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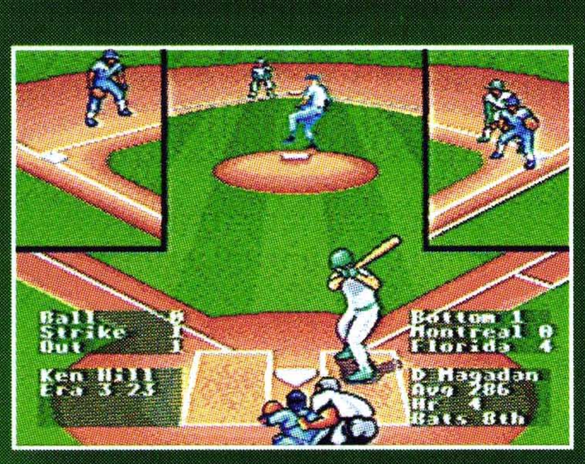

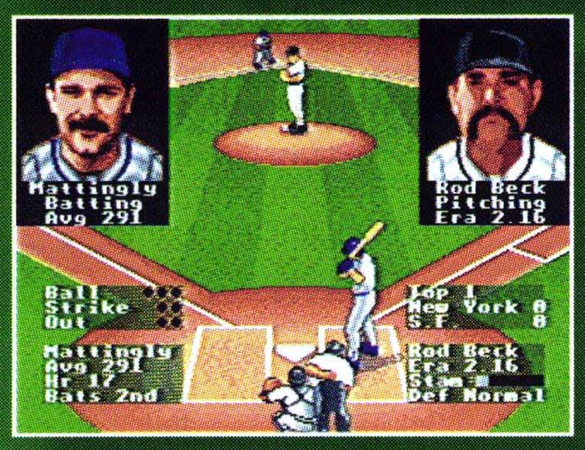

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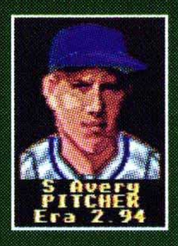

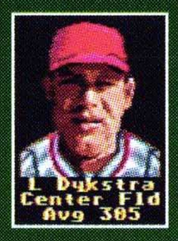

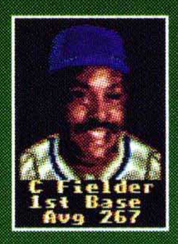

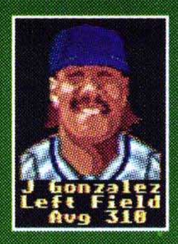

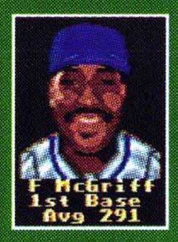

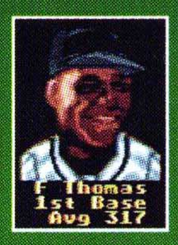

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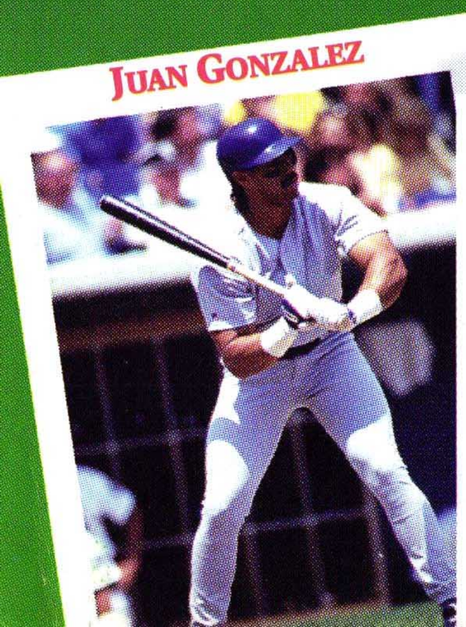

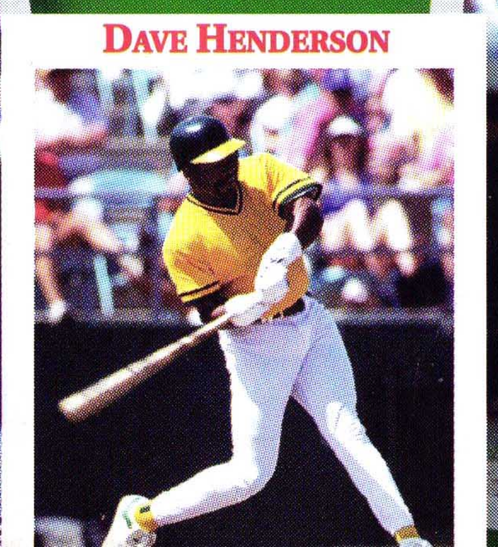

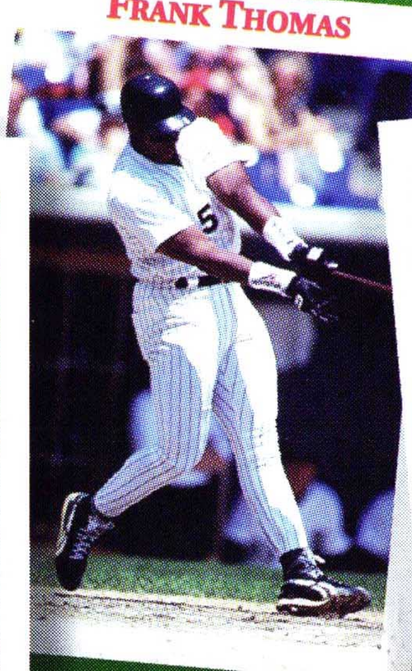

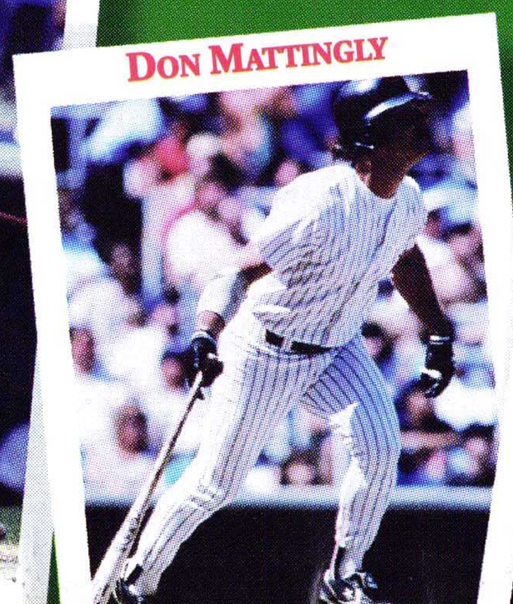

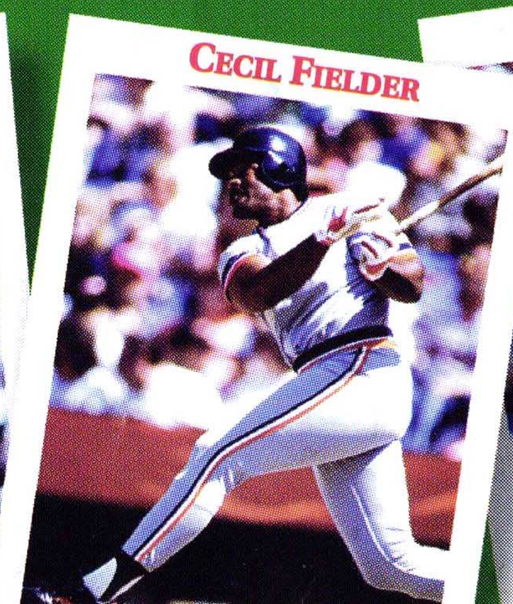

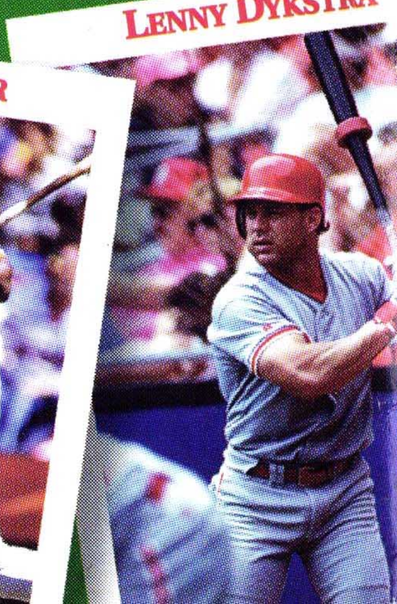

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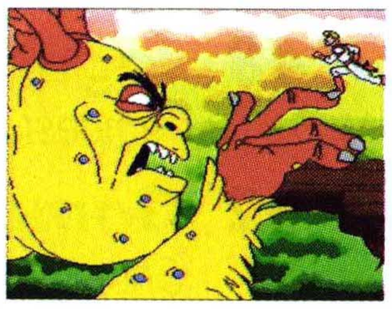

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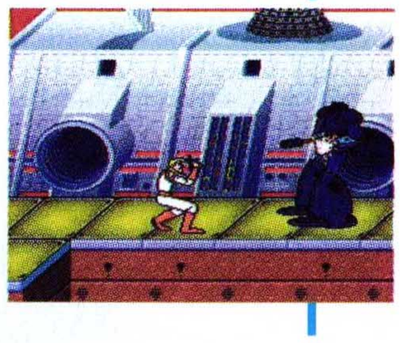

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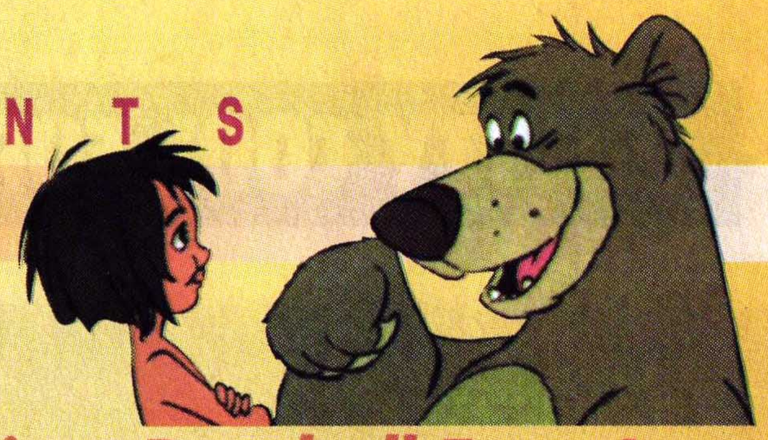

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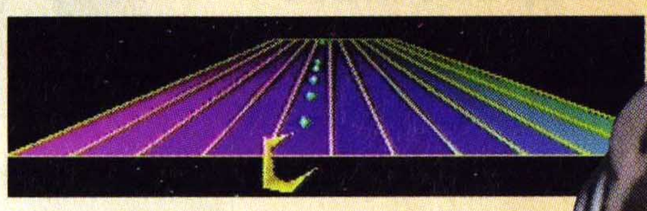

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Game Informer MAGAZINE
NINTENDO • SEGA • TIPS • STRATEGIES

May/June Issue 1994
Volume III, Number 3

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

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

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Letters From Our Readers: Dear GI™

Questions, questions, questions!

I have been hearing about Sega's Saturn System coming out next year. Now I find out that my practically new and expensive Sega CD system is not going to be supported anymore from Sega of Japan. Oh, sure, Sega of America is going to support it still, but the support in Japan before the Saturn System was almost non-existent. Now they're going to take away that support and I am supposed to be happy? I am not at all happy!

If Sega thinks I am going to buy their Saturn System, they can kiss my @$$ because I, and the majority of the other people I have talked to, am not. The Saturn isn't even downwardly compatible, as it stands. I can understand moving on to more advanced systems. After all, that's what brought us the Genesis and the Sega CD. But, even when the Super Nintendo came out there was, and still is, support for the NES. You can't just ignore a system that's been on the market for only about three years! Especially when you were practically ignoring it when it was your premier system!

I'll buy Project Reality before I buy Saturn. I refuse to be screwed over by Sega again.

If you're as upset as I am, send a letter to Sega today. Sega usually replies to your letters, but it takes about two months. Sega's address is:

Sega of America
130 Shoreline Dr.
Redwood City, CA 94065

Thomas C. Bitsky Jr.
Lemont, IL

Those are some pretty strong sentiments, Thomas. However, I'm not really sure they're fair. When video games got their second life back in 1985, video games weren't that big but continued to grow over the following years. As an industry grows, more and more people become "cutting edge", and these people demand more and more all the time, similar to the computer industry. So for Sega, Nintendo, or anybody else to keep on that edge they've got to spend millions of dollars on R & D and produce new systems fairly regularly. Luckily, for our industry the average is more like 5 years between each new system. (i.e. SNES-1991 to Project Reality-1995: Genesis-1989 to Saturn-1995) That's not so bad. Yeah, so the Sega CD came out only a year and a half ago. It's still around and will continue to be. Sega won't leave you out in the cold. Just like Nintendo won't leave SNES owners with their controllers in the wind. Actually, we don't think the SNES, Genesis, or Sega CD will be outdated until 1998. That's a lot of time for a lot of new games.

Wondering...

I was wondering..... Where the heck is the SNES CD? I've been waiting for a year now. Last year they said it should be out in 1993, then I heard it was gonna be out in 1994. So which is it?

How can I get more information on the Atari Jaguar? Is Mortal Kombat II coming to any home system? What are Silicon Graphics gonna' be doing with Nintendo of America?

Chris Stinton
Louisville, KY

Chris, Nintendo is not making a CD player. Project Reality, Nintendo's most recent venture with Silicon Graphics, has been announced to be a cartridge-based 64-bit system. However, this system won't become a reality until 1994 in the arcades and 1995 in the home. So for now, I would think about "Mortal Kombat II" from Acclaim, which will be available this Fall, and Atari's Jaguar. Here's the address to write to for more information, or just keep a watchful eye on old Game Informer. We'll keep you updated:

Atari Corporation
1196 Borregas Avenue
Sunnyvale, CA 94089-1302

Tips & Codes

I love your magazine!! It's the only one where I can find the magazine somewhere hidden in the ads. Plus you have actual reviewers, codes, and moves for my favorite games. (It doesn't just give me some pictures, say MORTAL KOMBAT is "good", and forget about it for the rest of the year). I like your reviewers and hope you guys keep being as awesome as you are.

Andy "The Game Joven" Martha
Waterman, IL

I'm a fairly new subscriber to your 'zine and of all the others I subscribe to or have read, yours is simply the best! But I have just one question that's been bugging me, how the heck do your other readers come up with those cool tips for their cartridges?!? I hope you can answer my question as it boggles my mind!

Marc Bruno
Elk Grove Village, IL

Thanks Mark and Andy. We think Game Informer is cool, too! As far as the tips are concerned, most people come up with their codes by trial and error. It boggles the mind, doesn't it?

Nintendo 8 & 16-Bit

I would very much like to know to where do I write concerning the possibility of there ever being a Nintendo system that plays both 8-Bit and 16-Bit games. When I received my 8-Bit Nintendo back in '89. I was really amazed by the graphics, sounds, memory capacity, playability, and the complete difference between it and my former Atari. I enjoyed my Nintendo very much. Then, I began collecting games and now have reached a number between 50 and 100. However, now I am interested in the Super Nintendo and its 16-Bit action, sound, graphics, and newer games. I surely can't be the only person with this problem. It's just not right that just when I think I got the best there is, poof... out comes the better system and I'm stuck with second best. So please, if there is any chance or hope at all that I might someday actually have a shot at having the best without having to give up what I already have, write back to me and tell me so. I very much need to be able to settle this problem and put the whole matter behind me as soon as possible.

Richard H. Mosebar
San Jose, CA

What problem? Nintendo is still fun to play. And if you keep those games and old systems it could be fun for years to come. There's nothing quite like diggin' out an old system, like..ohhh let's say... Colecovision, and pluggin' in those ancient games and having a ball. As far as a system that plays both, who needs it? I'm sure it would cost more than the regular SNES system. I say you go buy a SNES or whatever system floats your boat, and then run the RF boxes in a circuit. Then you can play them both, whenever you want. But, if you don't want your old NES system, there are many companies that purchase previously played products.

What's up with Night Trap?

I'm really mad at what happened to Night Trap for Sega CD. That was one of the best games I ever played. I never bought it. I just rented it. Then, when the news came out that it was being banned from the market, I got so steamed that I would never to able to play it again. Then I saw it at this store, the last one left, and since it was banned from the market for violence, my mom wouldn't let me get it. (It was probably the last one on the shelves). Why can't Sega make an edited version or something? It's not fair to ban a game from the market when it has already been on the shelf for a year. I loved that game and now I'll probably never get to play it again. Isn't there something that can be done?

Keith McVeen
Hoffman Estates, IL

I wouldn't worry about not being able to find the game, Keith. Certain companies will have the game for years to come. Besides, who knows? Sega could be working on an edited version right now.

Point of View!

When I recently received your Jan./Feb. issue, I was disappointed in some of the letters you printed. Mortal Kombat is a good game, but I just don't prefer blood-and-gore type games. I think games don't have to have a high blood content to be fun. I have played many video games, and I didn't care for blood-and-gore. Why not just have a game where robots are the combatants? Clay Fighter was an excellent game with cool music and super graphics, and most of all, no blood and gore. It was just clay fighting clay.

Greg Stanis
Spring Still, FL

We would have to agree. All games come down to how fun they are to play and not how they look, but it doesn't hurt if a game looks cool. If you don't want blood and gore, then watch for Rise of the Robots and Juggernauts, coming out later this year. They both feature high-tech robots with street-fighting playing styles.

(Dear GI continued on page 30)

Letter From The Editor By Andrew McNamara

The world of video games has been hazy as to who holds the top title, Genesis or Super Nintendo. Within the last year, both Nintendo and Sega have claimed to have the largest share of the prime 16-bit market. The winner while still unclear, is rather obvious. Only Nintendo begins 1994 with a new marketing approach (if you haven't seen it yet, don't worry it's coming), and some upper management changes. Now, I'm not trying to take any pot shots, but I would have to say Nintendo lost a large amount of ground to Sega this last year, and I think Nintendo knows it. However, it could be the best possible thing that could have happened to the video game business. Think about it. If Sega hadn't come along and toppled Nintendo, we would all still be playing the same rehashed video games over and over. Innovative games with unique designs come out of competition, and right now we have one heck of a fight going on. Sega's taken the top seat, and Nintendo's got to take it back.

There are, of course, a couple concessions I would like to see Nintendo make as they embark into this new era. First of all, I think Sega proved that you can license "game enhancers" and not affect your software market. Secondly, take a look at the long-term video game player. These players demand realism and exact translations of arcade titles, not watered down look-a-likes. (With the inevitable universal "rating system" on the horizon, I don't see this as a horrible request.) Then of course my final plea would be that you send advance versions of your games to the publications. By waiting until the game is released you not only reduce the visibility of your software, but also keep the public from knowing which games they should run out and buy, or avoid at all costs.

However, Nintendo isn't the only company making mistakes that need to be corrected. Sega has managed to make a complete mess out of their multi-player adapters. Take a look at the situation as it stands now. The 4-Way Play from Electronic Arts only plays EA games and a few others from select companies. While Sega's Team Play, which allows up to five players, is not compatible with all the classic EA Sports titles, but is compatible with all their titles and many of the third party licensee games, including NBA Jam. Sound confusing? Well, that's because it is. Of course, the worst part about this whole scenario is that you, the consumer, basically has to buy both if you want to play all the really cool games. That, my friends, is ridiculous.

Sega, learn something from Nintendo... make everything standard. Use your power as a governing body to make game manufacturers produce games compatible with both the Team Play and 4-Way Play. It's the only way to stop this confusion and give the consumer a fair scrape.

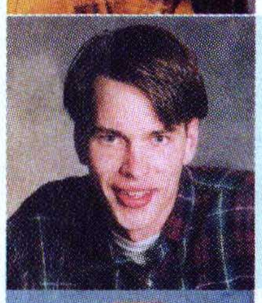
Nintendo, learn something from Sega... take advantage of your resources. Don't limit your market and keep your horizons open. Use this little drawback as a springboard to reiterate your position as the top dog.

If these two companies don't take advantage of their positions, and continue to set the pace, there are many companies out there right now that can see the future and the past, and aren't afraid to take control.

Meet The Reviewers

Andy, The Game Hombre´

"I'm glad to see winter gone, except for the fact that I can't snowboard any more. But there's always plenty of vids to play and things to do. This issue had a number of excellent games, like *Tempest* (this has got to have the best soundtrack I have ever heard), *MLBPA, Star Trek, Equinox, Dune II,* and, of course, *Sub-Terrania.* All these games are mint and deserve a look. Sorry the list was so long, but what can I say?"

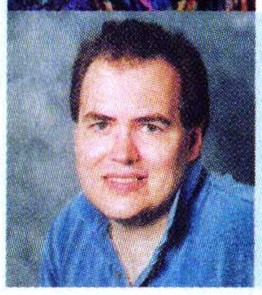


Paul, The Pro Player

"One good thing about this issue, other than some killer baseball games, is that it kinda' marks the beginning of summer, and that means gearing up for the SCES. See ya' Sega, you'll be missed there. My picks for this issue include, *MLBPA Baseball, Tempest 2000* (awesome soundtrack!), *Art of Fighting 2,* and *Sub-Terrania.* ST is gonna take many gamers by surprise."

Ross, The Rebel Gamer

"With the snow gone and the weather warming up, I may find myself just lying in the sun and enjoying every minute of it. But, with the coming of summer, comes another season of mosquitoes and all those other intolerable bugs. This issue had only a few games that stood out above all the others. I enjoyed *Dune II* (my wife did as well), *Star Trek: TNG*, and *Sub-Terrania*. The one that stands out the most is definitely *Tempest 2000* on the Jaguar. Awesome baby!!!"



Rick, The Video Ranger

"Hi, video gamers. I've been teaching my kids some sports video games and getting outside a bit now that it's warming up, playing some *NBA Jam* and following my favorite basketball team, the Minnesota Timberwolves.(Hey, I live here.) Best vids in this issue are *Mutant League Hockey* and *Total Eclipse.*"

How The Games Are Rated:

GI reviewers rate games in six categories:

- *Concept*
- *Graphics/Animation*
- *Sound*
- *Playability*
- *Entertainment Value*
- *Overall Rating*

We use a scale from 1 to 10.

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

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Attention!

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

Corrections

In our story concerning Project Reality (Tech Talk, page 19) we misspelled Peter Main, and credited the picture of Jim Clark to Peter Main. Whoops!

Audiophile, an official sponsor of *Game Informer Magazine*, makes its ***Multi-Media Speaker Systems*** available to the gaming public. The 10A satellite speaker system (amplifier included), adds a whole new dimension to your interactive games. For more information on Audiophile's Satellite speakers and sub-woofers please write to: David Hersk; Audiophile; 7416 Washington Avenue; Eden Prairie, MN 55344 Dealer Inquiries welcome!

DUNE II: The Battle for Arrakis

"He who controls the Spice...
...controls the universe"

Where there's spice, there's worms

On the desert planet of Arrakis, the war for Spice has raged for hundreds of years. Our story, however, is prequel to the original Dune chronicles and takes place in the past. The story revolves around the once great Emperor Fredhrick VIII. This once-powerful ruler has watched his dominion quickly crumble beneath him, as his vile brother has stolen most of the known Galaxy from him. His only hope to gain control is to enlist the help of the treacherous Space Guild. But the Space Guild costs money, and Fredhrick quickly finds himself in debt. His only chance to repay them is to regain power of the one known source of the Spice, Dune, the planet Arrakis. Otherwise he will lose the universe forever.

According to the Emperor's scheme, the House that produces the most Spice in one year's period will rule the planet. You can assume the role of the trustworthy House Atreides, the mysterious House Ordos, or the brutal House Harkonnen. Your objective is rather simple, but completing your goal won't be easy. You must create your own outpost, capable of supporting itself, repelling opposing forces, and mining the valuable Spice. To do this you must create weaponry, vehicles, and vital facilities that will ensure constant mining. If that's not enough to keep you busy, you'll also encounter known and unknown forces that will do anything to stop you.

House Harkonnen

You have your choice of three houses to play.

House Ordos

House Atreides

Can you control Arrakis and the Spice? Rest assured, if you complete your task, you will have a powerful place at the Emperor's side. If you fail, prepare yourself for a long, painful death on the Dunes of Arrakis.

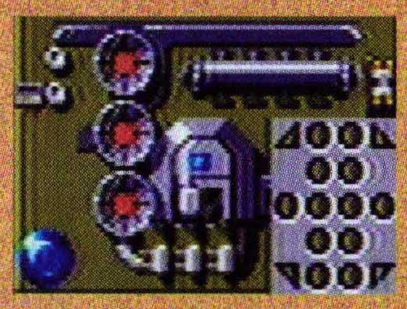
- ***Style:*** *1-Player Real-Time Strategy/Action*
- ***Special Features:*** *Mouse Compatible*
- ***Created by:*** *Westwood Studios and Virgin Games*
- ***Available:*** *Now for Genesis*

Andy, The Game Hombré

Concept:	**8**	*"Dune is a very cool strategy game, easily one of the best war games to hit these shores in a while. I would have liked to see a little more battle, but it's still very intense. Keeping track of all your enemies and the status of your Outpost is quite a task. The graphics are good and the sound effects are good enough to listen to the first couple of games, but then for sure go to a disk. If you like War/Strategy games or haven't had an excuse yet to try one, Dune is definitely the answer."*
Graphics:	**7.75**	
Sound:	**8**	
Playability:	**8.5**	
Entertainment:	**8.5**	
OVERALL:	**8.25**	

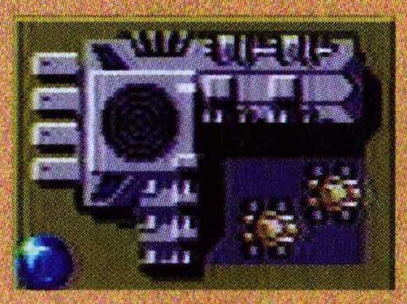
Desert Units:

Structures:



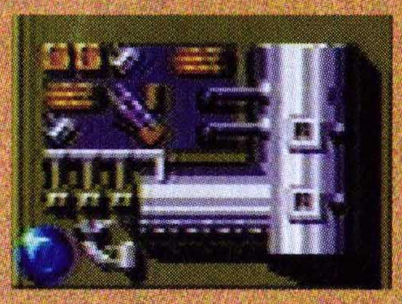
Refinery

Turns Spice into credits



Vehicle Factory

Produces vehicles

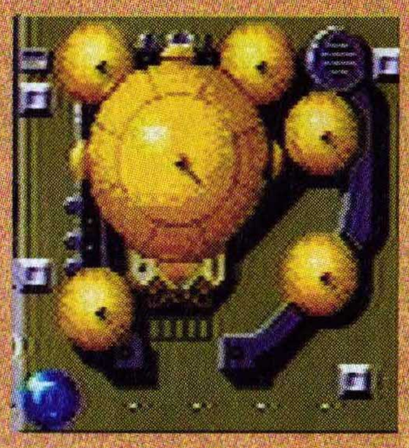


Repair Facility

Repairs damaged vehicles

Starpost

Allows you to purchase vehicles



Palace

Command centers awarded to chosen leaders

Send out harvesters to collect Spice in the open desert.

Use this screen to choose how to spend your credits.

Your harvester can also be used to drive over your opponent.

The first thing you need to construct is a wind station so your buildings have power.

Keep infantry and quads around your base to protect it from attack.

After each round the computer gives you a breakdown of your overall performance.

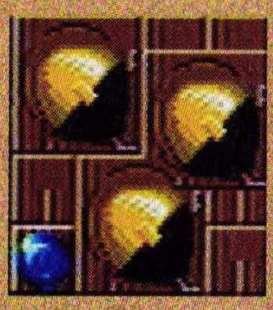
More Structures:

Construction Yard

Used to build new structures

Windtrap

Supplies power to all of your buildings



Outpost

Displays territory overview maps

Barracks

Produces infantry

High Tech Factory

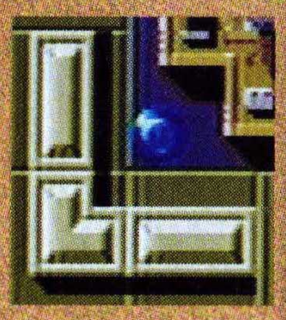
Produces airborne units

Silos

Storage for extra Spice

Defense Wall

Protects buildings



Turrets

Short range and long range turrets

▶ The Bottom Line 8.5

Ross, The Rebel Gamer

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

OVERALL: **9**

"Dune, one of the best Sci-Fi book collections of all time, has been waiting for a video game for years. Virgin has decided to break the silence and bring it to the Genesis as a strategy-style role play. I also felt that the worms were too numerous and never really attacked the enemies. With simple sounds and great background music, the sound department left nothing behind. You can certainly tell a lot of time was spent on the graphics because of the crisp and clean look. Dune could very well become one of the best strategy games of the year."

Rick, The Video Ranger

Concept:	8.5
Graphics:	8
Sound:	8
Playability:	9
Entertainment:	8

OVERALL: **8.25**

"I always knew that Dune would be a video game someday. The question was, what kind of game would it be? I was expecting an Action/Adventure, but they surprised me with a War/Business Strategy game. The concept of this game, while not completely unique, is very good. Every aspect of this game is interdependent. Dune is a challenging game that tests your brains more than your thumbs. Remember your enemies are doing exactly what you're doing in real time so think fast. Variety is the Spice of life, and Dune has the variety and the Spice!"

The Pirates of Dark Water:

Popular Sci-Fi Cartoon Goes Video Game!

- **Cart Size:** 16 Meg with Battery Back-up
- **Style:** 1-Player Action/Adventure
- **Special Features:** Password Save Option, 3 Unique Warriors
- **Created by:** Iguana Entertainment for Sunsoft
- **Available:** Now on Sega Genesis

THE BOTTOM LINE 7.5

A dangerous plague, known as Dark Water, is threatening the watery world of Mer. The Dark Water patches absorb anything that they encounter and are endangering the lives of many. It is said that only the mythical Treasures of Rule can stop the Dark Water. Therefore, whoever holds the six Treasures of Rule controls Mer. Ren and his gang of misfits set out in the Wraith, the fastest ship in Mer, to search for the Compass. The Compass is believed to lead its owner to the six treasures of Rule. After hearing of the quest undertaken by the young group, Pirate Lord Bloth, the most evil man to ever sail these waters, takes off after them to steal whatever treasures Ren finds.

There are three main heroes that you can choose to play, each with their own attacks. Ren, Son of Primus, is the heir to the throne of Octopon, and the leader of the group. Tula, is an adventurous young heroine of a dying breed, the Ecomancers. Ioz, is a hardened and skilled pirate with a love of thievery and mischief. Traveling with the group is a monkey-bird named Niddler. He is the guide for the treasure hunters because of his vast knowledge of Mer.

Many levels of bloodthirsty pirates and other terrifying enemies lie ahead. To help you through this quest, treasure boxes, filled with special items for your current character, have been placed throughout. You will also come across gold coins to exchange for information, potions that do a variety of wondrous magic, and even food or hearts to refill your life meter.

This arcade-style Action/Adventure is filled with many dangers, especially now that Bloth is racing behind you every moment of the way. Recover the treasures and all of Mer will be yours. Remember, the only thing that can stop the ill effect of the Dark Water is the treasures, so be brave young adventurer.

RICK, THE VIDEO RANGER

Concept:	**7**	*"Pirates of Dark Water is a fast-paced Action/Adventure with more power-ups to use and items to find than any game I can think of. This one seems pretty easy, but the enemies keep coming. I enjoyed using all of the potions and finding the keys to move to the next level. The stories told by the people you meet aren't necessary to help you along in the game, but they were fun to read. I mildly recommend this game to Action/Adventure fans."*
Graphics:	**7**	
Sound:	**7**	
Playability:	**7**	
Entertainment:	**7**	
OVERALL:	**7**	

ROSS, THE REBEL GAMER

Concept:	**8**	*"Alright, Dark Water is finally a video game! This is good and all, but I can't help but think that the cartoon industry is becoming too large of a market in this industry. Ren and the gang looked great in the still shots before and after retrieving the treasures. Because of the standard that was set in most of the other games, I am used to a little more play than this offered. To put it into perspective, Dark Water is a good attempt at an arcade-style, Action/Adventure with decent graphics and playability."*
Graphics:	**9**	
Sound:	**7**	
Playability:	**7**	
Entertainment:	**8**	
OVERALL:	**8**	

ANDY, THE GAME HOMBRÉ

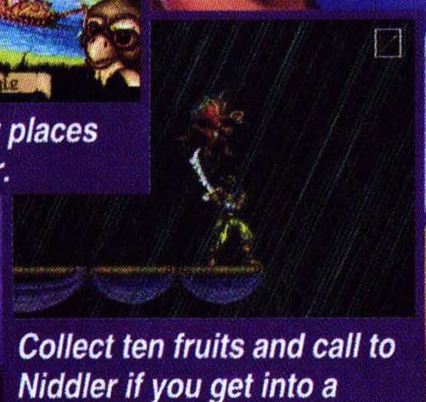
Concept:	**8**	*"Pirates of the Dark Water is a decent game that's fun to play. The graphics were very good and the animation was decent. It may be a little too choppy, but it's decent all the same. What it really needs is tighter control and maybe a run button. That would have separated this game from the rest of the pack. Instead, it just joins them."*
Graphics:	**8**	
Sound:	**7.75**	
Playability:	**6.75**	
Entertainment:	**7**	
OVERALL:	**7.25**	

The first Treasure of Rule is in good hands.

