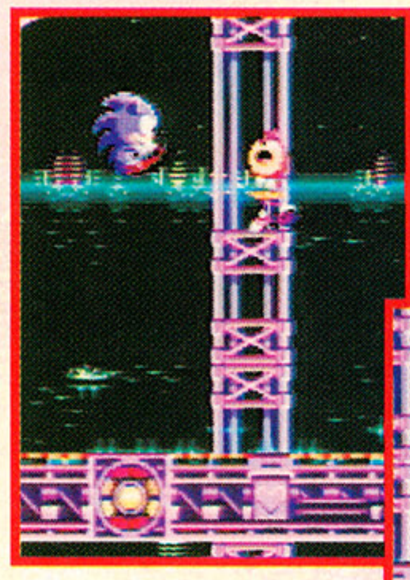


RoboSonic shows up again at the end of the Stardust Speed-way — but don't miss the one-up at the start in your eagerness to get to him. Grab it to play the stage over and over!

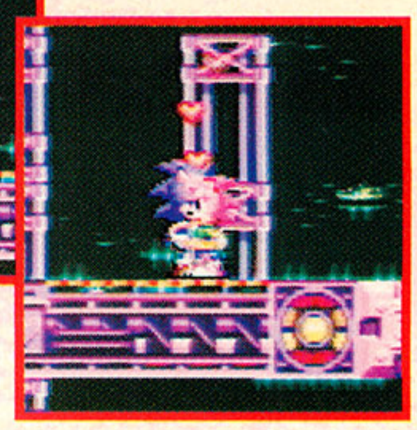
The key to staying ahead is knowing where the obsta-cles are — which makes it even more important to snag that one-up at the start!



When the race begins, stand next to Robo-Sonic and charge up a Super Spin-Attack or Super Peel-Out — let go as soon as the gate opens.



If you defeat Robo-Sonic, Sally's is free again!

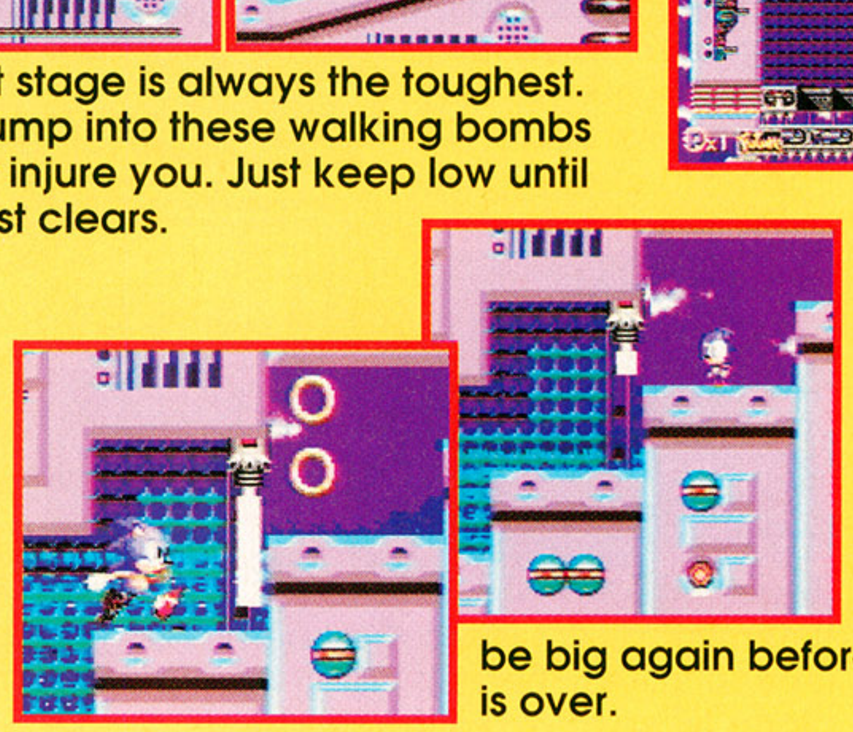


Metallic Madness

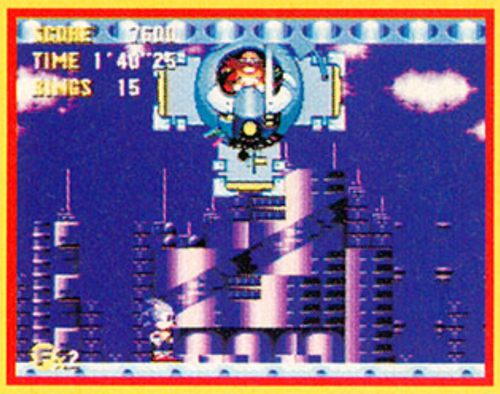
The last stage is always the toughest. Don't jump into these walking bombs — they injure you. Just keep low until the blast clears.

As each of these plates falls, tap Up twice on the controller to look up and spot the hole in the next one coming down.

Hop to the top of the left of these "legs" to make them walk — you need to extra height for a jump at the end of the hall.



Also, don't worry about the shrinking beams — you get a chance to be big again before the stage is over.



It looks like Robotnik is really your biggest fan after all! Wait until he swoops, then jump between the blades — it's really not as tough as it looks.

Game Players Nintendo® Guide

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- Guide to 135 games
- The Karate Kid
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Mega moves for... MEGA MAN 6

NES info	
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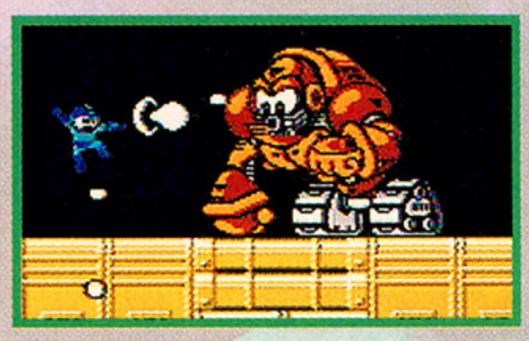
Jonathan Gagnon

By the year 20XX, the world is in perfect harmony. The countries have banded together to form the Worldwide Robotic Development Association in order to keep robots from being used for evil purposes. New, benevolent robots have been created, and the X Foundation is celebrating their development with a Robot Olympics. But naturally, something goes terribly wrong....

Dr. Light is the first to sense trouble — and in a *Mega Man* game, that's trouble with a capital "W." Yep, Dr. Wily's up to his tricks — *again*. He's the head of the X Foundation, and he's about to unleash a new crew of robot villains on a peaceful world.

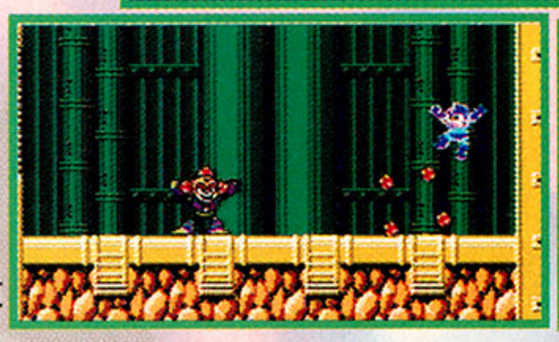
Unless, that is, our famed blue-armored hero gets to them first. Dr. Light's ready to send him into the thick of things, so charge up the Mega-Buster — Mega Man's ready for action.



The eyes! The eyes! They're his weak spot, so jump between the sprays of bullets and keep firing.

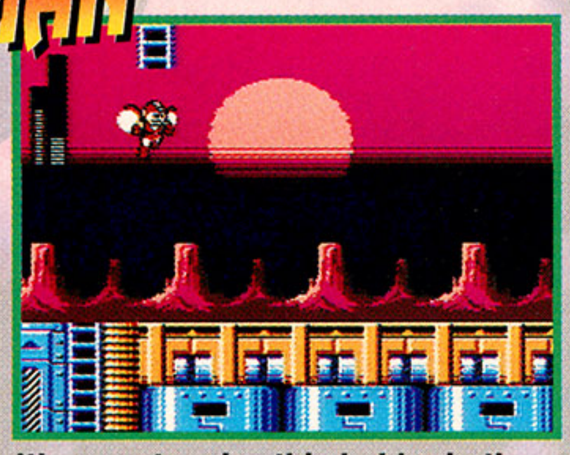
PLANT MAN

When jumping on these platforms, grab the energy pellets masquerading as flowers. Be careful, though — you slow down as your energy refills, and that throws off your jumping rhythm for a second or two.

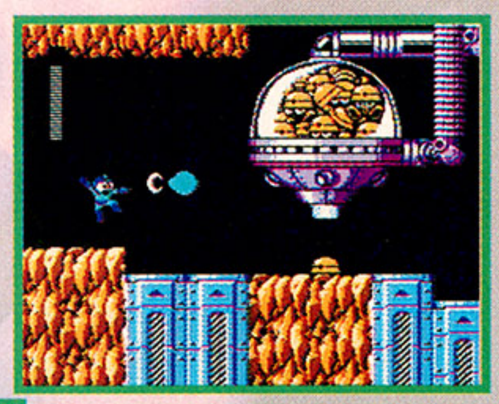


You're just the pesticide that can take out Plant Man. When he shoots the circle of leaves, leap over it to face a vulnerable villain. When you defeat him, you receive his weapon and the Rush Jet.

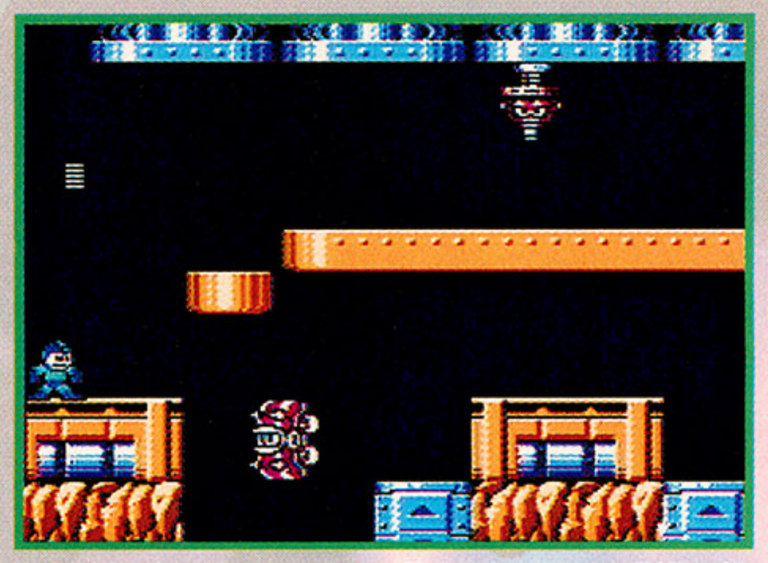
TOMAHAWK MAN



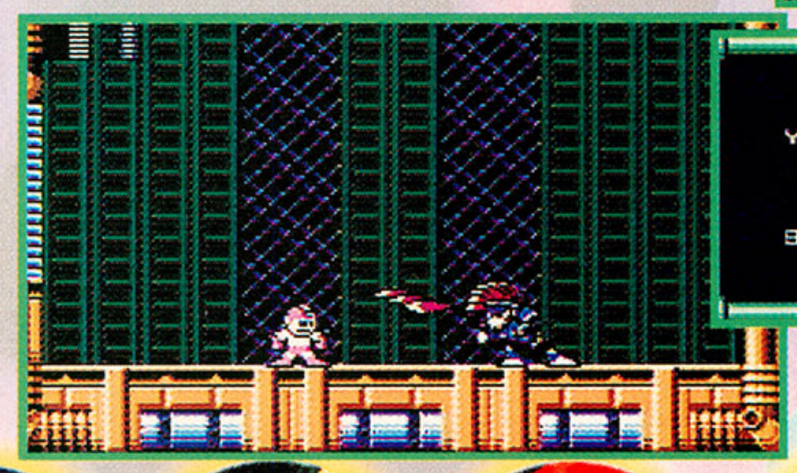
It's easy to miss this ladder in the midst of heated action. Climb it to reach and E tank, energy ball, and weapon capsule.

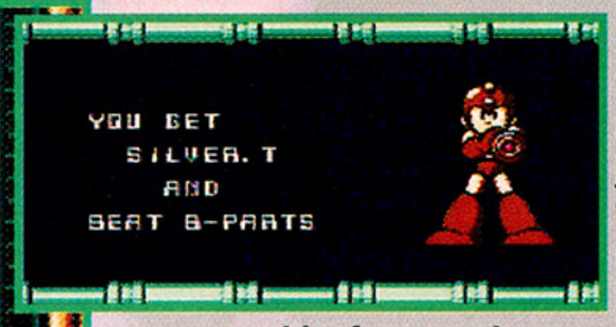


Concentrate all your shots on the bottom of this helmet dispenser. Make sure you're standing on the ledge.



Take the bottom route to fight the more difficult boss. You want the "BEAT" part, don't you?





Scalp this robot by jumping his feathers, then use Plant Man's weapon on him from as close as possible. You receive the "B" in "BEAT" and the Silver T.

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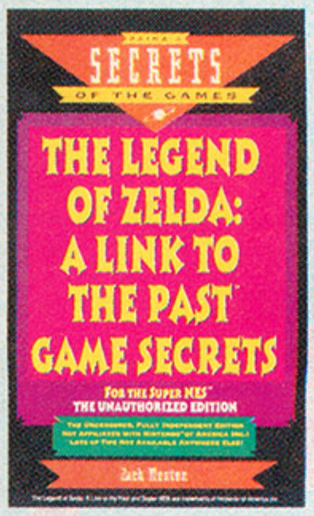

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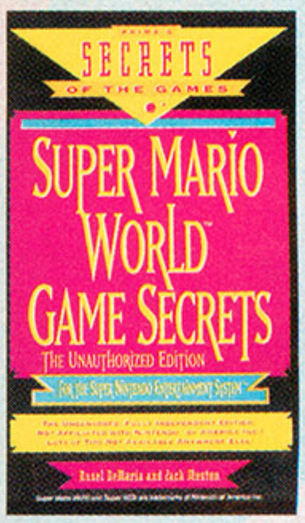

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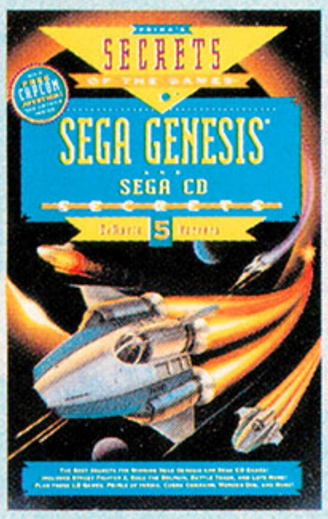

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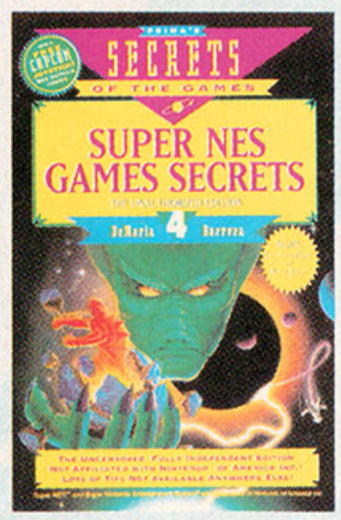

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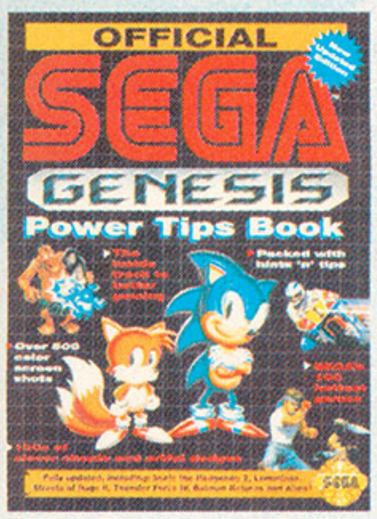