Name: Tula
Age: 18, **Height:** 5' 4", **Weight:** 110 lbs.
Origin: Andorus
Special Weapon: Ecomancer Energy

The Heroes of Dark Water

You will visit many places in the World of Mer.



Collect ten fruits and call to Niddler if you get into a predicament.

Name: Ren – Son of Primus
Age: 17, **Height:** 5' 7", **Weight:** 155 lbs.
Origin: Island of Octopon
Special Weapon: Throwing Dagger

Save the monkey-bird queen from one of Bloth's henchmen.

Find the Compass in the Citadel, it will lead you to the Treasures of Rule.

Name: Ioz
Age: 30, **Height:** 6' 4", **Weight:** 230 lbs.
Origin: Isle of Tayhoj
Special Weapon: Power Bow

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MUTANT LEAGUE HOCKEY

The Mighty Weenies?

A Tournament of Blood and Guts!

As you step out on to the ice, you realize that this is not like any other hockey you have ever played before. This is the Mutant League, where everyone in the rink is trying to take your head off. Even the fans will encourage them by tossing weapons onto the ice, simply because they want to see more blood. As the game rolls on, you will begin to notice the bodies strewn around the rink. Some with sticks stuck in them, and many unrecognizable as a form of life.

Up to four players can play in this Mutant massacre, in a choice of "Playoffs" or a "Regular Season" game. Face off in one of 23 terror-filled stadiums, each with at least one surprise hazard that's found somewhere on the ice. These hazards include mines that explode on contact, or thin ice patches that, if you fall through, will put you out for the period. But perhaps the most dangerous are the Ice Sharks that hunt below the surface waiting for a tasty morsel.

There are 24 teams, in two different conferences, including two all-star teams. Each team also has a number of special plays they can do. These special plays will help ensure your team will emerge victorious. For instance, "Waste the Goalie" will send a goon squad to tear your opponents goalie to bits, or "Waste the Ref" will put him permanently on ice.

Swinging maces, close-up fight scenes, and bone-shattering hits are waiting for you in another off-the-wall sports game from Electronic Arts. If you can live up to the challenge, the Monster Cup Trophy could be yours. ✷

- **Cart Size:** 16 Meg with Battery Back-up
- **Style:** 1 to 4-Player Hockey (With 4-Way Play)
- **Special Features:** Three Types of Playoffs & Passwords
- **Created by:** Electronic Arts
- **Available:** Now on Sega Genesis

▶ THE BOTTOM LINE 8.75

ROSS, THE REBEL GAMER

Concept:	**9**	*"Since the introduction of the Mutant Leagues, hockey has been the prime candidate for conversion. Electronic Arts is by far the best sports game producers, and they have done it again with MLH. With blood and bodies everywhere, the game of hockey takes on a whole new look. Although the sound wasn't great, it had enough to keep the biggest sadist happy. I think that the same driver was used for this game as was used for the NHL Hockey, therefore the gameplay was sweet. As a stated and self-proclaimed hockey freak, any game that comes close to real hockey goes over well with me."*
Graphics:	**9**	
Sound:	**8**	
Playability:	**8**	
Entertainment:	**9**	
OVERALL:	**8.75**	

PAUL, THE PRO PLAYER

Concept:	**8**	*"I think this Mutant League is long overdue. EA brings all out annihilation to the ice, something the NHL would never dream of allowing in their endorsed games. The graphics and speed of this game are excellent, and most of the basic rules of hockey are intact. The two-pointer is an awesome idea. The control is not as precise as NHL '94, but hey....WEAPONS! Mutant football was a blast, and hockey is even better. You can take out some aggressions and laugh your butt off. Keep the Mutants coming!"*
Graphics:	**9**	
Sound:	**9**	
Playability:	**8**	
Entertainment:	**9**	
OVERALL:	**8.75**	

RICK, THE VIDEO RANGER

Concept:	**8**	*"Mutant League Hockey was exactly what I expected, excellent! As a very casual sports video gamer, I really enjoy the slapstick humor that the Mutant League games bring to the normally dry sports games. Mutant League Hockey takes the often-awarded NHL Hockey format to new highs in fun and new lows in game tactics. You can win games by outscoring your opponents or killing them off until there is no one left to play. Watch out for weapons and thin ice."*
Graphics:	**9**	
Sound:	**8**	
Playability:	**9**	
Entertainment:	**9**	
OVERALL:	**8.5**	

Use the weapons the fans throw on the ice to waste somebody.

Didn't I see you at the "Dead" concert?

Ow! My Liver! My Liver!

Listen to your coach, he knows what he's talking about.

WHAT?! I NEVER TOUCHED HIM!!!!!

Mama said knock you out!

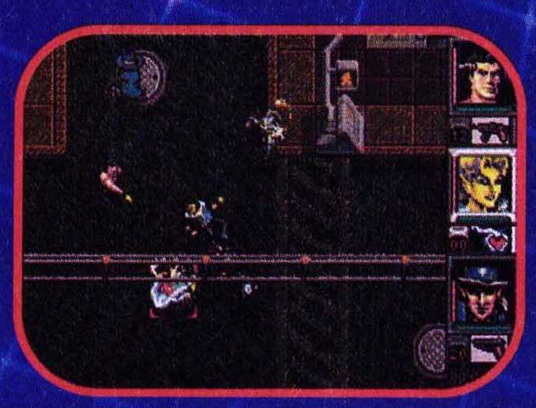
It's time for another run, Chummer!

Enter the ultimate psycho-cyberpunk fantasy! You witnessed your brother fall to enemy fire.

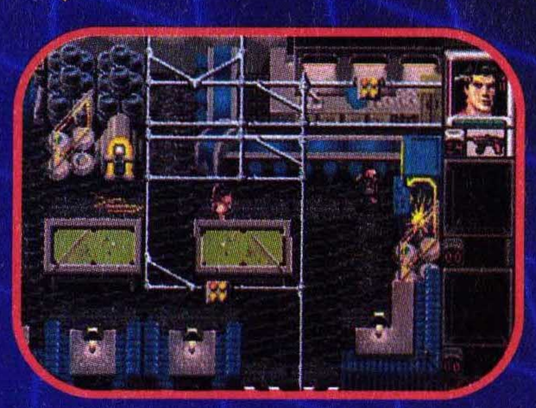
Now you travel the streets of the Seattle Sprawl to find your brother's killers and bring them to justice.

Sega™ Genesis™ puts You in the heart of Cyberspace on the heads-up run of Your life!

Jack into the Virtual World
of the Matrix and get ready for intense cybercombat!



Fight Back!
Real-time combats lets you actively control characters as the actions heats up.



Search the Sprawl!
Uncover valuable clues while you're constantly building your character's quickness, strength and charisma!

SEGA™

FASA

Rated by V.R.C.
MA-13
Parental Discretion Advised
Mature Audiences
™

You've got the Skill...You've got the Guts...and Sega™ Genesis™ has all the Magic and technology you need!

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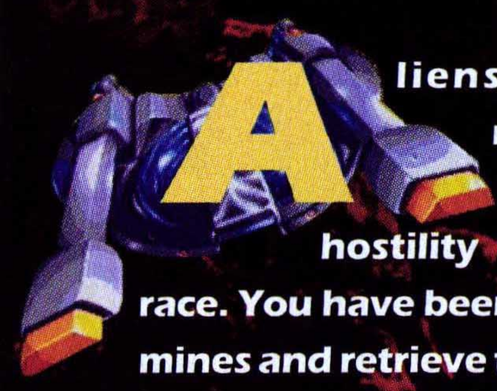
SUB-TERRANIA

Gravity, Gas, and Guns!



Aliens have attacked a mining site as a result of a long-lasting hostility towards the human race. You have been chosen to enter the mines and retrieve the trapped hostages and workers. The locations of many of the workers are unknown, but Satellite Scan (SatScan) is hard at work restoring your communications and visuals.

Your Attack Ship is equipped with forward and reverse thrusters and a charging laser weapon. In the mines you'll find Missiles and Laser Capsules that will increase your firepower. But perhaps the most important supplies you'll find in the mines are the Fuel and Shield Pods. Each will replenish your resources, but beware because there are a limited number of capsules on each level, and fuel tends to be in short supply.

The boss of level two is one of the coolest in the entire game.

These guys are happy to see you.

In water, you're buoyant until you find the decompression unit.

Before you begin your mission it's a good idea to practice on the training grid.

- **Cart Size:** 16 Meg
- **Style:** 1-Player Strategy/Shooter
- **Special Features:** 5 Lives and that's it!
- **Levels:** 9 Intense Missions
- **Created by:** Zyrinx for Sega
- **Available:** Now for Sega Genesis

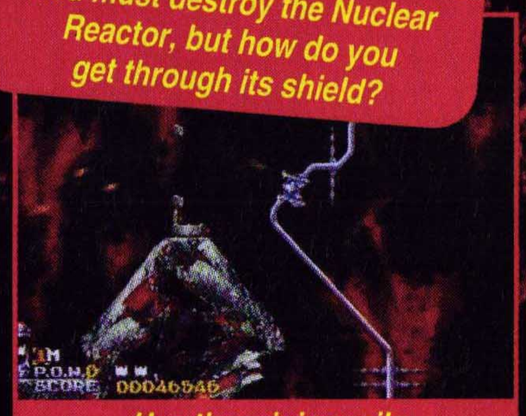
You must destroy the Nuclear Reactor, but how do you get through its shield?

Before you enter each level, SatScan will give you an update on the cavern terrain and a quick mission briefing. Once you enter the mines, the logistics of your ship and its surroundings will become apparent. All the properties of nature have influence over your ship, including gravity, acid rain, and water. Gravity, your biggest obstacle, puts a constant pull on both your ship and your weapons, so good aim and flying are a must.

The aliens are at bay, and the miners are lost deep in the caverns. Only your wit, wisdom, and skill can save them. Time is of the essence.

On level 4 there is a rain storm with lightning. Very cool effects.

When carrying cargo, your ship flies like a ten ton weight.



Use the mining rails to conserve fuel.

Andy, The Game Hombré

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

OVERALL:

9.25

"Sub-Terrania is a perfect mix of strategy and power. The levels are long and require a fair amount of thought. The graphics are extremely detailed, and the sound rocks the house, but they don't even come close to the pinpoint control. It takes some serious flying skills to get around in these tight caves while aliens are firing missiles up your wazoo. I found this game very addicting and surprisingly refreshing. It's the first game I've played in a while that's somewhat original, even though it's a rip-off of Lunar Lander. I highly recommend this game, but I would have liked to see it last a little longer, with maybe a password or save feature."

Rick, The Video Ranger

Concept:	**8**
Graphics:	**8**
Sound:	**8**
Playability:	**8**
Entertainment:	**8**

OVERALL:

8

"In Sub-Terrania your mission is to pilot your fighter ship both above the ground and beneath the sea, rescue stranded operatives and wipe out enemy installations. Sub-Terrania is a unique and creative game that features elements from several different game types. There's the nonstop excitement of an Action /Shooter and the strategy of a War/Simulation. Control of the ship is a little tough to get used to at first, but with a bit of practice it works superbly. Both the graphics and sound create a sci-fi feeling. Sub-Terrania is a definitive sci-fi Shooter/Strategy game that would be a good addition to any gamer's collection."

Paul, The Pro Player

Concept:	**10**
Graphics:	**9**
Sound:	**7**
Playability:	**9**
Entertainment:	**10**

OVERALL:

9

"Years ago, Atari made Lunar Lander in the arcade, and Sub-Terrania is very reminiscent in play and control. Although it is basically a shooter, Sub-Terrania really brings some new elements. The effects of gravity on the ship make it very intense. Plus, I like the task-oriented levels. It gives you "missions", so to speak. The graphics are great, especially the bosses. Anyone remember Sinistar? It's always funny how some old concepts repeat themselves, but these are too old for many to remember. As a result, Sub-Terrania is very timely, and an awesome game."

Weapons:

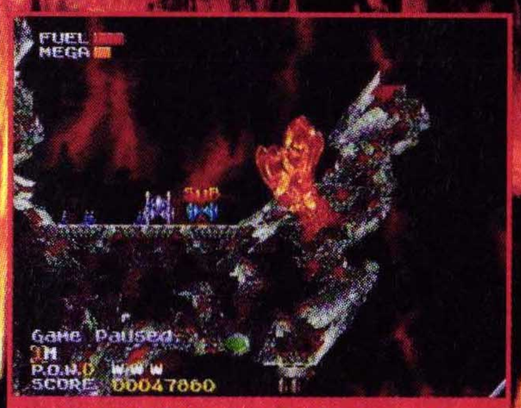
Blue Laser

Missiles

Red Laser

Green Laser

Some bonuses and miners have been enclosed, so you have to blast through.



Most missions involve saving miners, killing a boss, and retrieving the Sub Module.

SatScan reports will keep you up to date on the condition of the mines.

On level 3 you must retrieve Deflectors and use them to turn the Laser on itself.

▶ THE BOTTOM LINE **8.75**

Power-Ups

Fuel Capsule

Shield Capsule

Laser Capsule

Missile Capsule

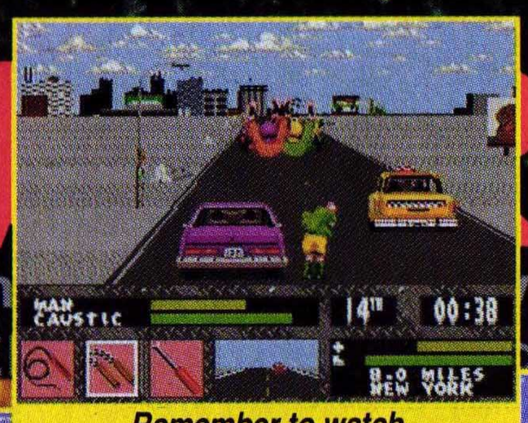
One-Up

Grab On, and Get Ready for the Ride of Your Life!

- **Cart Size:** *16 Megs with Passwords*
- **Style:** *1 or 2-Player Street-Style In-Line Skating*
- **Special Features:** *Tournament, Head to Head, Alternating and Competitive Play Modes, Multiple Weapons and Tricks*
- **Created by:** *Electronic Arts*
- **Available:** *Now on Genesis*

Hey man, first place.

Choose your favorite tracks on the portable CD player.



Remember to watch for crazy drivers.

Look, you're Skitchin'!

If you pull a sweet trick (or not), the judges will give you scores.

Gear & Weapons

Skates

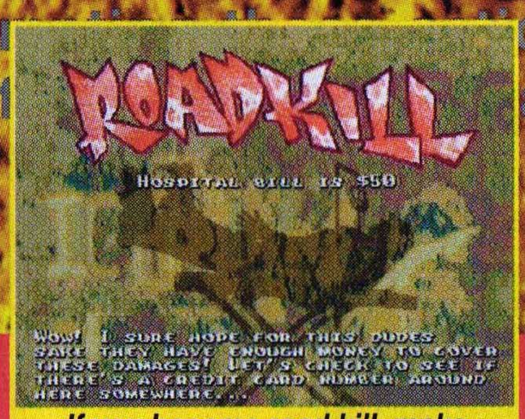
Wheels

Gloves

Wrist Guards

Knee Pads

Elbow Pads



If you become road kill, make sure you've got the cash to cover your hospital bill.

Wipe-out!

Break out the knee pads and wrist guards for this one, because you're gonna need 'em. *Skitchin'* (for those of you who don't know) is similar to drafting in car racing. You grab onto the bumper of a passing vehicle, then use that added momentum to slingshot yourself around to the next car.

In *Skitchin'* you take on the role of a hard core in-line skater whose goal is to become the world's best. This is no easy task and definitely not for the faint of heart. To meet your objective you'll have to finish in the top five in each race and avoid becoming road kill. On the road to victory you'll encounter obstacles, ramps, and various vehicles. The obstacles and vehicles are best to avoid, but those ramps are a good source of extra cash. You've got eight tricks up your sleeve, including a McTwist, Daffy, Moebious, and other various flips and 360°'s. Depending on the difficulty of the trick, your cash will increase for every tweak you can squeeze out of each race.

Along the way you'll find weapons and various special items to keep your opponents at bay. You're scored on how many knockdowns you get, so be vicious. Besides, it's a dog-eat-dog world out there, and you're gonna need that cash to pay for upkeep on your gear. If your gear fails, you fail, and then it's all over buddy.

▶ THE BOTTOM LINE 8

ANDY, THE GAME HOMBRÉ

Concept:	**7**	*"The play is very similar to Road Rash I & II. There are hard core wrecks and wipeouts, plus outrageous speed and luck. The graphics and sound are pretty good, but are standard EA. The control definitely takes some practice, so its got a nice learning curve to keep you interested. If you liked Road Rash, this is the perfect rip-off on skates. Pretty cool!"*
Graphics:	**8**	
Sound:	**7**	
Playability:	**9**	
Entertainment:	**9**	
OVERALL:	**8**	

RICK, THE VIDEO RANGER

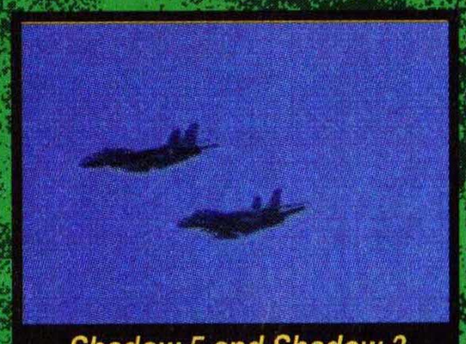
Concept:	**7**	*"Those of you who have played Road Rash will find many similarities in Skitchin'; Skitchin' is Road Rash on in-line skates. The graphics are big and clean. The animation is smooth and realistic. I especially loved the gliding motion of the skaters. Any skater needs headphones and Skitchin' provides you with some catchy tunes. Skitchin' is a fun racing game on skates. I highly recommend it for skating fans, but if you already own Road Rash it's basically the same thing."*
Graphics:	**8**	
Sound:	**7**	
Playability:	**7.5**	
Entertainment:	**7.5**	
OVERALL:	**7.5**	

PAUL, THE PRO PLAYER

Concept:	**10**	*"Skitchin' or hooky-bobbin', as many of us say up here, is pretty crazy. It is a great idea for a game. The graphics have that Road Rash feel, and the animation is superb. The sound was cool, but it needs some more screamin' and yellin'. Skitchin' is a blast to play, and takes some precision moves to do tricks or latch onto cars. This game should please the Road Rash fans, but hopefully it won't provoke people into seeking alternative transportation on their in-line skates."*
Graphics:	**9**	
Sound:	**7**	
Playability:	**8**	
Entertainment:	**9**	
OVERALL:	**8.5**	

This game contains fictional portrayals of activities and stunts, some of which are extremely DANGEROUS. Attempting these actions or stunts may result in INJURY or DEATH. Do not engage in any of the DANGEROUS activities portrayed in this game.

Pay close attention during the mission briefing.



Shadow 5 and Shadow 3 are on route for battle.

Incoming missile, launch a chaff or you're toast.

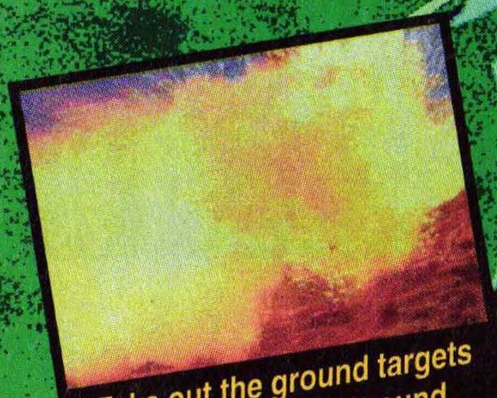
The Tally is locked, so take the shot!

If you're lucky enough to eject before your Tomcat is hit, the rescue team will come to your aid.

Next to your weapons system, navigation is your most important task.

That almost grazed the canopy!

Shadow 3 is on your wing.



Take out the ground targets with your air-to-ground missiles.

Splashing the enemy is the only way to complete your mission.

TOMCAT ALLEY

"Let's Kick the Tires and Light the Fires"

- **Cart Size:** N/A
- **Style:** 1-Player, Flight Simulator
- **Special Features:** Full-Motion Video, Seven Missions, and a Changing Story Depending on Your Performance
- **Created by:** The Code Monkeys in Association with Stargate Films, Inc.
- **Available:** Sega CD

▶ The Bottom Line 7.5

Andy, The Game Hombré

Concept:	**8**	"This is the best full-motion video game that has ever been made for the Sega CD, and has set the standards for which all Sega CD access times will be judged. It's got quick cuts from scene to scene with awesome graphics that put you in control of your own fly-boy movie. The only problem is, you don't ever get to fly the plane. You choose different paths with the cursor, or point and fire. Yee-ha! This is a fun game to play the first couple of times, but it wears thin quick!"
Graphics:	**9**	
Sound:	**7**	
Playability:	**5**	
Entertainment:	**7**	
OVERALL:	**7.25**	

Paul, The Pro Player

Concept:	**7**	"This game got a lot of hype at the CES in January. What for? I'm not exactly sure at this point. Of course, there is the full motion video, but I want a flight game where I can take the plane where I want it to go. It does seem to have much more footage than other CD games. And though it was pretty dull at first, I found the play kind of addicting. The "Top Gun", "boy gets girl" story has got to go. Tomcat Alley is probably the best Sega CD game using full-motion video, but still leaves me wanting more."
Graphics:	**9**	
Sound:	**9**	
Playability:	**7**	
Entertainment:	**4**	
OVERALL:	**7.25**	

Rick, The Video Ranger

Concept:	**8**	"I applaud Tomcat Alley for its' full screen video. But it's not very interactive as you don't control the flight of the jet. I enjoy playing this game for the adrenaline rush of being in a real dogfight. The sound could have come straight out of the movie Top Gun. This was important to me as it created the excitement. Some-times the best way to win was to bail out on a battle and come back to it later. I recommend Tomcat for some quick thrills but I doubt if the average player will get much replay value out of it."
Graphics:	**9**	
Sound:	**9.5**	
Playability:	**5**	
Entertainment:	**7**	
OVERALL:	**7.75**	

You are assigned to a top-secret base hidden deep in the desert. Your mission is to immobilize the Russian Colonel Alexi Povich and his troops of ace pilots. In his established stronghold in Mexico, Povich stores his two squadrons of MiGs and other weaponry. Intelligence has reported that he also has the ability, equipment, and supplies to create chemical weapons. With a number of the U.S.'s major cities within strike range, Povich holds the U.S.'s fate in his hands. You and three other specialists must stop him.

You're the Radar Intercept Officer (RIO) in an F-14X Tomcat along with your pilot, Dakota. Your jet's callsign is Shadow 5, and on your wing will be Ratchet and Buzz in Shadow 3. Before each of your seven missions, you will be briefed by Commander Remmington, of your mission objectives. Along with your CO, you will receive additional information from Lt. Fujimora and government agent Mr. Williams.

As a RIO Officer, you are required to perform many functions within the Tomcat. The most important of these is the Weapons Controls. On the left side of your HUD (Heads Up Display), are the weapons that are loaded onto your F-14. Your other duties include navigation, radio control, reconnaissance camera, and the actual aiming and firing of the weapons. Your teammates will keep you informed of your current duties, so keep your ears open and your finger on the trigger.

With your mission ahead of you and the coordinates programmed into your Navigational System, you climb into your Tomcat. Lock in your first waypoint, and prepare for enemy bandits. Your many years of training and hard work are going to be tested here in the skies, in what could be the worst battle of your life. If you fail in any one of your duties, your life may come to a bitter end along with thousands of your countrymen.

At a Glance™ GENESIS

RATING SCALE:

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

Overall: 6

Cart Size:
8 Meg

Style:
1-Player Shooter

Created by:
Tengen

Available:
Now

Grindstormer

Tengen brings this arcade shooter home to your Sega. Featuring multi-layer scrolling and assorted power-ups, *Grindstormer* should have all the elements to keep any shooter fan happy. With six levels of gameplay and a progressively increasing difficulty level, you'll need some serious firepower. Luckily, Grindstormer's got that too, with an upgradable ship that offers different formations.

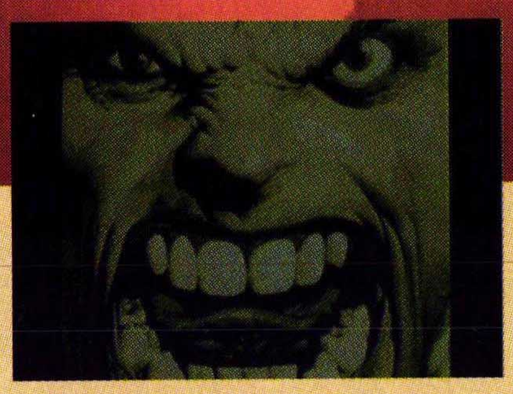
Preview

Cart Size:
16 Meg

Style:
1-Player Action

Created by:
U.S. Gold

Available:
Now



The Incredible Hulk

The Incredible Hulk, one of Marvel's best known characters, makes his video game premier. With stunning graphics and unique gameplay, the Hulk is sure to be a hit. He has an arsenal of 25 different moves, including a Bear Hug, Sonic Clap, Super Stomp, and Ceiling Smash. During your quest you'll meet with some the Hulk's greatest foes, like the Leader, Rhino, and Abomination. Your goal, is to stop the Leader from creating an army of bio-chemical warriors who will take over the world. See the next issue for a full review.

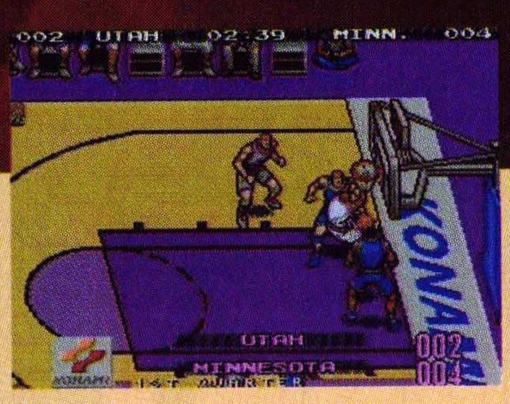
Overall: 6.75

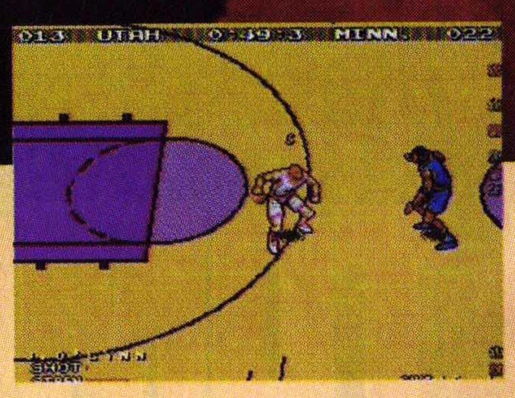
Cart Size:
16 Meg

Style:
1 to 4-Player Basketball Simulation (Multi-Tap)

Created by:
Konami

Available:
Now





Double Dribble - The Playoff Edition

The game that reigned supreme on the NES has come to the Genesis. Huge characters, quick animation, and thunderous dunks are packed into this cart. It features 16 city teams and East and West All-Stars. Play full five-on-five or pick the number of players you want on the court. Just pick that Minnesota team and crush the competition, (they're the best ranked team on the cart).

Overall: 6

Cart Size:
12 Meg with Battery Back-Up

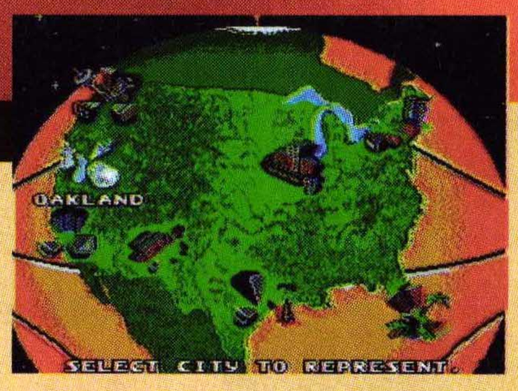
Style:
1-Player RPG/Shooter

Created by:
Namco

Available:
Now

StarQuest

Similar to *Stellar Seven*, *Star Quest* leads you on an adventure to the outer reaches of space. With robot unit "Elvis" as your co-pilot, you are about to take flight with your buddy Gibson on a mission to capture the fortress of VOID. During your mission, you will fight many times with the space villains of VOID, in both space and on the numerous surfaces abroad. Dazzling 3-D polygon graphics make up the thirty-plus planets that you explore, and your ship is loaded with two types of weapons: Laser Fire and Missiles. The ultimate goal is to attain the star cruiser as your prize for destroying VOID.



Overall: 6.5

Cart Size:
16 Meg

Style:
1 to 4-Player Basketball SImulation (Multi-Tap)

Created by:
Accolade

Available:
Now

Barkley: Shut Up and Jam!

Sir Charles is in the house! Sport Accolade and Charles Barkley have pulled out all the stops to make a street-smart two-on-two basketball game. Starring Barkley and 16 other players, each with their own signature moves and personalities, *Shut Up and Jam!* shows off Barkley's "Time for some pain!" playing style. Your goal is to work your way around the country facing different street-ball teams. If you can make it off the streets, you'll be pitted against Barkley's "Super Team" in the arena. It's all-out basketball with a street-ball attitude.

Overall: 9

Cart Size:
16 Meg, with Battery Back-Up

Style:
1 to 4-Player NBA Simulation (4-Way Play)

Created by:
EA Sports

Available:
Now

NBA Showdown

EA Sports is heatin' up the NBA with its 4th edition of the ol' Lakers/ Celtics game. *Showdown*, of course, has all the players and teams, but also has a cool team customizer so you can put 5 Scottie Pippens against 5 Isaiah Riders. It features defensive and offensive play calling, 26 or 82 game seasons, hot streaks, injuries, and a full array of stats. With EA behind it, *NBA Showdown* brings the league to your home.

Overall: 7

Cart Size:
8 Meg

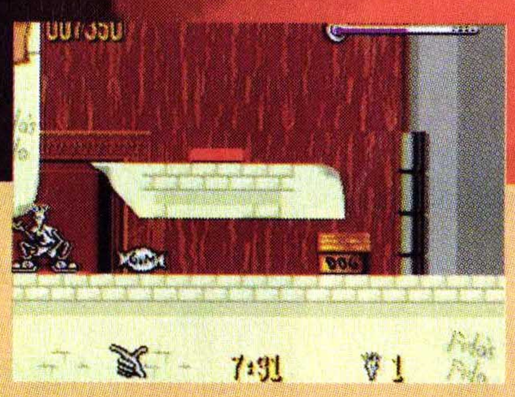
Style:
1-Player Strategy/Action

Created by:
Sega

Available:
Now

Asterix and The Great Rescue

Adapted from the international comic book series, *Asterix and The Great Rescue* is a strategic adventure game. Asterix and his pal Obelix head out to save two kidnapped friends. Their adventure will lead them through enchanted forests and Alpine Valleys of ancient Rome. With six levels and over 50 zones filled with mazes and colorful graphics, *Asterix and The Great Rescue* should satisfy every one of his comic book fans, and probably make some new ones.



Overall: 5

Cart Size:
8 Meg

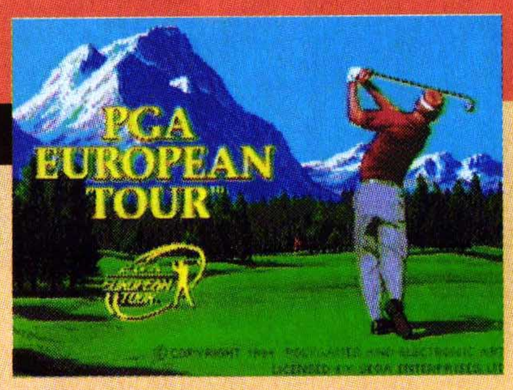
Style:
1-Player Action/Adventure

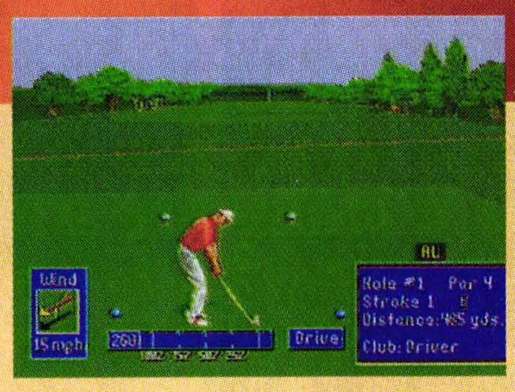
Created by:
Kaneko

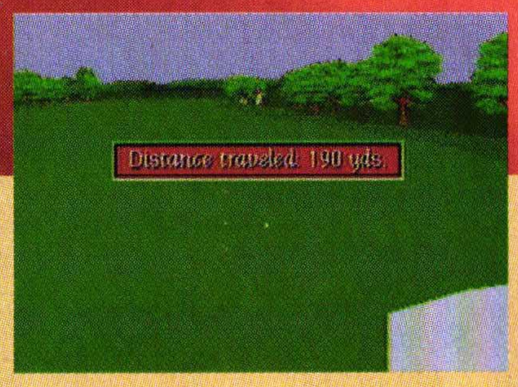
Available:
Now

Fido Dido

That wacky character, Fido Dido, spreads his coolness to the Genesis. This time he has come to life from the artist's table and explores the perils of the drawing board. The black-and-white epitome of coolness himself graces the objects scattered around and in the artist's head itself by warping in and solving the problems within. Many items and health power-ups can be found to help Fido solve the mysteries in each level. There is also a bonus round consisting of three different objectives, including broncobusting, sharpshooting, and a little gambling. Solve all of the puzzles and you will become the ultimate in cool.