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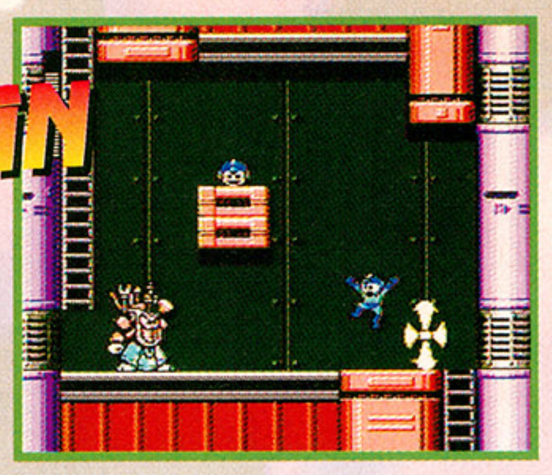
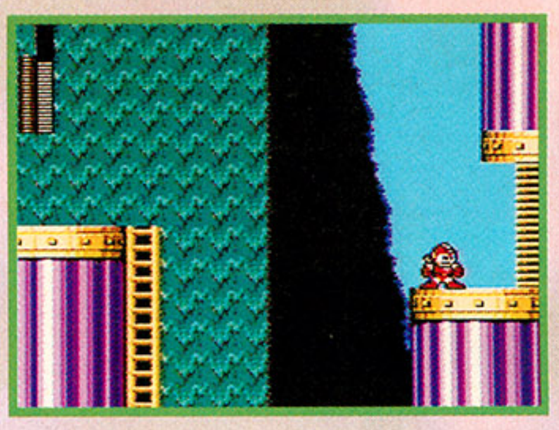
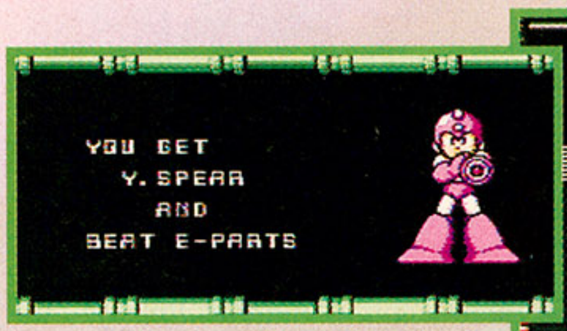
YAMATO MAN

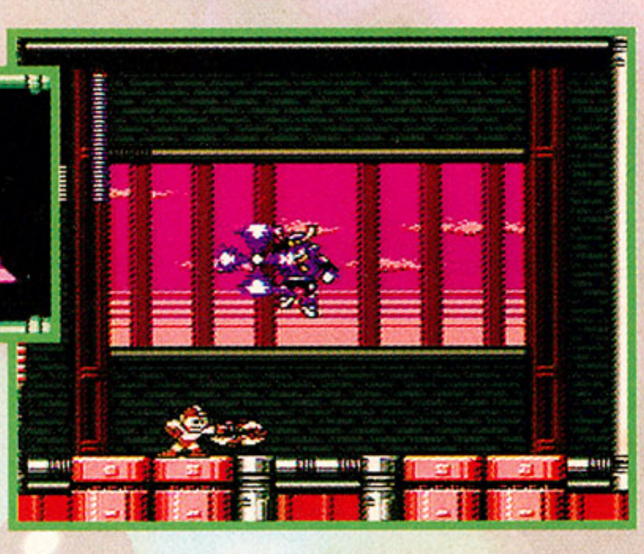


Are you ready to do some jumping? When this villain shoots his spear, jump it, then shoot him. You can damage him only when he doesn't have the spinning spear. Don't forget the extra man!



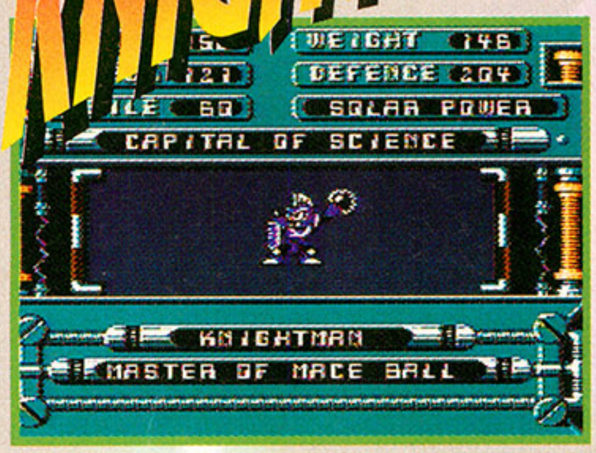
Use the Rush Jet to get to this door — behind it lies the boss with the "BEAT" part.

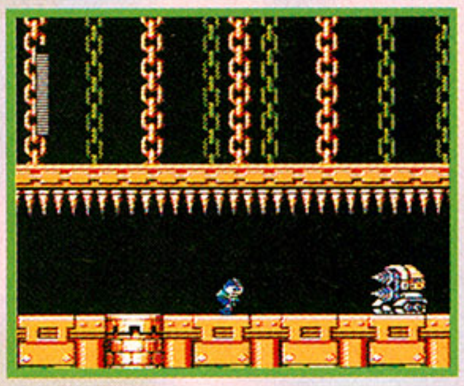




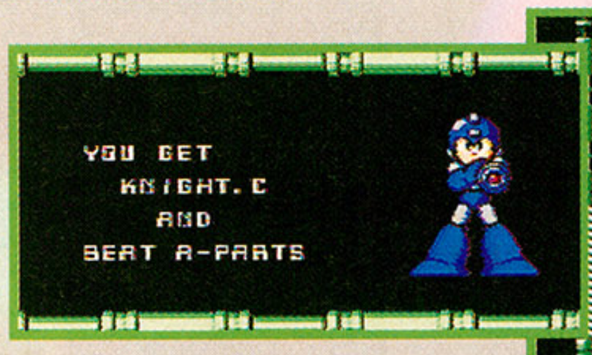
Yamato Man blasts three spread-fire shots that are easy to dash between. Hop over the spear head when he throws it, then jump over him when he charges. Use the Silver T. and you should have no problem winning the Y.Spear.

KNIGHT MAN

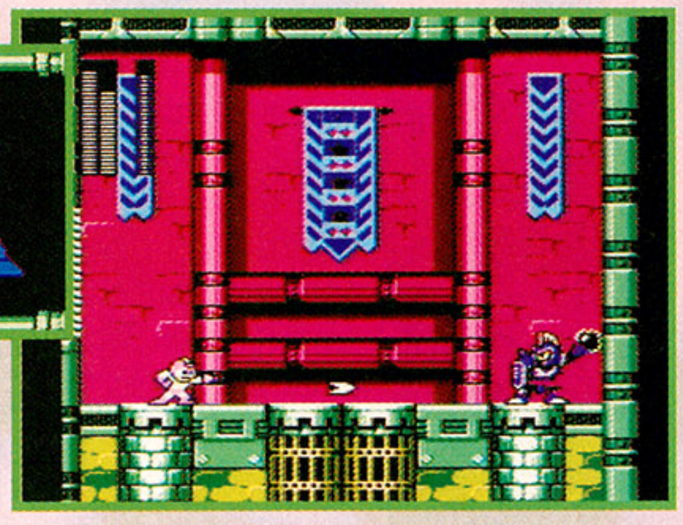


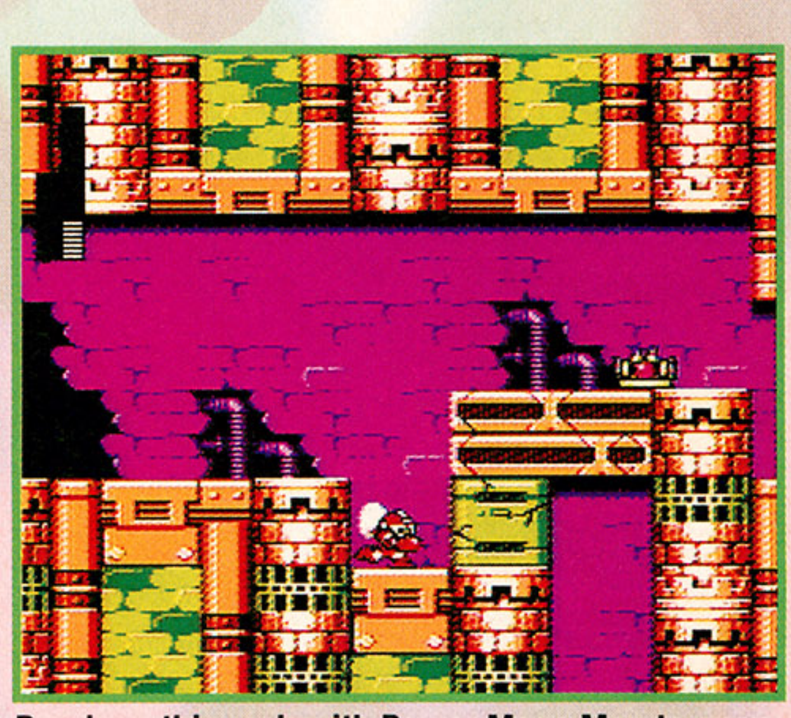


It's best to keep your Mega-Buster powered so you don't have to hesitate when facing an enemy — *and* so those menacing spikes don't crash down on your mega-head.



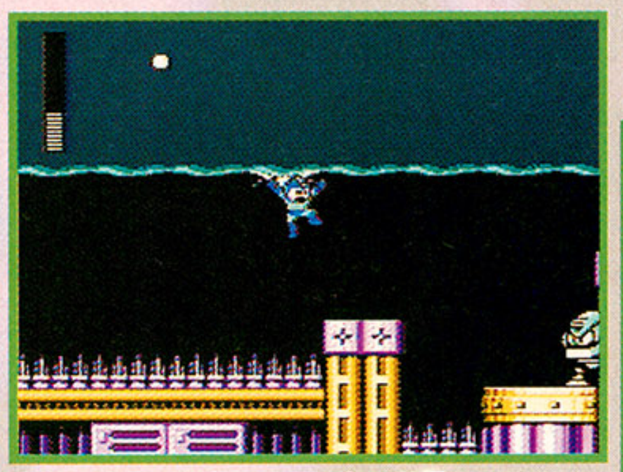
Be careful as you avoid the ball Knight Man throws at you — it stays in one spot for a second. Use the Y.Spear instead, then pick up the "BEAT" A parts and the Knight C. weapon.



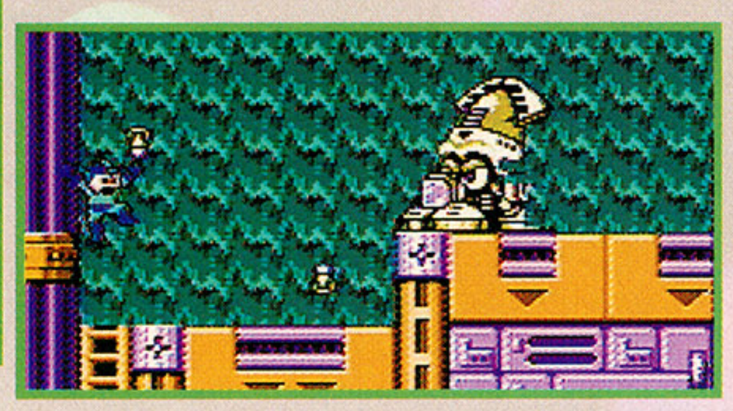


Break up this rock with Power Mega Man to open a path to the boss with the "BEAT" part.

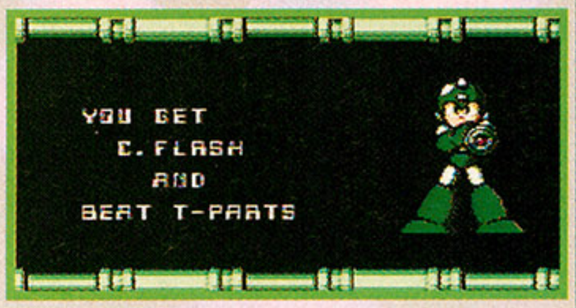
CENTAUR MAN

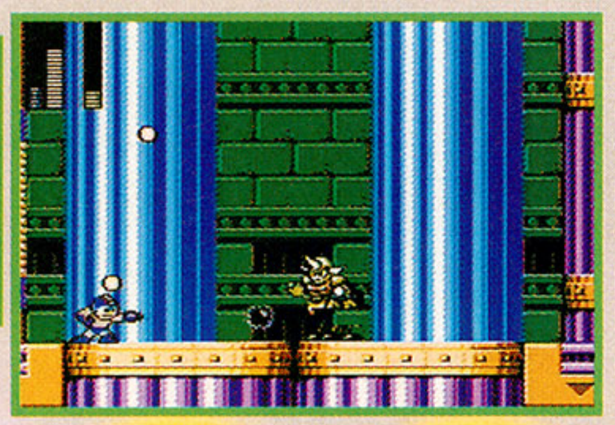


Jump when the water's all the way down to clear these pointy spikes.



This sub-boss is tougher than the rest, shooting ice blocks low and missiles high. Hop over the ice while shooting its face, and keep moving to avoid the missiles.





Centaur Man can teleport from one location to another — but that's no match for a Mega Man with the Knight C. The farther you are from spray of bullets, the easier it is to jump between them. You earn the C.Flash by defeating him.

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Mystery Word Grid

				S	
		E			
E	N	T	R	Y	W
	T				
				M	

MYSTERY WORD

WORD LIST and LETTER CODE chart

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MAJOR ....H	MICRO.....M	DREAM .....R	NINJA.....B
METER .....F	QUEST.....O	TURBO .....T	RULER.....S
RANGE ....A	TOWER .....J	FLINT.....U	HEAVY.....Z

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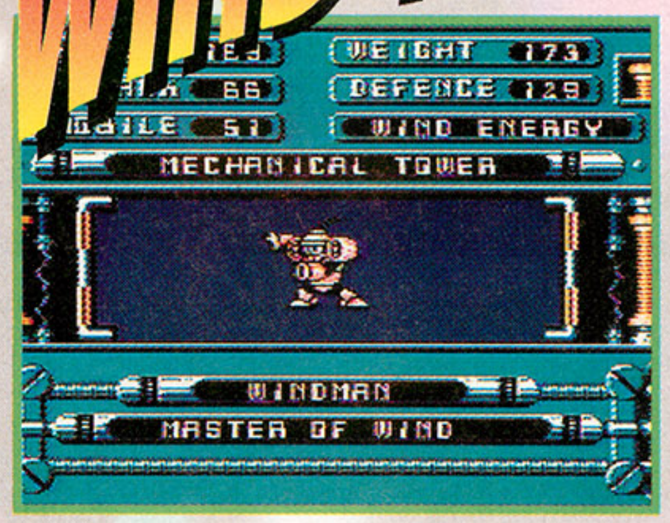
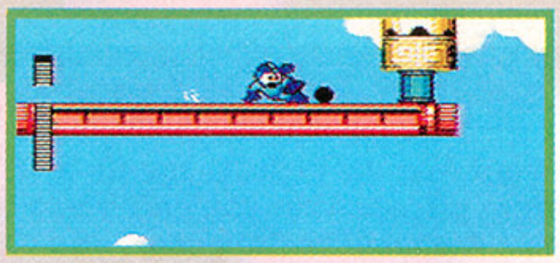
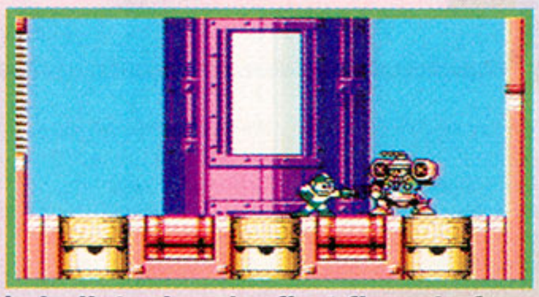
WIND MAN



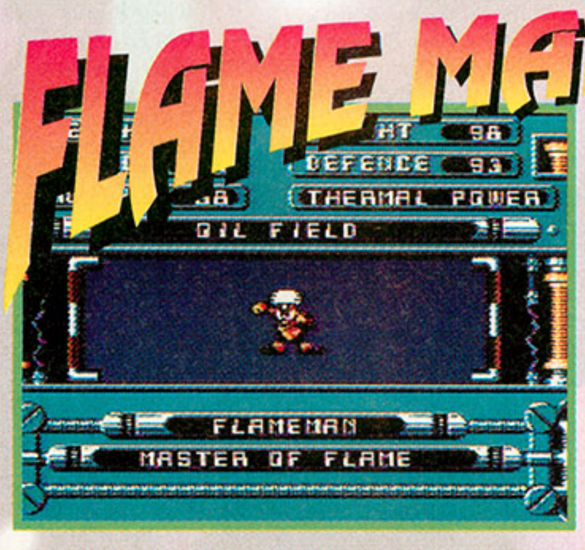


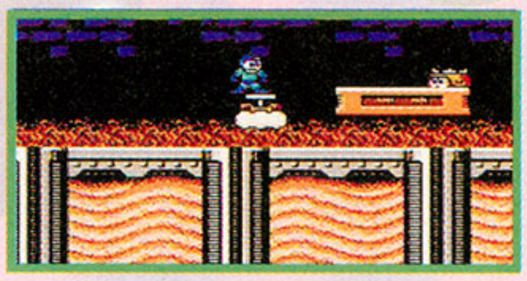
Slide here to grab the E tank. The tank reappears after you leave the screen, so you can build a nice supply by dying, then collecting more tanks.