Overall: 8

Cart Size:
8 Meg with Battery Back-Up

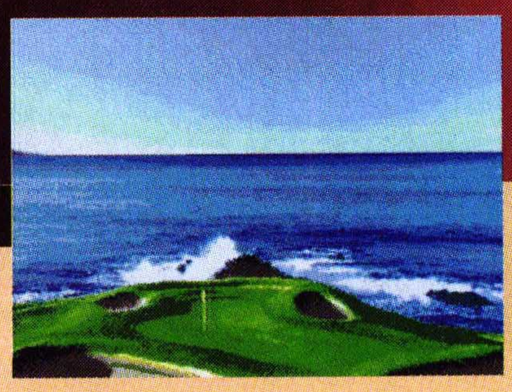
Style:
1 to 4-Player Sports (4-Way Play)

Created by:
EA Sports

Available:
Now

PGA European Tour

In the third *PGA Tour Golf* for the Genesis, EA Sports takes you across the seas to play on five of the more unique courses in Europe. You will be put to the test by some of the best golfers to ever play on the European Tour. This cart features two new game styles. There's a Matchplay game that consists of an eight-player elimination tournament and the Cannon Shootout where you and three other players go head-to-head in sudden death. *European Tour* also gives you four-way play capabilities, giving you the option of taking on three of your friends instead of the computer's players. The updated wind and weather conditions add to this already established true-to-life golf simulator than ever before. Tee time is anytime you wish, and the trophy and money are yours if you have what it takes.



Overall: 7.5

Cart Size:
24 Meg, with Battery Back-Up

Style:
1 to 4-Player Golf Links Simulation (Sega Team Play)

Created by:
Sega

Available:
Now

Pebble Beach Golf Links

Ever wanted to golf the classic Pebble Beach course, but couldn't afford the flight to California, let alone the greens fees? This game brings one of America's premiere golf courses to the Sega Genesis. And no, you don't need a membership. All 18 seaside holes are accurately recreated to give you spectacular views of some very tough holes. Just be careful, you don't want to slice it into the Atlantic.

Overall: 6.75

Cart Size:
8 Meg

Style:
1-Player Action

Created by:
*T*HQ*

Available:
Now

Time Trax

This game follows the storyline of TV's newest action/drama, *Time Trax*. As Captain Darien Lambert your job is to travel back in time and stop the vile Mordicai Sahmbi, a Nobel Prizewinning scientist who has turned to a life of crime. Using futuristic weapons and your handy Time Stall, you can save the world from the mobsters of the future by changing the past.

At a Glance™ GENESIS

Preview

Cart Size:
16 Meg

Style:
1-Player Action

Created by:
Accolade

Available:
November '94

Bubsy II

Hot on the tail of the first installment, Accolade follows *Bubsy* up with the sequel. This time there are more characters and a lot more items that are useable. Some of the new characters include the Bubsy Twins, Oinker P. Spamm, and a wacky inventor called Virgil Reality. The game starts as the Bubsy twins are somewhere in the Amazatorium, and need Bubsy's help. The Amazatorium holds five different worlds, each connected with some historical period and each with about half-a-dozen mini-games. This is where you can experience the wonders of time, such as when Oinker P. Spamm changed history. Many surprises lie in store for Bubsy, including changeable weather (such as lightning storms) and some new and even more twisted dying sequences. The past will never be the same if Bubsy can't fix it. Good luck!

HEIMDALL

Weapons, Magic, and the Power of Valhalla.

- **Style:** 1-Player Role-Play
- **Special Features:** Save Option, "Point and Click" Interfacing, Hundreds of Items, and a Possible Six Member Party
- **Created by:** The 8th Day, Core, and JVC
- **Available:** Now on Sega CD

In an ancient time, Odin, King of Valhalla, and another god named Asgard created the Viking people and the Earth. With a strong love for their people, the gods kept in close contact with the Vikings until rumors that a universal war, Ragnarock, would soon be at hand.

Loki, an evil god, believed that the war was going to be too one-sided for the good gods, so he stole the three most powerful weapons of the gods: Odin's Sword, Frey's Spear and Thor's Hammer. Loki, knowing that in the Age of Ragnarok the gods could not visit the Vikings on Earth without becoming mortal, cast the weapons down to Earth.

The gods were not sure what to do upon finding the weapons missing until Frey came up with a plan. He knew that both the Vikings and the weapons were of great importance to them, so he sent the Vikings an immaculate warrior, Heimdall, to fight in the Battle of Ragnarok and to find the powerful weapons for the gods.

The saga begins with you choosing from one to six warriors to embark on a mission for the gods. You can choose your party from the many different warriors of the Earth. Take your party throughout the three different worlds of Midguard, Utgaurd and Asgard, exploring the many lands located in each world. During the adventure you will pick up hundreds of items and spells to aid your warriors through the Battle of Ragnarok.

Ross, The Rebel Gamer

Concept:	**9**	*"Sega CD gets another great role-play. This time the folklore of the*
Graphics:	**8**	*Norsemen of ages past are the stars. The demo in the beginning of*
Sound:	**8**	*this game is among the best I have ever seen, but the game graphics*
Playability:	**6**	*should have some kind of shading to give it some depth. I still have to*
Entertainment:	**7**	*whine about the access time of the CD. It really makes the time in between the select screen and game screen last forever. In the game itself, the amount of items and weapons is kick butt."*

OVERALL: 7.75

Rick, The Video Ranger

Concept:	**7**	*"As a fan of Norse mythology I was looking forward to this Viking RPG.*
Graphics:	**6.5**	*The game gives the player many puzzles to solve and items to use.*
Sound:	**6**	*There are things to like about Heimdall, but it is more work than*
Playability:	**5**	*fun. In classic RPG's you get much more character interaction than I*
Entertainment:	**6**	*found here. Graphically, the rooms I explored are intricately detailed and have a nice 3-D appearance to them. Your characters move well but look a bit fuzzy. Heimdall is a good exercise for the mind, but a bit too serious for my taste."*

OVERALL: 6

Paul, The Pro Player

Concept:	**9**	*"The Gods from Norge have made their way from the PC to the CD. I*
Graphics:	**7**	*don't recall any other RPG's with this heavy Viking theme. The open-*
Sound:	**9**	*ing cinemas and sound throughout are excellent. The menu and option*
Playability:	**7**	*screens are ultra-easy to manipu-*
Entertainment:	**7**	*late and control, but I did wish for a keyboard with so many icons. The challenge to complete the island is on the difficult side, so Heimdall may not be for all RPG'ers. Of course, there is the dreaded access time between screens. Other than that, Heimdall is well put together and should satisfy those waiting for more Sega CD RPG's."*

OVERALL: 7.75

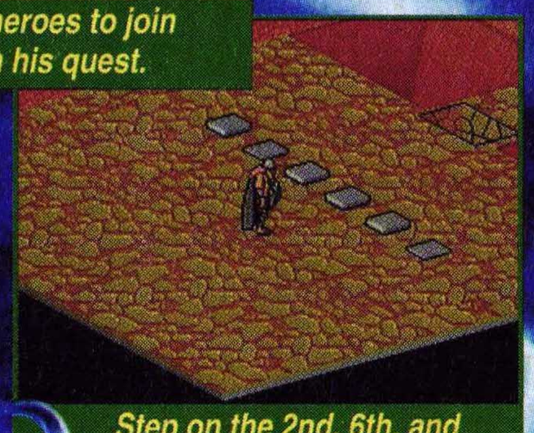
Rescue the bar maid by cutting off her braids.

Catch the pig to prove your skills.

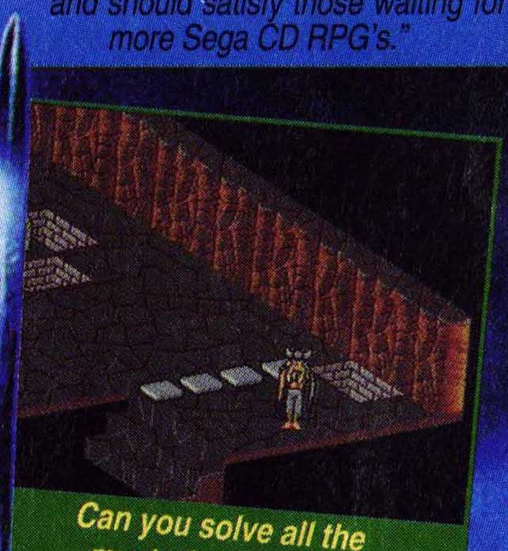
Retrieve the gold on the bow of the ship and you will become a true warrior.

Choose the heroes to join Heimdall in his quest.

Each character can only carry ten items, so drop the ones you don't need.



Step on the 2nd, 6th, and 1st blocks, from left to right, to clear the exit.



Can you solve all the mysteries that you are about to face?

The gods of Valhalla will shame you if you return empty handed.

▶ The Bottom Line 7.25

STAR TREK

THE NEXT GENERATION "FUTURES PAST"

The Future of the Universe is In Your Hands.

- **Cart Size:** 16 Meg
- **Style:** 1-Player Strategy/Role Play
- **Special Features:** 3 Modes of Gameplay & a Password
- **Created by:** Spectrum HoloByte
- **Available:** Now on Super Nintendo

▶ THE BOTTOM LINE **8.5**

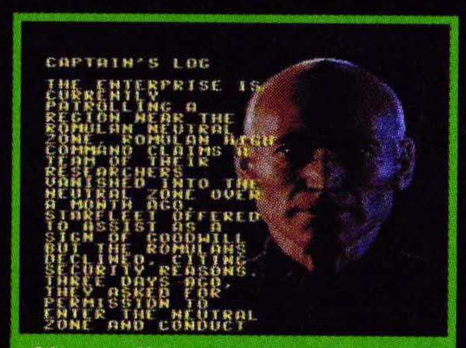
Don't lose the battle, or you'll be listed as dead.

The U.S.S. Enterprise NCC-1701-D

Commanded by Captain Jean-Luc Picard, the U.S.S. Enterprise, Flagship of the Federation, is sent to monitor the activity of the Romulans near the Neutral Zone. Due to the nature of the Romulans' actions prior to your mission, the Federation is suspicious. Remember, the Prime Directive must be observed at all times, and keep your hailing frequencies open for further instructions from Star Fleet Command.

You will soon find that the main objective of this mission is to prevent the return of a weapon called the Derandomizer. This is a mythical weapon of which very little is known. Legend has it that with this weapon comes the power of the universe. Is this the reason the Romulans have risked everything to cross into the Neutral Zone?

Star Trek: The Next Generation "Future's Past" is comprised of three styles of gameplay: Strategy, Flight Simulator, and Action/Adventure. On the Bridge, you are given all the options of the Enterprise, including the Conn, Engineering, Sensors, and Communications.



Always listen to what Captain Picard has to say. This is your briefing for each mission.

In each mission you will be required to transport down a four-person Away Team. On the planet surface, your Away Team will be responsible for finding or solving numerous tasks. Each character will have at least one item that will give you an advantage, so choose your Away Team wisely.

During your tour of duty, space battle will be inevitable. The Enterprise is armed with both Forward and Aft phasers and photon torpedoes. In battle, you may also need to allocate your auxiliary power to the shields or phasers, depending on the situation.

The entire crew of the Enterprise is waiting for you to give the orders. So act timely and intelligently. Remember, the fate of over a thousand of the ship's crew will be in your hands. "Engage!" ■

Captain Picard must do the last mission by himself.

Do battle with the Romulans in deep space.

Be careful on the Away Team Missions, you never know what to expect.

Your Tricorders are useful for more than just scanning objects.

The Enterprise entering warp speed looks like it does on the show.

Pick up items during an Away Mission, you may need them to help you complete the mission and return to the Enterprise.

Use Geordi to fix the power if the lights are out; his visor will illuminate the situation.

Andy, The Game Hombré

Concept:	**9**	*"If you dig Trek and you dig intense RPG/Strategy games (like the two don't go "hand in hand"), then you'll really like this game. It's quite complex, has a varying storyline, and has excellent graphics. It's got just about every aspect of Star Trek that you could imagine. They even have stoolies that you can send to the planet just to get wasted. Perhaps the best part of the game is the play. The variation in styles keeps the interest up and the boredom down."*
Graphics:	**8**	
Sound:	**8**	
Playability:	**8**	
Entertainment:	**9.25**	

OVERALL: 8.5

Ross, The Rebel Gamer

Concept:	**9**	*"One of my favorite television shows is now interactive, and I am in control. It makes me feel kinda' like "Q". "Ha Ha Ha Ha," he laughs nastily. The graphics are intense with digitized pictures, and the animations are just as good, especially during Away Missions. I really like the three different types of gameplay. The concept and the options that you can choose from are terrific. Many hours lie ahead for me in this game, and I can't wait."*
Graphics:	**9**	
Sound:	**8**	
Playability:	**9**	
Entertainment:	**9**	

OVERALL: 9

Paul, The Pro Player

Concept:	**8**	*"Trekkies of the world unite and take over. Take an episode of The Next Generation, in which you have control of all operations, and you have this game. It balances elements of many different styles of games into one awesome package – or pak in this case. The likenesses of the crew are excellent and the storyline is classic. This may not be for everyone, but true fans of the show will not be able to put it down."*
Graphics:	**9**	
Sound:	**7**	
Playability:	**8**	
Entertainment:	**9**	

OVERALL: 8.25

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Super Pinball: Behind the Mask

The Next Level of Video Pinball!

- **Cart Size:** 8 Meg
- **Style:** 1 to 4-Player Pinball Simulation
- **Special Features:** 2 Modes of Play,
- **Levels:** Three Separate Boards: Jolly Joker, Wizard, & Blackbeard and the Ironmen
- **Created by:** meldac/KAZe
- **Available:** Now on SNES

If the first thing you do when you walk into the arcade is hit the pinball machines, boy are you in for a treat! American Technos has put out the first pinball simulator for the Super Nintendo, featuring a new 3-D perspective that gives you the look and feel of an arcade machine.

Choose from two play modes, either "Challenge" or "Player" mode. Challenge mode dares you to reach a certain amount of points on each one of the three machines, while Player Mode offers play for up to four players (alternating, of course).

Although the machines all have the same features, like a couple of different ramps, a multi-score trap, and kickbacks on each side, they are placed in different areas of the play-field. Each of the machines features multi-ball action, provided you can hit the right ramp enough times and find hidden bonuses, not to mention a skill shot to start every new ball and an English function to stop those pesky drains.

If you're tired of all the video pinball just because they lacked that certain feel, check out *Super Pinball*, it is easily the most realistic pinball to date.

Get multi-ball and see who's really behind the mask!!

Put it in the special ramp and get a random reward.

Lite the mystery and hit the ball in to get your choice of special power-ups.

When the 'Freeze' light is on the machine will return the ball if drained.

Whoa! Real multi-ball action!!!

Shoot for the mystery trap and score some big points.

The Bottom Line 8

Andy, The Game Hombré

Concept:	**9**	*"For the first time since Alien Crush someone has done something original in the Pinball classification. The view is very cool with crisp graphics and smooth scaling. However, the game itself lacks some of the fun ramps and devices that are found in today's pinball machines. Plus, all three games are basically the same. If you like pinball, this is easily the closest to the real thing. It's a solid game that will hopefully serve as a stepping stone to newer and better video pinball games. I can't wait to see Super Pinball 2."*
Graphics:	**9**	
Sound:	**8**	
Playability:	**7**	
Entertainment:	**7**	
OVERALL:	**8**	

Ross, The Rebel Gamer

Concept:	**9**	*"All right! A pinball game for SNES, and none too soon. American Technos did a great job on this cart to make it look and play like a true pinball machine. The angle at which the playfield is set up makes this a unique game. The music would be different if it were my game, but it isn't too bad. The playfields on all three of the games are too easy, considering that there are only four or five major traps or chutes to hit. It kind of reminded me of the pinball machines that now sit and collect dust in a warehouse somewhere. Overall, I really enjoyed this game."*
Graphics:	**9**	
Sound:	**7**	
Playability:	**7**	
Entertainment:	**9**	
OVERALL:	**8.25**	

Paul, The Pro Player

Concept:	**8**	*"I confess I've never been a big fan of video pinball, but this one has some very original elements. The graphics are really well done. Along with the sound, they give you the look and feel of the true game. Unfortunately, there isn't much variation between the three machines. They all seem to have the same layout, the only difference being in color and name. Super Pinball has great playability and should be top on the list of vid pinball games, but don't think you're getting three games for the price of one."*
Graphics:	**8**	
Sound:	**8**	
Playability:	**8**	
Entertainment:	**7**	
OVERALL:	**7.75**	

Suzuka 8 hours

Motorcycle Racing Simulator

The only sound you hear is the creak of leather and the constant hum of a 750cc racing rocket. This could be the race of your life! It's about to start as Namco introduces Suzuka 8 Hours for the Super Nintendo.

Mode 7 rotation gives you the feeling that you'd get if you were driving in a world-class race. With five different tracks to race on, including the famous Suzuka track, you're guaranteed to get saddle sore. There is a choice of six different motorcycles, in either 250cc, 400cc, or 750cc, so that you can pick the best one for your style of driving. You can equip your bike with either an automatic or manual transmission with a specialty in top speed, quick acceleration, or great cornering. If you don't like the color bike you have, take it back to the shop and get it painted in any of eight different colors.

There are four unique racing modes that you can pick from: Time Trial, Practice, 2 Player Head-to-Head, and a Race Tour in which you will get to race in a 15 minute, 30 minute, 60 minute, or an 8 hour grueling marathon ride. In the Race Tour, you have the limited amount of time to get around the track as many times as you can.

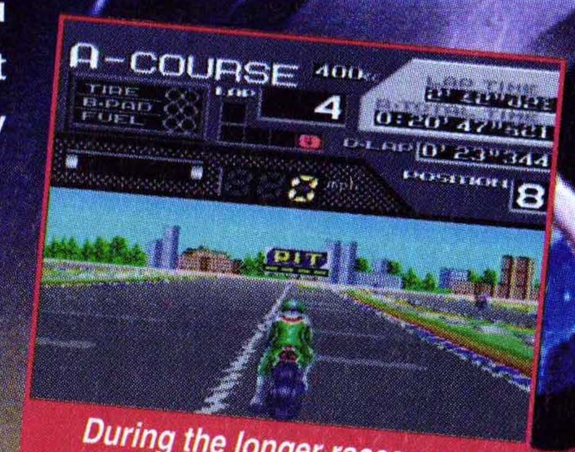
Race all five tracks, win the most points, and you will feel what it's like to be a World-Class Motorcycle Champion.

- **Cart Size:** *8 Meg with Battery Back-up*
- **Style:** *1 or 2-player Racing Simulator*
- **Special Features:** *Mode 7 Rotation & 2 Player Split Screen*
- **Created by:** *Namco Ltd.*
- **Available:** *May for Super Nintendo*

The Bikes

Airborne!

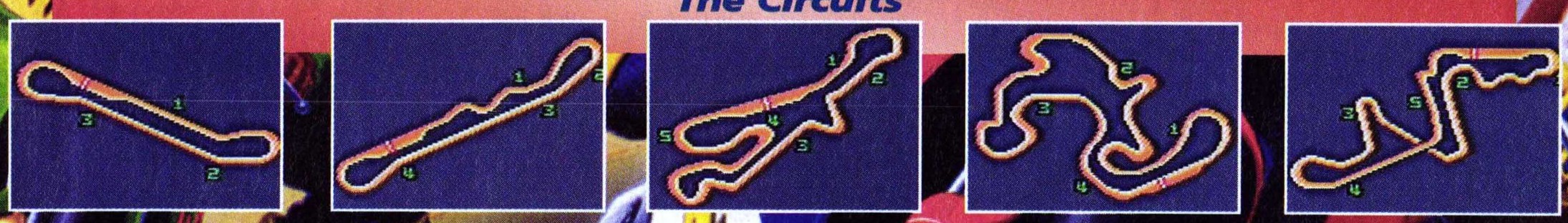
Lean into those turns or you'll end up eating dirt.



During the longer races, you will need to fuel up and repair the damage on your bike.

Get ready for two player head-to-head action.

The Circuits



The Bottom Line 5.5

Andy, The Game Hombré

Concept:	7	*"It was a good idea to bring the arcade hit home to the SNES. However, I think they missed the point completely. The graphics don't look a thing like the arcade, plus the screen doesn't move any faster at 210 than it does at 5 miles an hour. While it does have some solid racing game characteristics, they never should have called this game Suzuka 8 Hours."*
Graphics:	5	
Sound:	5	
Playability:	4	
Entertainment:	4	
OVERALL:	**5**	

Ross, The Rebel Gamer

Concept:	7	*"Suzuka 8 Hours is not something we haven't seen before. Let's face it, racing games are becoming a major part of the new releases month after month. The Mode 7 scaling is really cool for this type of racing. The background scenes were O.K., but around the edges it looked way too choppy. I was happy with the many choices of machines and courses you could run, but the control of the bikes kinda' sucked. I found this game to be basically boring after I had been racing for two or three laps."*
Graphics:	7	
Sound:	6	
Playability:	6	
Entertainment:	6	
OVERALL:	**6.5**	

Paul, The Pro Player

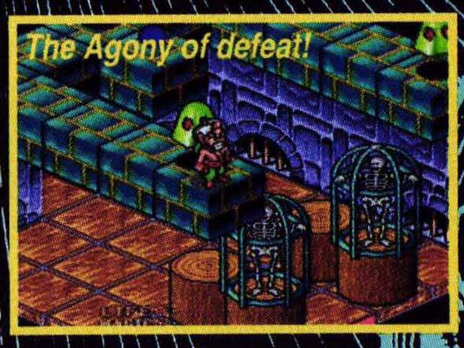
Concept:	5	*"Suzuka for the SNES is a great translation, but it missed on some key elements. The graphics have cool Mode 7 effects, but the whole picture isn't much better than the old Super Hang-On for SG. Worse yet, the game doesn't scroll faster as you speed up. I had no sense that I was traveling at 200+ mph. I thought the control was real tight, so if the speed was picked up it would be much better. What made the arcade good was the multiple bikes you sat on. I don't think we'll see that for the SNES. So what's the point?"*
Graphics:	7	
Sound:	4	
Playability:	7	
Entertainment:	4	
OVERALL:	**5.5**	

For every Solstice there is an EQUINOX

- *Cart Size:* 8 Meg
- *Style:* 1-Player Action/Puzzle/Role-Play
- *Special Features:* 3/4 3-D Perspective, Automatic Save with 4 Save Slots, Sequel to Solstice on the NES
- *Levels:* 7 Islands with Multiple Dungeons
- *Created by:* Software Creation for Sony Imagesoft
- *Available:* Now for Super Nintendo

THE BOTTOM LINE 8.75

The perfect find, a token and an apple.


The Agony of defeat!

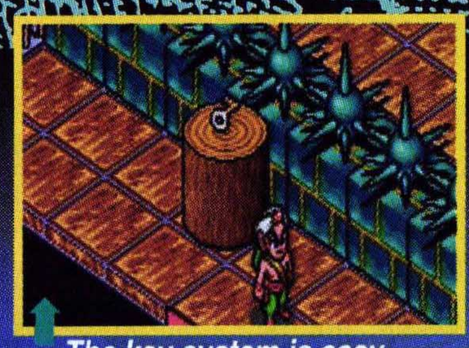
You can come and go from the dungeons when you find a ladder.

First, you must find the sword...

... then the Heal spell.

The evil Bonehead is the first of many Guardians you will face.

This game features hidden rooms and tricks that you have to discover if you wish to solve any dungeon.


The key system is easy, white keys work on white doors, green keys work on green doors...etc., etc., etc..

The 3-D perspective is easy to read and it adds to the overall look of graphics.

This cool animation sequence will greet you every time you go underground.

ANDY, THE GAME HOMBRÉ

Concept:	**8**	*"The original Solstice was all right, but nothing great. Equinox, on the other hand is very cool. The 3/4th view is a little tough to get used to at first, but once you've got it mastered the game play is awesome. I really liked the music and the sound effects (this is one of those games that's just fun to crank). Playability is a bit repetitive but if you like searching rooms, and roaming mazes, this is the game for you."*
Graphics:	**9**	
Sound:	**9.25**	
Playability:	**8.5**	
Entertainment:	**8.75**	

OVERALL: 8.75

ROSS, THE REBEL GAMER

Concept:	**9**	*"A new role-playing game is here for the SNES that rivals Landstalker. Equinox gives you the advantage of both an action-adventure and a role-play at the same time. With 100% interactive fighting and moving, the gameplay was good. In fact, the only bad thing that I could say about Equinox would be that the diagonal controls make it tough to play in certain areas (like the bosses). Bright and beautiful colors adorn this cart through and through. As role-plays come and go, I'm always amazed at how they get better and better."*
Graphics:	**9**	
Sound:	**9**	
Playability:	**8**	
Entertainment:	**9**	

OVERALL: 9

PAUL, THE PRO PLAYER

Concept:	**8**	*"This is yet another game that got its start on the 8-bit machine. It never seemed like Solstice was that popular on the NES, so it's kind of strange that Sony resurrected it. The graphics and sound are very impressive. The 3/4 perspective, though it hinders play sometimes, is excellent. It really gives the rooms depth and a cool feeling. Control is responsive, although the perspective plays tricks on you at times. If you've tried the NES version or like that action/adventure style of game, Equinox is one of the more original carts I've seen in a while."*
Graphics:	**8**	
Sound:	**9**	
Playability:	**8**	
Entertainment:	**9**	

OVERALL: 8.5

In the years following Shadax's trial at Galadonia, peace and tranquility have ruled the land. Both the people and the land prospered. Shadax was then approached by a young apprentice named Sonya, who wished to learn more from the great wizard. But with her power, she also learned greed. This upset the delicate balance of good and evil, and brought armageddon to the land. Sonya then kidnapped Shadax, your father, in hopes of insuring her eternal reign. The last hope for the people of Galadonia is you.

You must traverse seven dungeon-filled islands swarming with Trolls and Werebats in one last attempt to save your father and stop Sonya. You are only an apprentice, but with time, you will learn the skills needed to be a great wizard. You'll have to, or all hope will be lost.

This sequel to Solstice features the same 3/4 view as the original and many of the puzzle solving aspects that made the original a hit. Each level must be defeated in a certain order by first finding 12 hidden tokens, and then defeating the level Guardian. To attain this goal, you'll have to use your wits to find the hidden keys, weapons, and spells that will make the difference between victory and defeat. ✶

Weapons

Name:	Number of Projectiles	Speed	Strength
Dagger	1	Fast	1
Shuriken	2	Slow	2
Axe	3	Fast	3
Twindagger	3	Fast	4
Sword	2	Very Fast	5
Schimtar	3	Slow	6
Mace	3	Slow	7
Twin Sword	3	Very Fast	8

Spells

Heal	Zap
Slow	Save
Damage	Reveal
Freeze	Unlock

After a long time underground, use the overhead map to discover your location.

NINJA WARRIORS

The Arcade Version Comes Home on the SNES

- **Cart Size:** 12 Meg
- **Style:** 1-Player Side-Scrolling Action
- **Special Features:** Three Different Warriors, & Unlimited Continues.
- **Created by:** Natsume for Taito
- **Available:** Now on Super Nintendo

THE BOTTOM LINE 7.5

Use your superhuman strength to pick up huge items and feed them to your enemy.

Here buddy... have one of these!

You can even pick up some of the bigger enemies with one hand.

Each warrior has at least one grabbing move that not only looks cool, but it does some serious damage, too.

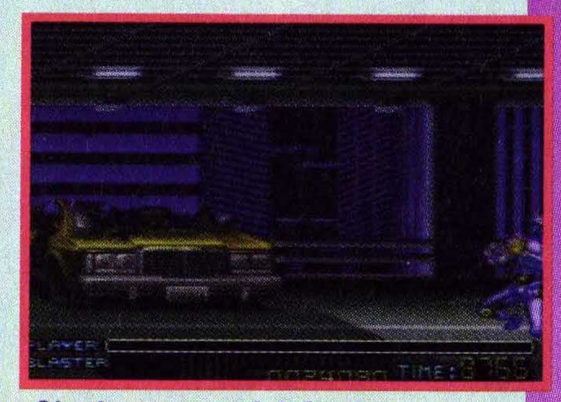
In a once peaceful nation, happiness flourished. Now many months later, the city lies in ruin where anarchy and despair are all anyone knows. The evil and vile Banglar reigns supreme, and has brainwashed all who defied him. Any person caught disobeying is crushed by his militant troops. In a desperate battle that began the day Banglar arrived, Mulk, the leader of a revolutionary band, created three cybernetic warriors. Before Mulk could use the warriors, Banglar unleashed his many legions and nearly wiped out Mulk and his followers. In pure desperation, Mulk realized that even though the warriors were untested and incomplete, he must send them out to destroy Banglar once and for all! Enter the Ninja Warriors.

Your battle begins with a choice of three warriors: Ninja–the strongest, Kunoichi–the quickest, or Kamaitachi, a balanced mix of the other two. Each warrior has ten different attacks that you can use to fight the evil minions of Banglar.

Implanted with the objective, the destruction of Banglar, the Ninja Warriors must use their powers to clear all eight chaotic stages. If you can find Banglar and destroy him, the nation that was once powerful can return to peace once more. ■

The Ninja Warriors

This boss carries a big stick and a laser that's even bigger.



Oh, the agony of defeat!

Ninja has an awesome jet pack to give him a little boost.

In this level, you will want to watch out for the machine gunner in the chopper.

ROSS, THE REBEL GAMER

Concept:	8
Graphics:	9.25
Sound:	7
Playability:	8.5
Entertainment:	9

OVERALL: 8.5

"Ninja Warriors saw a lot of my hours a few years ago, and is doing so once again. Not much, if any, is lost in the conversion of the graphics and animation, but the playability is diminished. This is due mostly to the fact that it is now only a one-player game. Hearing the sound, or lack thereof, was a little disappointing, but I will say it is above average. I think that the game is fairly easy, seeing that you are given unlimited continues and there are only eight levels. Ninja Warriors is a game that I would like to visit, but I wouldn't want to live there."

RICK, THE VIDEO RANGER

Concept:	6
Graphics:	8
Sound:	7
Playability:	6
Entertainment:	6.5

OVERALL: 6.75

"Those familiar with Neo Geo arcade games, especially Robo Army, will find Ninja Warriors to be a good SNES imitation. Ninja Warriors is an action game where the players scroll from left to right and thrash everything. Good mindless fun. The graphics are quite good, and the characters are large and smoothly animated. Color use is great and the backgrounds are varied, but the sound effects are the same typical stuff. Playing Ninja Warriors probably won't boost your I.Q. or solve world hunger, but it is a constructive way to release your hostilities."

PAUL, THE PRO PLAYER

Concept:	7
Graphics:	8
Sound:	6
Playability:	9
Entertainment:	8

OVERALL: 7.5

"In the arcade, Ninja Warriors amazed me with its three-screen-wide action. Obviously, it's not going to have the screens. But again, it blows my mind that an old arcade is being resurrected for the home. The game doesn't translate identically from the arcade, but the additions make the home version even better. The special moves are a great addition to this hack-and-slash style. It is unfortunate that there aren't two player capabilities. That would have made a far better game, but it is fun to play. Beware: unlimited continues may make this an easy battle for many."

At a Glance™ SUPER NES

Rating Scale:

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

Overall: 3

Cart Size:
8 Meg

Style:
1 or 2-Player Sports

Created by:
Jaleco

Available:
Now

Pro Sports Hockey

Professional hockey makes another showing on the SNES. Pro Sports is licensed by the NHLPA, so you will be able to play as all your favorite players. You'll feel like you're really playing because the refs use all of the rules of the NHL. As you choose your teams, you will want to notice the fact that the "Stars" are still in Minnesota where they should have stayed. Heavy body checks and lightning-fast slapshots give you the satisfaction that you would get if you were really on the ice. A pass back to the blue line... He shoots... Jaleco scores with Pro Sports Hockey.

Overall: 7

Cart Size:
8 Meg

Style:
1 or 2-Player Action/Adventure

Created by:
Taito

Available:
Now

Flintstones

The Flintstones gang is back, with their first game on the Super NES. The Grand Poobah is finally calling it quits after 15 years with the Loyal Order of the Water Buffaloes. Fred thinks he's got his chance, but so does the rest of the lodge. The Poobah isn't just going to give his position away. He tells Fred and the other candidates that the only way to become the Grand Poobah is to find the legendary "Treasure of Sierra Madrock!" In a flash, the lodge is empty and time is running out. Fred and Barney have to find the treasure before someone else does. Ya-ba Da-ba-do!

Overall: 8.5

Cart Size:
8 Meg

Style:
1-Player Action

Created by:
Taito

Available:
Now

The Jetsons: Invasion of the Planet Pirates

George Jetson makes his way to the SNES for his first stellar adventure. George, armed with his Pneumo Osmatic Precipitator, vacuums his way through 20 stages in 5 levels in his attempt to defeat Zora the Space Pirate. It seems George is the only person who can stop Zora from robbing the Earth of its natural resources. Yes, even the Jetsons are concerned about the environment. Taito brings this classic Hanna-Barbara cartoon to life and lets you take control.

Overall: 7

Cart Size:
16 Meg

Style:
1 or 2-Player Futuristic Sports/Action

Created by:
Capcom

Available:
Now

Mega-Man Soccer

That's right! A soccer game starring Mega-Man, with all the familiar robots from past adventures. The game features Exhibition, Tournament, and League modes. You can try for the Capcom Cup, where your Mega-Man team battles each of the eight robot master teams that Dr. Wily has assembled. MM Soccer has many of the same features that traditional soccer cartridges include, but also has special power attacks to blast the ball into the net. What's next, *SF II Jam*?