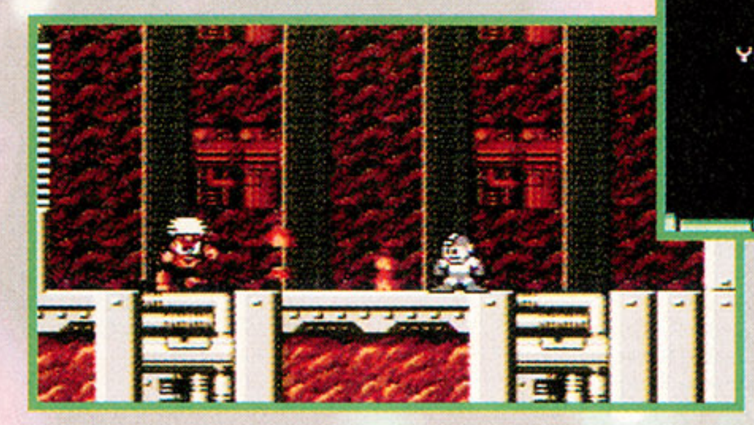
Wind Man puts up a pretty good fight. He tries to drag you toward him; that's your cue to run the opposite way. Try to jump his bullet when he first fires, before it has a chance to split into pieces. Use the C.Flash to crush him when he stops, then collect the W.Storm weapon.

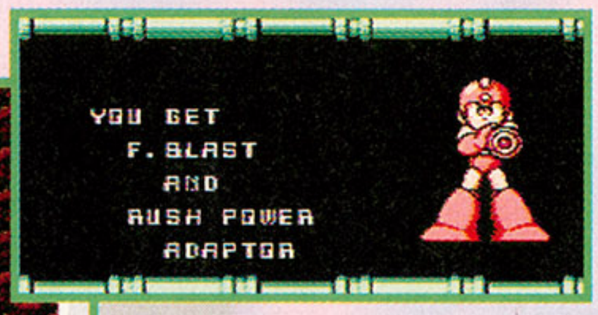
FLAME MAN





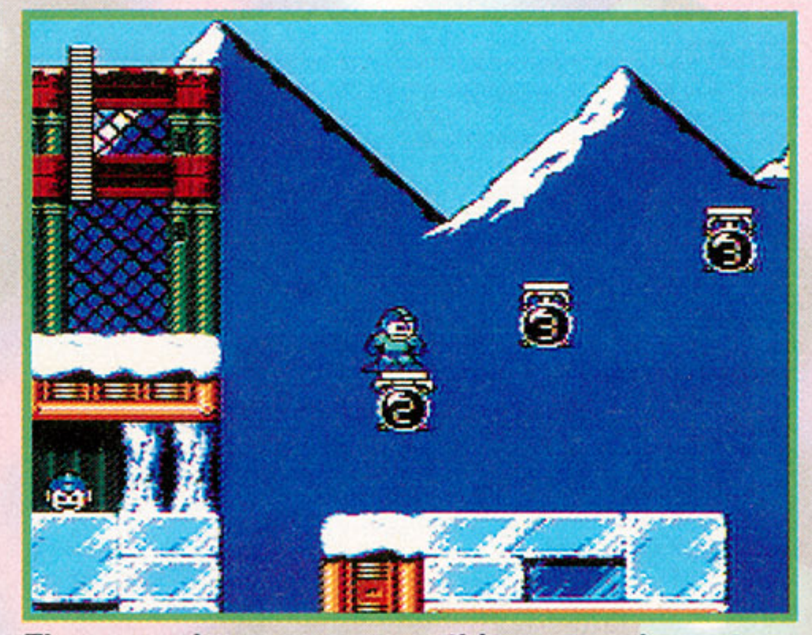
Mega Man is affected by fire the same way he is by spikes — he explodes into a million white sparks. Jump up and down to move your cloud over the flames.





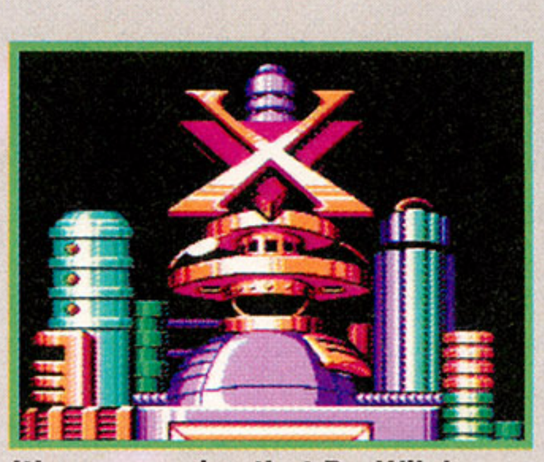
Try to move between the columns of fire Flame Man shoots and keep using that W.Storm weapon. After the battle is won, you receive the F.Blast and the Power Mega Man adaptor.

BLIZZARD MAN

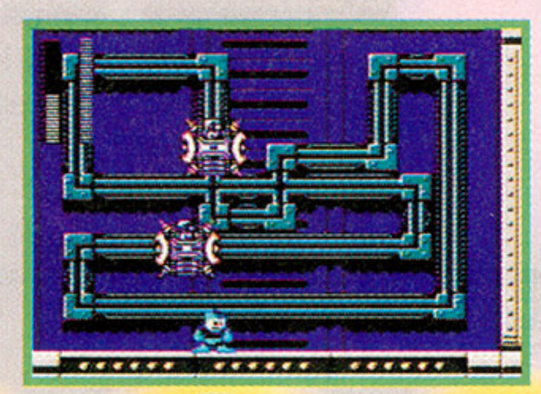


These numbers mean something — you've got three seconds to move!

Blizzard Man pelts you with deadly snowflakes and his own brand of avalanche. It's easy to avoid the flakes, so concentrate on jumping the ball and hitting him with the F.Blast.



It's no surprise that Dr. Wily's behind all this. Enter his lair ... if you dare.



When this boss charges, hop over him and retaliate with the Knight C. or Y.Spear. Hurry! Dr. Wily's not far now!

KNOW YOUR ROBOTS

YamatoMan?

Perhaps you agree with us that Capcom seems to be running out of good names for robots. What's next: Zucchini Man? Pizza Delivery Man? Or, god forbid, the much-feared Editor Man? Holy robotics!

Lest you forget, here's a quick rundown of the robots in the ten other *Mega Man* games:

NES *Mega Man*
(released 1987)

Cut Man
Guts Man (you don't want to know his weapon)
Ice Man
Bomb Man
Fire Man
Elec Man

NES *Mega Man 2*
(released 1989)
GB *Mega Man: in Dr. Wily's Revenge*
(released 1992)

Bubble Man
Clash Man
Air Man
Metal Man
Heat Man
Flash Man
Quick Man
Wood Man (years before Al Gore)

NES *Mega Man 3*
(released 1990)
GB *Mega Man III*
(released 1992)

Needle Man
Magnet Man
Hard Man (a personal favorite)
Spark Man
Shadow Man
Gemini Man
Snake Man
Top Man

NES *Mega Man 4*
(released 1991)

Toad Man
Pharaoh Man
Bright Man
Skull Man
Dive Man
Drill Man
Ring Man
Dust Man (the first blue-collar robot)

NES *Mega Man 5*
(released January, 1994)

Charge Man
Napalm Man (Francis Ford Coppola's favorite)
Gyro Man
Stone Man
Crystal Man
Wave Man
Star Man
Gravity Man

GB *Mega Man IV*
(released January, 1994)

Toad Man
Bright Man
Pharaoh Man
Ring Man
Crystal Man
Napalm Man
Star Man
Charge Man

SNES *Mega Man X*
(released January, 1994)

Chill Penguin
Spark Mandrill
Armed Armadillo
Launch Octopus
Boomer Kuwanger
Sting Chameleon
Storm Eagle
Flame Mammoth

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Adv Byu Billy	1	4
Adv Dino Riki	1	7
Adv Island	4	15
Adv Island 2	14	28
Adv Island 3	22	42
Adv Of Lolo	8	18
Adv Of Lolo 2	14	29
Adv Of Lolo 3	26	42
Adv T Sawyer	3	10
After Burner	3	12
Air Fortress	1	5
Airbrn Ranger*	16	30
Airwolf	2	8
Al Unser	1	12
Alfred Chicken*	16	30
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Alien Syndrome	3	8
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Amagon	1	5
Amer Gladiators	6	18
Anticipation	2	6
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Archon	4	8
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Arkistas Ring	3	12
Asterix Gaul*	16	30
Astyanax	1	4
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Athletic World	1	8
Attck Klr Tom	1	12
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Back Futr 2/3	4	8
Bad Dudes	1	5
Bad News Bsbl	2	15
Bad St Brawler	1	5
Balloon Fight	2	7
Bnd Kngs Chna	18	34
Barbie	16	32
Bards Tale	6	18
Baseball	1	3
Baseball Pros	16	30
Baseball Smltr	4	16
Baseball Stars	8	25
Baseball Stars 2	18	40
Bases Loaded	1	6
Bases Loaded 2	1	8
Bases Loaded 3	6	18
Bases Loaded 4*	16	30
Basewars	6	16
Batman	3	8
Batman Returns	12	30
Batman Rtn Jkr	6	18
Battle Chess	8	18
Battle Olympus	2	7
Battle Tank	10	20
Battleship*	16	30
Battletoads	8	18
Batltds/Dbl Drg	16	30
Beauty Beast*	16	30
Bee 52	6	15
Beetlejuice	8	16
Best Of Best	14	30
Bible Advntrs	6	16
Bible Buffet	8	22
Big Bird Hd/Spk	12	25
Big Foot	3	12
Bignose Cvman	6	18
Bignose Freaks	12	24
Bill & Ted Adv	3	8
Bio Force Ape*	16	30
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Black Bass	18	38
Blackjack	16	30
Blades Steel	8	15
Blaster Master	1	7
Blazebusters*	16	30
Blue Marlin	22	40
Blues Brothers	10	22
Bo Jackson	12	22
Bomberman	6	16
Bomberman 2	18	38
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Bump & Jump	3	10
Burai Fighter	1	5
Burgertime	3	10
Buster Bros*	16	30
Cabal	2	8
Caesars Palace	14	38
Calif Games	3	8
Calif Raisins	16	30
Capt America	10	28
Capt Comic	1	6
Capt Planet	8	16
Capt Skyhawk	1	4
Carmen Sndgo	8	20
Cartoon Wrkshp	12	30
Casino Kid	8	25
Casino Kid 2	22	44
Castelian	2	16
Castle Deceipt	10	20
Castle Dragon	2	7
Castlequest	2	7
Castlevania	1	6
Castlevania 2	1	5
Castlevania 3	2	8
Cave Man Games	2	8
Chall Dragon	14	28
Champ Bowling	10	22
Chessmaster	16	30
Chiller	6	15
Chips Chall*	16	30
Chmp Pool*	16	30
Chubby Cherub	2	10
Circus Caper	2	8
City Connection	1	5
Clash At Dmnhd	1	5
Classic Cncnt	16	34
Cliffhanger*	16	30
Clu Clu Land	1	7
Cobra Command	1	5
Cobra Triangle	1	5
Code Nm Viper	1	5
Color Dinosaur	16	30
Commando	1	4
Conan	3	15
Conflict	14	28
Conq Xtal Plce	3	8
Contra	3	10
Contra Force	12	28
Cool World	16	30
Corvette ZR1*	16	30
Cowboy Kid	10	20
Crash Dummies	16	30
Crash/Boys-Ice	16	30
Crash/Boys-Strt	8	26
Crazyland*	16	30
Creatom	16	30
Crystal Mines	14	30
Crystalis	4	12
Cyberball	6	25
Cybernoid	1	4
Dance Aerobcs	3	10
Darkman	2	10
Darkwing Duck	10	28
Dash Galaxy	1	5
Daydrm Davey*	12	24
Days Of Thndr	4	12
Deadly Towers	1	4
Death Race	3	18
Deathbots	4	15
Def Of Crown	1	7
Def Of Dyn City	2	28
Defender 2	3	10
Deja Vu	2	10
Demon Sword	1	5
Dennis/Menace*	16	30
Desert Command	4	15
Dest Earth Str	1	4
Destiny Of Emp	10	20
Dick Tracy	1	5
Die Hard	6	25
Dig Dug II	6	15
Digger T Rock	8	18
Dirty Harry	3	8
Disney Adv	4	15
Dizzy	8	25
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Donkey Kong Jr	3	12
Donkey Kong 3	4	10

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Double Drag 2	3	7
Double Drag 3	4	12
Double Dribble	4	10
Double Strike	8	18
Dr Chaos	1	5
Dr Jekyll/Hyde	1	4
Dr Mario	8	20
Dracula*	16	30
Dragon Fighter	4	20
Dragon Power	2	6
Dragon Spirit	1	6
Dragon Warr	1	5
Dragon Warr 2	10	28
Dragon Warr 3	16	40
Dragon Warr 4	26	48
Dragons Lair	8	16
Dragonstrike	12	25
Dream Team	16	30
Duck Hunt	1	2
Duck Tales	4	10
Duck Tales 2*	16	30
Dudes W/Tudes	2	10
Dungeon Magic	3	8
Dusty Diamond	12	28
Dyno Warz	1	6
Elevator Action	1	6
Elim Boat Duel	12	25
Emp Strks Bck	12	28
Evrt/Lndl Ten	2	10
Excitebike	1	5
Exodus	8	20
F 1 Hero	16	30
F 117 Stealth Ftr	16	30
F 15 City Wars	8	18
F 15 Strke Eagle	12	28
Family Feud	14	32
Fantasy Zone	3	12
Faria	18	36
Faxanadu	2	6
Felix The Cat	12	32
Ferrari GP	8	20
Fester's Quest	1	5
Fighting Golf LT	4	16
Fghtng Smlator*	16	30
Final Fantasy	6	16
Fire Hawks	6	15
Fire House Rsc	16	35
Fire N Ice*	16	32
Fist Of N Star	2	8
Flash	16	30
Flight Intruder	10	20
Flintstones	10	28
Flintstones 2*	16	30
Flying Dragon	1	5
Flyng Warriors	4	15
Formula 1	12	25
Frankenstein	6	16
Freedom Force	1	7
Friday 13th	1	4
Fun House	4	12
Galactic Crsdr	10	22
Galaga	18	38
Galaxy 5000	6	16
Gargyls Qst 2	4	22
Gauntlet	1	5
Gauntlet 2	1	7
Gemfire	12	25
Genghis Khan	14	28
George Frmn	4	25
Ghost Bstrs	1	6
Ghost Bstrs 2	2	7
Ghost Lion	10	22
Ghosts & Gblns	1	5
Ghoul School	2	18
GI Joe	6	18
GI Joe Atl	8	18
Gilligans Isle	6	16
Goal	1	5
Goal 2	14	32
Godzilla	3	10
Godzilla 2	10	30
Gld Mdl Chl '92	4	24
Golf	1	5
Golf Grandslam	22	38
Golf Pebble Bch	2	12
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Gunsmoke	1	8
Gyruss	1	8
Hammrn Harry*	16	30
Harlm Glbtrtrs	4	12
Hatris	20	38
Heavy Barrel	1	6
Heavy Shreddin	1	5
Heros Of Lance	2	10
High Speed	14	30
Hillsfar	16	34
Hit The Ice*	16	30
Hogans Alley	1	7
Hollywood Sqrs	3	12
Home Alone	10	20
Home Alone 2	4	20
Hook	10	22
Hoops	1	6
Hudson Hawk	1	12
Hunt Red Oct	4	10
Hydlide	1	4
I Can Rmber	10	22
Ice Climber	1	6
Ice Hockey	1	5
Ikari War	1	4
Ikari War 2	1	4
Ikari War 3	1	8
Image Fight	1	5
Immortal	8	16
Imp Mission 2	2	12
Ind Jns Doom	1	5
Ind Jns Lst Cr	8	18
Indy Heat	14	30
Infiltrator	1	5
Iron Sword	1	4
Iron Tank	1	5
Isolated Warr	3	12
Jack & Bnstk*	16	30
Jack Nkls Golf	4	16
Jackal	1	5
Jackie Chan KF	3	12
James Bond Jr	8	30
Jaws	1	7
Jeopardy	3	15
Jeopardy Jr	8	18
Jeopardy 25th	8	18
Jet Bike Sim*	16	30
Jetsons*	18	35
Jimmy Connors*	16	30
Joe & Mac	8	28
John E Qback	1	5
J. Madden 93*	16	30
Jordan vs Bird	1	7
Joshua	16	30
Journey Silius	1	7
Joust	3	8
Jurassic Park	16	30
Karate Champ	1	5
Karate Kid	1	5
Karnov	1	4
Kickle Cubicle	12	22
Kickmaster	6	16
Kid Icarus	3	10
Kid Klown*	18	34
Kid Kool	3	10
Kid Niki	1	5
King Neptune	14	28
King Of Kings	12	22
Kings Knight	2	6
Kings Of Beach	1	5
Kings Qst 5	14	30
Kirby's Adv	16	40
Kiwi Kraze	6	16
Klash Ball	1	15
Klax	14	30
Knight Rider	2	8
Krazy Kreatures	10	20
Krion Conquest	6	14
Krustys FH	6	25
Kung Fu	1	3
Kung Fu 2	16	30
Kung Fu Heroes	1	5
L'empereur	22	40
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Lst Actn Hero*	16	30
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Litl Lg Bsbl	3	10
Litl Mermaid	12	25
Litl Ninja Bros	12	22
Litl Nmo Dr Mstr	4	15
Litl Samson	14	30
Lode Runner	2	7
Lone Ranger	6	16
Loopz	10	22
Lost In Vegas	16	30
Low G Man	1	7
Lunar Pool	8	16
Mach Rider	1	4
Mad Max	1	5
Mafat Cnsprcy	1	5
Mag Jhnsn Bskb	1	6
Mag Sherezade	2	7
Magic Darts	12	24
Magician	6	18
Magmax	1	3
Major Lg Bsbl	1	3
Maniac Mansion	4	15
Mappyland	4	15
Marble Madns	2	8
Mario Brothers	4	8
Mario Is Missing	18	38
Marios Time M*	16	30
Marvels X-Men	10	22
Master Chu	4	12
Matchbx Racers	16	30
Mc Kids	12	26
Mech Attack	2	8
Mega Man 1	6	16
Mega Man 2	4	12
Mega Man 3	3	15
Mega Man 4	8	22
Mega Man 5	16	36
Mega Man 6*	16	30
Menace Beach	10	28
Mendel Palace	2	8
Mermaid Atlntis	22	39
Metal Fighter	8	20
Metal Gear	1	2
Metal Man*	16	30
Metal Mech	3	10
Metal Storm	4	12
Metroid	1	5
Michl Andretti	4	15
Mickey Mouse	4	10
Mickey's Safari	18	35
M. Adv Nbrlnd*	16	30
Micro Machines	12	28
Mig 29	2	16
Might & Magic	32	54
Mighty Bmb Jck	1	7
Mghty Final Fgt*	14	30
Millipede	14	30
Milons Sec Castle	1	7
Mini Putt*	16	30
Mission Cobra	10	22
Mission Imp	1	4
Monopoly	18	40
Monst Trk Rly	12	28
Monster Party	2	7
Monster/Pocket	8	18
Moon Crystal	16	30
Moon Ranger	8	30
Motr City Ptrl	10	30
Mr Gimmick*	16	30
Ms Pacman	28	60
MULE	2	15
Muppet Adv	6	15
Muscle	1	4
Mutant Virus	2	16
Mystery Quest	1	6
NARC	1	8
Nascar Chall	8	22
Natl Ftbl Lg	2	8
NES Open	12	32
Nghtmr Elm St	4	10
Nightshade	1	16
Ninja Crsdrs	3	12
Ninja Gaiden	1	5
Ninja Gaiden 2	1	7
Ninja Gaiden 3	10	19
Ninja Kid	1	5
Noahs Ark	16	30
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Pacmania	24	42
Palamedes	10	20
Panic Restaurant	12	28
Paperboy	4	12
Paperboy 2	10	26
Perfect Fit	4	16
Pesterminator	3	12
Petr Pan Pirts	4	12
Phantm Fighter	1	7
Pictionary	8	16
Pinball	4	12
Pinball Quest	8	19
Pinbot	8	16
Pipe Dream	10	20
Pirates	14	28
Platoon	1	3
Play Act Ftbl	1	5
Pool Radiance	16	30
Popeye	2	8
POW	1	6
Power Punch 2	6	22
Powerblade	3	8
Powerblade 2	16	30
Predator	1	5
Prince Persia	10	25
Princs Tomato	6	18
Pro Am Racing	2	7
Pro Am Rcing 2	14	36
Pro Sprt Hcky*	16	30
Pro Wrestling	1	5
Punch Out MT	1	7
Punisher	3	12
Puss & Boots	6	16
Puzzle	6	20
Puzznic	18	39
Pyramid	14	29
Pyramids Of Ra	16	30
Q Bert	6	15
Qix	24	40
Quant Fighter	1	7
Quattro Adv	12	24
Quattro Arcd	14	30
Quattro Sports	12	22
Race America	10	30
Racket Attack	1	4
Rad Gravity	1	6
Rad Racer	1	7
Rad Racer 2	2	12
Rad Racket	14	30
Raid 2020	1	8
Raid Bnglg Bay	1	4
Rainbow Island	18	34
Rally Bike	4	15
Rambo	1	3
Rampage	2	8
Rampart	10	25
RBI Baseball	2	7
RBI Bsbl 2	8	18
RBI Bsbl 3	16	35
Remote Control	1	5
Ren & Stimpy*	16	30
Renegade	1	4
Rescue Emb Mis	1	5
Rescue Rangers	6	15
Rscue Rangrs 2*	16	30
Ring King	3	8
Rivr Cty Rnsm	2	7
Road Blasters	3	10
Road Runner	6	18
Robin Hood	4	15
Robo Cop	2	7
Robo Cop 2	4	15
Robo Cop 3	6	25
Robo Cop/Trm*	16	30
Robo Demons	8	16
Robo Warriors	1	5
Rock N Ball	1	7
Rocket Ranger	1	5
Rocketeer	2	8
Rockin' Kats	10	22
Rocky/Blwnkle	12	30
Rger Clmns Bsbl	6	18
Roger Rabbit	2	8
Roller Ball	12	25

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Rmnc 3 Kngds 2	14	35
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Rush N Attack	1	4
Rygar	1	4
Scat	1	19
Secret Scout	12	28
Secret Storm	6	22
Section Z	1	3
Seicross	1	4
Sesame St 123	8	16
Sesame St ABC	8	16
Ses. St ABC 123	18	36
Sesame St Ctdn	12	32
Shadow Ninja	3	10
Shadowgate	3	8
Shatterhand	1	10
Shingen Ruler	4	14
Shinobi	1	10
Shock Wave	4	14
Shooting Range	3	15
Short Order	3	15
Side Pocket	16	35
Silent Assault	6	18
Silent Service	1	5
Silk Worm	3	12
Silver Surfer	4	10
SimpsonsB vs SM	3	10
SmpsnsB vs Wrld	4	12
SmpsnsB vs RM	8	25
Skate Or Die 1	1	3
Skate Or Die 2	1	7
Ski Or Die	4	18
Skull & Crsbns	2	8
Sky Kid	2	7
Sky Shark	1	5
Slalom	1	4
Smash TV	2	8
Snake Rattle	2	10
Snakes Revenge	1	5
Snoopy Sports	4	16
Snow Brothers	20	40
Snow White	17	39
Snow Wht Hap*	16	30
Soccer	1	5
Solar Jetman	1	5
Solitaire	16	30
Solomans Key	2	8
Solstice	1	5
Space Marine*	16	30
Space Shuttle	8	20
Spelunker	1	5
Spiderman-Sin 6	8	25
Spirit. Warfare	12	25
Spot The Game	4	18
Spy Hunter	1	4
Spy vs Spy	1	6
Sqoon	1	8
Squashed*	16	30
Stadium Events	14	30
Stakk'm	16	30
Stanley	8	25
Star Force	2	7
Star Ship Hctr	1	5
Star Soldier	1	5
Star Trek	12	28
Str Trk Nxt Gn*	16	30
Star Tropics	4	10
Star Voyager	1	4
Star Wars	10	20
Stealth	1	7
Stinger	1	4
Street Cops	4	15
Street Fighter	3	8
Strider	1	5
Stunt Kids	16	32
Spr Slam Dunk*	16	30
Superman	4	10
Supr Cars	3	16
Supr Contra	2	7
Supr Dodge Ball	3	10
Supr Glove Ball	1	3
Supr Jeopardy	10	22
Supr Mario	1	2
Supr Mario 2	6	15
Supr Mario 3	10	20
Supr Mr/Dk Ht	1	2
Supr Mr/Dk/Trk	1	2
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Tag Tm Wrest	1	3
Tagin Dragon	10	19
Talespin	10	20
Target Rengade	1	4
Tsk Frc Harrier*	16	30
Tecmo Baseball	3	8
Tecmo Bowl	6	15
Tecmo Bowl 2	24	40
Tecmo Cup Sccr	14	30
Tecmoo NBA	20	40
Tecmo Wrld Wrst	2	8
TMNT	3	6
TMNT 2	6	15
TMNT 3	16	30
TMNT-Tr Fgtrs*	16	30
Tennis	1	6
Terminator	10	28
Terminator 2	4	15
Terra Cresta	2	8
Tetris	12	22
Tetris 2	22	39
Thomas the Tank	16	30
Three Stooges	4	12
Thunderbirds	2	8
Thundercade	1	7
Thundr & Litng	14	30
Tiger Heli	1	5
Tiles Of Fate	12	22
Time Lord	1	3
Times Of Lore	8	25
Tiny Toon	16	38
Tiny Toons 2	18	38
To The Earth	1	4
Toki	14	26
Tom & Jerry	14	30
Tombs & Trsrs	6	18
Toobin	8	20
Top Gun	1	4
Top Gun 2	2	8
Total Recall	1	5
Totally Rad	2	7
Touchdwn Fever	4	12
Tower Of Radia	16	30
Town & Country	1	2
Town/Country 2	2	18
Toxic Crusadors	4	22
Track & Field	1	5
Track & Field 2	1	5
Treasure Isl Diz	16	30
Treasure Mstr	1	12
Trick Shooting	6	12
Trog	8	20
Trojan	1	3
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Twin Cobra	4	12
Twin Eagle	6	15
Ultima 1 Exodus	4	10
Ultima 2 Qst	12	25
Ult. 3 War/Dest	26	50
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Wizardry	8	18
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Wizrds/Warrs 3	4	15
Wolverine	8	25
World Champ	2	18
World Champ Wr	4	10
World Cl Trk	1	4
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Wrath Blk Mnta	1	4
Wrecking Crew	2	7
Wrestlemania	1	4
WURM	1	15
WWF Challenge	2	10
WWF Kng Rng*	16	30
WWF Steel Cage	14	28
Xenophobe	1	4
Xevious	1	5
Xexyz	1	4
Yo Noid	3	12
Yoshi	10	25
Yoshis Cookie	14	28
Yng Indy Chron	16	30
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Zelda 2	6	10
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Atomic Runner	2	25
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Centurion	16	32
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Champ Bowling	22	40
Chmp Lg Scer*	26	44
Chase HQ 2	16	38
Chessmastr 2100	20	40
Chester Cheetah	22	42
Chiki Chiki Boys	16	38
Chuck Rock	10	30
Clue	22	40
Columns	18	36
Cool Spot*	24	45
Cool World	22	40
Crack Down	6	22
Cross Fire	6	20
Crue Ball	20	40
Cyber Cop	6	32
Cyberball	3	10
Cyborg Just	14	35
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David Robinson	6	22
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Ferrari GP	16	32
Fighting Masters	8	30
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Fire Shark	8	18
Flashback	22	42
Flicky	10	26
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G Loc	16	30
Gadget Twins	14	36
Gaiares	6	18
Gain Ground	8	18
Galahad	14	30
Galaxy Force 2	6	16
Gauntlet 4*	22	40
Gemfire	22	40
General Chaos*	22	40
George Frmn	12	30
Ghost Bstrs	6	15
Ghouls Ghosts	6	16
Gods	10	30
Golden Axe	8	20
Golden Axe 2	12	26
Golf	4	15
Granada	6	15
Grt Waldo Srch	14	32
Greendog	8	20
Growl	12	26
Guardn Angels*	20	40
Gunstar Heroes	22	40
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Hardball	4	15
Hardball 3	22	40
Haunting*	18	39
Heavy Nova	4	16
Hellfire	6	16
Herzog Zwie	18	36
Hit The Ice	12	30
Home Alone	12	30
Hook*	20	38
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Ishido	3	10
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James Pond	4	15
James Pond 2	8	18
James Pnd 3 Aq	10	28
Jennifr Cap Tns	10	35
Jeopardy	26	45
Jester	22	40
Jewel Master	4	15
Joe Mntna	4	15
Joe Mntna 2	8	20
Joe Mntna 3	14	28
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John Madn 92	8	20
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Mystical Fghtr	10	30
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NHLPA 93	8	30
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Onslaught	1	12
Out This Wrld	10	30
Outlander	14	32
Outrun	16	35
Outrun 2019	16	35
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Paperboy	18	35
Paperboy 2	22	40
Pat Rily Bskbl	1	12
PGA Tour Golf	16	35
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Phant Star 3	16	36
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Pitfighter	8	22
Populous	4	12
Power Monger	22	40
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Predator 2	10	30
Pro Am Racing	12	35
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PTO*	22	40
Quackshot	8	18
Quad Challenge	12	28
Race Drivin*	22	40
Raiden Trad	6	20
Rambo 3	8	18
Rampart	20	40
Ranger X	20	40
Rastan Saga 2	6	16
RBI Bsbl 3	8	20
RBI Bsbl 4	12	35
RBI Bsbl 93	24	45
Revenge Shnobi	6	15
Rings Of Power	10	30
Risky Woods	12	38
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Road Rash 2	20	45
Road Riot 4WD	22	40
Robo Cop 3*	22	40
Robocop vs Trm	26	45
Rckt Knght Adv*	16	38
Roger Clemens	10	28
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Rolo To Rescue	20	40
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SimpsonsB Ntmr	16	38
Slaughtr Sport	6	22
Slime World	12	30
Soccer	4	12
Sol-Deace	8	25
Sonic Hdghog	8	15
Sonic Hdghog 2	18	35
Sonic Spinball	26	45
Sorcers Kngdm	20	38
Space Harrier 2	4	15
Space Invaders	26	48
Speedball 2	8	20
Speedway Chl*	22	40
Spiderman	8	22
Spidermn/XMen	20	40
Splatterhouse 2	14	36
Splatterhouse 3*	22	40
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Star Control	8	25
Star Flight	10	28
Star Odyssey*	22	40
Steel Empire	6	20
Steel Talons	6	25
Stormlord	6	12
Str Ftr 2 Sp Chp	32	60
Street Smart	4	18
Streets Rage	10	25
Streets Rage 2	16	40
Strider	6	16
Strider 2	22	40
Summer Chllng	10	34
Sunset Riders	14	38
Superman	10	30
Supr Battleship*	22	40
Supr Battltank	12	35
Supr Bsbl 2020*	18	38
Supr Hang On	8	18
Supr High Impact	8	22
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Supr Monaco GP	8	18
Spr Mnco GP 2	12	35
Supr Off Road	10	30
Supr Smash TV	6	28
Supr Thndr Bld	6	15
Supr Vlybl	6	18
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Sword Sodan	2	12
Sword Vermlion	8	20
Syd Valis	8	30
Sylvester/Twty*	22	40
Talespin	10	28
Target Earth	4	15
Task Force Harr	10	25
Tazmania	10	30
Team USA Bball	8	28
Techno Cop	6	15
Technoclash*	12	35
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Terminator	8	25
Terminator 2*	26	45
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Test Drive 2	10	30
Thomas Tank*	22	40
Thunder Fox	6	20
Thunder Frce 2	4	12
Thunder Frce 3	4	15
Time Killers*	26	45
Time Trax*	26	45
Tiny Toons	20	42
TMNT-Hyprstn	16	38
TMNT-Trn Ftrs*	26	45
Toe Jam & Earl	12	30
Toe Jam/Earl 2	26	45
Toki Ape Spit	10	30
Tom/Jerry F A*	26	45
Tom Lsrda Bsbl	6	15
Tony La Russa	16	40
Total Carnage*	26	45
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Truxton	2	12