Overall: 5

Cart Size:
12 Meg

Style:
1 or 2-Player Action

Created by:
Capcom

Available:
Now

King of Dragons

For more than a hundred years, the land of Malus has been attacked by a dragon named Gildiss. As time wore on, the people of Malus could take it no longer. They pleaded with the King to stop the dragon from destroying all they had. Armies were sent, but none returned. The King's magician, Guindon, cast a spell on Gildiss and put him to sleep for a year. That year is quickly coming to an end, and Guindon is afraid that Gildiss will awaken more powerful than ever. Your mission is to locate the resting place of the dragon and destroy him before he wakes. You must choose from five unique warriors and battle through lands filled with Orcs, Skeletons, Goblins, and Lizard men. Advance in levels with your character and collect the power-ups to become strong enough to rid Malus of the sleeping fire-breather.

Overall: 5

Cart Size:
8 Meg

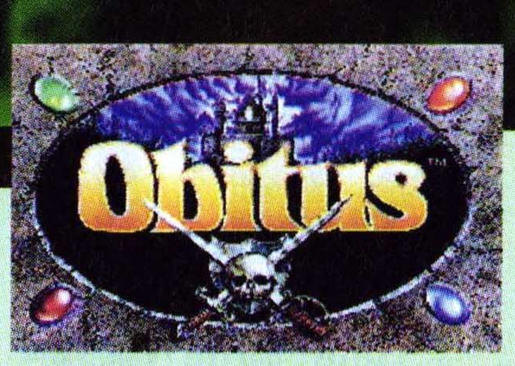
Style:
1-Player Action/Adventure

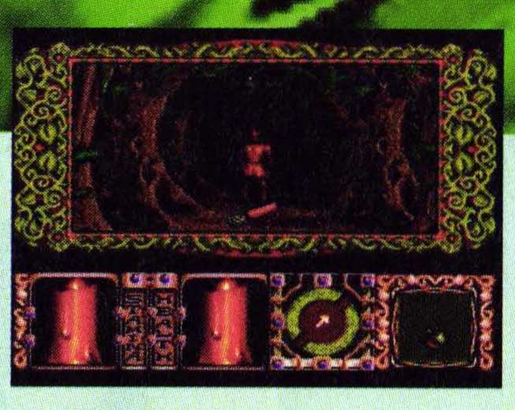
Created by:
Absolute

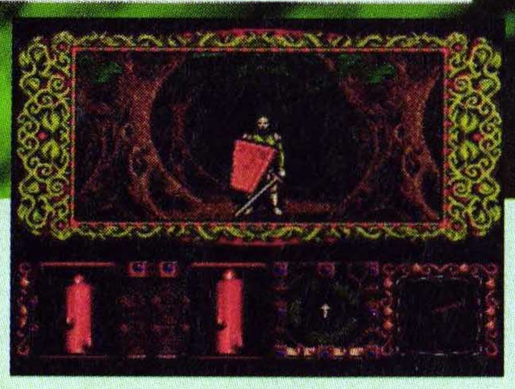
Available:
Now

Space Ace

The gang from the once-popular laser disc arcade game is back for a debut on the SNES. As Dexter, you must get through many levels of Commander Borf's world to ultimately rescue Kimmy from Borf's clutches. However, Borf has zapped everyone on the planet with an Infanto Ray, changing everyone into babies, including Dexter. With areas to "Energize" Dexter, he will once again become mature and be able to fire a laser blaster. Within some levels there will be different modes of transportation for Dexter to use, and power-up disks that do a number of different wonders. Kimmy needs you Dexter, so hurry or all will be lost.







Overall: 4.5

Cart Size:
8 Meg with Battery Back-up

Style:
1-Player Role-Play

Created by:
Bullet-Proof Software

Available:
Now

Obitus

The Tower Obitus once held the four magical Gems of Tranquility that kept the kingdom safe from all evil. Now the kingdom is divided into four separate kingdoms held by the sons of the recently-deceased king, each possessing one of the gems. Evil runs rampant throughout the land. You take the role of a warrior whose mission is to retrieve the lost gems and return them to the now abandoned Tower Obitus so that peace can rule the land forevermore. You will maneuver through both first-person perspective screens, as well as side-scrolling action screens. Travel through the four realms while picking up many items and weapons, fight the evil creatures that flood the land, and converse with the inhabitants of the different realms. The fate of many innocent people rests on the return of the Gems, so fare thee well.

Overall: 2

Cart Size:
8 Meg

Style:
1 to 4-Player Pinball/Breakout/ Adventure (Multi-Tap)

Created by:
DTMC

Available:
Now

Fire Striker

This game mixes the elements of pinball, *Breakout*, and an adventure game all into one. Your country has been overrun by the evil Arch-Mage Wylde. As Slader, the Firestriker of Wind Country, you offer to use the power of the Trialight to confront Wlyde and the spirits. You can also play a multi-player mode, where you and up to three of your friends can battle it out on 10 different playfields. This game definitely scores points for being unique.

Dear GI continued from page 6.

Questions, Questions, Questions!

Hello, I am a seventh-grade student who loves to draw. I was flipping through the pages of the March/ April '94 issue of Game Informer, and I saw pages 16 and 17. I have to be honest, I loved those pictures.

I would appreciate any information you have on Lunar, The Silver Star. I am especially interested in finding individual pictures of the group and the characters.

Jason Traxler
Lovington, IL

We would have to agree, the art for Lunar was quite outstanding (so is the game). If you're really interested in this type of art, you should keep an eye out for Japanese Animation Film Festivals. They're fairly common, and you'll get a good fix of this style of art. Otherwise, if you are still interested, why don't you write Working Designs at:

Working Designs
1701 Clear Creek Road
Redding, California 96001

I've been wanting to ask someone this question for a while, and since I just subscribed, I figured this was the perfect time. My favorite TV show is The Mighty Morphin Power Rangers and I wondered if anyone, like Capcom, was planning to make a 16-bit game featuring them? Also could you give me Capcom's address?

Jeff Henley
Tyler, TX

Jeff, it's your lucky day. Bandai America will have the Mighty Morphin Power Rangers out on Game Boy this July and Super NES this September. Oh yeah, here's Capcom's address:

Capcom
475 Oakmead Parkway
Sunnyvale, CA 94082

NBA Jam!

In the January/February Issue, you reviewed NBA Jam. On the roster for all systems a few changes were made. Shaquille O' Neal and Spud Webb were removed. Can you tell me why these changes were made? One good move I saw was the exchanging Starks for Oakley on the Knicks, but just one thing....WHERE IS JORDAN!!

Another thing is the NBA Jam (arcade) code on page 51 says that there are 18 hidden characters in the game, but I only count 13 and none of them are players. Could one of them be Jordan?

Matthew Festger
Glendale, NY

Why the Spudster was removed... I have no idea, but Shaquille O'Neal and Michael Jordan are licensed to Electronic Arts, so don't expect to see them on NBA Jam. Luckily, EA's coming out with Shaq-Fu (a fighting game) and Michael Jordan (an adventure game) later this year to curb your Shaq/Jordan appetite. Concerning the arcade codes, we know we listed only 13 because the other five people wish to remain anonymous. We can tell you that three of those characters are female, but good luck finding them!

Get a Grip!!!

I really hope you print this letter because I want Kirk Bramlett Jr. and Michael Duda to read this.

I was reading my GI that came in the mail today. Dear GI is the first thing I read. I read the letters from these two guys and they were the lamest letters I've ever read.

First of all, KB Jr. needs to realize, it's not the superiority of a system, it's the system you like the best. For example, my brother likes Sega Genesis and I like Super NES. He prefers Sonic and I prefer Mario. Get the picture, Kirk? Second, Michael Duda needs to get a grip. I understand GI's rating system. It's the best I've seen. Anyone knows a 9.25 is .75 points from being a perfect 10. If he doesn't like it, then he should take away the .25 and give the game a 9, O.K. ?

You guys are great and I won't read any other mags. I'm tellin' the truth.

Get a grip and play, Kirk and Michael!

Debbie Coates
Euless, TX

I'm writing in response to your game review of Cybermorph in your March/ April issue.

First of all, as much as I want the Jaguar to succeed, I won't give a game a good review simply because of that fact. Cybermorph (from the screen shots I've seen in various game magazines) looks dull! The graphics look nowhere near as good as Silpheed or StarFox! You people are crazy.

Now for Paul, the (so-called) Pro Player. How can you say "Cybermorph goes up against StarFox and Silpheed, blowing them both away," and call yourself a "Pro Player". I've played StarFox and Silpheed and they both do some amazing tricks. Silpheed has some mind-blowing scaling, rotation, and intros. I doubt if Cybermorph has features as well done as that. Let's get real people.

P.S. Thanks for the laugh!!

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

No, Chris, thank you for the laugh. If you are in any way, shape or form stating a opinion on any game just from the pictures you've seen, then the laugh is most definitely on you. We've played all three, extensively, and can easily say Cybermorph is better. If and when you finally play it, then and only then, will we listen to your opinions. Otherwise, your working completely off of assumption, and your opinion is invalid.

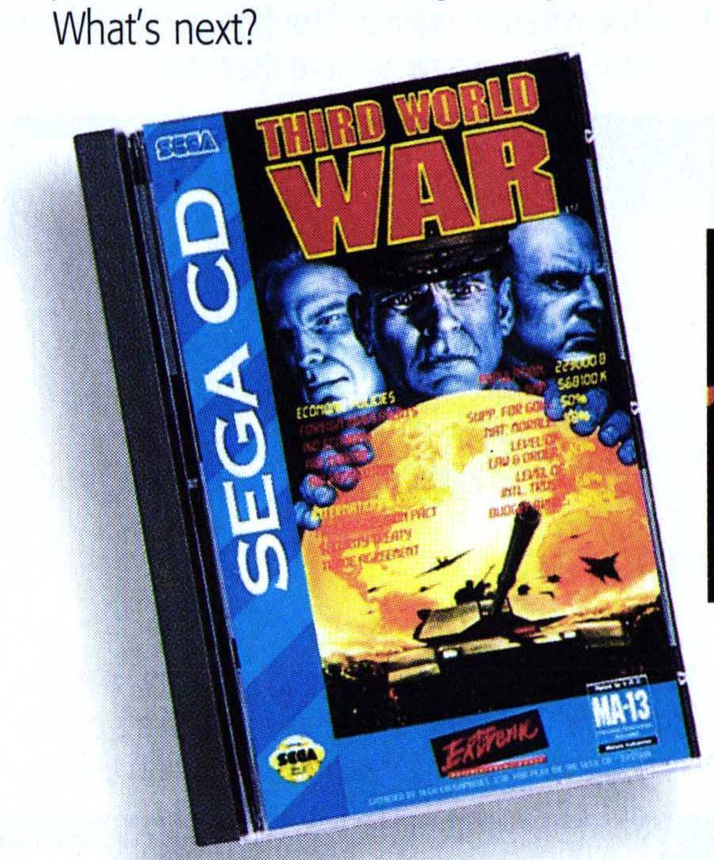
Game Informer Needs Your Help!

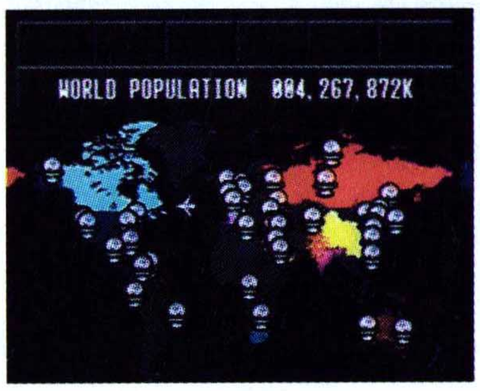
Game Informer is researching an article about On-Line Computer services, and would be interested in anything you have to say about your experiences (good & bad) with them. Also Game Informer is researching the possibility of getting it's own mailbox and/or forum. So please write to us and let us know what you think. Thanks.

TEMPTING, ISN'T IT?

It's been one of those days. A revolution is about to topple your government, your invasion force has just been thrown back into the sea, and France and England have just levied trade embargoes against you. What's next?

In **THIRD WORLD WAR™**, it's <u>your</u> call: you'll lead one of 16 nations in a bid for world domination. Adapt your strategies to realistic, ever-changing world events, and plot your every move on nearly 85 interactive scenario maps. Or, if all else fails, there's always that little red button . . . .





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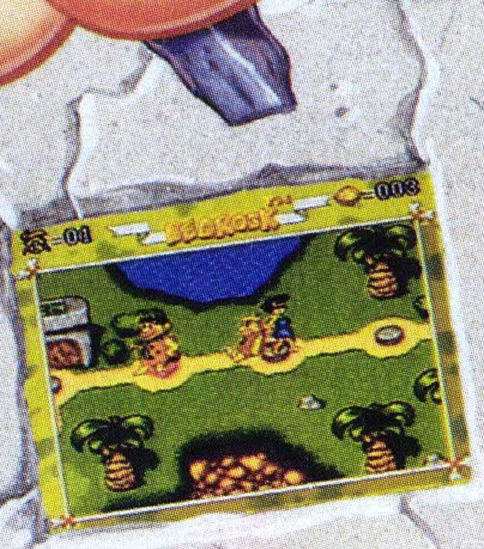
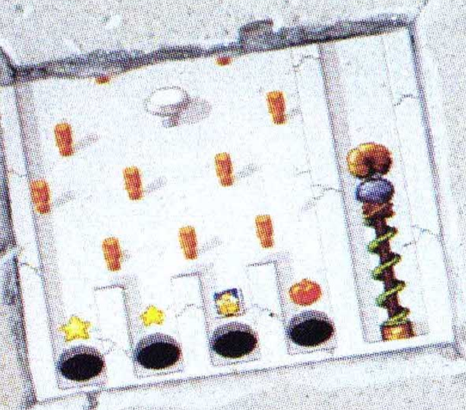
ENTERTAINMENT FROM THE DAWN OF CIVILIZATION!





Fred and Barney are looking for the lost Treasure of the Sierra Madrock in order to win the title of Grand Poobah of the Loyal Order of Water Buffaloes! Play either character (or team up with a friend and play both), in this action-packed stone age thriller! Leap over terrible traps, swim through underwater challenges, and climb granite walls in your search for the stash of clams. Help your bosom buddy in team play to make it to the next level! It's a Yabba-Dabba-Doo™ time waiting for you!

- Multiple mini-games offer a bonanza of excitement!
- Incredible intermission scenes recreate the world of Bedrock!
- One or two players rock through this 8 meg game!
- Special Features include: area maps, passwords and options!

Official Nintendo Seal of Quality

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PREVIEW

•SNES/GENESIS•

THE JUNGLE BOOK

After their monster hit with *Aladdin*, Virgin Games and Disney are at it again, hard at work on the Disney classic *Jungle Book*. Just as in the movie, the video game follows the life of a young Indian boy named Mowgli, who was raised by a pack of wolves. With the return of Shere Khan the Tiger, the pack elders decide it's best to send Mowgli back to the Man Village. That is where our adventure begins.

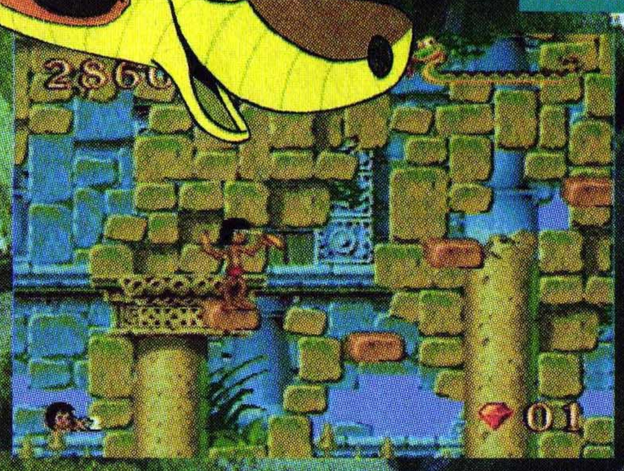
Mowgli's adventure will take him from the darkest jungles to the barren wastelands for his final showdown with the fearsome Shere Khan the Tiger. Along the way you'll encounter all the classic *Jungle Book* characters, including Kaa the Snake, King Louie, and his care-free bear companion, Baloo. The action is all set to the well-known tracks "I Wanna Be Like You" and "Bare Necessities" –tracks taken straight from the Disney classic.

Both versions, Genesis and Super Nintendo, will follow the same storyline and feature the same classic Disney animations that made *Aladdin* famous. Actually, it will have even more. Luckily, each version will have its own unique levels, with different art styles and game play elements.

All in all, it looks as if Virgin and Disney have come together again to create another hit. But this time, it will appear on all the platforms, including NES, Game Boy, and Game Gear. ■

Mowgli's got numerous animations on this cart.

- **Cart Size:** 16 Meg
- **Style:** 1-Player Action/Adventure
- **Special Features:** Disney Animation, Hidden Bonus Levels
- **Levels:** 10
- **Created by:** Virgin Games and Disney Software
- **Available:** July for Both SNES and Genesis
- **Percent Complete:** SG: 35%, SNES: 75%



You must travel through the ruins on your way to the Man Village.

Those crazy monkeys throw coconuts at you.

The Falling Ruins level is full of difficult jumps.

Take a ride with the Dawn Patrol.

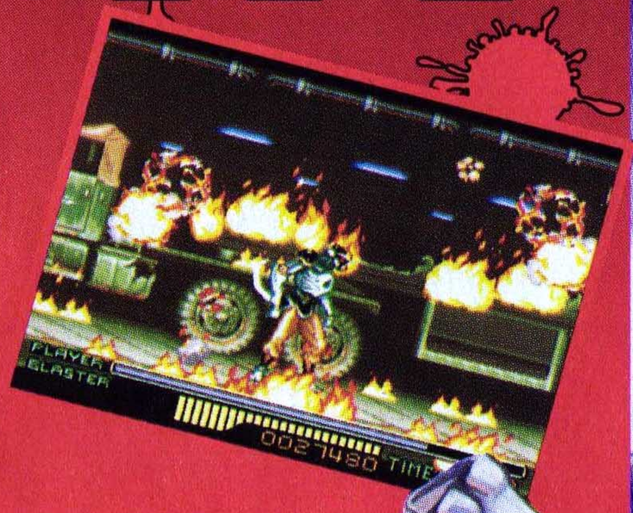
That's got to hurt.

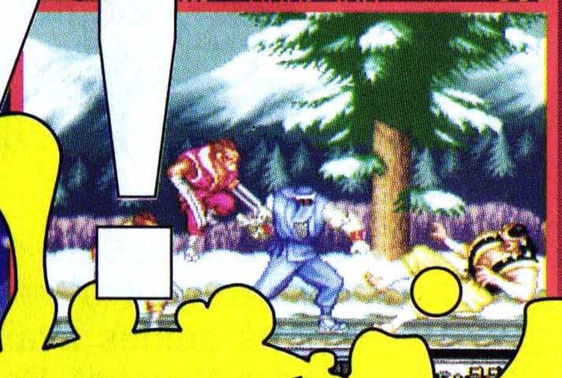
Welcome to the Tree Village.

Artwork © Walt Disney Company

BUILT TO DESTROY ALL ENEMIES AND PROGRAMMED TO SHOW

NO MERCY!





- Razor-edged weapons!
- Superhuman android reflexes!
- Masters of the Ninja Arts!
- And burning for combat!

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WORLD SERIES BASEBALL

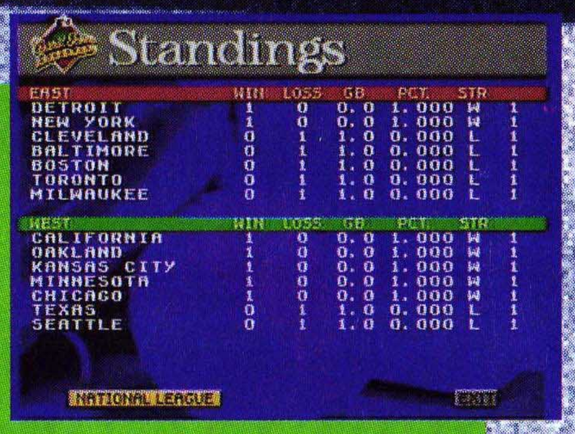
LET'S PLAY BALL!

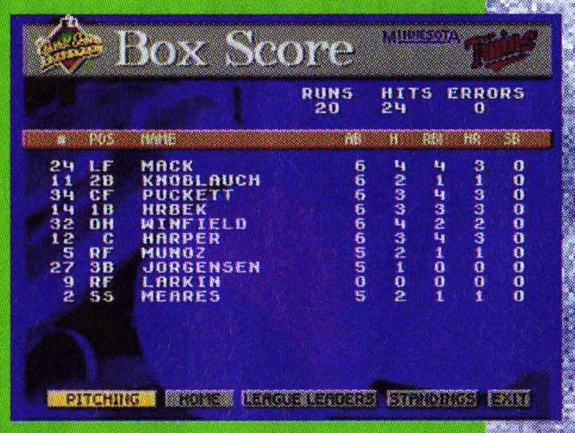
Sega Sports has made a new commitment to creating the best sports games available. *World Series Baseball*, Sega's third try at video baseball, takes a new approach to what we now see as the standard baseball setup. Hopefully, this will be the first of many realistic and innovative sports carts to come.

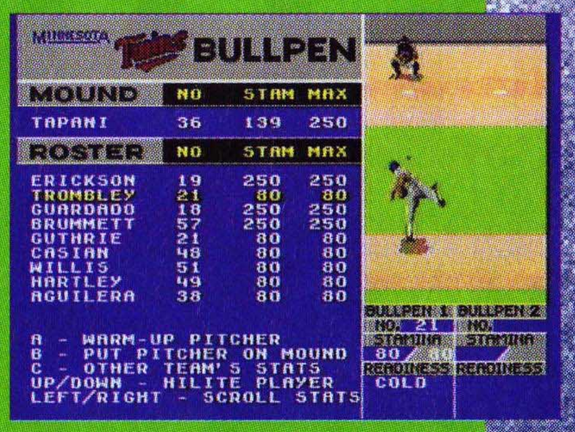
In the pursuit of realism, Sega got the MLBPA license as well as the Major League license, so you'll find real stats, all 28 teams, and all the real players. There are four different play modes: Exhibition, League, Home Run Derby, and Batting Practice. The "Exhibition" mode lets you take on a friend or the computer in a quick game. "League" mode lets you experience a whole season with either 13, 26, 52, 104, or a full 162 games in a 4 or 6 division league. The cool part is that in League mode you have running stats for the entire year, including Home Runs, At Bats, Batting Average, RBI's, and Slugging Percentage.

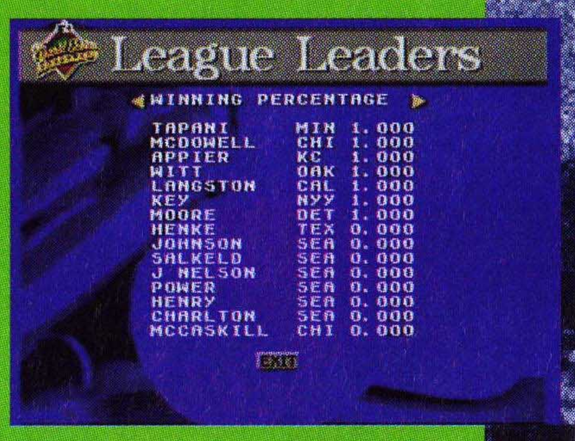
One of the unusual aspects of this game is that the play is delivered from the catcher's perspective. The pitcher chooses a spot in the strike zone with the ball cursor, then picks from his three pitches. Depending on the pitcher, he could have any of the eight standards: Fastball, Curveball, Knuckler, Slider, Change-Up, Split Finger, Screwball, or Sinker. The batter can then choose from Contact, Normal, or Power swing. In "Rookie" mode the batter can just swing away, but as your skills improve you can move up to "Veteran" where you have to move a cursor to the ball to get the hit.

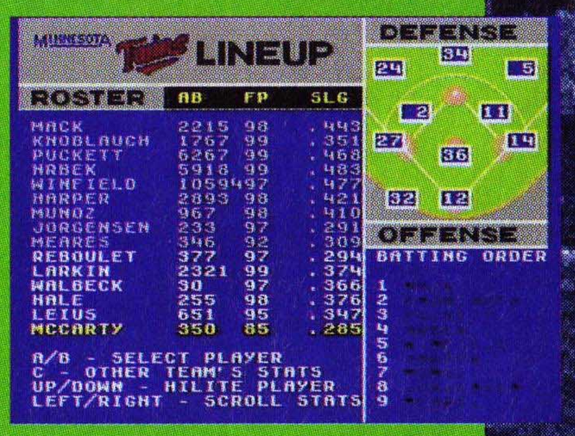
Will Toronto win it all again? Will the Cubs ever make it to the Series in this century? Who knows, but with *World Series Baseball* you can make it all happen. ■

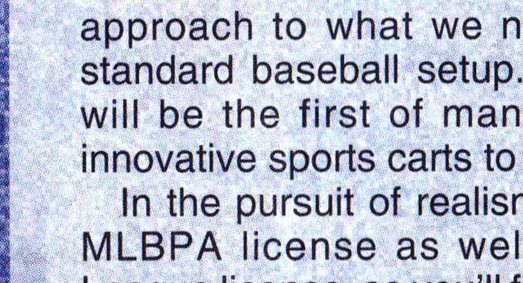




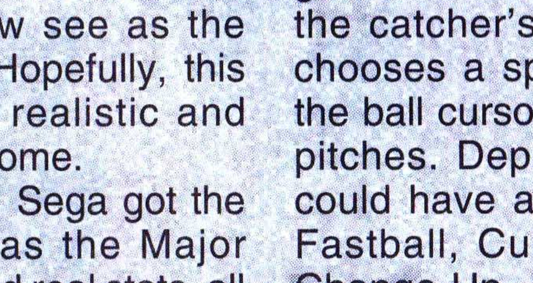




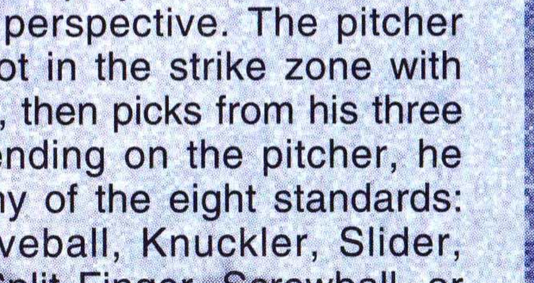




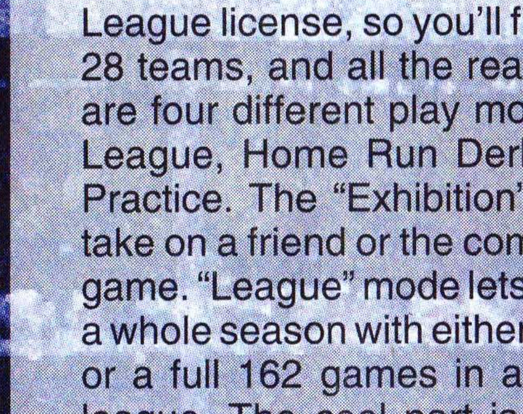
He makes the diving grab.



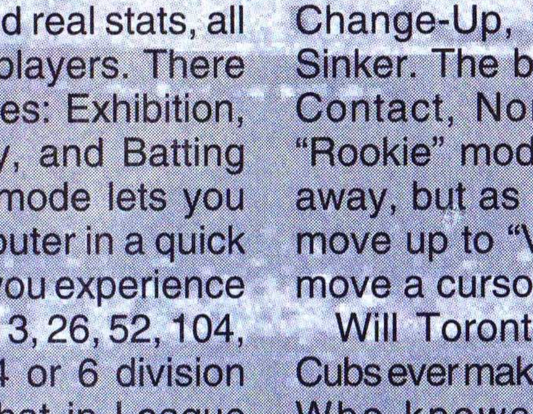
What a catch!



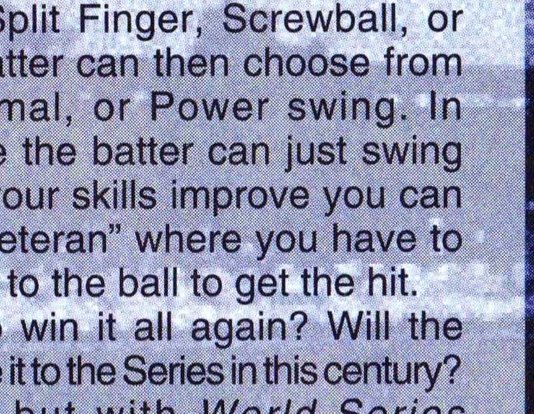
He's back on the warning track.



The Scoreboard features hilarious animations.



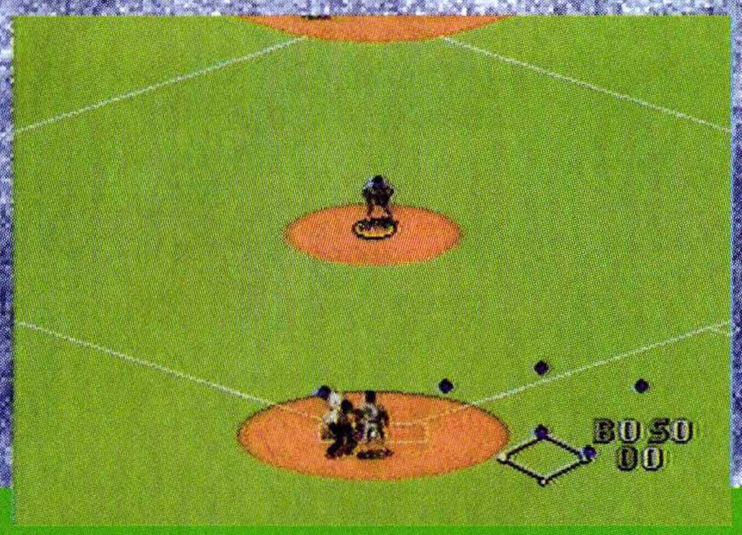
When you hit the long ball it gives you the distance so you can brag to your friends.



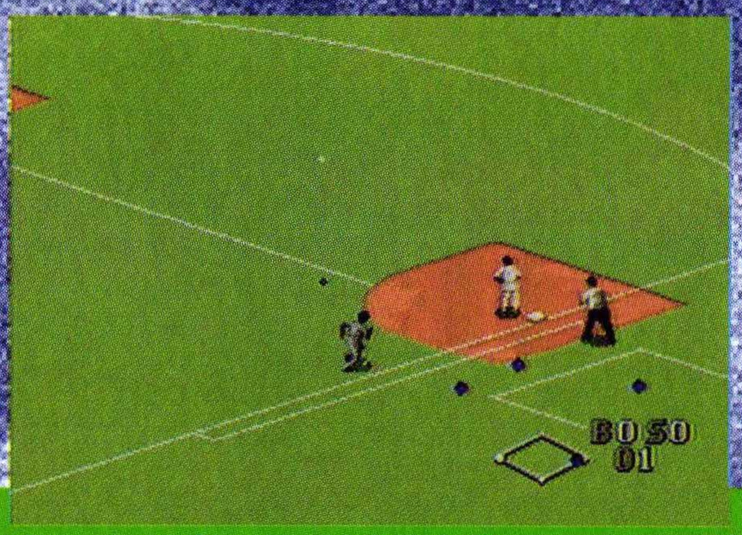
He squares up.

- **Cart Size:** 16 Meg with Battery Back-up
- **Style:** 1 or 2-Player Baseball Simulation/ 1-8 Player Home Run Derby
- **Special Features:** First Person Perspective, Play-by-Play Announcing, All 28 Major League Teams and Stadiums, Complete Player Rosters with Real Attributes, 6-Division or 4-Division Alignment
- **Levels:** N/A
- **Created by:** Blue Sky for Sega Sports
- **Available:** Now on Sega Genesis

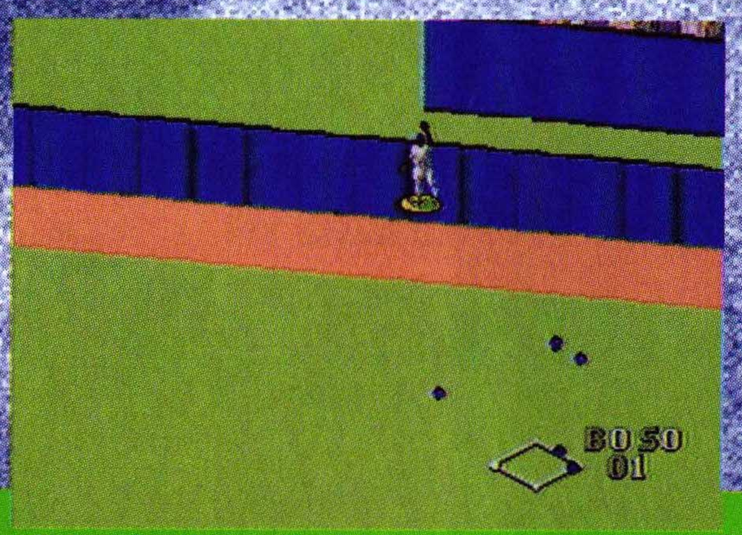
THE BOTTOM LINE 8



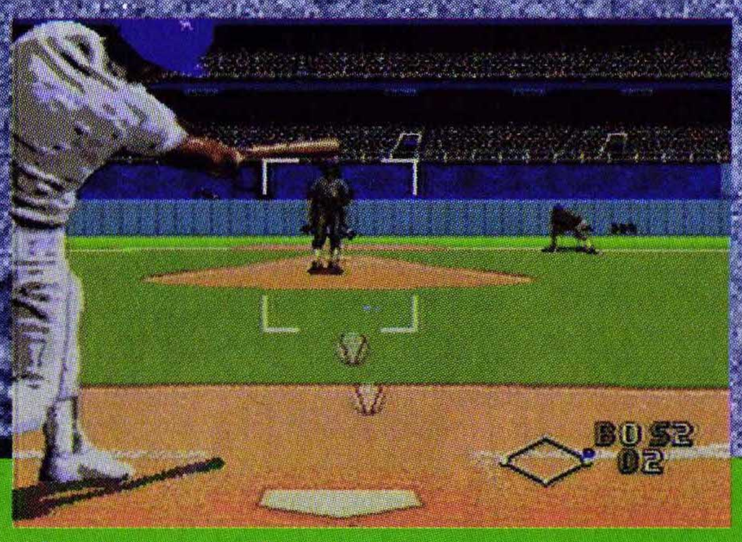
The umpire's have awesome animations when you're out and even scream out the call.