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Warrior Rome	8	18
Warrior Rome 2	20	40
Warrs Etrnl Sun	22	42
Warsong	18	36
WCW Spr Brwl*	26	45
Wheel Fortune	24	45
Whip Rush	4	12
Wings Of Wor	6	15
Winter Challenge	4	18
Wtr Olym Gm*	26	45
Wolf Child	22	40
Wonder Boy	10	30
World Cup Sccr	20	40
Wrld Sries Bsbl*	26	45
Wrld Trphy Sccr	10	30
Wrath Of Gods*	22	40
Wrld Ldrbd Golf	12	32
WWF R Rmble*	22	40
WWF Spr Wrst	10	35
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Y's 3	10	30
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Putt- Putt Mn*	10	29
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Aero Acrobat	26	48
Aerobiz	28	50
Airbrn Ranger*	26	48
Aladdin	30	50
Alfred Chicken*	26	48
Alien 3	22	45
Aliens/Predator	24	42
Amazing Tennis	14	40
Amer Gladiators	12	35
A. Agassi Ten*	26	48
Arcana	22	40
Arcus Osyssey*	26	48
Ardy Lightfoot*	26	48
Art of Fighting*	26	48
Asterix/Gaul*	26	48
Axelay	12	30
B.O.B.	22	40
Barbie-Spr Mdl*	26	48
Batman Returns	24	42
Battle Blaze*	26	44
Battle Cars*	26	44
Battle Grnd Prx	20	40
Battleclash	8	22
Battleclash 2*	26	48
Bazooka Bltzkrg	20	40
Beastball*	26	48
Beethoven*	26	48
Best Of Best	10	30
Big Run*	22	40
Bill Laimbeer	4	12
Biometal*	26	48
Bizyland	26	48
Blaze On	12	38
Blues Brothers	20	40
Brainies	26	44
Brawl Brothers	16	40
Brett Hull Hcky*	26	48
Bttltds Dbl Drg*	26	48
Bubsy	28	45
Bgs Bunny R R*	26	48
Bulls vs Blazers	12	34
Cal Ripken Bsbl	22	40
Calif Games 2	14	35
Capt America*	24	42
Capt Novolin	26	44
Carmen Sndgo*	22	44
Crmen Sndg Tm	26	48
Castlevania 4	16	30
Champ Lg Scer*	26	48
Champ Pool*	26	48
Chessmaster	22	40
Chester Cheetah	18	38
Chuck Rock	12	35
Clayfighter*	26	48
Claymates*	26	38
Cliffhanger*	26	48
Clue	22	40
Combatribes	14	34
Congos Caper	26	48
Contra 3	18	38
Cool Spot	28	48
Cool World	12	16
Crash Dummies	26	44
Crash'n Boys	26	44
Curse/Azre Bnd	26	44
Cyber Spin	16	40
Cybernator	18	38
D Force	6	18
Daffy Duck	26	48
Darius Twins	10	20
Dashin Dsprds*	26	48
Death Vlley Rly	10	34
Dennis/Menace*	26	48
Desert Strike	24	42
Diamond Chl*	26	48
Dig Spke Vlybl*	26	45
Dino City	16	38
Dmsday Warrior	20	38
Dr. Franken*	26	48
Dracula*	26	48
Dragons Lair	14	30
Drakkhen	8	18
Dream Probe*	26	45
Dream TV*	26	45
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Goal	16	40
Gods	14	36
Golden Empire*	26	48
Goof Troop*	20	40
GP-1	26	48
Gradius 3	8	18
Grt Waldo Srch	22	40
Guerilla War	24	44
Gunforce	14	38
Hmmrin' Harry*	26	48
Hardball 3*	26	48
Hrlys Hmng Adv	14	36
Hit The Ice	22	40
Hockey*	26	48
Hole In One	12	25
Home Alone	8	22
Home Alone 2	14	30
Hm Improvmnt*	26	48
Hook	14	34
Humans	24	45
Hunt Red Oct	16	34
Hyper V-Ball*	26	48
Hyper Zone	6	18
Imperium	10	38
Incredible Hulk*	26	48
Inindo	22	40
Inspctr Gadget*	26	48
Intnl Tns Tour*	26	48
Itchy/Scratchy*	26	48
Jack Nkls Golf	20	38
Jaguar*	26	48
James Bond Jr	12	38
Jeopardy	22	40
Jimmy Connors	20	36
Joe & Mac	12	32
John Madn 92	6	20
John Madn 93	18	38
John Madn 94	26	50
Journey Home*	26	48
Jurassic Park	24	45
Kablooey	14	36
Kaboom*	26	48
Kawasaki Chall	22	42
Kenco Rage*	26	48
Kng Arthrs Wrld	22	40
King/Monsters	10	35
Krustys FH	10	22
Lagoon	12	28
Lmbrghini Chl*	26	48
Lst Actn Hero*	26	48
Lawnmwer Mn*	26	48
Legend*	26	48
Legends /Ring	26	44
Lemmings	16	38
Lenus*	26	48
Lester Unlikely	26	48
Lethal Enfrcrs*	26	48
Lethal Wpn 3	10	30
Lord of Rings*	26	48
Lost Dim in 3D*	26	48
Lost Vikings	24	42
Lufia-Frtrs Dm*	26	48
Magic Boy*	26	48
Magic Sword	12	32
Magical Quest	20	40
Mario/Wario*	26	48
Mario Is Missing	22	40
Mario Kart	26	45
Mario Paint Gm	14	28
Marios Time M*	26	48
Mecarobot Golf	26	48
Mech Warrior	24	45
Mega Man X	26	45
Metal Jacket*	26	44
Metal Marines*	26	48
Metal Masters*	26	44
Mckys Ult Chl*	26	48
Micro Machines*	26	48
Might/Magic 2*	26	44
Might/Magic 3*	26	44
Mnday Ngt Ftbl*	26	44
Monopoly	26	45
Mortal Kombat	24	50
Mr Nutz*	26	48
Muhammad Ali*	26	48
Musya	16	38
MVP Football	26	45
Mystical Ninja	12	26
NBA Allstars	8	30
NBA Jam*	26	48
NBA Showdown	26	48
NCAA Bsktbl	8	28
NFL Football*	26	48
NFL QB Club*	26	48
NHLPA 93	12	35
NHL Hockey 94	28	50
NHL Stnly Cup	26	48
Ngel Mnsll Rcng	14	32
Nobunaga Amb*	26	48
Noln Ryn Bsbl	12	30
Nosferatu*	26	48
Obitus*	26	48
On The Ball	20	42
Oprtn Lgc Bmb*	26	48

We Pay You/We Sell Used		
Oprtion Aliens*	$26	$48
Out This Wrld	12	38
Out to Lunch*	26	48
Outlander	12	32
Pac-Attack*	26	48
Paladin's Quest*	26	48
Paperboy 2	12	25
Pebble Beach	26	48
Pele'	26	48
PGA Tour Golf	30	55
Phalanx	10	30
Pilot Wings	12	25
Pink Panther*	26	48
Pitfall*	26	48
Pitfighter	6	18
PLOK*	26	48
Pocky & Rocky	24	42
Popeye*	26	48
Populous	6	15
Power Moves	10	36
Prehistorik Man*	26	48
Prince Persia	20	40
Pro Quarterback	12	25
Pro Sprt Hcky*	26	48
PTO*	26	44
Pugsleys Scv Hnt	22	40
Push Over	20	40
Putty*	26	44
Q Bert	20	38
Race Drivin'	12	30
Radio Flyer	24	42
Raiden Trad	10	28
RRoad Tycoon*	26	48
Rampart	22	40
Ranma 1/2*	26	48
Rap Quest*	26	44
Redline Racer	26	44
Ren & Stimpy*	26	44
Rdck Bowe Bx*	26	48
Rival Turf	10	30
River Raid*	26	48
Road Riot 4WD	12	30
Robo Cop 3	12	28
Robosaurus	26	44
Rck N Rll Rcng	26	44
Rocketeer	4	20
Rcky/Bullwnkle	24	42
Rck Mntn Sprts*	26	48
Rocky Rodent*	22	42
Rger Clmns Bsbl	14	38
Rmnc 3 Kdm 3*	26	48
Rmnc 3 Knds 2	28	50
RPM Racing	8	20
Run Saber*	26	48
Secret Mission*	26	44
Secret Of Mana	26	50
Sengoku*	26	48
Shadowrun	30	50
Shanghai 2	26	45
Side Pocket*	26	48
Silva Saga	26	44
Sim Ant	26	48
Sim City	22	40
Sim Earth	22	42
SimpsonsB Ntmr	12	30
Skins Game	22	40
Skuljager	12	32
Skyblazer*	26	48
Smart Ball	10	36
Socks-Cat R H*	26	48
Soldiers Frtne*	26	48
Solo Flight*	26	48
Soulblazer	26	45
Space Ftbl	10	35
Space Mgfrc	12	32
Spanky's Quest	10	32
Spcl Tee Shot	26	44
Spellcraft*	26	44
Spidermn/XMen	14	40
Spindizzy Wrlds	24	45
Sports Illstrd*	24	44
Star Fox	16	40
Star Trek*	26	48
Star Wars	14	40
Street Combat*	20	40
Street Ftr 2	10	32
Str. Ftr 2-Turbo	26	55
Strike Gunner	26	44
Striker*	26	48
Sunset Riders*	26	48
Spr Aqtic Gms*	26	48
Spr Bttltank 2*	26	48
Spr Chase HQ*	26	48
Super Godzilla*	26	48
Superman*	24	44
Super Nova*	26	48
Supr Basbl Sim	10	30
Spr Bsball 2020	20	40
Spr Bases Lded	10	32
Supr Batter Up	24	42
Supr Battleship*	26	48
Supr Battletoad	18	40
Supr Btltnk	10	30
Spr Black Bass*	30	50
Spr Bomberman	26	44
Supr Bowling	22	42
Supr Buster Bro	24	44
Supr Caesar's	24	45
Supr Conflict	24	42
Spr Dodge Ball*	24	45
Spr Dble Drag	12	38
Spr Emp Strk Bk	26	48
Supr Ghouls	8	20
Spr High Impact	22	40

We Pay You/We Sell Used		
Spr James Pnd*	$24	$44
Supr Mario Wrld	8	16
Spr Mr All Strs	26	45
Spr NBA Bsktbl	26	45
Supr NFL	22	40
Supr Ninja Boy	22	40
Supr Off Road	12	28
Spr Off Rd-Baja	20	38
Supr Play Act Fb	6	20
Supr R Type	8	16
Supr Scp(6in1)	4	12
Supr Slam Dunk	18	40
Supr Slap Shot	20	38
Supr Smash TV	6	20
Supr Soccer	14	35
Spr Sccer Chmp	20	38
Spr Sonic Blstmn	14	38
Spr Strike Eagle	22	40
Supr Tennis	6	25
Supr Turrican*	16	38
Supr Valis 4	12	30
Supr Widget*	26	42
Suzuka*	26	48
Swampthing	26	45
Syvallion*	26	48
Tazmania*	20	40
Tcmo Spr Bowl	28	50
Tcmo Spr NBA*	26	48
TMNT 4	16	35
TMNT-Trn Ftrs*	26	48
Terminator	18	38
Terminator 2*	26	48
Trmntr 2-Arcd	24	44
Trmntr 2-Jdgmt	24	44
Test Drive 2	18	40
Thomas Tank*	26	44
Thunder Spirits	10	22
Time Trax*	26	48
Tiny Tns/Buster	22	40
TKO Boxing	12	38
Tom & Jerry	26	48
Tony M Soccer*	26	48
Top Gear	20	42
Top Gear 2*	26	48

NOW PLAYING

How do you make informed buying decision? By checking out Now Playing, that's how! Here's an at-a-glance view of the more than 160 games we've covered in the past six months. Each game includes the issue(s) in which it was covered, our crack staff's overall score (don't think there wasn't fighting going on), and a capsule review. Unless otherwise indicated, all Sega games are rated GA. Games for multiple systems are listed together unless published by different companies.

ActRaiser 2 (Enix for SNES; strategy, 6#12). The sequel to one of the first SNES games is as good as the first. Although the "Sim Village" aspects of the original are missing, the demon-infested action stages are top notch. **Overall: 85%**

The Addams Family (Ocean for Genesis; review, 6#12). Gomez saves the rest of the clan in what could have been a boring Mario clone. Instead, it's a not-bad, variety-filled game that's complex without being impossible. **Overall: 62%**

The Adventures of Rocky & Bullwinkle and Friends (Absolute for Genesis; strategy, 6#12). Moose and Squirrel's first 16-bit cart isn't much in the graphics department, but it has some very hard — sometimes frustrating — game play. **Overall: 42%**

Aero the Acro-Bat (Sunsoft for Genesis and SNES; Genesis strategy, 6#11). Sunsoft's mascot character is a daredevil bat who performs amazing feats while fighting off foes in the Big Top. Great graphics and animation are the highlight. **Overall: 76%**

Aerobiz (Koei for Genesis; review, 6#8). A big-biz simulation in which you start a small airline and work to make it a world power. It's interesting — even a little addictive — although slightly hampered by weak graphics and sound effects. **Overall: 76%**

After Burner III (Sega of America for Sega CD; review, 6#10). Cinematic screens, CD sound, and the Navy's hottest fighter can't save this typical shooter. It's a *good* shooter, but it's more of a disappointment than a standout. **Overall: 78%**

Aladdin (Sega of America for Genesis; strategy, 6#11). One of the best action games *ever*, this one has incredible graphics and animation (thanks to Virgin's Digicel process), tons of humor, and, of course, great action. **Overall: 95%**

Alien 3 (Acclaim for SNES; strategy, 6#9). Intense action for those "Banzai!!" types who love to waste anything that moves. The 1992 movie becomes an adrenaline-boosting game with good music ... and tons and tons of aliens. Don't expect to finish fast! **Overall: 84%**

Amazing Tennis (Absolute for Genesis; sports, 6#9). Not as good as the SNES version, but still featuring large, lifelike graphics and realistic ball-and-racket sound effects. Although the player at the far court is at a disadvantage, this one is aces. **Overall: 79%**

Avenging Spirit (Jaleco for Game Boy; review, 6#10). You're dead, you see. But you still have to rescue a maiden in distress. Good graphics and an inventive storyline help this one stand more than a ghost of a chance against the competition. **Overall: 74%**

Awesome Possum (Tengen for Genesis; strategy, 6#12). This ecologically correct crusader wants to rid the world of polluters. You'll just want to shut him up — he talks constantly through four worlds of three levels each. **Overall: 60%**

B.O.B. (Electronic Arts for Genesis; strategy, 6#8). Cruising through the universe, B.O.B. has a galactic fender-bender and must head for the nearest space port. Sounds simple, but there are 40+ levels of solid, challenging game play. (Also available for SNES.) **Overall: 70%**

Bart's Nightmare (Flying Edge for Genesis; strategy, 6#10). Join Bart's search for homework through five Simpsons-filled worlds. "Windy World" is repetitive, and "The Temple of Maggie" is impossible, but the rest are a wacky treat. (Also available for SNES.) **Overall: 70%**

Bases Loaded 4 (Jaleco for NES; sports, 6#8). Combining the action of the original with the approach and perspective of the third installment, it still has the most realistic video-game pitcher/batter confrontation, but it could use a facelift. **Overall: 67%**

Batman Returns CD (Sega of America for Sega CD, review, 6#8). Konami takes its Genesis version of the 1992 movie and tacks on cinema screens and a driving stage. It's *good*, but it could have been a *lot* better. **Overall: 68%**

Batman: Revenge of the Joker (Sunsoft for Genesis; review, 6#7). Based on the comic books instead of other media, this one's a completely different beast from those *other Batman* games — graphically, anyway. If you're looking for action, look elsewhere. **Overall: 59%**

Battle Cars (Namco for SNES; review, 6#10). This big, bad, ballistic driving game takes the best of racing favorites and adds tons of other options. Its blow-up-the-other-guy fun is definitely a must-play for racing fans. **Overall: 85%**

Battletoads in Ragnarok's World (Tradewest for Game Boy; strategy, 6#8). When the Dark Queen kidnaps Zitz, Pimple, and Princess Angelica, it's Rash to the rescue. Use his kicks, punches, and slams — and your own impeccable timing — to save 'em! **Overall: 70%**

Battletoads & Double Dragon: The Ultimate Team (Tradewest for NES; strategy, 6#7). Video-game heroes unite in this cart — and the villains team up, too. Fans of both series can expect familiar action, plus new attacks. **Overall: 90%**

Bill Walsh College Football (Electronic Arts for Genesis; sports, 6#10). Including last year's top 24 college teams plus another two dozen all-time best, this one really shines. The overall effect is a more *exciting*, emotional game than *John Madden*. (4-Way Play compatible.) **Overall: 83%**

BioMetal (Activision for Super NES; strategy, 6#12). Your mission: Destroy the alien BioMetals within 32 hours. Die-hard arcade fans might find the stages short in this souped-up shooter, but the challenge makes up for it. **Overall: 70%**

Blaster Master 2 (Sunsoft for Genesis; strategy, 6#7). Jason's got evil radioactive mutants in his sights again, and his trusty vehicle SOPHIA is ready for more action. This one's entertaining even if you don't know the NES original. **Overall: 75%**

Bomber Man II (Hudson Soft for NES; review, 6#8). More explosive fun as you bomb your enemies into bits with this addictively fiendish puzzle game — not complicated, but challenging. Lots of levels keeps you hooked. It's a blast! **Overall: 67%**

Boxing Legends of the Ring [MA-13] (Electro Brain for Genesis and SNES; sports, 6#10). Eight of the best boxers fight it out in a cart that features huge characters and a first-person perspective. It packs a punch for boxing fans and novices alike. **Overall: 87%**

Bram Stoker's Dracula (Sony Imagesoft for Sega CD and Genesis; CD, 6#10, Genesis, 6#12). Jonathan Harker's out for blood in this movie adaptation. Sure, the graphics are nice, but these games really lack bite. **Sega CD: 66%; Genesis: 54%**

Cacoma Knight in Bizzyland (Seta for SNES; review, 6#10). A variation of the *QIX*, this one's a fun adventure with crisp graphics, three difficulty levels, a nice, simple concept, and a whole bunch o'puzzles. **Overall: 62%**

Captain America and the Avengers (Mindscape for SNES; review, 6#12). Basic when compared to other recent comic-book based games, but it has an old-time comic-book feel. Special moves keep it interesting. **Overall: 63%**

Championship Pool (Mindscape for SNES; strategy, 6#12). A little rough around the edges, but it has just about every game-play option you could want — and then some! Perfect for serious pool players who can't afford a table. **Overall: 79%**

Chi Chi's Pro Challenge (Virgin Interactive for Genesis; sports, 6#7). Its downfall is that is doesn't have any unique qualities to distinguish it. Average graphics, passwords instead of a battery back-up, and the absence of special shots do it in. **Overall: 40%**

Clay Fighter (Interplay for SNES; strategy, 6#10). The title's self explanatory, really: Playdough fighters take on formidable combat. Its quirky characters and settings work in its favor — and another player can jump in at any time with the "join-in" feature. **Overall: 87%**

Cliffhanger (Sony Imagesoft for SNES; review, 6#12). Stallone's movie becomes a sub-standard beat-up-the-bad-guys game that basically follows the same plot. The play control is sluggish and you can't save game progress, so it gets frustrating fast. **Overall: 40%**

The Combatribes (American Technos for SNES; review, 6#7). There are better fighting games out there than *The Combatribes*. There aren't many combat maneuvers as you try to find the top dog controller of all

NYC gangs by whomping your way to the top.
Overall: 49%

Cool Spot (Virgin Interactive for SNES; strategy, 6#9). Spot's personality pulls this one up from your typical Spot-rescues-fellow-Spot game. He leaps, he yo-yos, he keeps time to music. Cool, Spot. (Also available for Genesis.) **Overall: 84%**

Cool World (Ocean for SNES, strategy, 6#9). In this tedious action adventure — which could use a heavy dose of strategy — Jack Deebs tries to keep Holli Would and the rest of her cartoon Doodles from taking over the real world. (Also available for NES and Game Boy.) **Overall: 52%**

Cybernator (Konami for SNES; review, 6#8). The point is to dress up in a robot suit and blast everything in sight. But the effectiveness of the kill-'em-all pace is hampered by animated sequences explaining the mission. **Overall: 65%**

Daffy Duck: The Martian Missions (Sunsoft for SNES; strategy 6#12). Based on the cartoon "Duck Dodgers in the 24 1/2 Century," Daffy tries to keep Marvin from blowing up Earth in 20 levels of nonstop action, wacky humor, and excellent graphics. **Overall: 79%**

Defenders of Oasis (Sega of America for Game Gear; strategy, 6#7). Surprise! You're the only hope of a kidnapped princess. This RPG isn't too long, too difficult, or too serious. And there's just enough melodrama to keep you hooked between dungeon explorations. **Overall: 85%**

Double Dragon (Virgin Interactive for Game Gear; strategy, 6#9). It hasn't lost its charm even after all these years! The graphics won't disappoint you, although the movement could be a little faster. **Overall: 75%**

Dungeon Master (JVC for SNES; review, 6#11). This PC translation takes place entirely in one enormous maze, and you must meticulously map every inch. As you work deeper into the place, the puzzles get fiendishly difficult. **Overall: 69%**

Eternal Champions [MA-13] (Sega of America for Genesis; strategy, 6#11, special section, 6#12). An 11-fighter tournament that takes the best qualities of leading fighting games and adds new features. **Overall: 97%**

E.V.O.: The Search for Eden (Enix for SNES; strategy, 6#9). Work your way from lowly fish to upright life form in this primeval game — where only the strongest and fittest survive. *Very* inventive, *very* playable, *very* much fun. **Overall: 81%**

Ex-Mutants (Sega of America for Genesis; strategy, 6#8). The mutated remnants of mankind star in a standard side-scrolling action game. Dedicated fans of the comic book may find it a bit unrewarding — anyone else will just be bored. **Overall: 48%**

Family Dog (THQ for SNES; strategy, 6#7). Spielberg's cartoon is adapted with wry suburban humor as the Binford family pooch heads out for adventure. But his bark is bigger than his bite — the game looks good, but plays only fair. **Overall: 55%**

Final Fight 2 (Capcom for SNES; strategy, 6#7). Haggar's on the street again, this time with help. This is a great combat game — not as tedious as the first adventure, with huge characters, a lot of personality, new moves, and a two-player option. **Overall: 93%**

Final Fight CD (Sega of America for Sega CD; strategy, 6#8). Everything from the SNES version is here, plus extras from the coin-op version such as Guy, the hero you've seen only in arcades. Gotta love it! **Overall: 88%**

Fire N' Ice (Tecmo for NES; review, 6#9). A puzzle game without fancy graphics or play control — just an enjoyable game in which you push, create, and destroy various blocks of ice to extinguish the Flame Monsters. **Overall: 69%**

Football Fury (American Sammy for SNES; sports, 6#10). Fake teams, fake players, fake strategy. It's simplistic football without any realism or special touches. Keep it out of your playbook — life's too short to spend time on it. **Overall: 26%**

G-LOC (Sega of America for Genesis; review, 6#8). Head-on, in-your-face, shoot-'em-up action that's almost just like in the arcades. But your perspective is often from a rear or behind-the-plane view, which is really annoying. **Overall: 81%**

Gear Works (Sony Imagesoft for Game Gear; review, 6#10). Start with a screen full of pegs, on which hang two or more red cogs. Your goal is to hook up gears until all the red ones are turning. Challenging ... and more fun than it sounds like. **Overall: 74%**

General Chaos (Electronic Arts for Genesis; strategy, 6#10). Whether fighting the computer or head-to-head against other players, the principle is the same — two teams, one battlefield, and the last survivor wins. (4-Way Play compatible.) **Overall: 77%**

Global Gladiators (Virgin Interactive for Game Gear; strategy, 6#8). This translation of the Genesis game doesn't sacrifice much in the way of graphics or sound. The characters may be a little slower — but some players might consider that a blessing in disguise. **Overall: 80%**

Goof Troop (Capcom for SNES; strategy, 6#9). Goofy and Max embark on a quest to stop Keelhaul Peter from taking over Spoonerville. *Zelda* fans will feel right at home with this solid adventure that relies more on puzzles than action. **Overall: 74%**

Haunting Starring Polterguy [MA-13] (Electronic Arts for Genesis, strategy, 6#10). As the title ghost, you must scare the Sardini clan out of its house, room by room. A neat premise hampered by so-so graphics and repetitive game play. **Overall: 78%**

The Humans (Gametek for Genesis; strategy, 6#8). This game takes the *Lemmings* concept and warps it by basing the plot on the development of the human race. It's a structured and entertaining strategy game with a lot of humor. **Overall: 81%**

Software Etc. Top 10

Based on unit sales for October

1	*NHLPA Hockey '94* (Genesis)	Electronic Arts
2	*Mortal Kombat* (Genesis)	Acclaim
3	*Silpheed* (Sega CD)	Sega of America
4	*Mortal Kombat* (SNES)	Acclaim
5	*Joe Montana '93* (Sega CD)	Sega of America
6	*Aladdin* (Genesis)	Sega of America
7	*Street Fighter II Special Champion Edition* (Genesis)	Capcom
8	*Bill Walsh Football* (Genesis)	Electronic Arts
9	*The Seventh Saga* (SNES)	Enix
10	*Super Mario All-Stars* (SNES)	Nintendo

NHLPA Hockey '94

Mortal Kombat

Joe Montana '93 CD

Aladdin

Super Mario All-Stars

The Incredible Crash Dummies (Acclaim for SNES, review, 6#12). Travel through four zones — each with a time limit, multiple stages, a boss to dismantle, and a bonus stage. "Extras" like hidden screens help this one out. (Also available for NES and Game Boy.)
Overall: 68%

Indiana Jones and the Last Crusade (Ubi Soft for NES; strategy, 6#11). As in the 1989 movie, Indy is on a quest to find the Holy Grail and save his father, Prof. Henry Jones. It's not bad, but it's nowhere near as good as watching the video. **Overall: 52%**

Inindo (Koei for SNES; review, 6#7). Combines historic war games with traditional role-playing, all set in medieval Japan. It doesn't look or sound good, but it's a good-sized RPG with some nice surprises.
Overall: 60%

Jack Nicklaus Power Challenge Golf (Accolade for Genesis; sports, 6#7). It doesn't have the course-construction feature of the PC version, but it does have the standard golf features: three play modes and battery back-up. The screen redraws, however, are *endless*. **Overall: 61%**

Jaguar XJ220 (JVC for Sega CD; review, 6#8). Spin around 32 world race courses against a field of 19 top drivers. The graphics are fine, and the Jag easy to handle. It doesn't break new ground, but you can stay in the driver's seat for a good while. **Overall: 60%**

Jungle Strike (Electronic Arts for Genesis; strategy, 6#8). A worthy successor to EA's *Desert Strike* — in fact it's the same game... only different... with twice as many missions and a few extra vehicles to pilot.
Overall: 85%

Jurassic Park (Sega of America for Genesis; strategy, 6#11). In the huge sea of *JP* paraphernalia, this one stands out if for no other reason than it lets you rip into Dr. Grant as the raptor. Hey — sometimes, it's enough.
Overall: 74%

Jurassic Park (Ocean for SNES, NES, and Game Boy; special section). Dr. Grant loves dinosaurs — unless they're trying to eat him. So the paleontologist heads out for a little big game hunting — *biiggg* game.
SNES overall: 88% **NES overall: 69%**
Game Boy: 65%

Kendo Rage (Seta for SNES; review, 6#11). A solid game about *Kinjutsu*, the art of the sword. It has crisp graphics, a female heroine, and some interesting enemies — including a women's volleyball team with *very* deadly spikes. **Overall: 70%**

Kid Dracula (Konami for Game Boy; review, 6#7). *Kid Dracula* is just the sort of cutesy game that heads right for Game Boy. It's chock-full of big-headed, user-friendly famous monsters that won't give you nightmares. But for a platform-hopping game, it hums along well. **Overall: 71%**

Kid Klown in Night Mayor World (Kemco for NES; review, 6#7). Simple, but imaginative, this game for youngsters lets you save the rest of your clown family from an evil magician. It puts on a good show.
Overall: 58%

NOW PLAYING

King of the Monsters (Takara for Genesis; review, 6#12). Four super-monsters fight each other while being attacked by airplanes, tanks, and other weapons of war. But the whole thing seems generic: the fighters are alike, the cities are alike.... **Overall: 50%**

Kirby's Adventure (Nintendo of America for NES; strategy, 6#9). Based on characters from a Game Boy title, this one's geared toward younger gamers. But the unique attacks and tons of hidden bonuses make it a game to be enjoyed by all. **Overall: 82%**

Krusty's Fun House (Flying Edge for Game Gear; review, 6#8). A great game that not only captures the hysterical absurdity of the TV show, but also lets you kill rats in lots of inventive ways. (Also available for Genesis, SNES, NES, and Game Boy). **Overall: 81%**

Land of Illusion (Sega of America for Game Gear; review, 6#9). After you notice the great graphics, you'll realize that Mickey's as easy as pie to control, making it a blast to play. Alas — it's also too easy. (Also available for Genesis.) **Overall: 70%**

The Last Action Hero (Sony Imagesoft for Game Gear; strategy, 6#10). Not "action" after all — you collect tickets to help you collect the tools you need to finish a stage. It's more like the *Last* Strategy *Hero*," with puzzlers likely to be its only fans. Pitiful. **Overall: 19%**

Legend (Seika for SNES; strategy, 6#12). Two heroes try to keep an evil leader from taking over their land — whoa, sounds like an RPG to us! Its strength is in its moody good looks. But get used to those jump-kicks. You do them incessantly. **Overall: 80%**

GAME PLAYERS ULTIMATE

The Legend of Zelda: Link's Awakening (Nintendo of America for Game Boy; review, 6#11). Long overdue for Game Boy, this RPG has very good graphics and music that remain true to the series — and there aren't any signs that Nintendo scaled it down to fit it on Game Boy. **Overall: 90%**

Lemmings (Ocean for Game Boy; special section, 6#11). It's been on every system from PC to NES ... now it's Game Boy's turn to get this aging strategy game. If 100+ levels of fiendish puzzles sound like your idea of fun, take a walk on the wild side! **Overall: 62%**

Lethal Enforcers [MA-17] (Konami for Genesis; strategy, 6#11). Robberies, hijacking, drugs — now *this* is gaming! A faithful adaptation of the arcade hit with terrific digitized graphics and its own gun. Kill, kill, kill!
Overall: 84%

The Little Mermaid (Capcom for Game Boy; review, 6#7). An exact translation of the NES version, it's non-violent action makes it a great family game. The soundtrack includes songs from the 1989 Disney cartoon. **Overall: 73%**

Lock-On (Vic Tokai for SNES; review, 6#12). Combining air combat with ground-attack strike mission, the pace is fast — there are 22 enemies to destroy in your first mission! There's no password feature, however, so load up on weaponry! **Overall: 68%**

Mad Dog McCree (American Laser Games for Sega

More War!

Do you love the smell of napalm in the morning? Do you want *even more* war — the kind when you can blast away all day, but no one ever gets killed? The kind with lots and *lots* of big fiery explosions? In addition to the games featured in this month's cover feature, check out these games.