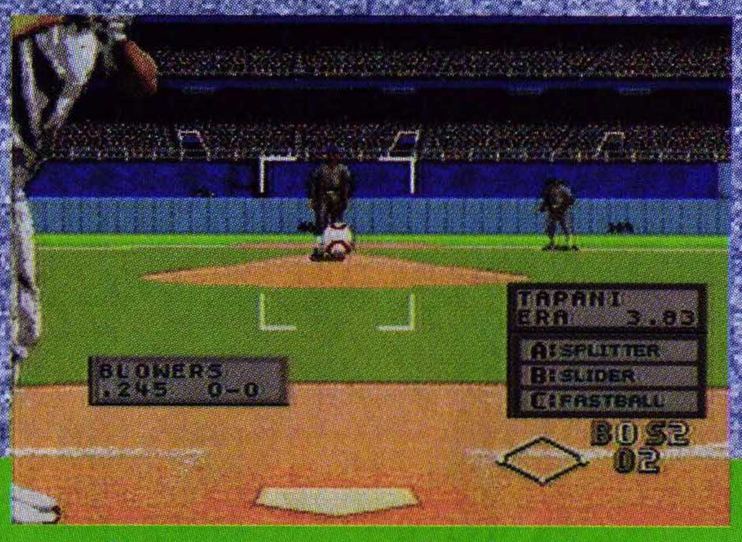
You can have automatic or manual fielding, depending on your skill level.



If the ball marker is close to the wall on a Homerun, press the B Button and you could get lucky.

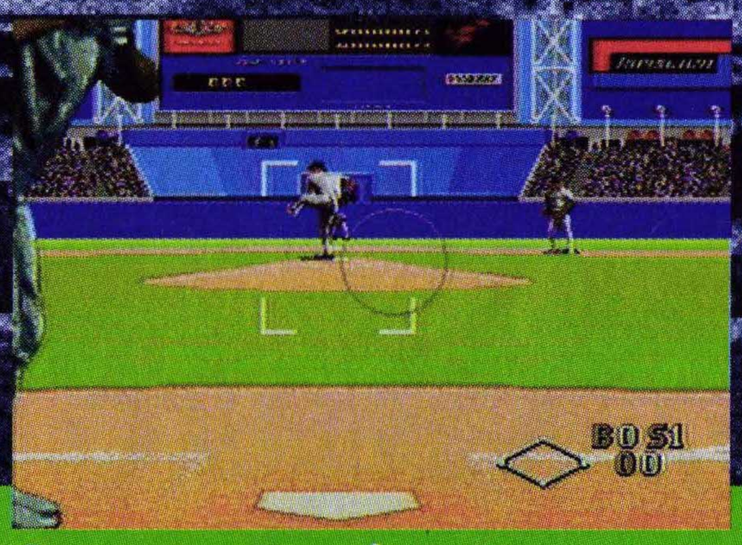


The bottom drops out.

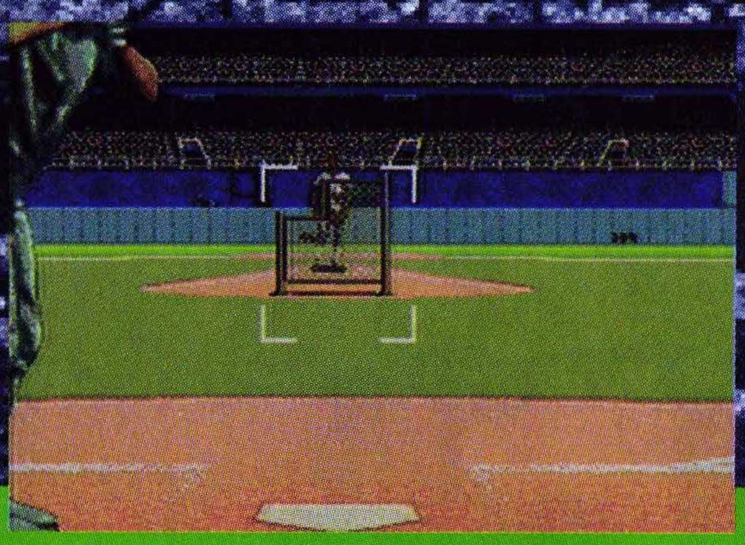


Use the cursor to set the destination of your pitch and what kind it will be.

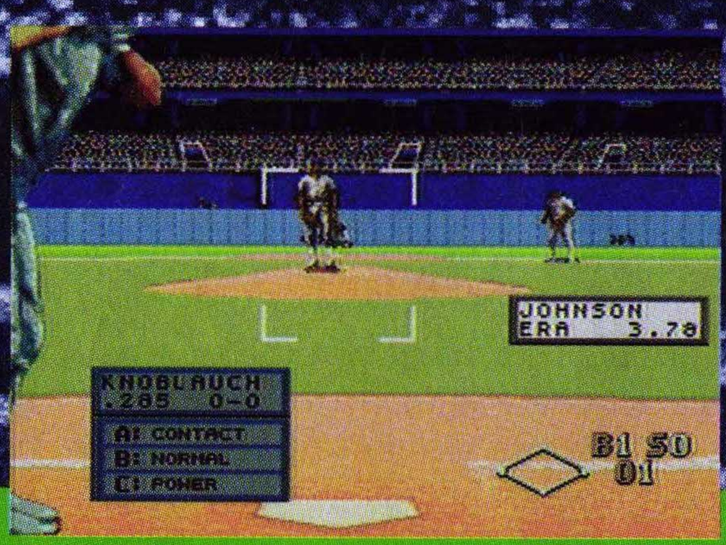
Behind the batter perspective gives you an easy read on the pitch.



Once you get good, you can move up to the Veteran League where you have to use a cursor to bat. Trust us, it's a lot harder.



In the batting cages you can face off against a lefty or a righty.



The stats on this screen are Lifetime, but it does keep running stats of your game or season on the scoreboard and the League Leaders Board.

ANDY, THE GAME HOMBRÉ

Concept:	**9**	"This is the best one-player baseball simulation game I have played on any home system. The graphics and animations are quite spectacular with fluid movements and great detail. The play-by-play commentary is still pretty choppy, but the individual voice-overs are very cool. Control is tight, and while you're batting you have an extra hand to drink your favorite beverage. The perspective is innovative and reminiscent of Power Hitter from the arcades. In other words, "I would play a 162 game season on this cart."
Graphics:	**9**	
Sound:	**8**	
Playability:	**8**	
Entertainment:	**8**	
OVERALL:	**8.5**	

ROSS, THE REBEL GAMER

Concept:	**6**	"Yet another baseball game for Sega Genesis, oh boy. I do give credit to Sega Sports for introducing a new look for a baseball game. In all seriousness, the graphics are awesome. Even the stadiums look like their true counterparts. Playing the game is fun as long as you aren't ripping shots out of the park one right after another. The voice-overs are great and the sounds of the game are great as well. I guess that this could be a groundbreaking game, but I'm not sure John Q. Public is ready for it."
Graphics:	**9**	
Sound:	**8**	
Playability:	**7**	
Entertainment:	**9**	
OVERALL:	**7.75**	

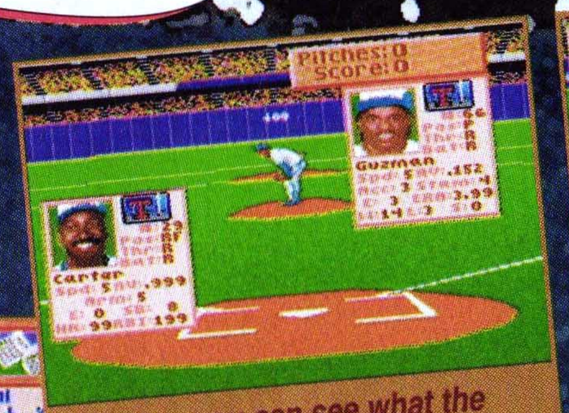
RICK, THE VIDEO RANGER

Concept:	**8**	"First of all, the graphics are very realistic and the stadiums are all picture-perfect. Players leap and dive for the balls in nicely animated shots. I really liked the on-screen box for pitch location. The fielding is a good mix of computer and hands-on control. The control format is simple to use and even gives on-screen directions. Give me the ability to position the batter in the batter's box and I would have no complaints. The play-by-play is a little tinny but at least it is here. World Series Baseball is changing the way I look at video baseball!"
Graphics:	**8.5**	
Sound:	**7**	
Playability:	**8**	
Entertainment:	**8**	
OVERALL:	**8**	

HardBall III

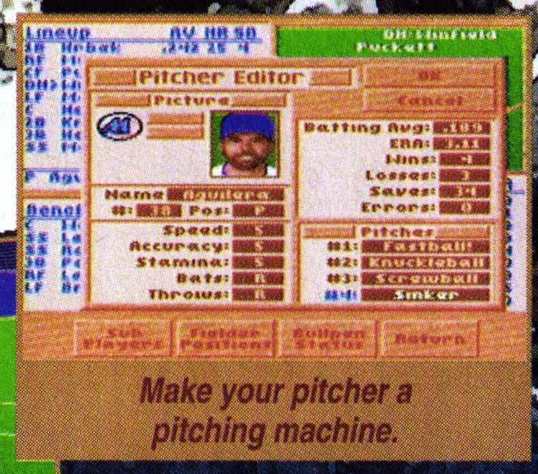
Makes it's first trip to Super Nintendo.

- **Cart Size:** 16 Meg with Battery Back-up
- **Style:** 1 or 2-Player Baseball
- **Special Features:** MLBPA Official License & Password Save
- **Created by:** Accolade Sports
- **Available:** Now on Super Nintendo

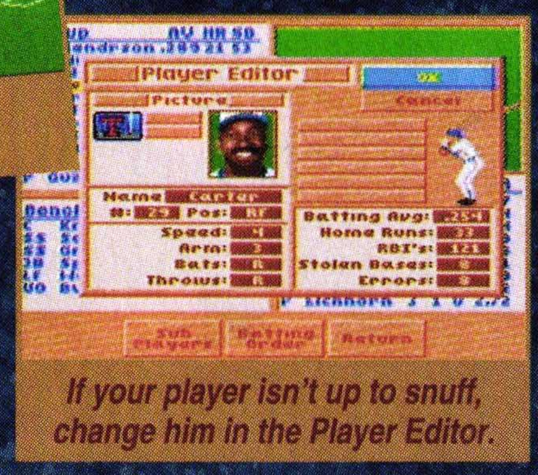


Now you can see what the players really look like.

A towering shot to left... It's outta' here.



Make your pitcher a pitching machine.



If your player isn't up to snuff, change him in the Player Editor.

Get the scouting report before buying your team.

Check out how realistic the stadiums look.

See how many homers you can hit in twenty pitches.

Can you pitch a No-Hitter?!

The roar of the crowd in a filled-to-capacity stadium, the crackle of peanut shells on the floor, and the shout of "ice cold beer" could only mean one thing; it's baseball season once again. And you know what that means? The "Boys of Summer" return to the batting cages and to the field for another season of highlights and replays.

With the official license of the MLBPA and the pictures of the real players, you'll feel as though you're in control of a major league team. Choose from all twenty-eight stadiums and teams including Florida and Colorado. An added feature will even allow you to customize your teams or even change your team's logo with the built-in Logo Editor.

The 1993 season stats have been incorporated so you can use your favorite players in an Exhibition game or any of the three types of seasons. The seasons include a Short Season, Half Season, and a full 162-Game Season. At the end of the season, if you make it, you can battle it out in the League Playoffs for a chance at the World Championship. You will even find an All-Star game that will feature the top players from both divisions meeting in one game which you can either simulate or play if you wish.

However you choose to play, your team is waiting for you to make the calls in the first of the *Hardball* series for the Super Nintendo.

THE BOTTOM LINE 7

In the Home Run Derby, it's just you and the pitcher.

ROSS, THE REBEL GAMER

Concept:	**8**	*"Finally a Hardball game for the Super Nintendo; it was a long wait for it. The overall look of the game isn't the best I've seen for the SNES, but the incorporation of the real players pictures is excellent. On that same note, however, the team logos are still the generic ones from the Genesis game. I really missed the voice of Al Michaels announcing the game, which made the delay in plays pretty boring. The added new feature of the Player Editor is great for making even the worst of your players into a superstar."*
Graphics:	**7**	
Sound:	**5**	
Playability:	**7**	
Entertainment:	**6**	

OVERALL: 6.75

RICK, THE VIDEO RANGER

Concept:	**7**	*"This is very basic video baseball but the popular broadcasting talents of Al Michaels are gone. I'm not a big fan of Al but I will say, after hearing his replacement, I miss him. I found the graphics to be grainy and not very distinguishable. The defense had a definite edge on the offense. I was able to shut down my opponents scoring, but also unable to score much myself. I liked the players' pictures and stats popping onto the screen. I didn't like the way you could not position your player in the batter's box. It drove me crazy. This is an OK but uninspired baseball game. There are better games to buy."*
Graphics:	**8**	
Sound:	**7**	
Playability:	**7.5**	
Entertainment:	**7.5**	

OVERALL: 7.5

PAUL, THE PRO PLAYER

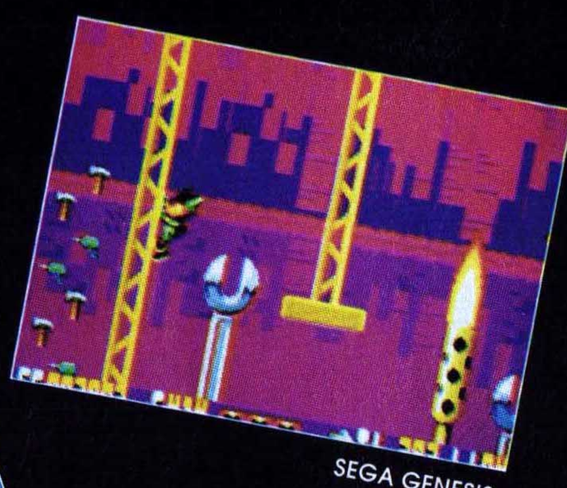
Concept:	**7**	*"It's cool to see that Hardball has made it to the SNES. But what happened to Al Michaels? Super NES owners are missing part of what made HB III cool on the SG. The graphics and overall look is fantastic; better than the SG. And the choice of behind the batter or behind the pitcher point of view is excellent, not to mention all of the stadiums. Check out Camden Yards. The play is a kind of sluggish and slow. And the fielding leaves much to be desired. HB III does have the full season and cool stats which may make up for the control problems. HB III is definitely an original and interesting baseball cart."*
Graphics:	**8**	
Sound:	**6**	
Playability:	**6**	
Entertainment:	**7**	

OVERALL: 6.75

ZOOL

SUPER NINTENDO

NINTENDO GAME BOY

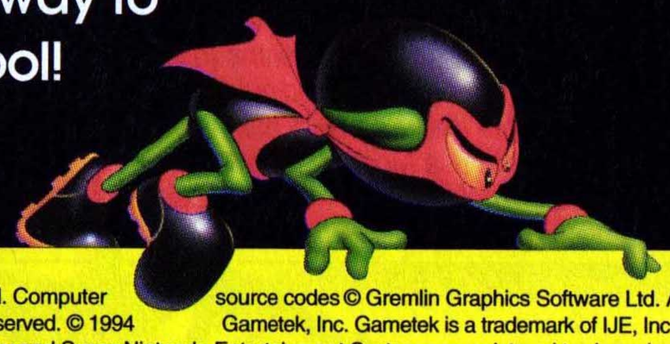


SEGA GENESIS

SEGA GAME GEAR

NINJA BATTLES IN THE "Nth" DIMENSION

An interstellar dweller is about to hit your Super Nintendo®, Game Boy®, Sega™ Genesis™ and Game Gear™ Systems. He's Zool, the defender of the Nth dimension (your imagination), and a thorn in the side of Krool, his arch enemy. Battle your way through multiple worlds and a multitude of Krool's armed and dangerous minions. Keep the gateway to your imagination open. Way weird! Way fun! Zool is cool!



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Super Bases Loaded II

- **Cart Size:** 12 Meg DSP Chip (Digital Signal Processor) & Battery Backup
- **Style:** 1 or 2-Player Baseball
- **Special Features:** Mode 7 Rotation, 162 Game Season, & Four Edit Teams
- **Created by:** Jaleco
- **Available:** Now for Super Nintendo

A New Look at Video Baseball

The warm feel of the sun, birds' singing, and the smell of fresh cut grass on the outfield can only mean one thing; spring is here and baseball season is once more at hand. Jaleco has created another addition to it's Bases Loaded series with *Super Bases Loaded 2(SBL2)* for your SNES.

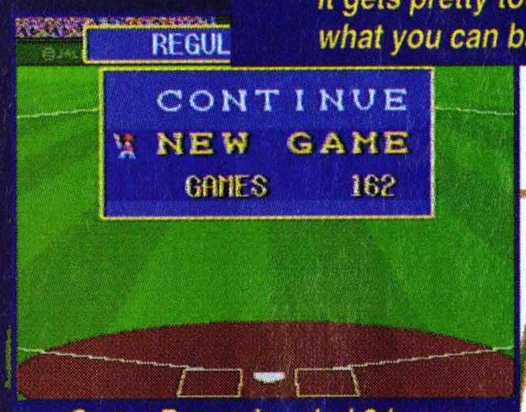
This cart packs in some of the most innovative features that video baseball has ever seen. Mode 7 graphics top the long list of features, which swings to a different view of the field every time you hit the ball. You can choose from a number of different games per season, including a full 162 game schedule. The players have their own up-to-date running statistics, with top ten leaders for each category. Plus, defensive strategies can be changed on the field with a simple touch of the control pad.

Jaleco puchased the license from the Japanese baseball association called Baseball Stars for the release of *SBL2* in Japan. Those same players should make it to the U.S. version, so all the fans of the Japanese leagues should be pleased.

The team awaits your decisions, and the pitchers are in the bullpen. They are all waiting for the umpire to signal the start of the game with the infamous roar: "Play Ball!". So what are you waiting for? The World Series?

You can change your defense to take advantage of a batter who hits to the same place every time.

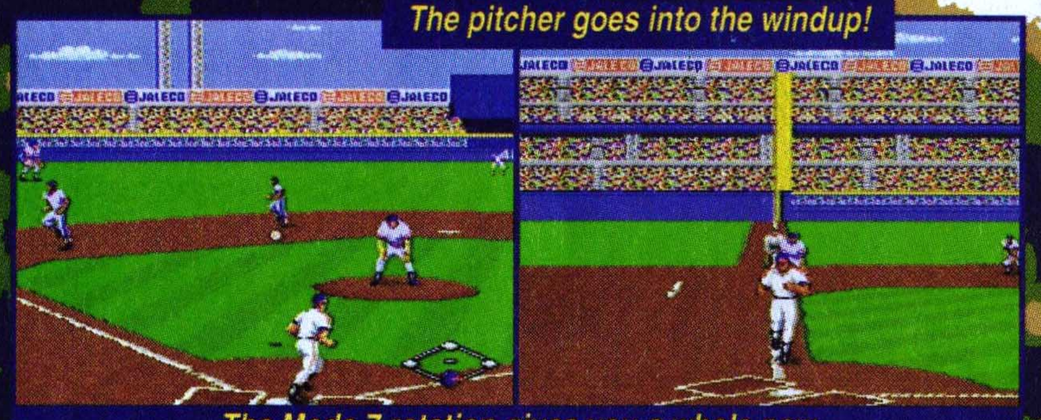
It gets pretty tough to hit what you can barely see.



Super Bases Loaded 2 is one of the first SNES titles to have a 162 game season.

If you can get your pitcher to strike someone out, check out his little celebration.

The pitcher goes into the windup!


The Mode 7 rotation gives you a whole new look at baseball video game stlye.

The Ballparks

Terra Dome
405ft. at Center
365ft. at the poles

Carlton Park
402ft. at Center
385ft. at the poles

Redmont Field
400ft. at Center
370ft. at the poles

▶ The Bottom Line 6.75

Ross, The Rebel Gamer

Concept:	**9**
Graphics:	**6**
Sound:	**5**
Playability:	**8**
Entertainment:	**8**
OVERALL:	**7.25**

"One of my all-time favorite baseball series, Bases Loaded, has added yet another game to the lineup, totaling six in all. This time the programmers at Jaleco gave the traditional a twist. Mode 7 graphics make this game a great one to look at, but at the same time, makes it tough to play. With continually updating stats for all your players, and four edit teams to play the equilibrium is leveled out. After all this time that the SNES has had the ability to use Mode 7, I am suprised that it took this long to make a baseball game like this."

Rick, The Video Ranger

Concept:	**7**
Graphics:	**7.5**
Sound:	**7**
Playability:	**9**
Entertainment:	**7**
OVERALL:	**7.5**

"Super Bases Loaded 2 is a non-licensed but fun baseball game. The best thing about this game is the control. Moving the batter helps greatly in handling pitches off the plate, so you can move up to hit the breaking pitches before they break. The play of SBL2 is moderate to fast, and overall, the offense has an advantage. I like the high-scoring action, which reflects the way baseball was played in 1993. The graphics are bold with dark green playfields. SBL2 is offensive minded baseball with great control for batting and pitching."

Paul, The Pro Player

Concept:	**7**
Graphics:	**7**
Sound:	**4**
Playability:	**4**
Entertainment:	**4**
OVERALL:	**5.25**

"Jaleco has a bunch of baseball carts under their belts, and this is the first to use Mode 7. Another cool thing is that it has running stats for the season. Other than that, it is pretty mediocre. The graphics, other than in Mode 7, are weak. The little cartoon guys in the overhead view are ridiculous. And the sound....? Come on! The bat sounds like it's aluminum. I didn't know it was college baseball. Super Bases Loaded 2 does not capture many of baseball's intricacies, and it will not capture any of my playing time."

IF YOU SNOOZE— YOU LOSE!

YOU'LL KICK YOURSELF IN THE BUTT IF YOU'RE LEFT SITTIN' IN THE STREET WITHOUT CLAY FIGHTER™!

THEY'RE HERE FOR A LIMITED TIME ONLY. WHEN THEY'RE GONE— THEY'RE GONE!

1994 ELECTRONIC GAME MAGAZINE AWARDS — "MOST HUMOROUS"

DIE HARD GAME FAN MAGAZINE — "MOST WANTED"

VIDEO GAMES MAGAZINE — "PERFECT 10 RATING"

ELECTRONIC GAMING MAGAZINE —"EDITOR'S TOP 10"

SWAT PRO — "BEST BET"

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Irvine CA 92714
(714) 553-6655

R.B.I.™ BASEBALL '94

Tengen Scores Another Home Run on the Genesis.

- **Cart Size:** 16 Meg
- **Style:** 1 or 2-Player Baseball
- **Special Features:** MLBPA License, an 80 game & a 162 Game Season, Home Run Derby, a Special Gamebreakers Option, and the Voices of Jack Buck & Walter Fields
- **Created by:** Atari Games Corp. and Tengen, Inc.
- **Available:** Now on Sega Genesis

THE BOTTOM LINE 7.25

PAUL, THE PRO PLAYER

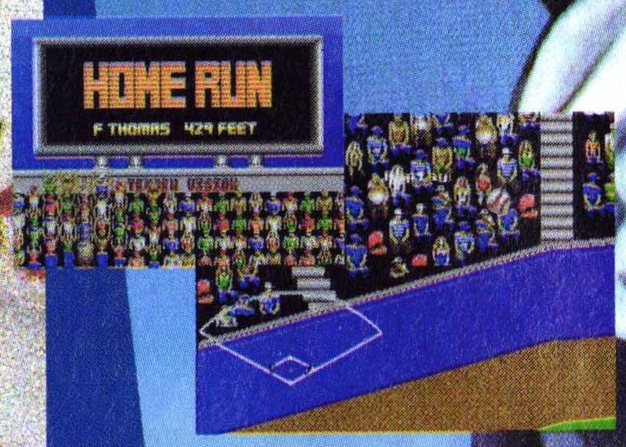
Concept:	**7**	*"Yet another installment in the RBI saga. I thought it was basically the same as the previous games, but it has some cool new features. Jack Buck doing the play-by-play was a great surprise. The pitching and batting animation are much improved. Fielding and throwing are still surprisingly slow, and the scale is somewhat skewed. I guess the best thing about '94 is the ability to play past division winners. If you didn't have those it would be like every other game. The versions have been getting better, but they still need some work on the play. It's a bit slow."*
Graphics:	**7**	
Sound:	**8**	
Playability:	**7**	
Entertainment:	**7**	
OVERALL:	**7.25**	

ROSS, THE REBEL GAMER

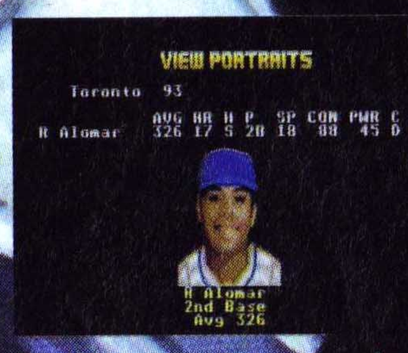
Concept:	**4**	*"Tengen has added yet another R.B.I. baseball game, making the total now seven. At this rate, there will be one for every year. This, my friend, is what you call overkill. The new and improved graphics and animation are better and faster than the rest of them, but still not the best I've seen. The sound effects are good, but the music playing throughout the entire game is annoying. R.B.I. has always followed the basics for video baseball, which makes this game a good one to just pick up and start playing."*
Graphics:	**7**	
Sound:	**5**	
Playability:	**8**	
Entertainment:	**8**	
OVERALL:	**6.5**	

Isn't Royal Stadium beautiful with its waterfalls and fountains?

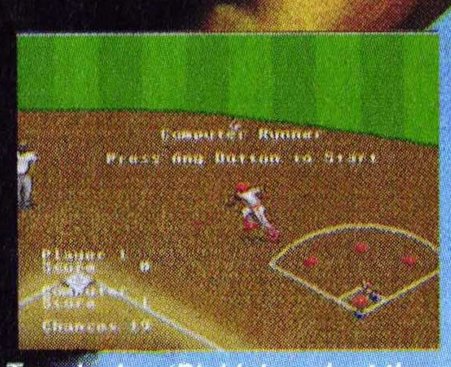
I got it!



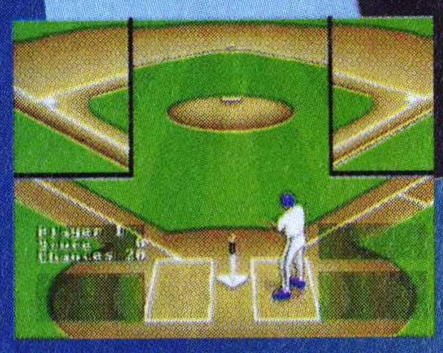
And.... It's over the wall for a home run!



Don't forget to look at your favorite players with the 'View Portraits Option'.

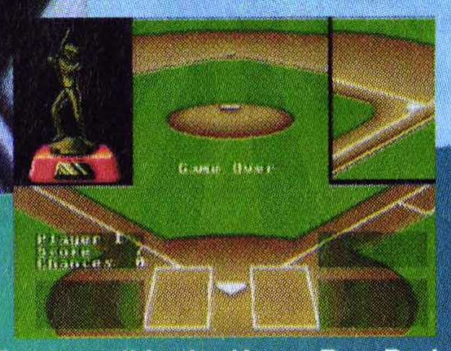


Try playing 'Pickle' against the computer and see how you fair.



Before you begin the season, you will need to take a little defensive practice.

Tengen has improved on the graphics and animation, all the way down to calling time out with your batter.



Score well in the Home Run Derby and you could walk out with a trophy.

In the corner of the screens, short 'Movies' will run after a great play.

Baseball is back from Tengen, in their fourth release for Genesis, with *R.B.I. '94*. All of your favorite players are here, as well as their stats for 1993, thanks to the licensing by the MLBPA. They have even given you portraits of the players. If you ever wondered what Roberto Alomar looked like, now you know.

Twice as fast as its predecessor, *R.B.I. '94* plays more like the real thing. This means that the ball's trajectory and flight are more realistic, and the ball speed is more consistent with the runners. It also means that the rotoscoped graphics are much more crisp and clean, and they give you more frames per second.

Even the characteristics are greatly improved, giving you realistic strengths and weaknesses for each player. The infield fly rule has been added into the action, making the game even closer to the real thing. Tengen has even gotten the voice of famous radio announcer Jack Buck to make the game more enjoyable to the player.

For the not-so-fanatic baseball fans, they give you the option of playing in a Home Run Derby or the Gamebreakers, where you are put into a tight situation and expected to win. If that isn't enough, you can enter the Options screen and make the sound effects sound like the Saturday morning cartoons, allowing younger and older players alike to get a cheap laugh.

The seasons consist of a shorter 80 game season, or the full 162 game season with the true '94 schedule. There is also a Pennant race and a World Series. You will also see the newly structured American and National League divisions (East, Central, and West) as a new addition.

Whether you're one of those people who live from season to season or just a fair weather fan, there is something for you in *R.B.I. '94*. ■

RICK, THE VIDEO RANGER

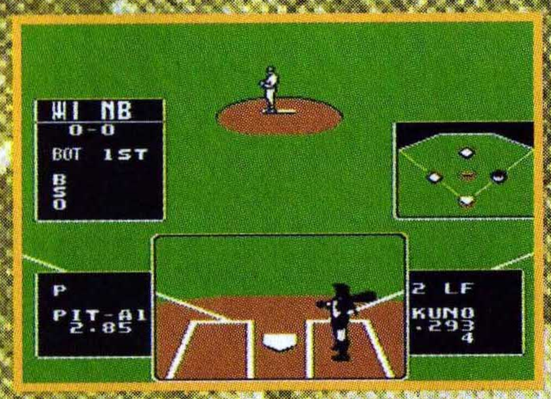
Concept:	**7**	*"Play Ball!! The latest installation of the popular RBI series steps up to the plate with some pretty big shoes to fill. A new feature of this game is the player portraits. They look real sharp! I enjoyed the cinema windows on both sides of the screen. These often provided some comic relief from the action on the field. As for the action on the field, it's all top notch. RBI '94 has good control for pitching, batting and defense. Use the options to make it as tough or easy as you like."*
Graphics:	**8**	
Sound:	**8**	
Playability:	**8.5**	
Entertainment:	**8**	
OVERALL:	**8**	

As the coach you have the basic controls over the team.

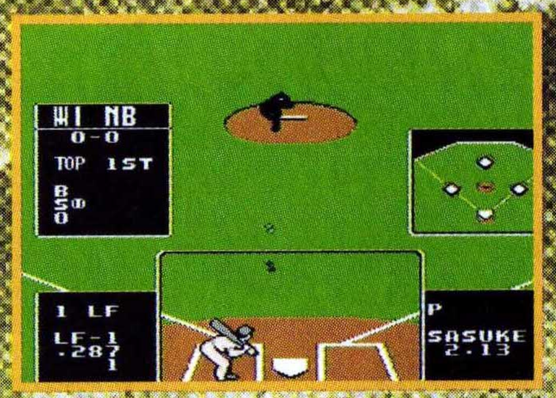
Even this ancient monster had seasons with up to six teams.

Each player is rated in six different categories.

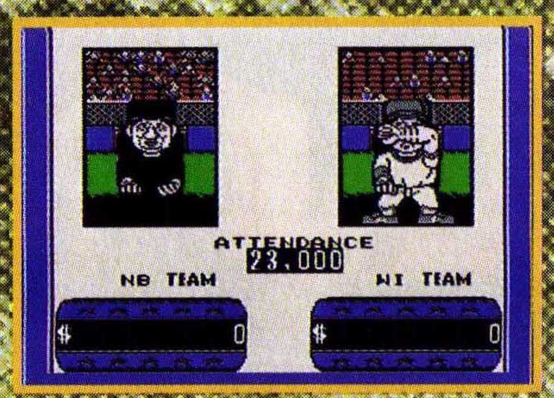
The Scoreboard even has running comments.



Even the Ladies can play in the Baseball Stars League. All right!



Each pitcher can be designed to throw a wicked curve ball or a steamin' fastball .



Every time you play a game, depending on your Prestige, you can gain attendance. We all know what that means, more cash.

Be careful, the pitcher is kinda' known for dropping those.

It's a long one!

BASEBALL STARS

It's a Home Run!