Desert Strike

Desert Strike (Electronic Arts for Genesis and SNES). The angle-on perspective of this four-mission game takes a little getting used to, but its combination of action and strategy proves irresistible.
Both systems, 87%

F-22 Interceptor (Electronic Arts for Genesis). Still the best flight sim ever made for a home video-game system. Our 1992 choice for Genesis Simulation of the Year, this one's just plane great.
Overall: 94%

Herzog Zwei (Sega of America for Genesis). Robot armies battle for control of the planet in this addictive game that ably mixes strategy and action. **Overall: 86%**

Jungle Strike (Electronic Arts for Genesis). The sequel of sorts to *Desert Strike* is more of the same — but that's not a bad thing. Just blow up lots of stuff in your Apache attack chopper.
Overall: 85%

P.T.O.: Pacific Theatre of Operations (Koei for SNES and Genesis).More for hard-core war fans than the rest, but there's plenty of action in the Pacific Theatre during WWII. **Overall: 77%**

F-22 Interceptor

P.T.O.: Pacific Theatre of Operations

CD; strategy, 6#9). Journey back to the Old West and then try to destroy everyone in it. The graphics aren't *quite* as good as in the arcades, but the full-motion video killin' is pretty fun. **Overall: 83%**

Madden NFL '94 (Electronic Arts for SNES; sports, 6#11). Teams and speed. 80 teams. Fast speed. Add an NFL license, new visuals, and full-season play, and terrific control. This one's got everything but solid artificial intelligence. **Overall: 87%**

Magic Boy (JVC for SNES; review, 6#12). As a wizard's apprentice, you've just made a drastic mistake in a spell and have turned cute critters into mean monsters. This puzzler challenges you to turn them back. A colorful, nicely done game. **Overall: 76%**

Mario Is Missing (The Software Toolworks for SNES; strategy, 6#7). A spin on *Carmen Sandiego* that's not bad fun. It's an excellent learning tool that gives Luigi a chance to star in his first game. Track down artifacts in major world cities. Great family fare. **Overall: 70%**

Micro Machines (Codemasters for Genesis; review, 6#12). Who needs hot asphalt when you can race across school desks and pool tables? There's no *way* you're going to tire of this game (no pun intended). Original, fun, humorous, and colorful! **Overall: 79%**

Mr. Nutz (Ocean for SNES; special section, 6#11). This irrepressible defender of the forest, already a cable TV star in the U.K., tries for the U.S. market in a fairly standard action adventure. Not bad ... but undistinguished. **Overall: 77%**

Monday Night Football (Data East for SNES; sports, 6#11). Here's a gridiron sim that doesn't take advantage of its recognizable license: limited digitized voice, poor cinema screens, and no NFL or player's license. Ick! **Overall: 43%**

Mortal Kombat [Sega versions MA-13] (Acclaim for SNES, Genesis, Game Boy, and Game Gear; strategy, 6#10). Bone-crunching action — and blood for the Segans! — makes this one of the top fighting games. Love those finishing moves!

SNES: 90% **Genesis, 90%**
Game Boy: 78% **Game Gear: 82%**

Mutant League Football (Electronic Arts for Genesis; sports, 6#7). The gridiron sim of *John Madden* with the carnage of *Splatterhouse* — whew! Perfectly balancing destruction and sports strategy, it's football for the mean-spirited! **Overall: 83%**

NFL Football (Konami for SNES; sports, 6#9). Impressive looking (Mode 7) and sounding (hot FX) ... but *NFL* is tackled at the scrimmage by jumpy animation and poor play control — it's just too hard to track your man. **Overall: 68%**

NFL Quarterback Club (Acclaim for Game Boy; sports, 6#12). Not a sports sim, but a competition of the NFL's top 13 QBs. Send your fave into four events that test his skills against the pack. Since players don't retain actual strengths and weaknesses, there's not much to it. **Overall: 48%**

NHL Hockey '94 (Electronic Arts for Genesis; sports, 6#11). The answer to a hockey fan's dreams — this cart features a NHL and NHLPA licenses, quicker goalies, and new offensive weapons. Icy bliss! (4-Way Play compatible.) **Overall: 91%**

NHLPA Hockey '93 (Electronic Arts for SNES; sports, 6#7). It may have some of the same features of the Genesis original, but it falls through the ice in game play and sound. It's not bad ... for an *SNES* hockey sim. **Overall: 61%**

Operation Logic Bomb (Jaleco for SNES; review, 6#9). Basically an action game, but there's a certain amount of reasoning required in this an overall strong, interesting game. Big flaw: a limited continue feature. **Overall: 66%**

Out to Lunch (Mindscape for SNES; review, 6#12). You're looking in 48 levels for ingredients for your famous soup. Once you find a vegetable or other item, cage it, then head off again. Nonviolent, sort of fun, and kind of clever. **Overall: 62%**

Outlander (Mindscape for SNES; strategy, 6#7). An action game with a grit-your-teeth, blow-'em-all-away attitude. Good first-person driving scenes and a post-apocalypse storyline. Truly intense — for your emotions and your thumb! (Also available for Genesis.) **Overall: 75%**

Outrun 2019 (Sega of America for Genesis; review, 6#10). Sure, the *car's* fast, but that's the only challenge in the game. You don't even race opponents — only the clock. The only special features seem to be afterthoughts. Blah. **Overall: 38%**

P.T.O. (Koei for Genesis; strategy, 6#10). Not quite up to the standards of Koei's other historic simulations, but armchair admirals will get a kick out of this warfare game involving the Pacific Campaign in WWII. (Also available for SNES.) **Overall: 77%**

Pac-Attack (Namco for SNES; review, 6#10). The Pac is back in a *Tetris*-type game with bright, colorful graphics. The two-player option is always short, however, because critters are *constantly* dropping, making it hard to plan future moves. **Overall: 67%**

Paperboy 2 (Tengen for Game Gear; review, 6#12). Deliver the local news while you dodge skateboarders, dogs, and other obstacles. If you liked it for other systems, you'll like this, too. But if you already own it, you don't need another. (Also available for Genesis, SNES, NES, and Game Boy.) **Overall: 47%**

PGA Tour Golf II (Electronic Arts for Genesis; sports, 6#7). Takes the original *PGA Tour* and adds a bunch of great improvements, including three new courses and dramatically improved graphics and sound effects. Not terrifically challenging. **Overall: 89%**

Prince of Persia (Sega of America for Sega CD; review, 6#7). This version of the popular game sets itself apart from the back with an lengthy intro/ending sequences, extra gore, and fast, admirable animation. (Also available for Genesis, SNES, and Game Boy.) **Overall: 74%**

Pugsley's Scavenger Hunt (Ocean for SNES; strategy, 6#7). Something different for the Addams clan — an original strategy game that takes young Pugsley from laboratory to attic. *Tres* weird atmosphere, and challenging without being impossible. **Overall: 85%**

Race Drivin' (Tengen for Genesis; review, 6#12). In general, *Race Drivin'* doesn't capture the realism and excitement of its arcade counterpart. But for armchair racers, it's worth your time to buckle up and give it a test drive. **Overall: 60%**

Raging Fighter (Konami for Game Boy; review, 6#8). A rare bird — an action title for Game Boy. The one-on-

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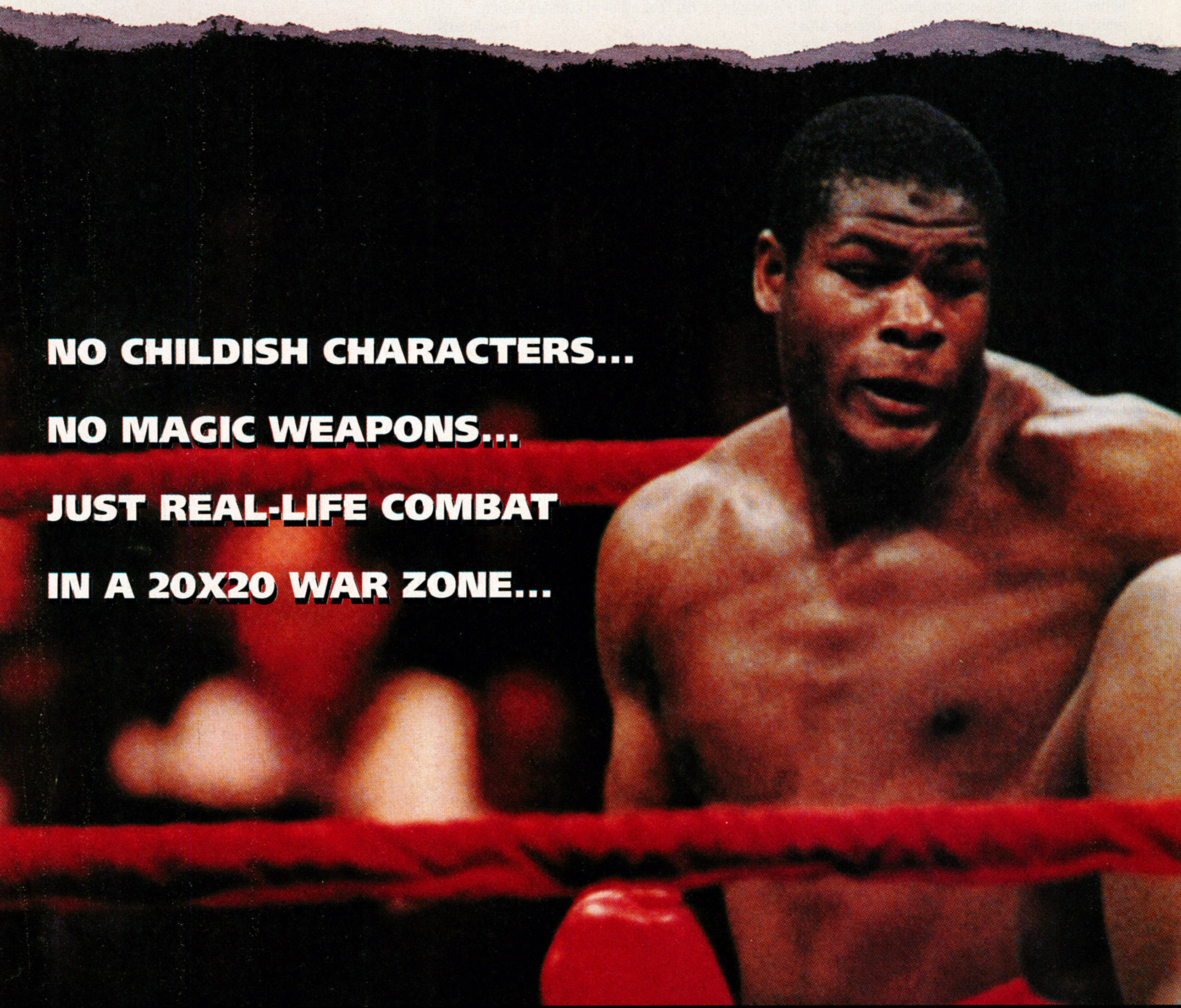

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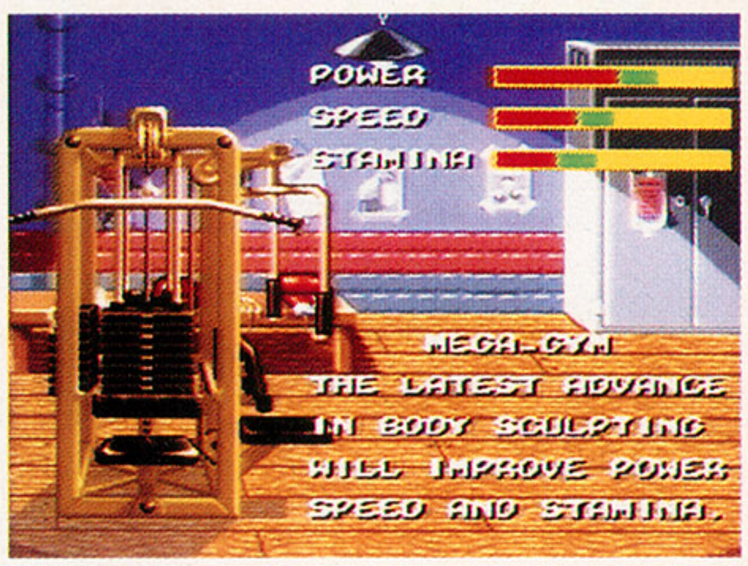

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one fighting has large characters, each with 20-40 attack moves. Players have a lot of options ... and a lot of combat ahead. **Overall: 79%**

RBI Baseball '93 (Tengen for Genesis; sports, 6#8). This is the *exact* same game as *RBI 4* (fall '92) with only minor changes such as a 1992 team roster. "Create your own team" and "fielding practice" options have also been added. **Overall: 72%**

Rex Ronan — Experimental Surgeon (Raya Systems for SNES; review, 6#12). If you want to learn of the dangers of smoking from a video game instead of health reports, here's the place to do it. *Rex* does a decent job decoding dull stats into an action game. **Overall: 63%**

Road Avenger (Renovation for Sega CD; strategy, 6#7). If you're into major-league explosions, *Road Avenger* is for you. Revenge is sweet — when it means tearing through the highway thugs who killed your wife. **Overall: 64%**

Rock n' Roll Racing (Interplay for SNES; review, 6#9). If you like hot, futuristic racing action mixed with heavy-duty firepower and topped off with a kickin' soundtrack, you're gonna love this one. Lots o' replay. **Overall: 80%**

Rocket Knight Adventures (Konami for Genesis; strategy, 6#7, review 6#12). This one gives you the classic game play that established Konami in the early days, as well as the 16-bit state-of-the-art technology of today. And hey — you're a possum! **Overall: 95%**

Rocky Rodent (Irem for SNES; strategy, 6#11). OK, you're a rodent in search of pizza. You're fast, and you're up against the mob. You also have an arsenal of killer hairdos. We're not making this up. Give it a go. **Overall: 71%**

Rollerblade Racer (Hi Tech Expressions for NES; review, 6#7). Skate up to four courses of rollerblading action — or at least *attempted* rollerblading action. Each course is a rehash of the one before; head outside before it's too late. **Overall: 31%**

The Secret of Mana (Square Soft for SNES; strategy, 6#12). Let's cut to the chase: here's one of the best SNES RPGs ever. It's huge, and the graphics are lush and large. The arcade-style combat is smooth and challenging. Don't miss it! **Overall: 93%**

The 7th Saga (Enix for SNES; strategy, 6#8). Another sprawling RPG from Enix, this one distinguishes itself because the game follows slightly different paths depending on which of the seven characters you choose — unheard of replay value! **Overall: 88%**

Sherlock Holmes Consulting Detective Vol. 2 (Sega of America for Sega CD; review, 6#11). The second in the series is basically the same as the first — digitized video of actors revealing clues to solve mysteries. Once you've solved them — or maybe even before — you're through with this game. **Overall: 61%**

Shining Force (Sega of America for Genesis; special section, 6#9). You and your party of adventurers must fight off *battalions* of Runefaust soldiers to reach the evil Darksol in this shining example of an RPG, the sequel to *Shining in the Darkness*. **Overall: 94%**

Shinobi 3 (Sega of America for Genesis; strategy, 6#9). The Musashi-nator returns! There's no kidnapped girlfriend to distract you this time — it's just you against the forces of evil. The third adventure is ninja action ... in spades. **Overall: 81%**

NOW PLAYING

Side Pocket (Data East for SNES; strategy, 6#12). *Side Pocket* is slick, with excellent graphics of both the table and the between-round babe. But despite its easy interface, it's not really a pool *simulation* — just a fun distraction. **Overall: 87%**

Silpheed (Sega of America for Sega CD; strategy, 6#12). This one's translated from the smash PC arcade shooter — and we mean "shooter." Invest in an autofire controller: You can't let up until Earth's back in friendly hands. **Overall: 84%**

Sonic Chaos (Sega of America for Game Gear; strategy, 6#11). Dr. Robotnik's after emeralds and Sonic's after rings. Some things never change. Tails is around in this one, too, but only Sonic can reach the special, emerald-laden levels. **Overall: 84%**

Sonic Spinball (Sega of America for Genesis; strategy, 6#11). Forest creatures are enslaved in a giant pinball machine. Naturally, it's Sonic to the rescue, complete with a new Super Spin Attack. Definitely different. Definitely fun. **Overall: 87%**