- *Cart Size:* 2 Meg with Battery Back-Up
- *Special Features:* 4 Make-Your-Own Teams, 6 Team Season, Hiring, Firing, and Trading of Players
- *Style:* 1 or 2-Player Baseball Simulation
- *Created by:* SNK

▶ THE BOTTOM LINE 8

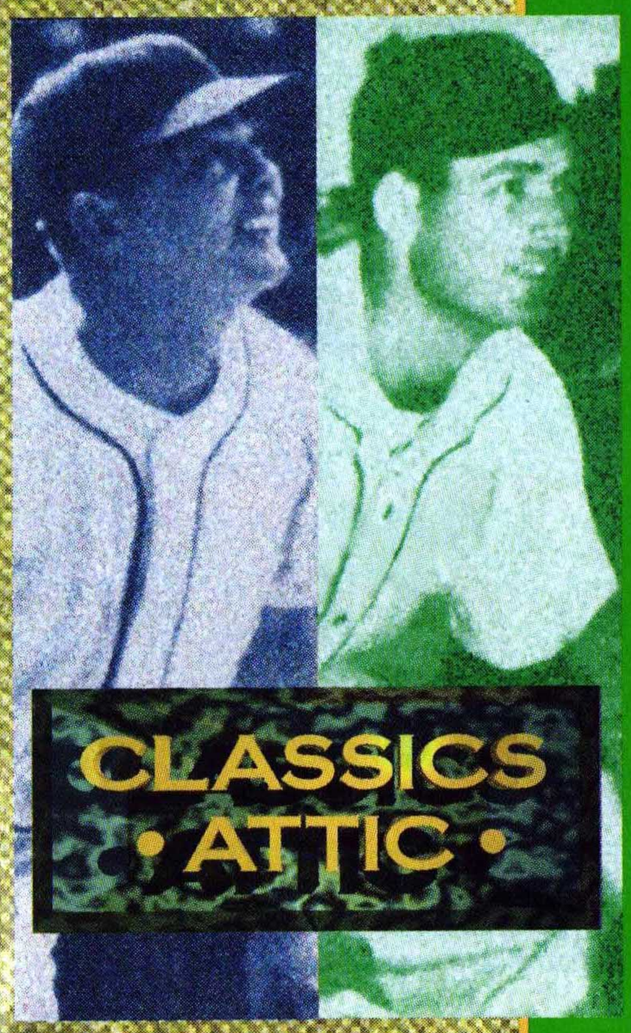
It's late in the season, the veterans aren't quite playin' up to par, and the rookies are just too inexperienced. As coach, you've got no choice but to make some late season changes. You make some good trades and pray that they pay off. Hey, that's baseball.

In fact, that's SNK *Baseball Stars*, perhaps one of the most infamous baseball carts available on the NES. *Baseball Stars* is one of the few baseball carts in existence that has running stats for every player on your team. Each player on your team can be individually named and designed to your liking. Want a club full of heavy hitters, or are you looking for a finesse team that will grind away your opponents?

To create your super team, you're going to need money, and the only way to get money is to get fans. The only way to get fans is to win games. Each game you play, the winning team gets all the money from attendance. Your attendance increases as your players become better, but the better they get, the more money they expect. Players' egos, what can you do?!

What good is a team if you don't have a season? So create a season with up to six teams that can compete in up to 25 games. Up-to-date season stats will let you know who leads the league in average, homeruns, RBI's, ERA, and pitcher's wins and saves.

You think you got what it takes to make it in the big leagues? ■



ANDY, THE GAME HOMBRÉ

Concept:	9	*"This is NES's best baseball, and still one of my all time favorites. I wish games of today would incorporate some of its great trading features. I will, however, be the first to admit that the graphics on this game kinda' suck. Yet this game is very fun, and even better if you and three of your friends make a league, then give your guys goofy names, and make it into a big deal. Trust me, you'll laugh your butt off."*
Graphics:	7	
Sound:	6	
Playability:	9	
Entertainment:	9	
OVERALL:	8	

ROSS, THE REBEL GAMER

Concept:	9	*"Finally, we are doing my favorite NES sports game ever. This had classic written all over it from the day it was released. Buying and selling players, girls, creating your own teams, who could ask for much more? This is the game that all baseball games have been trying to catch. Sure the graphics are better now than they were then, but nobody touches SNK's gameplay."*
Graphics:	7	
Sound:	6	
Playability:	9	
Entertainment:	9	
OVERALL:	8	

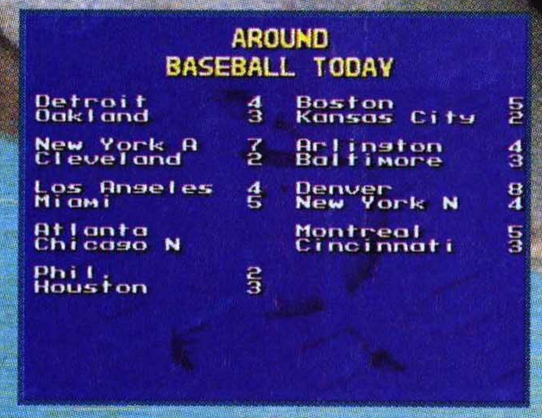
PAUL, THE PRO PLAYER

Concept:	8	*"Baseball Stars surpasses any other baseball for the 8-bit, and is better than some of the 16-bit games too. The control of the fielders is excellent. Scaling the outfield wall to rob your opponent of a dinger really rubs it in his face. Both the statistics and creating your own players truly make this game a classic. Just start Michael Jordan in center and bring yourself in as a closer."*
Graphics:	7	
Sound:	7	
Playability:	9	
Entertainment:	9	
OVERALL:	8	

MLBPA BASEBALL

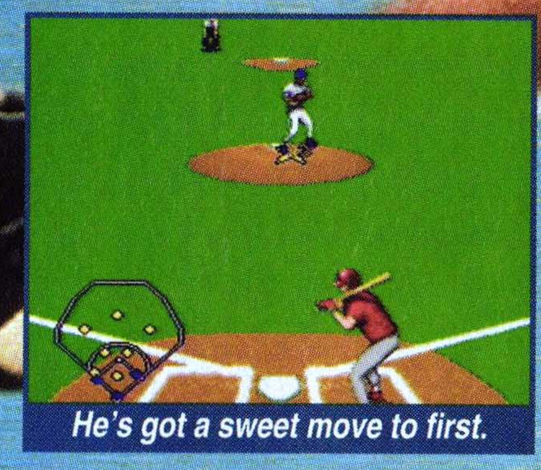
EA's First Baseball Cart for the Super NES!

- **Cart Size:** 8 Meg
- **Style:** 1 or 2-Player Baseball Simulation
- **Special Features:** MLBPA License, Password Save Feature, '93 Player Stats, 28 Teams, Fully Digitized Sound Effects, Authentic Stadium Music
- **Created by:** Visual Concepts for EA Sports
- **Available:** May for Super Nintendo



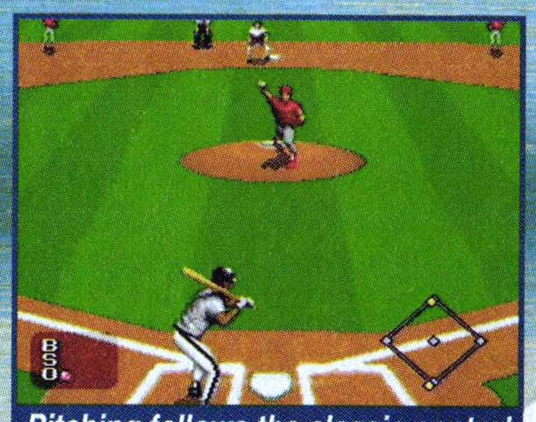
The years of waiting are over, MLBPA Baseball from EA Sports is finally here. MLBPA features all your favorite players, their '93 stats, arcade style gameplay with fluid graphics, and digitized sound effects.

Some of the key elements that make up this baseball game involve simple ideas such as ball speed, running speed, and bat control. According to EA, hours were spent perfecting the ball speed to running speed ratio for this cart. For example, a slow chopper to short requires you to run up on the ball to make the play, while a hard shot to third can be executed with ease. This may not sound too spectacular or unusual, but it is. It's also very crucial in the overall makeup of the game. When batting, the timing of your swing (whether you swing early or late) decides the balls destination. So, with practice, you can control the ball's general placement on the playing field.



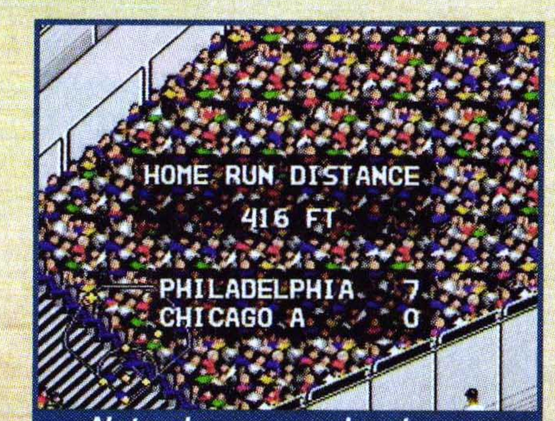
He's got a sweet move to first.

You can set the computer to control any player in batting, fielding, or both.



Pitching follows the classic control format with the control pad altering the direction while in the air.

Frame by frame instant replay lets you check out all the awesome animation in this cart.



Not only can you rip a homer on your friends, but you can rub in the distance as well.

Andy, The Game Hombré

Concept:	**8**
Graphics:	**9**
Sound:	**9.25**
Playability:	**9.5**
Entertainment:	**9.25**

OVERALL: 9

"MLBPA is the best cart I have ever seen regarding realism in play mechanics like bat control, ball control, and well... everything. The graphics, though they are very awesome, don't hold a candle to the screaming crowd sound effects. This game is the closest thing to the fun play control and competition of old NES's Baseball Stars. Unfortunately, minus the running stats, trading, and homemade teams, but it does have all the 16-bit fireworks. This game has got to be the best competition cart available for two players."

Rick, The Video Ranger

Concept:	**6**
Graphics:	**8.5**
Sound:	**8.5**
Playability:	**6.5**
Entertainment:	**7.5**

OVERALL: 7.5

"Here we go again. EA is doing another sports game with the player license but not the league endorsement. What stands out about this game are the good graphics, sound and the difficulty in getting good pitches over the plate. The computer opponent is one of the toughest I have seen and the hitters wore me out. Graphically, I liked the large characters and clean appearance. The crack of the bat was solid and the voices were decent. A good game for good players."

Paul, The Pro Player

Concept:	**8**
Graphics:	**9**
Sound:	**9**
Playability:	**9**
Entertainment	**10**

OVERALL: 9

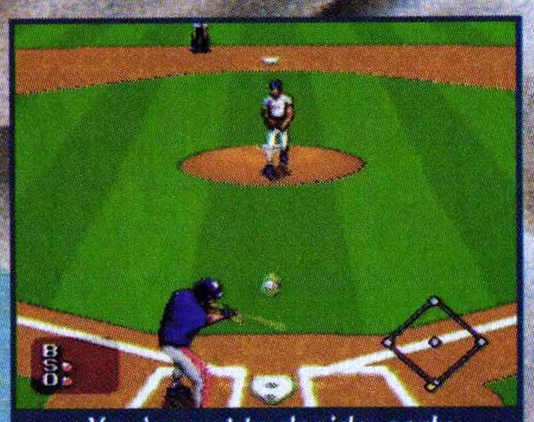
"EA gave Genesis owners a pretty good ball game with Tony La Russa. Now it's time for SNES owners to get in the batter's box. This game has all you need, except running stats. The graphics blow away all other SNES baseball carts, and the sounds of the crowd and the organ player are similar to those in NHL Hockey. Even the crack of the bat sounds great. The game plays like most other games, but it's cool how you can select the players you want to control in the field and at bat. After about 2 1/2 years of waiting, I now can finally recommend a baseball game."

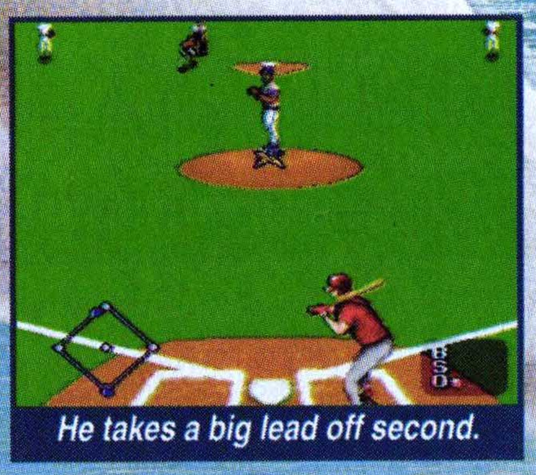
There's a play at home... and he's out!

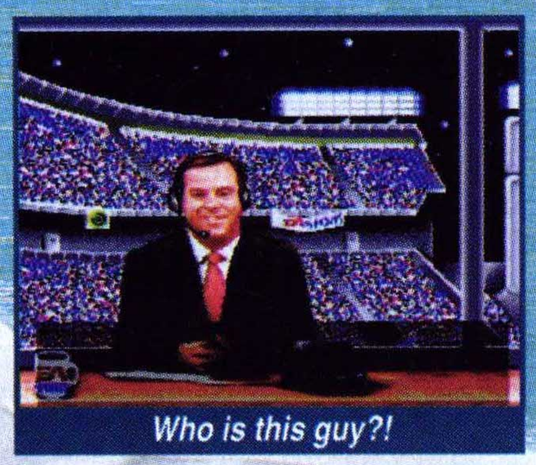
There are six different easy-to-use defensive formations.

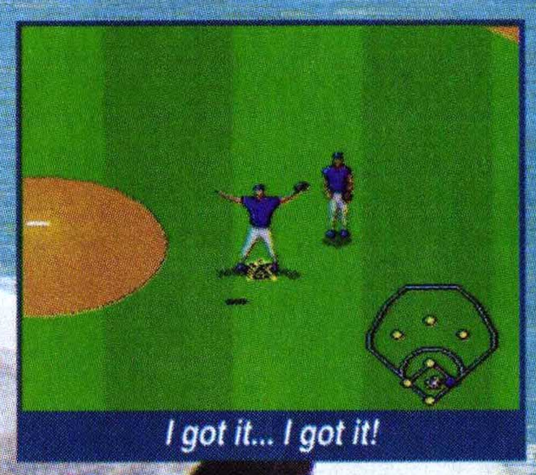
You can play any team on any given day in Season Mode.

Play with all the real players from the Major Leagues.

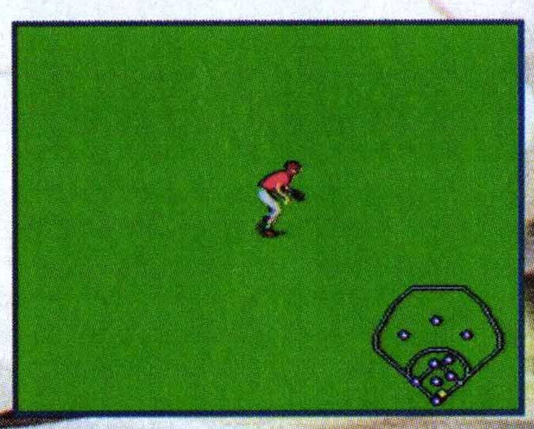

You've got to decide early if you're going to swing.


He takes a big lead off second.


Who is this guy?!


I got it... I got it!

All 28 teams are represented here with all the real team players and their 1993 stats. The game even has different built-in errors, such as booted balls, bad hops, and horrible throws. The overall play is very fast-paced and realistic. So if you're into video baseball, check out MLBPA.



▶ The Bottom Line 8.5

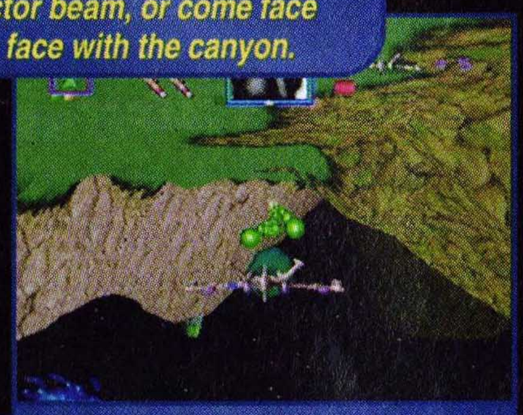
TOTAL ECLIPSE

Your sssspecies hasss been ssselected for the hunt!

- **Style:** 1-Player Shooter
- **Special Features:** 4 Continues, Animated Sequences
- **Levels:** 5 Planets of Unknown Levels
- **Created by:** Crystal Dynamics
- **Available:** Now for 3DO

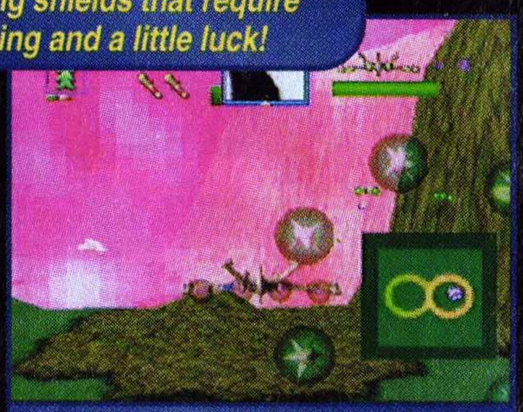
In the Drak-sai tunnels remember to use your brakes.

Head straight for the tractor beam, or come face to face with the canyon.



The spin effect is very cool, but very slow.

In tunnels you'll encounter moving shields that require timing and a little luck!



Use your plasma bombs to destroy everything in your path.

Avoid the mines when you grab a power-up.

Like almost all the 3DO games, texture mapping is used well and often.

Choose only the smartest and bravest of life-forms to feed on. In their quest for food, the Drak-sai have created the ultimate weapon, the Sun Dagger. It is a Battle Cruiser capable of destroying entire stars, and the worst part is their next target is the Earth's sun.

Luckily earthlings aren't feeble, we do have one last hope: The FireWing, a heavily-armored and high-powered space craft. The FireWing only travels forward (similar to *Starfox*) with the ability to do flips to avoid fire and confuse your enemies. Your patrol will lead you through five planets, each consisting of four rounds. Along the way you can pick up different weapons and power-ups to ensure your victory, but perhaps the most important part of your ship is your shield. Although your shield is reduced from flying or getting hit, it's increased whenever you destroy a Drak-sai spacecraft. So it's important that you always keep moving as quickly as you can while destroying as many squid-heads as possible.

From the planet surface to the catacombs of the tunnels, *Total Eclipse* brings extreme realism to the "chase-plane-view shooter". Although the idea is not new, it's well done and gives us a glance at the power of the 3DO.

THE BOTTOM LINE 8

ANDY, THE GAME HOMBRÉ

Concept:	**6**
Graphics:	**8.5**
Sound:	**8.75**
Playability:	**5**
Entertainment:	**6.5**

OVERALL: 7

"This game looks and sounds fantastic. The backgrounds.. the music... everything. But when I picked up the controller and played it I was disappointed. The premise is basically the same as Starfox, except Starfox is more fun to play. In areas where I thought I shouldn't be hitting walls, I was hitting walls. This was due in part, to the fact that the shield is bigger than the ship. Now, I don't know what you think, but I think by the time we have spaceships that can go this fast and carry this much firepower, we can have a shield that hugs the form of the ship. Do you think?"

RICK, THE VIDEO RANGER

Concept:	**8**
Graphics:	**9**
Sound:	**8.5**
Playability:	**8.5**
Entertainment:	**8.5**

OVERALL: 8.5

"Strap yourself into the cockpit and prepare yourself for one heck of a ride. Total Eclipse attacks your senses with a 360 degree polygon and texture-mapped world of flight simulation that will blow you away. Loads of power-ups and choices of roads keep you on your toes. If you're getting the idea that I like this game, you're right. Imagine a game with the interactive play of Starfox and the great graphics of Silpheed, only better. In my book Total Eclipse is now easily the best Shooter/Flight Simulator around. Remember this is still first generation stuff. I'm betting that the 3DO can do even better."

ROSS, THE REBEL GAMER

Concept:	**9**
Graphics:	**9**
Sound:	**8**
Playability:	**7**
Entertainment:	**8**

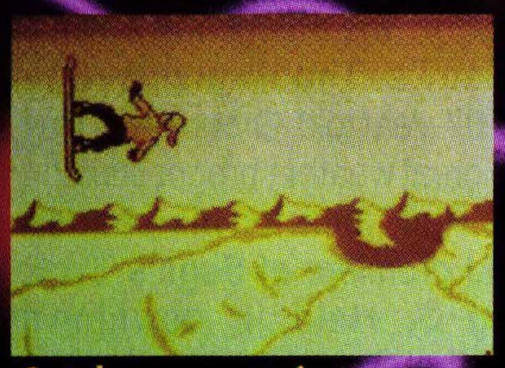
OVERALL: 8.25

"3DO introduces its second game for the more advanced gamer, and a great one it is. Graphically, Total Eclipse is probably the best shooter I have seen yet. It has millions of colors, sprites, and pixels to appease the eye, not to mention the demo sequence before the game, wow!! As for the gameplay, the ship's reaction to the controls is worse than that of the 16-Bit systems' games. Also, the scenery was nearly impossible to manipulate around, and you would be hitting it without even realizing you were. A generally decent game that does little more than begin to show off the capabilities of the 3DO."

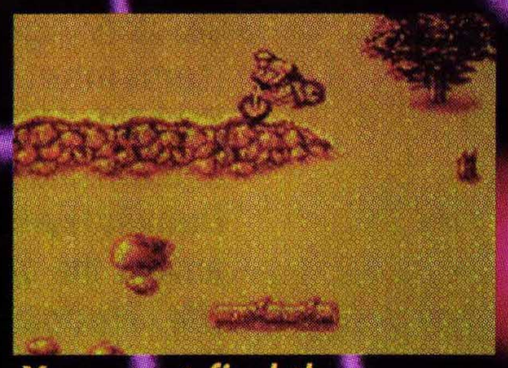
Sports Illustrated for Kids

The Ultimate Triple Dare

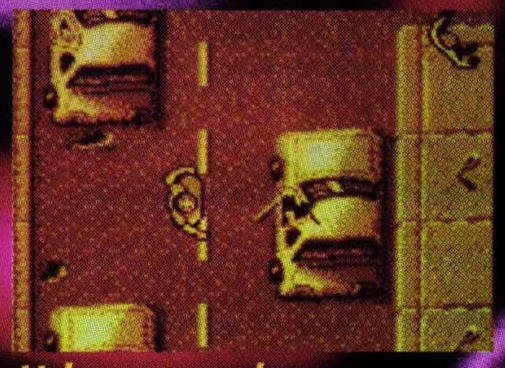
- **Style:** Cutting Edge Sports
- **Special Features:** Three Events and a Triathlon
- **Levels:** N/A
- **Created by:** Malibu Games for T*HQ
- **Available:** Now for Game Boy



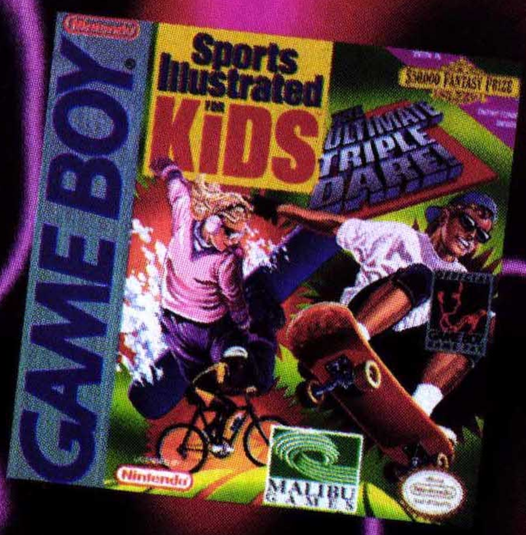
Catch some serious air in the halfpipe.



You must find the quickest path down the mountain.



Urban assault skateboarding!



Do you think you're a Hotshot? Well, now T*HQ and Sports Illustrated are going to give you a chance to prove it. In *S.I. for Kids* you assume the role of one of many kids, each with their own particular interests. Choose the one that most suits you, then get ready to roll.

S.I for Kids has three sporting events to choose from: Skateboarding, Snowboarding, and Mountain Biking. You can compete in any of the three events or go all out and take on the Triple Dare, a triathlon of all three events.

Skateboarding has a Halfpipe or an Urban option, each with its own style and technique. Snowboarding has a downhill and halfpipe, so you can shred the mountain any way you choose. Hit the Mountain Bike and ride a trail or take your chance on the mountain.

You got the stuff? Well T*HQ's got the game. ■

	Andy	Paul	Ross
Concept:	8	6	7
Graphics:	6	8	7
Sound:	6	6	6
Playability:	7	8	8
Entertainment:	7	7	8
Overall:	7	7	7.25

▶ THE BOTTOM LINE **7**

Ross, The Rebel Gamer

"Sports Illustrated made a game that really doesn't have anything to do with what they write about, but the game they chose was an excellent one. The graphics are not too bad and the sound is what I would expect. It is hard enough to play for an experienced gamer and cool enough for a new gamer to want to learn."

Andy, The Game Hombré

"This game is good in concept, but half the games kinda stink. However, the halfpipe for skateboard and snowboard are awesome, and the trail biking is tough, but fun."

Paul, The Pro Player

"The skateboard halfpipe is by far the best. But with six games to choose from it should keep ya interested. Where's the S.I. for Adults game?"

Jimmy Connors Tennis

- **Style:** 1 or 2- (with Link) Player Tennis
- **Special Features:** Password
- **Created by:** UbiSoft
- **Available:** Now for Game Boy

Warm up against the practice machine which will launch up to 300 balls.

It's a short one. Can he get there in time?!

Jimmy Connors is one of the best known American tennis players ever. Now you can recreate his dramatic rise to the top on your Game Boy. Thanks to UbiSoft's new cart, *Jimmy Connors Tennis*.

There are three difficulty levels to choose from: Beginner, Intermediate, or Advanced. Choose Practice Mode and let the ball machine put you through your paces. When you think you're ready, go for it all and enter the tournament. You can resume a previous tournament via password, so you can keep track of your progress. You'll start the tournament at the Australian Open, then work your way around the rest of the world.

From the U.S. Open to Wimbledon, do you have what it takes to become the World Champion? Will Connors make one last valiant rise to the top? Only you and your Game Boy can find out. ■

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

▶ THE BOTTOM LINE **6.75**

Andy, The Game Hombré

"Jimmy Connors isn't necessarily a bad tennis game, just terribly average. The game ends up being an endurance match instead of a test of skill."

Rick, The Video Ranger

"This is an improvement over the old Game Boy Tennis. I liked the options, shot control, and graphics. I'm still waiting for a better hand-held tennis game."

Paul, The Pro Player

"You can really wind up and smash the ball. It falls right in the middle of the tennis games for Game Boy. It's average all the way through the entire game."

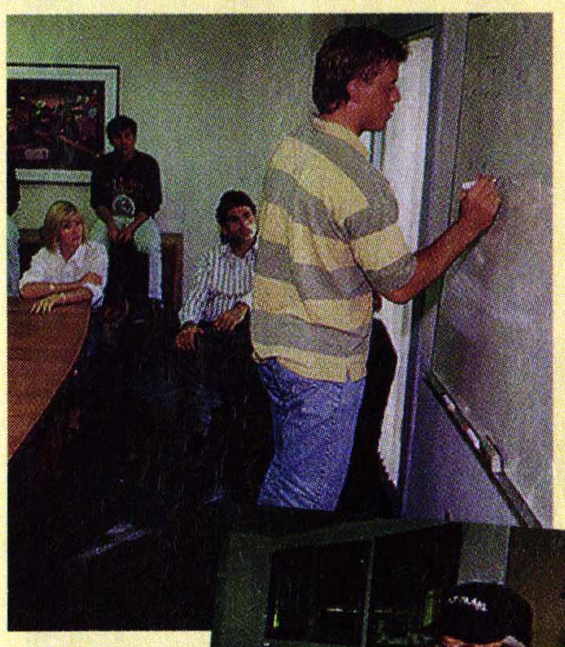
WHAT'S HOT!™

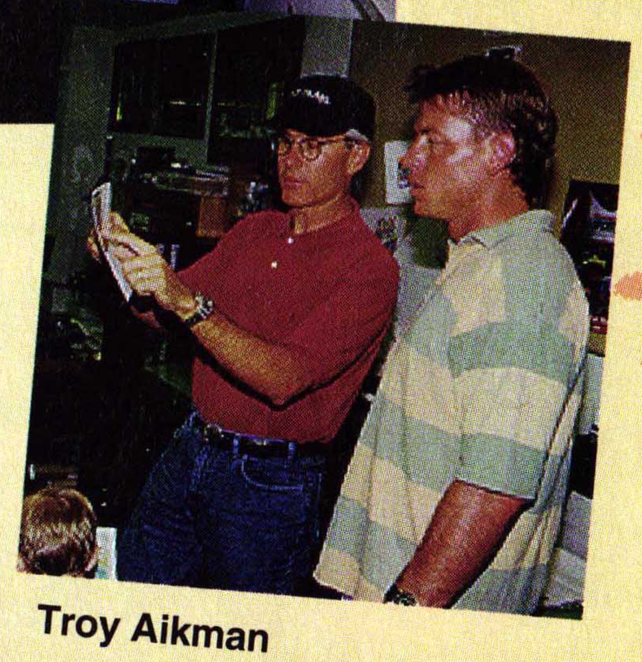
News & Rumors From the Video Game Industry

Troy Aikman NFL Football Coming Soon from Tradewest!

Troy Aikman, quarterback for the two time Super Bowl Champion Dallas Cowboys, has teamed up with **Tradewest** to bring you the newest in video game football, *Troy Aikman NFL Football*. The game will be released for **Sega Genesis** and **Super Nintendo** this fall, with a 4th quarter release for the **Atari Jaguar**. This NFL endorsed game will feature a rather impressive list of credentials to separate it from the rest of the pack. Players can design their own plays, season, teams, and strategies, negotiate player salaries and check out updated player statistics via battery back-up.

The pictures shown here are of Troy Aikman working with **Tradewest's** development company, **Leland Interactive Media**, in San Diego. Troy has been busy discussing plays and strategies for his upcoming game to make sure it has what it takes to go all the way. If anybody knows how, it's Troy Aikman and **Tradewest**.





Troy Aikman

3DO Drops to $499.95

3DO announced recently that the suggested retail price of **Panasonic's** *REAL 3DO Interactive Multiplayer* system will be decreased 28 percent to the retail price of $499.95. **3DO** states that this is due partially to the fact that manufacturing costs have been reduced by 15 percent thanks to part integration, parts cost reduction, and factory efficiencies. This reduction in factory costs has been achieved seven months earlier than expected, and could possibly decrease an additional 20 percent this fall. The reduced cost is also due to **3DO's** recent plans to offer **Matsushita** and other hardware licensee incentives to accelerate hardware sales. There are currently 200 titles in progress for the **3DO** and 20 on the market at this time.

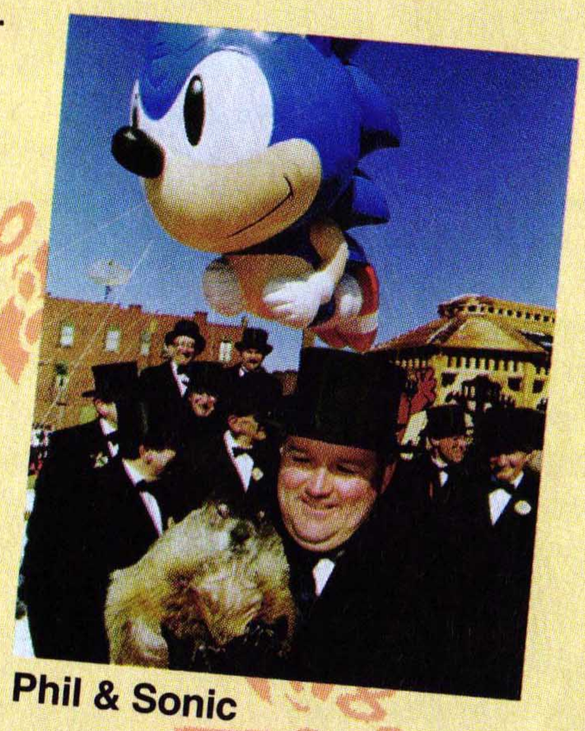
Panasonic 3DO Player

Win $50,000 Fantasy Prize Sweepstakes with Sport Illustrated for Kids

T*HQ's newest Game Boy game, *Sports Illustrated for Kids: The Ultimate Triple Dare*, offers you the chance to take the ultimate sports adventure. The winner can choose a trip snowboarding in the French Alps, skateboarding in Hawaii, or mountain biking in Australia. If these aren't the trips for you, then take the $50,000 and create your own sports fantasy. Details for the sweepstakes are on the box and there's no purchase required.

Welcome to Punxsutawney

Groundhog Day in Punxsutawney, Pennsylvania was invaded this year by a six-story high *Sonic the Hedgehog* balloon (remember Macy's Thanksgiving Day Parade). This 107-year old Groundhog Day tradition had the great weather prognosticator, Punxsutawney Phil, look for his shadow amidst the world premiere of **Sega's** *Sonic the Hedgehog 3*. Held in downtown Punxsutawney, the Groundhog/Hedgehog Day events were attended by more than 4,000 people.



Phil & Sonic

Radio Shack to Resurrect Classic Atari 2600 Video Games

It may be hard to believe, but once again ***Atari 2600*** cartridges are for sale. **Radio Shack**, a national electronics chain, has resurrected ancient **Atari 2600** and **7800** classics like *Pac-Man, Pole Position, Centipede* and *Donkey Kong* through their "Express Order" program. This service lets you visit any **Radio Shack** store and order your favorite classic game and have it delivered to your home. Each title runs for $9.99 (plus a delivery charge). Replacement joysticks and systems are also available.