Speedy Gonzales (Sunsoft for Game Boy; strategy, 6#9). The Mexican mouse gets his first starring role, but guess what? He's rescuing kidnapped friends. Lots of levels, easy play control, and a continue option keep you playing. **Overall: 73%**

Robot Carnival

So you've already beaten all three new *Mega Man* games. But you're still hungering for more mechanical men. What's a fan to do? Rent a copy of *Forbidden Planet* and start playing some of these adventures:

* ***B.O.B.*** (Electronic Arts for SNES and Genesis). You play an endearing little robot cruising the 40+ levels of the universe. **Both systems, 70%**

* the ***Bomberman*** series (Jaleco for NES and SNES). This persistent little robot bombs his way through level after level of blocks and enemies. The multi-player option for the SNES pushes it near the top. **NES: 73%; SNES, 87%**

* ***RoboWarrior*** (Jaleco for NES). This old NES title takes Bomberman outside. Sure you blow up tons o'bushes, but there are treasures to find and hidden doors to uncover, too. **Overall: 73%**

* ***Super Baseball 2020*** (Tradewest for SNES). Robots take to the field in this baseball-like sport in which humans and robots play armored ball. The SNES version is superior to Electronic Arts' Genesis game. **Overall: 79%**

Spellcraft (ASCII for SNES; review, 6#12). A *good* game, but fairly generic — and dated. The easy "cookbook" approach to spellcasting is nice, but that's really its only original element. It can't compete with more up-to-date RPGs. **Overall: 61%**

Spider-Man 3: Invasion of the Spider-Slayers (LJN for Game Boy; review, 6#9). LJN's third GB *Spider-Man* is true to the comic books — so true that you can find clues in Marvel's *Amazing Spider-man* issues 368 to 373. But the graphics and character movements could sure use some refining. **Overall: 45%**

Spider-Man and X-Men (Flying Edge for Genesis; strategy, 6#11). A terrific concept turns into a not-too-good game. When three X-Men disappear, Spidey and the crew try to spoil the plot. Too hard to continue, and you have to repeat the first boring level too often. **Overall: 55%**

Splatterhouse 3 [MA-13] (Namco for Genesis; strategy, 6#8). Now that you're a family man, you might think your demon-days are over. Think again. The nightmare's back in this gruesome game and the blood flows freely. **Overall: 75%**

Star Trek: The Next Generation (Absolute for NES; review, 6#11). A decent space-combat simulator, it's not bad. But as a translation of the TV series, it falls short. Who cares what Piccard says — kill the alien races! *All* of 'em! **Overall: 50%**

Street Fighter II Turbo (Capcom for SNES; strategy, 6#10). This time around, your opponents know new moves and use the old ones in new ways — and you've never had *this* kind of speed before. You control the bosses, too. **Overall: 97%**

Street Fighter Special Champion Edition [MA-13] (Capcom for Genesis; strategy, 6#11). The Genesis version was worth the wait—not only do you get all-new moves, but you can also play bonus stages missing from the SNES version. **Overall: 96%**

Strider Returns (U.S. Gold for Genesis; strategy, 6#8). This *Strider* just emphasizes the overall action and entertainment of the series. With a new "sweep" sword, Strider can really clean up — but purists can use the original instead. **Overall: 72%**

Summer Challenge (Accolade for Genesis; sports, 6#9). Ten players compete in eight different Olympic events, a good mix of simple and dauntingly complex. It's something to try if you can't make the cut for Atlanta. **Overall: 58%**

Super Aquatics (Seika for SNES; review, 6#9). The *James Pond* Aquabats make their crossover debut on SNES in a twist on Olympic-competition games. It's amusing — but not as exciting as a true sports sim. For one or two players. **Overall: 56%**

Super Baseball 2020 (Electronic Arts for Genesis; sports, 6#12). Unlike the SNES version, this translation of the NEO-GEO robotic-baseball game uses "crackers" — land mines placed on the field. The graphics aren't much, though. **Overall: 64%**

Super Baseball 2020 (Tradewest for SNES; sports, 6#8). Don't look for *true* baseball: just grab some humans and robots and play (armored) ball. It's the ideal game if you're looking for mindless fun, and you don't want to get mired in stats and strategy. **Overall: 79%**

Super Black Bass (Hot-B for SNES; review, 6#8). Well, first you've got to want to fish — but not actually in the water. Once that's out of the way, you'll find everything nearly perfect in this simulation. If you enjoy the sport, you'll enjoy the game. **Overall: 93%**

Super Bomberman (Hudson Soft for SNES; strategy, 6#10). It may be based on an old NES puzzle game, but the multi-player option turns this into an awesomely addictive blast. Once you and your friends tie into a few rounds, you'll be hooked. (Multi-Tap compatible.) **Overall: 87%**

Super Caesar's Palace (Virgin Interactive for SNES; review, 6#8). Grab $2,000 and tempt fate with video poker, Red Dog, slots, horse racing, craps, blackjack, roulette, and keno. That password feature isn't the only reason you'll be coming back. **Overall: 80%**

Super Empire Strikes Back (JVC for SNES; strategy, 6#12). This *Super Star Wars* sequel boasts the same fantastic graphics and movie-quality soundtrack of the first. You go from Hoth to Degobah to Cloud City until you take on Darth Vader *mano-a-mano*. **Overall: 85%**

Super High Impact Football (Acclaim for SNES; sports, 6#8). If you demand strategy from your football video games, this probably isn't for you. But if you're looking for a excuse to kick in someone's teeth, why not do it on the gridiron? **Overall: 72%**

Super Ninja Boy (Culture Brain for SNES; review, 6#9). If you enjoy big quest games that take a while to finish, but you want more action out of the experience, try this one. It's not bad fun to play, and the fights are interesting. **Overall: 65%**

Super Off Road: The Baja (Tradewest for SNES; review, 6#11). A realistic simulator set on the track of off-road's most prestigious event. Listen to Ivan Stewart's advice, then go head-to-head with the competition, or compete against a "ghost" of another player's route. **Overall: 72%**

Super Turrican (Seika for SNES; strategy, 6#7). Springing from the you-vs.-a-horde-of-evil-aliens genre, the game is superior to standard side-scrolling shooters. The search for the lots 'o hidden stuff becomes a game within a game. (Also available for Genesis and Game Boy.) **Overall: 64%**

NOW PLAYING

Super Widget (Atlus for SNES; strategy, 6#8). Guide the little purple transformer through 12 levels of galactic action, using strategy to decide how best to adapt your purple alien. It's an easy game in the *A Boy and His Blob* mode. **Overall: 65%**

Surf Ninjas (Sega of America for Game Gear; strategy, 6#10). It has a good share of action, and icons and special items help you on your quest, which follows the movie plot. But all in all, *Surf Ninjas* winds up beached. **Overall: 57%**

Taz-Mania (Sunsoft for SNES; review, 6#7). Not a translation of the more complex Genesis adventure — in this one, you simply maneuver Taz at high speeds while he gobbles stuff down. Not much variety, to say the least. **Overall: 63%**

Technoclash (Electronic Arts for Genesis; review, 6#9). Although it's basically an action game, there are hefty RPG and adventure elements. Loads of spells, and a neat two-player mode that lets you play with the computer. **Overall: 61%**

The Terminator (Mindscape for SNES; strategy, 6#8). Remember when The Terminator was a *bad* guy? That's the (only) hook for this game, in which the killing machine trails you from nuclear-devastated 2029 through 1984's gritty urban landscapes. **Overall: 40%**

Tesserae (Gametek for Game Gear; review, 6#9). You jump tiles in this puzzle game — lots and lots of tiles, all different colors, until you clear boards of them. It's a solid game with a lot of replay value, but the learning curve's a little steep. **Overall: 66%**

Time Gal (Renovation for Sega CD; strategy, 6#7). Japanamation is the attraction here, as well as a lithe, gymnastic, laser-pistol-armed, able-to-stop-time heroine. Randomly reversed stages add challenge to the 16-level adventure. **Overall: 68%**

Time Killers (THQ for Genesis; strategy, 6#12). This translation of the coin-op hit has smaller characters, and the graphics have suffered a little, but little else differs. Eight warriors from throughout the ages mix it up. Come out fighting! **Overall: 58%**

Tiny Toon Adventures: Buster Busts Loose (Konami for SNES; strategy, 6#7). Buster loves Babs. Buster rescues Babs. Again. They're not rabbits, they're sheep! But no, really, this one's got a lot of variety, and the novice level lets beginners gently break in. Good family fare. **Overall: 86%**

Tom & Jerry: The Movie (Sega of America for Game Gear, strategy, 6#12). Rooted in the cat-bash-mouse tradition, *T&J* captures that Saturday morning spirit with cartoony graphics and hectic, bounce-back violence. Not much originality, though. **Overall: 44%**

Tony Meola's Sidekicks Soccer (Electro Brain for SNES; sports, 6#11). A super-fast paced, 8-meg simulation for one or two players that's also easy to learn. There's a wide diversity of scoring, but defensive play falls short. **Overall: 72%**

Top Rank Tennis (Nintendo of America for Game Boy; sports, 6#9). *Top Rank Tennis* is a great game — it's just hard on the eyes. It gives you lots of interesting features, a behind-the-near-court-player perspective, and solid sound. But bring your glasses! **Overall: 78%**

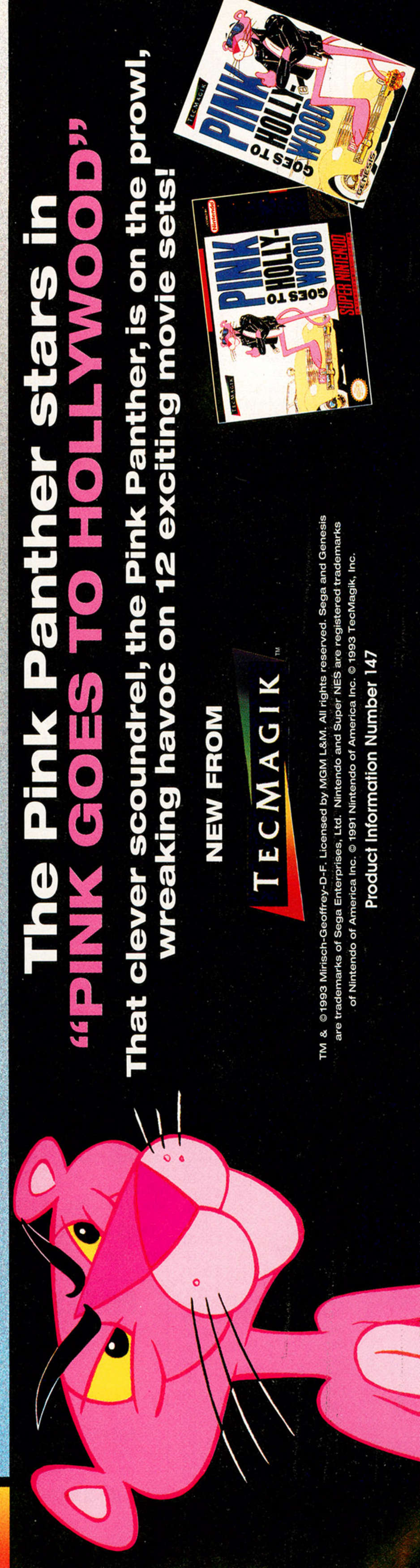
Top Gear 2 (Kemco for SNES; review, 6#11). A great racing game has been made better, with 64 tracks and 16 countries. You can race on the full screen even in one-player mode this time around, and the split-screen two-player mode's still *hot*. **Overall: 85%**

Troddlers (Seika for SNES; strategy, 6#8). Another *Lemming*-esque game, although this one lets you play around with blocks. It's good — sometimes even challenging. But it desperately needs some laughs. **Overall: 60%**

Utopia (Jaleco for SNES; review, 6#9). No standout in the resource-management sims. Technically, it's only average, and the combat portion of the game — the one thing that makes it more than just a *Sim City* clone — is more frustrating than challenging. **Overall: 52%**

Veediots (THQ for SNES; strategy, 6#10). Based on episodes such as "Marooned" and "The Boy Who Cried Rat" from the TV series, this one really captures the mood of the bizarro cartoons. Lock up your common sense and just enjoy the ride. **Overall: 71%**

WarpSpeed (Accolade for Genesis; strategy, 6#8). One of the better sci-fi romps, *WarpSpeed* combines solid strategy with fast-paced action. Plot routes to enemy



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hangouts, perform rescue missions, and whup some space butt. Not a bad day's work! (Also available for SNES.) **Overall: 85%**

We're Back — A Dinosaurs' Story (Hi Tech Expressions for SNES; review, 6#12). Time-traveling dinosaurs hit New York in this cartoon adaptation. The lighthearted action isn't too elaborate, and several difficulty levels help even the odds. **Overall: 59%**

Where in Time Is Carmen Sandiego? (Hi Tech Expressions for SNES; review, 6#9). Step into a time machine to track down Carmen and her cronies as well as the artifacts and landmarks they've stolen. Hey — you might also learn a thing or two. **Overall: 68%**

Wimbledon (Sega of America for Genesis; sports, 6#12). Not just normal tennis, but *feature-filled* tennis. You can alter the color of the ball, give it a 3-D look, test the flight path of every serve ... oh, yeah, you can actually *play* the game, too. **Overall: 81%**

Wing Commander: The Secret Missions (Mindscape for SNES; strategy, 6#10). Improved game play helps this sequel, but some die-hard fans of *Wing Commander* might not like changes in piloting the *Claw* or taunting the enemy. **Overall: 82%**

The Wizard of Oz (Seta for SNES; review, 6#12). If you're going to base a game on a movie, would you mind sticking to the plot?! This game has new action, while scenes such as the tornado are just filler cinema screens. Get with the program! **Overall: 57%**

Wolfchild (JVC for Sega CD; strategy, 6#7). Here, you've got ten levels of fine graphics. There's no new game play — although we like that cellular mutation plot — but it looks great enough that the levels seem to zip by. (Also available for SNES.) **Overall: 67%**

World Soccer '94: Road to Glory (Atlus for SNES; sports, 6#12). *Soccer '94* has just about every feature you could wish for — even an indoor soccer mode! The graphics aren't great, but the number of options and fantastic replay make it a treat. **Overall: 81%**

World Heroes (Sunsoft for SNES; strategy, 6#11). An improvement on the arcade game, this brawler lets you travel by time machine to fight seven battles against opponents from different eras. Its drawback is that there are only eight matches. Ever. **Overall: 83%**

WWF Royal Rumble (LJN for SNES; strategy, 6#8). The wrestling gurus at LJN top themselves by stuffing even more characters, even more features, even more *everything* into *Royal Rumble*. Stare at it in awe! Whoo! **Overall: 94%**

WWF: King of the Ring (LJN for Game Boy; strategy, 6#12). This title has only one purpose: to pit wrestler against wrestler, with no holds barred. If your heart races at the sight of a beautiful body slam, here's your key to hours of fun. **Overall: 73%**

Yoshi's Cookie Nintendo of America for NES; review, 6#9). A follow-up of sorts to *Tetris*, you rotate rows of cookies to match new ones coming from the top and the right. That's it, but it quickly gets *very* challenging. **Overall: 92%**

Young Merlin (Virgin Interactive for SNES; strategy, 6#12). If you're looking for a game that's both different *and* good, check out this sleeper. Part action, part RPG, part puzzler, every part of *Young Merlin* looks great and plays even better. **Overall: 88%**

NOW PLAYING

Zen Intergalactic Ninja (Konami for NES; review, 6#8). This environmental ninja has himself a fairly original game. There's enough variety to keep the action enjoyable, and it never lets its message get preachy. Needs more violence, though. **Overall: 68%**

Zombies Ate My Neighbors (Konami for SNES and Genesis; SNES strategy, 6#7; Genesis strategy, 6#12). A video game of just about every B movie every filmed, you need a warped sense of humor to enjoy killing with a weedeater, but we've got that. More than 40 levels keeps you busy. Tell Tongue Jr. we said hi.

SNES: 85% **Genesis: 85%**

Don't **waste** your **money** on a a game you're going to **hate**. **Now Playing** is updated each month, so be sure to read it – ***before*** you **buy**. Or don't say we didn't **warn** you!

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STD

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* Moves from Street Fighter II CE ™ are based on media reports since the game was not released at the time of production.

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Product Information Number 110

JAM

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