Crystal Dynamics Goes Sega!

Crystal Dynamics, one of the hottest **3DO** developers, has announced that they will begin development for the new ***Sega Saturn*** and other **Sega** systems. With plans to begin development at once, **Crystal Dynamics** will develop a multitude of titles, leading the cutting edge in technology for **Sega** game systems.

Video Game School?

No, it's not a school where you learn to play video games. It's a place to learn to program video games. Within the last ten years, video games have gone from a spark to an explosion, with multimedia interactive entertainment becoming one of the most prominent industries in the electronic horizon. However, with this rapid growth video game programmers have come in short supply. With these increasing job opportunities, **DigiPen Applied Computer Graphics School** in Vancouver, British Columbia, now offers a two-year course study for high school graduates and college students focused on the technological and engineering process of creating interactive multimedia programs. It's the first school in North America to offer a video game programming course.

The first year of study concentrates on foundations of video game programming. It covers the essential mathematics needed for programming, such as algebra, algorithms, probability, statistics, 2-D and 3-D transformations and volumes, as well as the different input and output devices of a computer system. Later in that first year, you learn the basics of computer graphics and animation as well as 3-D modeling techniques.

The second year introduces students to advanced programming techniques, storyboard presentation and final algorithms. Then all this new found knowledge is finally put to practical use, by creating and implementing your own video games for the 16-bit ***Super Nintendo***.

This marks the first time **Nintendo of America** has provided development systems, which are essentially the interface machines that attach to a regular ***SNES*** and connect to a personal computer, for educational purposes. Of course, one day these very same students could be doing the same thing for **Nintendo** as a career.

DigiPen is now accepting approximately 60 students,18 years or older, with a high school degree. Applications must be received by June '94. Prospective students must pass an entrance exam, then ultimately a screening committee. If your dream is to make video games, then **DigiPen** has got ta be your answer.

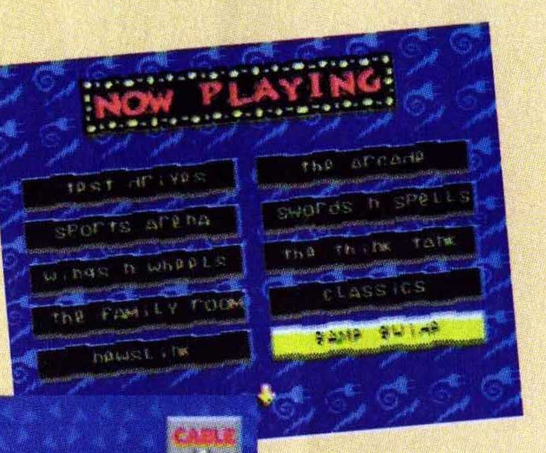
Sega To Release Genesis Hardware Upgrade

In the race to provide gamers with the best possible interactive experience, **Sega of America** announced plans for a hardware upgrade for its ***Genesis*** and CD-ROM units. The ***Genesis Super 32X*** will allow gamers to get "2 x 32-bit" arcade quality from their existing 16-bit Genesis units.

Slated for release in the fall of '94, the ***Genesis Super 32X*** will use the Hitachi SH2 RISC chips(destined for the ***Saturn*** unit) in conjunction with a newly designed video digital processor(VDP) chip. Two SH2 chips with the VDP chip will provide the ***Genesis*** unit with faster processing speed, more color, texture mapping, improved scaling and rotation, and CD quality sound.

The Super 32X will attach to the ***Genesis,Sega CD*** and ***CDX*** to be used with the 30 or more titles that are in development at this time. Sega expects its software licensees to add to the list of software in the months following the 32X's release. Super 32X compatible software is expected to carry a retail price comparable to levels of current software available. The actual Super 32X hardware will carry a suggested retail price of $149.

Although the Super 32X will not enhance any of the existing cartridge or CD software, it will provide a gaming experience similar to what will be found on Sega's future ***Saturn*** system. Unfortunately, it is not certain that the 32X software will not be compatible with the Saturn, but with Sega's history of downward compatibility we may see something similar to the ***Power Base Converter***. Watch for more details in upcoming issues.



Arcade

Sega Channel Begins Test Marketing

The *Sega Channel* will make its debut this April in 12 select markets across the United States, with a national roll-out in September. Developed by **Sega of America, Tele-Communications, Inc.** and **Time Warner Entertainment Company**, the *Sega Channel* is a 24 hour video game service with one monthly price; estimated to meet standard premium channel costs. Featuring 50 titles per month, the *Sega Channel* will have previews of soon-to-be released titles, Sega Channel-only games, as well as game tips, news, contests, and promotions.

Delivered to your home via standard cable systems, the *Sega Channel* will allow video game players to download games to their **Genesis** through a special *Sega Channel* adapter that will fit into the cartridge port of your Genesis.

Sega Channel Test Markets

Hoover, Alabama	St. Louis, Missouri
Gastonia, Illinois	Beaumont, Texas
Walnut Creek, California	Nashua, New Hampshire
Portland, Oregon	Charleston, West Virginia
East Lansing, Michigan	Buffalo, New York
Reston, Virginia	Cheyenne, Wyoming

Paramount Pictures Presents Arcade

Paramount Home Video has released **Full Moon Entertainment's** *Arcade* to rental stores across America. This science fiction thriller follows the lives of a group of young video-gaming teenagers who are looking for the ultimate virtual reality challenge. When they find what they are looking for, they discover that it is more than they had ever bargained for. In the nightmarish world of *Arcade*, the lines of reality and virtual reality become blurred. Transported into this stunning and horrific virtual world, our young friends aren't just playing to win, they're playing for their lives.

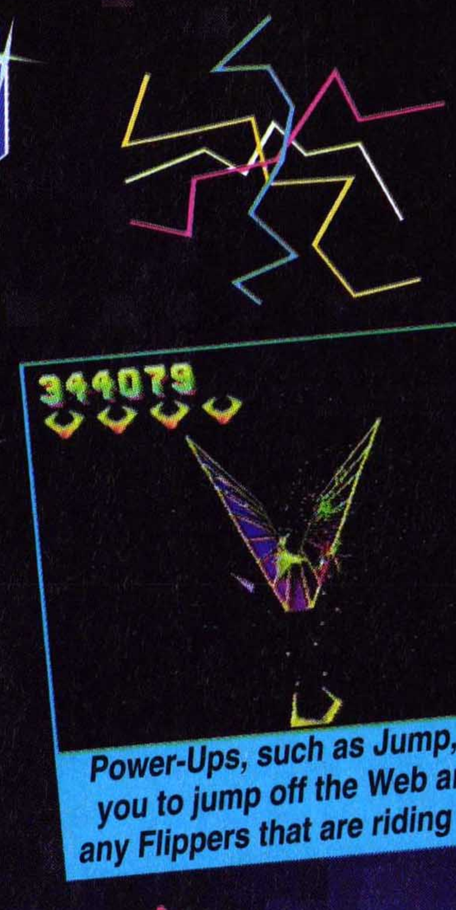
Can You Say Classic?!

TEMPEST 2000

- **Cart Size:** 16 Meg
- **Style:** 1 or 2-Player 3-D Shooter
- **Special Features:** Four Play Modes, Save Feature (Tempest 2000 only)
- **Levels:** 100
- **Created by:** Llamasoft for Atari
- **Available:** Now for Jaguar

Back in 1981, Atari's *Tempest* was tearing up the arcade charts. Now, in 1994, Atari comes back at you with *Tempest 2000*, the latest update of this arcade classic. *Tempest 2000* warps you into the 64-bit dimension with 3-D polygons, cycle-shading (a process of sliding from one color to another), and Melt-O-Vision™ (things such as scores and 1-ups melt through the screen).

You can ride the web in four different play modes: Traditional, Plus, 2000, or Duel. In Traditional Tempest you can give the old arcade version a try in a one player shoot-out. Then, Tempest Plus is the same game except you can play with a friend or an Artificial Intelligence (A.I.) droid. The newest version, Tempest 2000, offers an upgrade of the original with Laser power-ups, A.I. droids, bonus stages, a save feature, and additional enemies. The final mode, Duel, lets you take on a friend in a blast-a-thon on opposite sides of the web.



You havent played Tempest until you've played Tempest 2000.

Power-Ups, such as Jump, allow you to jump off the Web and get any Flippers that are riding the rail.

Watch out for the Demon Heads. Those dudes are mean.

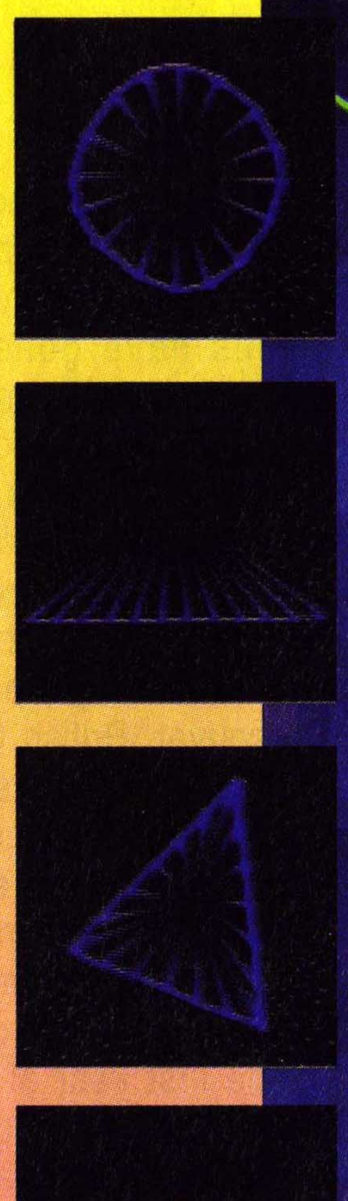
The A.I. Droid helps dish out some damage.

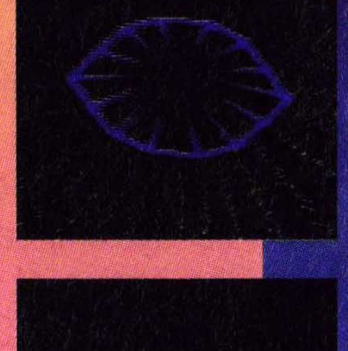
In Tempest 2000 the Cycle-Shading creates a rainbow of colors that blend and twist.

The Particle Laser is usually your first power-up on each level.

These levels are awesome, you catch yourself with your head sideways every time.

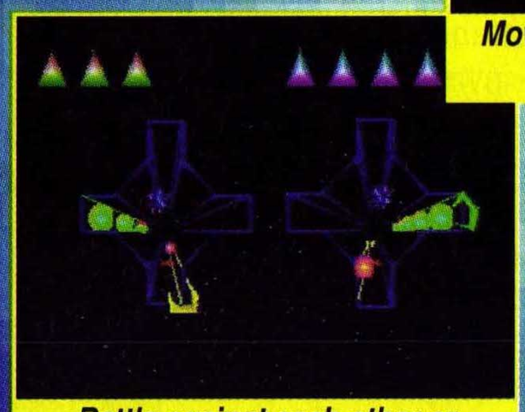
If you find three Warp Tokens, you can challenge yourself on the Bonus Stages.



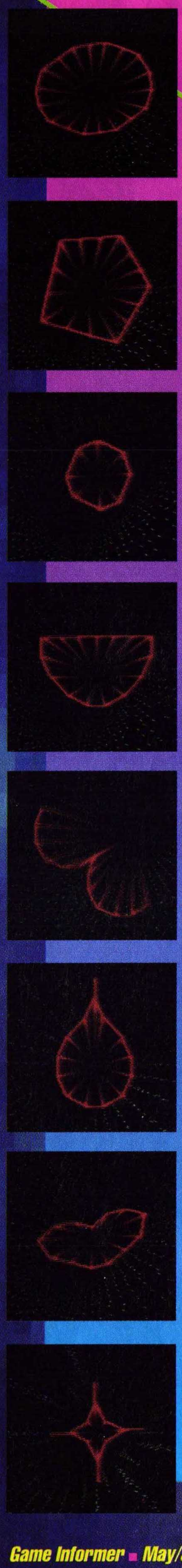


I bet you've never played 2-Player Tempest before.

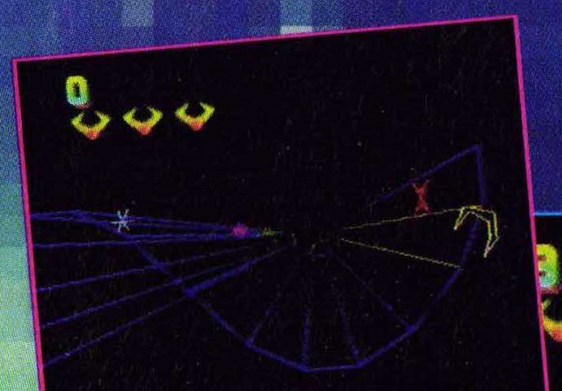
Mow down the Spikes to make a clear path to the core.



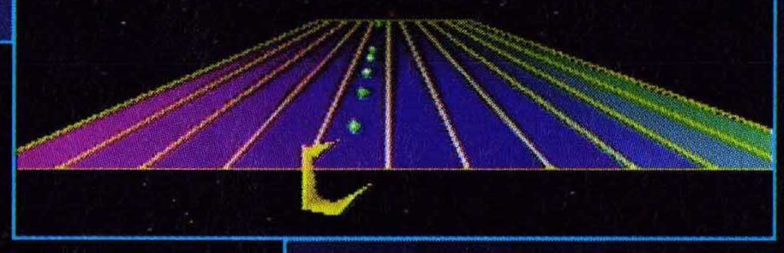
Battle against each other or practice against the computer.



Whether you're blasting away relentless Flippers, or clearing the board with your Superzapper, *Tempest 2000* has all the spins and spoils of the arcade. Ride the rim and work that trigger finger, because in Tempest 2000 the Demon Heads don't stop and the neither does the action.



A perfect arcade translation.



Paul, The Pro Player

Concept:	**8**	*"Welcome to the next level? No, now it's welcome to a part of video game history. One of the true classics is back and more impressive than before. Simple graphics, killer sound, and unbelievable quickness of play make this a sure fire hit, and will surely resurrect some older gamers. Tempest 2000 will most likely will create a crew of new players, as well. Atari has a massive library of arcade wonders and I expect a bunch more. Battle Zone anyone?"*
Graphics:	**7**	
Sound:	**10**	
Playability:	**10**	
Entertainment:	**10**	
OVERALL:	**9**	

Ross, The Rebel Gamer

Concept:	**10**	*"A few years back I spent the majority of my life in front of this game, so much that I had blisters on my fingers from the roller. Sound is one of the main strengths of this cart. It's phenomenal! I was a bit worried about how well the game was going to play with the control pad and not a roller, but I actually like the pad much better than the roller. For instance, stopping exactly where you want, is much easier with the pad. If there is one game that will put Jaguar in the market, it's Tempest 2000. I am sure all of those people that spent as much money at the arcade as I did will agree."*
Graphics:	**8.5**	
Sound:	**9**	
Playability:	**9.5**	
Entertainment:	**9.5**	
OVERALL:	**9.25**	

Andy, The Game Hombré

Concept:	**9**	*"I love this game. It's very intense, requires good reflexes, and has awesome visual effects and music. At first, I thought the control would stink because you wouldn't have the dial, but I was seriously wrong. Plus, what I didn't see coming was the two-player option. That option alone makes it worth buying, but when you throw in the all-new (well, almost new) Tempest 2000, then it's like four games in one. With a fair amount of power-ups and lots of cool effects, Tempest 2000 turns out to be a very mean game. So just sit back, get really close to the TV, and crank the noise. Note: There is one other thing I want to say. This is only their 5th game, count 'em 5. They haven't even begun to blow us away, yet they already have. So if you don't have a Jaguar, get one. It's very cool!"*
Graphics:	**8**	
Sound:	**9.5**	
Playability:	**9**	
Entertainment:	**9.5**	
OVERALL:	**9**	

▶ The Bottom Line **9**

The Latest in Video Game

TECH TALK

Hardware & Software

Project Reality Goes Cart

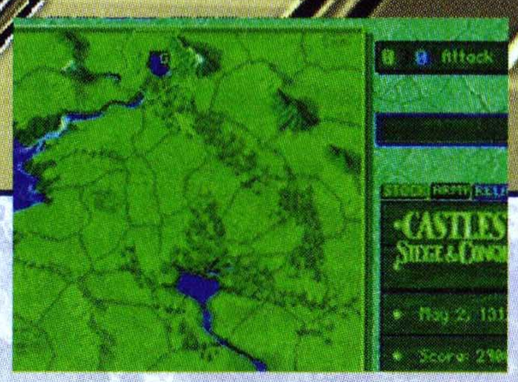
Nintendo of America has finally announced the long-awaited format for their new 64-bit ***Project Reality*** system, mega-memory cartridges. Capable of storing five to six times the memory of the current 16-bit cartridge games, **Nintendo** believes this will allow for unparalleled graphics, sound and music. Even with games topping 100 megabits, **Nintendo** states that, with new improved compression technology, it will allow the mega-memory cartridges to be sold at prices within the range of current 16-bit cartridges. ***Project Reality*** will unveil software in the arcades late in the 4th quarter, with a worldwide introduction of the home system in 1995 at a consumer price of under $250.00. ■

The GameMage Creates Some Magic of Its Own!

Leisure Products takes on the competition with the *GameMage* for the Super NES. Capable of storing up to eight codes simultaneously, the *GameMage* offers all the standard "enhancements" – invincibility, 99 lives, etc.. The thing that makes the *GameMage* unique is that you can insert cards that have the information pre-stored so you can pick and choose your codes without going through the trouble of entering them yourself. While the code book is still rather limited, only time will tell. The biggest plus for the *GameMage* is that it has the two buses on either side of the cartridge, so you're able to enhance games like *StarFox*. ■

The MPEG (Motion Picture Experts Group) capabilities of the CD-32 allow for seamless video.

D/Generation from Mindscape



Siege & Conquest from Interplay

Sports Football

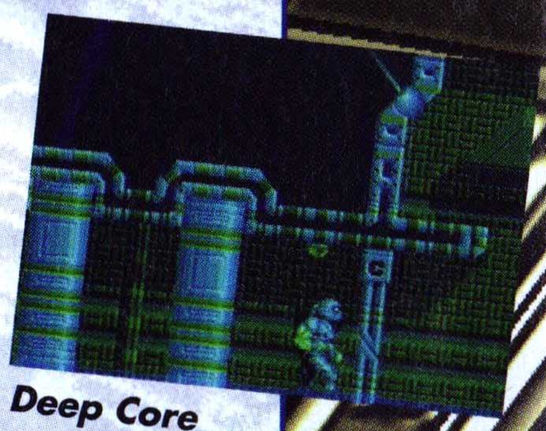
Commodore's Amiga CD-32 Gears Up to Invade the U.S.

In just a short few months the *Amiga CD-32* will make its appearance here in the states. We finally got our hands on one here at *Game Informer*, so we decided to give you another rundown on the unit and couple of the games that we received.

The *Amiga CD-32* is based on the *Amiga 4000* computer. It boasts a 32-bit 68EC020/14Mhz microprocessor, a 32-bit sprite engine, a 16-bit graphics co-processor, a 16-bit audio engine, 2MB RAM, 2x speed CD-ROM, and an internal expansion port. It can have up to 16.7 million colors on screen and full-screen full-motion video via an optional MPEG (Motion Picture Experts Group) module.

The games that were made available to us were interesting. They had a very European flavor to them, but did show some of what the *CD-32* could do. The graphics seemed unusually small, but the sound and number of options were exceptional. By the time this unit becomes available in the states there should be 32 titles available, with a licensee list numbering somewhere close to 25.

The *Amiga CD-32* is a hit in Europe, and **Commodore** hopes to do the same here in the states. There will be some stiff competition, especially with the overshadowing ***Saturn*** and ***Project Reality*** coming, but Commodore is counting on avid computer players to save the day. If their hopes are to become a reality, they will need a better controller because the current one is rather muddy. Hopefully, the American version will sport a new carriage and controller to increase its aesthetic appeal. So if you're looking for a new video game adventure, **Commodore's** got your ride, and at a middle-of-the-road price tag of $399.00 (minus the MPEG module of course). ■



Deep Core

John Barnes European Football

Mean Arcade

The Pioneer LaserActive Brings Laser Disk Technology to a New Level

Pioneer's first venture into video gaming brings to life the *LaserActive*, a multi-media system based on Laser Disk technology which brings together four forms of home entertainment - Laser Disk Movies, Music CDs, Video Games, and Karaoke.

The *LaserActive* works on a rather unique system of control packs, each with its own individual use. There are three available: the Mega-LD, LD-ROM, and Karaoke pack. The Mega-LD pack allows you to play Mega-LD, Genesis and Sega CD games with all the standard equipment, like battery back-up and multi-player (except for EA's 4-Way Play). The LD-ROM allows you to play LD-ROM games, Duo HuCards, and CD games (including Super-CD). Of course the final pack, Karaoke, lets you sing to your heart's desire with a CD back-up band.

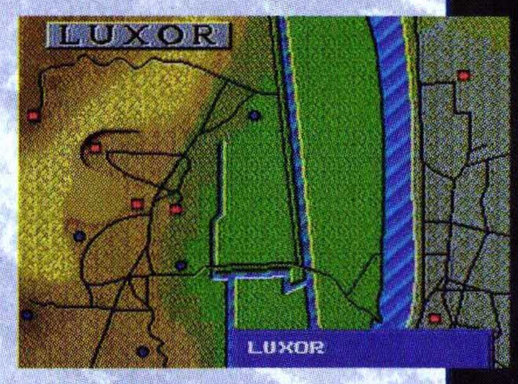
LD-ROM games and Mega-LD games are created specifically for the *LaserActive*. Using a 12" disk, the *LaserActive* has the capabilities to use both analog and digital information to create its high tech images. By combining the 540 megabytes of digital information with 60 minutes of analog motion picture, the **LaserActive** can create highly realistic images. However, the one drawback to this style is that most backgrounds are motion video, so they are set on a pre-determined course.

From education to gaming, the *LaserActive* has a wide array of interactive uses. While it is the most expensive of the video gaming units, it does have laser disk capabilities. So if you're looking for a new center for your home theater, **Pioneer** has got your machine. ■

I Will – The Story of London

Pyramid Patrol

Hi-Roller Battle



The Great Pyramid

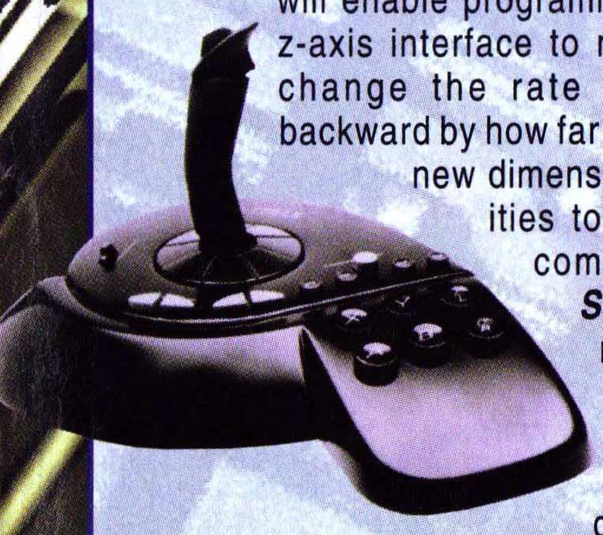
Suggested Retail Prices

Hardware:	
LaserActive CLD-A100 Unit:	$799.00
Mega-LD Control Pack Pac-S10	$499.00
LD-ROM Control Pack Pac-N10	$499.00
Karaoke Control Pack	$299.00
Software Titles:	$80.00

Rocket Coaster

Triax will Release New 3-D "Multi-Function" Joystick

Triax offers a new experience in video gaming with their new "Multi-Function" controller. While still unnamed, this new controller will enable programmers to add variable speed and 3-D z-axis interface to new software. This means you can change the rate at which you move forward or backward by how far you move the joystick. By adding this new dimension **Triax** hopes to add new capabilities to 16-bit gaming. Programmable and compatible on both the ***Genesis and SNES***, **Triax's** new controller, at the rock-bottom price of $49.95 should move the joystick off the shelves come this September. To date, companies that plan to create games for this new "stick" include **Electronic Arts, Virgin, U.S. Gold, Ocean, Sunsoft, Tengen, Namco, Tecmo,** and **Interplay**. ■



Bullet-Proof Software Announces the Super Link

Bullet-Proof Software, creators of the Award-Winning game *Yoshi's Cookie*, announced the release of their newest multi-player adapter, the *Super Link*. Created by **HORI**, the same company that creates all of **Nintendo's** adapters, the *Super Link* allows you connect up to five-players to your ***Super NES***. Compatable with all the current multi-player carts and priced at $29.95, the *Super Link* gives an inexpensive alternative to multi-player gaming. ■

Codemasters Announces the J-Cart for Sega Genesis

Codemasters Software Company Limited, creators of the infamous *Game Genie*, have created a new innovation on the ***Sega Genesis*** system – the simultaneous 4-player *J-Cart*. The *J-Cart*, a standard video game cartridge with two controller ports built into the front, offers 4-player gaming without the purchase of a multi-player adapter. The first cart to feature this new technology will be *Tennis All-Stars*, a sports title from **Codemasters** which is available this May for ***Genesis***, followed by *Micro Machines 2* and *Psycho Pinball*. ■

SUPER STREET FIGHTER II TURBO

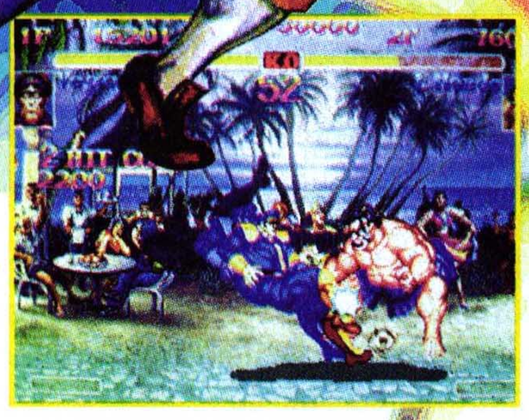
The Ultimate Championship Edition

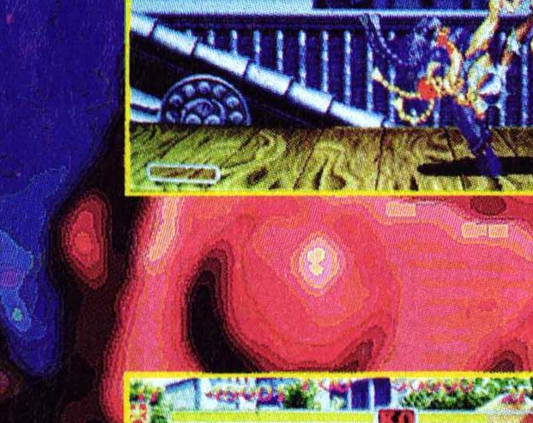
by Ryan MacDonald

Once more the brilliant people of **Capcom** have put yet another twist to the ever changing arcade legend. *Super Street Fighter II Turbo* is by far the best version released and is sure to get a lot of my quarters. Featuring a 30% speed increase and a lot of cool new moves.

The main difference though is the addition of a power bar for super special moves. The way these super moves work is that each time you do a special move (i.e. a fireball) the power bar increases until it reads "Super". Then, and only then can you do a super special move. Some of them are cool, such as Zangief's triple Back Breaker and Spinning Pile Driver. Then some are pretty plain, like Dhalsim's Yoga Flame. But for the most part they are pretty cool and useful because they can pull you from behind due to the massive damage that they can inflict.

Gameplay has also been tweaked. For instance, if you get caught jumping by a Dragon Punch expect to get hit twice, because most moves will score multiple hits. Character moves have expanded, Vega can now retrieve his claw when its knocked off, Ryu has a running punch attack and Blanka has a really effective sliding punch. Plus if your finishing attack is a special move the screen will flash in triumph.





The biggest surprise is that there is a hidden character named Takuma. I'm not exactly sure how to reach him at this time, but if you're good enough you can fight him instead of M. Bison.

With new moves and animations, *SSFII Turbo* is a worthy upgrade. The increase in speed really makes the game play more fluid, it's not too fast and it's not too slow. All in all it's the best version of *Street Fighter II* ever.

SSF2 Turbo Super Moves

Ryu: ↓↘→↓↘→+Punch

Cammy: ↓↘→↓↘→+Kick

Fei Long: ↓↘→↓↘→+Punch

Sagat: ↓↘→↓↘→+Punch

Ken: ↓↘→↓↘→+Punch

T. Hawk: Double 360°+Punch

Zangief: Double 360°+Punch

Dhalsim: ←↙↓↘→
←↙↓↘→+Punch

E-Honda: ←C2→←→+Kick

Blanka: ←C2→←→+Punch

Chun-Li: ←C2→←→+Kick

M.Bison: ←C2→←→+Kick

Balrog: ←C2→←→+Punch

Dee-Jay: ←C2→←→+Kick

Vega: ↙C2↘↙↖+Kick

Guile: ↙C2↘↙↖+Kick

New Moves for SSF2 Turbo

Ryu's Running Punch: ←→+Fierce or Strong

Cammy Cannonball: ↓↘↗+Kick

Zangief's Big Green FIreball Stopper: ↓↙←+Punch

Dhalsim's Spinning Needle: Change angle depending on Kick button

Dhalsim's Air Yoga Flame: ←↙↓↘→+Kick

Blanka's Leap or Charge: ←← or →→ while holding all three Kick buttons

Blanka's Sliding Punch: ↘+Fierce

Chun-Li's Double Roundhouse: ↓C2↑+Punch

Balrog's Low Punch: ←C2↘+Punch

Dee-Jay's Jumping Double Roundhouse: ↓C2↑+Kick

ARCADE BRIGADE

GAME GENIE SWAP SHOP™

Win a Game Genie of your choice!

Once again, it's time to dig deep into your Game Genie files and send us your coolest codes. Hey, we print your code and a Game Genie will be on its way to your doorstep...well, mailbox. But you must specify which system you need it for. Your fellow gamers need your help on the following games:

All Points ... Bulletin...

Got a fantastic Game Genie code? Send it in!

Game players helping fellow game players; that's the general idea. The games we need codes for are:

Predator 2 – Genesis
Global Gladiators – Genesis
Super Star Wars – SNES
Populous – SNES
Mechwarrior – SNES
Wing Commander I & II– SNES
Cybernator – SNES
The Majors: Pro Baseball – Game Gear
NBA All Star Challenge - SNES
Championship Bowling – NES
Devilish – SG
Sim City – SNES
All Pro Basketball – NES
Batman Returns – NES
Batman: Return of the Joker – NES
Bulls vs. Blazers – SNES
Super Chase H.Q. -SNES
Super High Impact – SNES
Top Gear 2 – SNES
Jurassic Park - SNES
Battletoads - SNES
Sunset Riders SNES
F-15 Super Strike Eagle – SNES
Clay Fighter – SNES
Robocop vs. Terminator – SG
Eternal Champions – SG
Royal Rumble – SNES
TMNT Tournament Fighters – SNES
Mega Man X – SNES

Send your Game Genie codes and requests to:
(Don't forget to list your Game Genie of choice)
The Swap Shop
Game Informer Magazine
10120 W. 76th Street
Eden Prairie, MN 55344

...All Points Bulletin...

Helpful Codes From Our Readers:

Mortal Kombat – SNES

6DB8 – 3D67+ 6D67 – 3FOD
Allows you to fight Reptile every other match (You must use finishing moves on regular fighters)

Daniel Payne
Chicago, IL

Zelda: Link's Awakening – Game Boy

FAO – 999 – 4C1
Infinite Energy
FF4 – EE9 – E6E
Get 255 Rupees for each single Rupee
FAF – BDA – 4C1
+ FAF – B2A – 4C1
Rupees aren't deducted from total, as long you have enough money to pay for it

David Walker
Hackleburg, AL

Eternal Champions – Genesis

CDAT – ABTT
Fight as the CPU and CPU fights as you

Aaron Hirner
Plano, TX

Ranger - X – Genesis

ALTT – AA6C
Infinite Weapon Power
AKYA – AA6C
Start with all available weapons

Bernard Wright
Chicago, IL

Super Empire Strikes Back – SNES

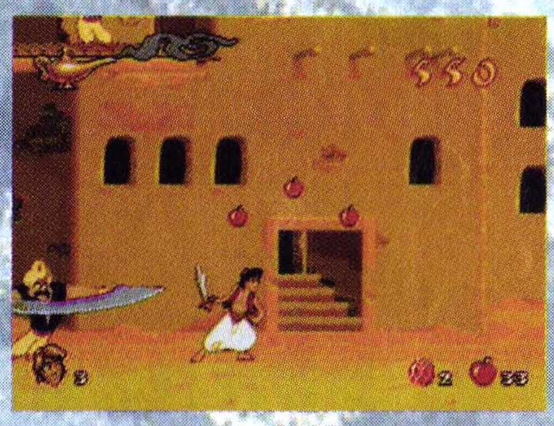
6DE9 – 47AF
Infinite Thermal Detonators
6D23 – 47F9
Start with All Force Abilities
C238 – C7OF
Infinite Lives
F169 – 1707
Start at fight with Dark Vader
D369 – 17D7 + FC69 – 1707
Start on Cloud City

James Tran
Everett, WA

NBA Jam – SNES

D9E9 - CD18
Always on Fire

"The Warlord"



Aladdin – Genesis

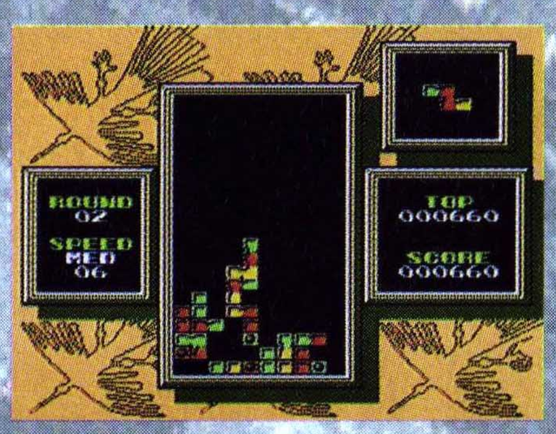
RGJB – Y6ZB
Infinite lives
ATCB – OAZ4
Invincibility
BRVV – YAE6
Start at Jafar's Palace

Pat Partin
Weston, CT

Metroid – NES

IXSGNVSA
Allows you to be destroyed with one hit

James S. Young
Punxsutawney, PA



Tetris 2 – NES

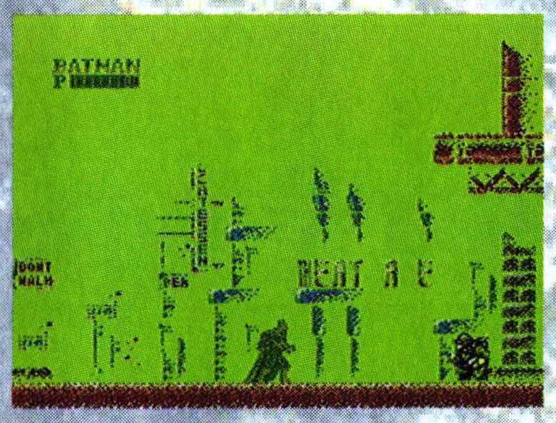
AAUEUSSO
Speed doesn't increase
AVEXOYXZ
Shows hidden pieces during pause

Chris Siska
Cypress, CA

The 7th Saga – SNES

DEBF – EDAF
Walk through the fields without running into enemies

Paul Tatman
Port Orchard, WA



Batman – NES

Color Codes

EAGKEP SPGKEP
EPGKEP SZGKEP
EZGKEP SGGKEP
ELGKEP SIGKEP
EIGKEP VZGKEP
OAGKEP AAAKEP
OPGKEP AAPKEP
OZGKEP AAXKEP
OLGKEP EAPKEP
OTGKEP EAOKEP

OYGKEP PAAKEP
XAGKEP PAPKEP
XPGKEP ZAAKEP
XZGKEP LAAKEP
XGGKEP UAAKEP
XTGKEP TAAKEP
XYGKEP YAAKEP
UAGKEP YAZKEP
UPGKEP EZZKEP
UZGKEP EAGKEO
ULGKEP EPGKEO
UIGKEP EZGKEO
UTGKEP ETGKEO
UYGKEP OPGKEO
KAGKEP OZGKEO
KPGKEP OLGKEO
KZGKEP OTGKEO
KLGKEP XAGKEO
KGGKEP XPGKEO
SAGKEP XLGKEO

Mark D. Martin
Pittsburgh, PA

Bram Stroker's Dracula – Game Gear

073 – ACC – 16E
Adds Spikes
0A3 – BCC – 16E
Turbo Weapon

Peter Femiani
Chandler, AZ

TMNT:Tournament Fighters – SNES

DCCA – 1405
Leonardo is replaced with Rat King
D8CA – 14A5
Raphael is replaced with Karai
82A6 – 4FA4
Infinite continues

Mick Oclon
Naperville, IL

Zombies Ate My Neighbors – Genesis

A47A – AA6W
Infinite lives
AL8T – AA3G
Almost infinite health
DDXT – AAZG
Infinite special items (excluding keys)

Mike Tsucalas II
Island Heights, NJ

Kirby's Pinball – Game Boy

A00 - 19F
Score multipliers instead of points

Jason Schreiber
New Berlin, WI

Eternal Champions – Genesis

9THT - HCP4 + BEHT - GAF6
Player 1 plays as Eternal Champion (choose any character)
RGZT - L6XA
Inner strength restored very quickly

Tai Lu
Oakland, CA

Clayfighter – SNES

DD4A - 8548 + D69C - E53E
Always fight end boss after first match

Michael Deblock
Windham, OH

Exclusive Codes from Galoob

NHL Stanley Cup Hockey – SNES

1BA1 – 4D01
Visitor scores 1 point for goals, Home team scores 3
D7E0 – C76F
Periods are 30 minutes long (choose 10 minutes from options)
F32B – 3F00
Penalty for charging is 30 secs.
DF67 – CDA4 + D667 – CFA4 + E667 – CF64
Visitor starts with 1 point (Exhibition mode only)
DB67 — CDA4 + D667 – CFA4 + EC67 + CF64
Home starts with 9 points (Exhibition mode only)

The Addam's Family – Genesis

RH0A – R6VA
Infinite Lives
A5ZT – RA6T
Infinite Hearts
A47T – RA42
Don't lose Fezi-copter when you die or change rooms
A0FA – RAA2
Start with max Hearts at 5
AXYT – RA48
Shield lasts forever

James Pond 2 – Game Gear

01F – 3FB – 801
Infinite Lives
01E – 30C v 801
Immunity to spikes
FF5 – D2F – E6A
Invincibility
005 – D8F – 801
Infinite continues
095 – C7F – E66
Start 1st game with 9 lives

Pro Sports Hockey – NES

AESUZYPE
Player 1 goals worth 8
AENLZYPE
Player 2 goals worth 8
ZENPIPAE + VVNOZPNT
Player 1 starts with 10 points
ZENPIPAE + NVNPYPVT
Player 2 starts with 10 points

Star Trek: The Next Generation – Game Boy

001 – 13D – 3BA
Damage will not be repeated
32E – 269 – 7FB
Phasers start at 50% power for each mission
32E – 2A9 – 7FB
Photon torpedoes start at 50% power for each mission
19E – 1E9 – 7FB
Impulse drive starts at 25% power
4BE – 2E9 – 7FB
Sensors start at 75% power

Mortal Kombat – Game Gear

063 – 7B4 –C4E
Each round is 69 seconds
023 – 7B4 – C4E
Each round is 29 seconds
00B – 40C – 3BE
Infinite time
004 – 2D6 – 19E
Infinite credits
DEB – 9F6 – 5D3
Blood
003 – 48B – F79
Player 1 is invincible
240 – BFD – C4B
Player 1 starts with half health

Ranma 1/2 – SNES

EA81 - 6760 + D7B5 - 6460
Ryoga moves faster
EA8B - 6D60 + D78B - 6760
Ryoga jumps faster
DD6B - D700
No knock back when opponent is cornered
DDD7 - 8407
One hit kills
D78F - 6DD5 + EA8D - DFD5
Genma moves faster

Sonic 3 – Genesis

AAYA - CWB6
Jump much higher
RGGA - A60T
One blue sphere needed to Chaos Emerald
NR4T - AAH4
Start with 99 lives
BLGT - CAEO
10 rings needed for extra life

All-Star Challenge 2 – Game Gear

006 - 5E9 - E6E
Infinite time (On all timers)
191 - 1FD - E66
Computer can score 25 points from outside the key
341 - 15D - 3B2 + 001 - 16D - E6D
The computer can't score

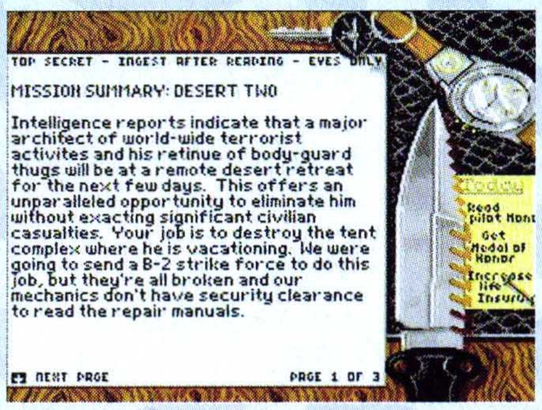
NBA Jam – SNES

30CC - 0F6F
Visitor's baskets worth 3
30C6 - A7AF
Home's baskets worth 3
D6E9 - 38FA
Turbo drains slower
D4BD - 3038 + D4BA - C948
Only need 2 baskets to be "on fire"
D6E5 - C718
"Juice" mode

NBA Jam – Genesis

SGFB - 3NVN + NWFB - 36BT
Visitor's basket's worth 3 points more
SGFB - 3NV6 + NWFB - 36CA
Home's baskets worth 3 points more
ABWB - LJA6
Player 1's Turbo drains very slowly
AAEV - LADR
Only need 1 basket to be "on fire"
BWRB - 4A24
"Juice" mode

· HELPFUL HINTS · SECRET ACCESS™ PASSWORDS · CODES



LHX Attack Chopper – Genesis

Here are all the Level Passwords:

LIBYA:

Majestic Twelve:	CQAAAFA
Anterion Nova:	CQAAIEA
Reindeer Flotilla:	CQAAQHA
Phoenix:	CQAAYGA
Rainbow Veli:	CQAAAVC
Chess:	CQAAIUC
Lobster Quardrille:	CQAAQXC
Hen House:	CQAAYWC
Desert 2:	CQAABFE
Flaming Arrow:	CQAAJEE
Plain Aria:	CQIERDG

CENTRAL EUROPE:

Domino Mirror:	CSIEIYE
Chess:	CSIEQGE
Arclite:	CSIEY4E
Anterior Nova:	CSIEBJC
Hoptoad:	CSIERIC
Olympic Torch:	CSIEZKC
Lobster Quardille:	CSIEBZA
Grand Theft Hokum:	CSIEZCG
Flaming Arrow:	CSIERGA

VIETNAM:

Lobster Quardrille:	CQIEZCG
Reindeer Flotilla:	CQIEBE
Flaming Arrow:	CQIEJQE
Hen House:	CQIERIE
Lava Lamp:	CSIEZSA
Anterior Nova:	CSIEAJG
Chess:	CSIEQLG
Binary Rainstorm:	CSIEYKG
Freedom Train:	CSIEAZE

John Donato
Hamden, CT

Jurassic Park – Genesis

To get a Stage select enter this password "NYUKNYUK". Now put the cursor on the << or >> icons and press and hold these buttons, one at a time: A, B, C, and Start. The message "Second Controller Enabled" will flash on the screen. Exit the option screen and a Stage Select and Sound Test should appear.

"The VidMan"

Super Black Bass – SNES

These codes will put you in the driver's seat to any lake you desire to fish:

Clear Lake:
HJR222P5Z5H1F
9PBRL33171319

Lake Murphy:
HNR222P5Z5P1F
9PJDL531V3L3R

Bluestone:
H5P5Z5R222B3L
9JN7H731FT11J

Daniel T. Keim
Conway, AR

Mortal Kombat – Game Boy

Last issue GI misprinted Sub-Zero's Finishing Move. Here is the correct code: Toward, Down, Toward, B Button

Rob Harney
Bayonne, NJ

Ex-Mutants – Genesis

After the Title screen, go to the Option screen. Set Music to 05 and Sound FX to 21. Point to the "Exit" and press A, B, C, and Start at the same time. You should hear "Too Easy" and be allowed to choose any stage.

David Ruszkiewicz
Muskego, WI

The Haunting – Genesis

In the first house, enter the grandfather clock in the dining room with the A Button (as if you were going to activate it). While inside the clock, press B, C, C, B. Now exit the clock and go out any door of the room. You should have 15,000 points added to your score and you will be in the second house.

In the second house, enter the toilet in the jacuzzi bathroom and press C, C, C, and B. You should get another 15,000 points and exit to the third house.

In the third house, go in the garage and enter the garbage can. Press B, C, B, B and exit the garage. You will now be in the last house and 45,000 points will be added to your score.

William S. Barwing
Milwaukee, WI

Cybermorph – Jaguar

To enter four hidden levels, enter this code at the Planet selection screen: 6009. Choose the lower right hand corner planet and receive a number of power-ups.

"The VidMan"

Cybermorph – Jaguar

Here are all the level codes:

Level 1: 1008
Level 2: 1328
Level 3: 9325
Level 4: 9226
Level 5: 3444

"The VidMan"

Rock 'n' Roll Racing – SNES

Here are all the Level Passwords:

Chem. VI:

Division B:	XB48	RSFW	OS6M
Division A:	5CR8	RLCW	OS6S

Drakonis:

Division B:	RKBR	!8F5	SWJ!
Division A:	HZLR	1MC5	SWJ!

Bogmire:

Division B:	RNDQ	MQFD	SWJ!
Division A:	GBJQ	7SCD	SWJ!

New Mojave:

Division B:	R1LQ	2MFN	SWJ!
Division A:	DHQT	S6CN	SWJ!

NHO:

Division B:	MFBR	R8DX	5TJ!
Division A:	VQY8	!RBV	SWJ!

Inferno:

Division B:	48F8	2OD3	5TJ!
Division A:	XBF7	MHB3	5TJ!

Bunker Curnes
Dallas, TX

NBA Jam Tournament Edition – Arcade

Check out these hidden characters!*

Grim Reaper	GRM	October 31
Lorraine Olivia	LOR	February 20
Reptile	RPT	November 11
Rayden	RAD	July 9
Sub-Zero	SUB	December 5
King Kong	KNG	January 16
Loffredo	ML_	May 25
Deal	LTD	April 30
Tobias	TOB	August 24
Pippin	PIP	September 25
Hakeem	HAK	January 21
Baraka	BRK	February 20
Kerri Hoskins	KER	October 10

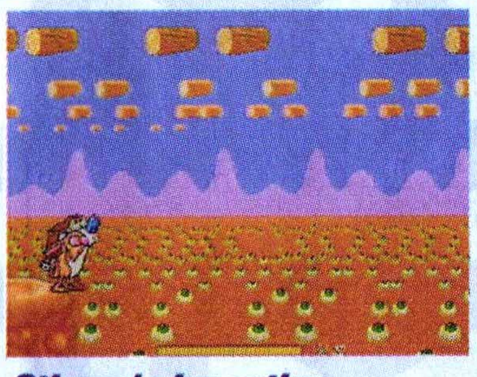
The VidMan"

***Note:** Not all codes work on all machines.*

Super Putty – SNES

To get unlimited lives in this entertaining strategy game, enter this code while the game is paused: R button, A, L button, L button, and Y.

"The VidMan"



Stimpy's Invention – Genesis

Here are all the Level passwords:

For Ren:

8900003 L9NH2WZ – City
8710003 L9N22W6 – Pound
8520007 RC452WZ – Outdoors

For Stimpy:

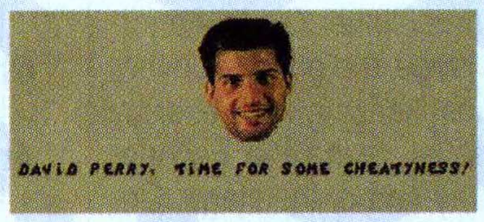
8700004 D2NG4WY – City
871000B 2LN24WZ – Pound
872000G F34444WN – Outdoors

Kevin Wilson
Dallas, TX

The Ren & Stimpy Show: Veediots! – SNES

Enter this code at the Title screen for a Level select: L button, R button, A, L button, R button, L button, B, R button, and X.

"The VidMan"



Cool Spot – Genesis

To enter a Debug mode, enter this code at the Options screen: A, A, B, B, C, C, C, C, B, B, A, A, A, A, B, B, C, and C.

"The VidMan"

Trevor McFur – Jaguar

To access an assortment of power-ups enter 1193 at the Title screen on controller one. Then during gameplay, press button A to increase the speed of the foregrounds, or button B to slow them down. Button C will fire your selected special weapon without removing it from your inventory, and button 4 will give you invincibility.

"The VidMan"

T.M.N.T Tournament Fighters – SNES

Enter this code on controller #2 at the Title screen, to play as Ratman or Karai: X, Up, Y, Left, B, Down, A, Right, X, and Up. If you do it correctly you will hear Aska say "Excellent."

Joel Maas
River Falls, WI

Actraiser 2 – SNES

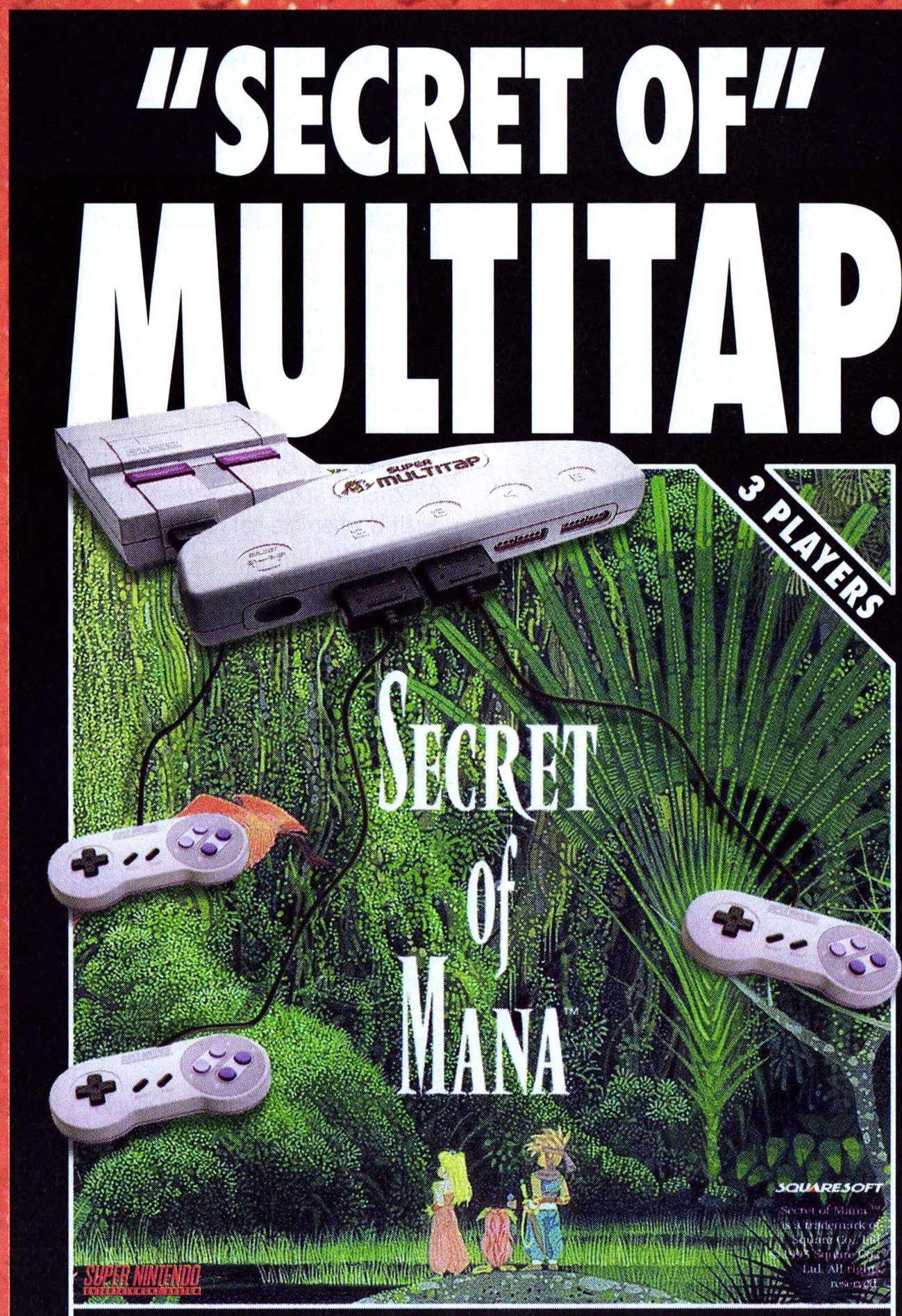
This password will give you multiple lives and a quick trip to the last level: MFMJ TVSY FVPX

"The VidMan"

Actraiser 2 – SNES

Weird Code:
Xxxx Yyyy Zzzz
Team Illustration:
MTkM SkTk HNSH

"The VidMan"



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Mortal Kombat II – Arcade

Here's an update of new Fatalities, Babalities, and Friendships.

BABALITIES

Baraka:	F, F, F, HK
Jax:	D, U, D, U, LK
Raiden:	D, D, U, HK
J. Cage:	B, B, B, HK
Liu Kang:	D, D, F, B, LK
Kung Lau:	B, B, F, F, HK
S. Tsung:	D, B, F, HK
Reptile:	D, B, B, LK
Sub-Zero:	D, B, B, HK
Scorpion:	D, D, B, LK
Kitana:	D, D, D, LK
Mileena:	D, D, D, HK

PITS

Baraka:	F, F, D, HK
Jax:	Hold BL, U, U, D, LK
Raiden:	Hold BL, U, U, U, D, HP
J. Cage:	D, D, D, D, HP
Liu Kang:	B, F, F, LK
Kung Lau:	F, F, F, F, HP
S. Tsung:	Hold BL, D, D, U, D, HK
Reptile:	D, F, F, BL
Sub-Zero:	D, F, F, BL
Scorpion:	F, D, F, HK
Kitana:	F, D, F, HK
Mileena:	Hold BL, D, D, U, HK

FRIENDSHIPS

Jax:	Hold BL, D, D, U, U
Baraka:	U, U, F, F, HK
Raiden:	D, B, F, HK
J. Cage:	D, D, D, D, HK
Liu Kang:	F, B, B, B, LK
Kung Lau:	B, B, B, D, HK
S. Tsung:	B, B, D, F, HK
Reptile:	B, B, D, LK
Sub-Zero:	B, B, D, HK + LK
Scorpion:	B, B, D, HK
Kitana:	Hold BL, D, D, D, U, LK
Mileena:	D, D, D, U, HK

FATALITIES

Raiden:
Charge HP for 8 Sec. then release (Close) Charge LK for 6 Sec. then release LK and tap LK + BL (Close)

Johnny Cage:
F, F, D, U then follow with D+LP+BL+LK (Close) for three heads

Kung Lao:
Charge LP, B, B, F then release LP (From clear across the Screen) then push U when the hat reaches your opponent

Shang Tsung:
U, D, U, LP (Close) Hold HK for 7 Sec. then release (Just outside Sweep range) Hold LP for 30 Sec. then release (Just outside Sweep range)

Sub-Zero:
Charge LP, B, B, D, F, release LK (From across the Screen)

Scorpion:
Hold BL, U, U, HP (3 Character lengths away) If you Do a D, D before the U, U, HP you'll get the words "Toasty" to appear on the screen.

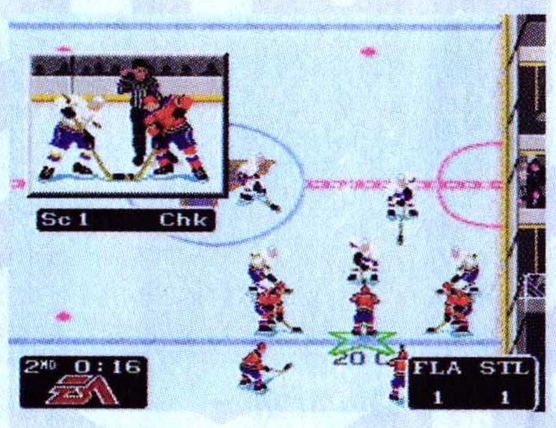
Kitana:
BL, BL, BL, HK (Close)

Ryan MacDonald

Mega Man X – SNES

There is a fifth and secret power-up capsule in this awesome game that allows you to throw fireballs like Ryu and Ken. You must have all eight Heart capsules and all four sub-tanks. Then, you must defeat Sigma's Dog and Sigma, but lose to Sigma's Machine. Let all your lives expire, then continue. Go to Armor Armadillo's stage and go through the stage 4 times, keeping your energy and meters full, using the Escape Velocity at the end of the stage. On the fifth time through, ride the third wheeled platform across the canyon, and climb up the cliff before the entrance to Armor Armadillo's lair. On the top of the cliff should be a power-up capsule with Dr. Light in a Ryu Costume. He will give you the "ha-do-ken" fireball, which will kill Sigma's Pet, Sigma, and Sigma's Machine with a single shot. You use the the standard move - down, down-toward, toward – but it only works when your energy is full.

"The VidMan"



NHL '94 – Super NES

Here are some passwords to take you straight to the Stanley Cup Finals. See if you can win it all!

Tampa Bay Lightning
GBR57JKGXN1PQLML
New Jersey Devils
CS0K8M86DY2GH79X
Pittsburg Penguins
DWX4BM0PGBXLVW01
Ottawa Senators
HZ2ZTRJ50M2HR879
Aneheim Mighty Ducks
HL6N42ZD3F44SNSH
San Jose Sharks
G785443KBYKM2YF3
Florida Panthers
FTBJZ8R1XRT67RWF
Washington Capitol
FZSPR8BXNNR21T2S
Winnipeg Jets
CZLX3SJFVTYLGS1F
Boston Bruins
C40DPDDP79PDD9R5

Brian F. Smith
Midlothian, IL

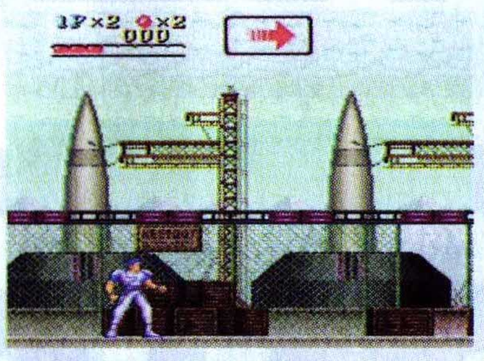
Super Bomberman

LEVEL	PASSWORDS				LEVEL	PASSWORDS			
1-1	2552	3553	4554	5555	4-1	0153	1155	6154	7152
1-2	0505	1504	6502	7503	4-2	2105	3104	4103	5102
1-3	2544	3542	4545	5543	4-3	0142	1143	6145	7144
1-4	0513	1515	6514	7512	4-4	2113	3115	4112	5114
1-5	2525	3524	4523	5522	4-5	0724	1122	6123	7125
1-6	0562	1563	6565	7564	4-6	2162	3163	4164	5165
1-7	2533	3535	4532	5534	4-7	0135	1134	6132	7133
1-8	0574	1572	6573	7575	4-8	2174	3172	4175	5173
2-1	0055	1054	6052	7053	5-1	2255	3253	4254	5252
2-2	2004	3002	4005	5003	5-2	0202	1203	6205	7204
2-3	0043	1045	6044	7042	5-3	2243	3244	4242	5245
2-4	2015	3014	4013	5012	5-4	0214	1212	6213	7215
2-5	0022	1023	6025	7024	5-5	2222	3225	4223	5224
2-6	2063	3065	4062	5064	5-6	0265	1264	6262	7263
2-7	0034	1032	6033	7035	5-7	2234	3232	4235	5233
2-8	2072	3073	4074	5075	5-8	0273	1275	6274	7272
3-1	2454	3452	4455	5453	6-1	0652	1653	6655	7654
3-2	0403	1405	6404	7402	6-2	2603	3605	4602	5604
3-3	2445	3444	4443	5442	6-3	0644	1642	6643	7645
3-4	0412	1413	6415	7414	6-4	2612	3613	4614	5615
3-5	2423	3425	4422	5424	6-5	0625	1624	6622	7623
3-6	0464	1462	6463	7465	6-6	2664	3662	4665	5663
3-7	2432	3433	4434	5435	6-7	0633	1635	6634	7632
3-8	0475	1474	6472	7473	6-8	2675	3674	4673	5672

Or you can enter 5656 at any time and play either Normal or Battle Mode — You get tiny Bombermen!!

Finally, here is a strategy for finishing enemies off rapidly. Use a controller that has not only Turbo, but also Automatic. (Or just hold down the Bomb button in Turbo). Launch a Bomb and stay with it. As it explodes, your next one will be planted and also detonated. You can move around defeating enemies with your bomb blasts! This only works for a short time (until your Bomberman stops flashing), so be careful. However, it works well in the jousts of Level 5-1 to 5-8.

Eric Draves
Chicago, IL



Run Saber – SNES

To change the color of your player press the Start button to pause the game, then press the Select button to change colors. There are eight colors to choose from. Pick your favorite and Rock N' Roll.

"The VidMan"

Toe Jam & Earl II: Panic on Funktron – Genesis

Level Passwords:

Kid Mode:

Level 3: PYJ5KKL4L89W
Level 5: PJ-3HK292K01

Regular Mode:

Level 3: POJ491LZM003
Level 5: PA-3EE2TQV83

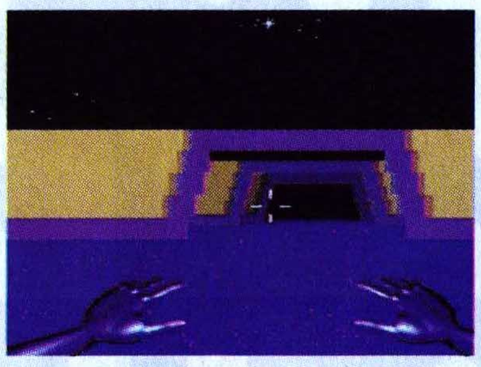
Chris Crutchfield
Flower Mound, TX

Terminator Vs. Robocop – Super NES

Here are all the level codes:

JFDN	SKTR
DTLC	SKMD
MWSX	DRFT
JPST	SKNN
BSHK	MWFX
HKFL	

Bryan Ovalle
Lawrence, NJ



The Lawnmower Man – SNES

Access Cheat Code:

Go into the first level, pause the game and enter in this code: B, R, A, Select, Select, Y, A, B, Y, A, B. Then unpause the game.

Access Menu:

This code will allow you to access any level: Pause the game and enter A, L button, L button, then unpause the game.

Endless Lives:

Pause the game, type R, A, Select, Y and unpause the game. Free Trip Through the Virtual Worlds: Pause the game while in the Virtual World, Type A and unpause. You will immediately go to the Exit.

"The VidMan"

The Lawnmower Man – SNES

First go to a computer portal found at the end of each Reality World. When you place your character inside the red spinning circle (Computer Portal), and repeatedly tap the Up Arrow and Y Button at the same time (it takes 4 to 6 times), it will "unlock" the portal.

Mark Mondier
Hurst, TX

Super Turrican – SNES

You can skip any level of this game at any time with this simple code. First press the Start button to pause, then enter this code on Controller One: Right, Left, Down, Right, A and Start.

"The VidMan"

Battletoads and Double Dragon – NES

To start the game with five instead of three lives enter this code on Controller One at the Player Select Screen: Hold Up, A, B, and then press Start.

"The VidMan"

MULTITAP "MADNESS".

5 PLAYERS

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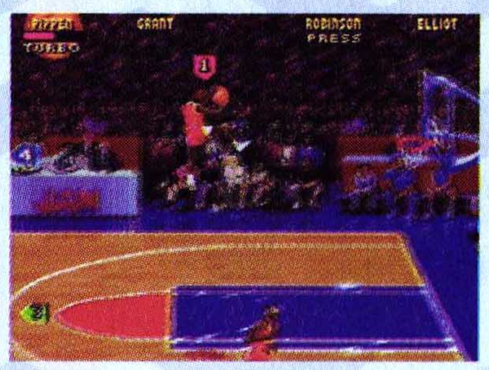
NBA Jam – SNES

Unlimited Turbo

At the "Tonight's Match-Up" screen press the Y button 13 times, then hold the Y, A, and B buttons until Tip-off.

Power-Up Defense

At the "Tonight's Match-Up" screen press any button five times and hold until the Tip-off.



Super Dunks

At the "Tonight's Match-Up" screen rotate the controller 360° (repeatedly) while pressing any button 13 times then hold until the Tip-off.

Juice Mode

At the "Tonight's Match-Up" screen press Y 13 times, then hold the Y, A, and X buttons until the Tip-off.

NBA Jam – Genesis

Unlimited Turbo

At the "Tonight's Match-Up" screen press any button more than five times, then press and hold the A, B, and C buttons.

Power-Up Defense

At the "Tonight's Match-Up" screen press any button 4 times, then press and hold the A, B, and C buttons until the Tip-off.

Super Dunks

At the "Tonight's Match-Up" screen rotate the control pad 360° (repeatedly) while pressing any button 13 times, then hold until Tip-off.

Juice Mode

At the "Tonight's Match-Up" screen press the A button 13 times, then press and hold the B and C buttons until the Tip-off.

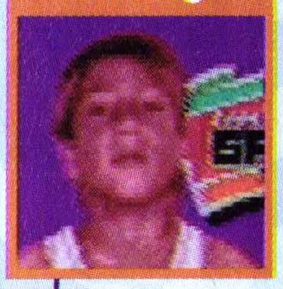
Hidden Characters!

Enter in the shown initials, except do not enter the last letter until you enter the appropriate button combination.

Game Gear Owners!

All the Power-Up codes for NBA Jam work on the Game Gear, except Shot Percentage. Just use the techniques from the Genesis version.

Air Dog



SNES: AIR
L, R, Start, and X

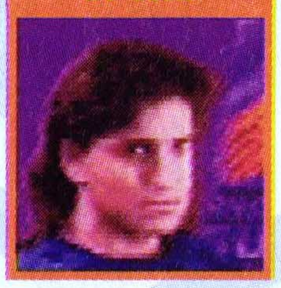
SG: AIR
Start and A

Scruff

SNES: ROD
L, R, Start, and X

SG: ROD
Start and B

Di Vita



SNES: SAL
L, R, Start, and X

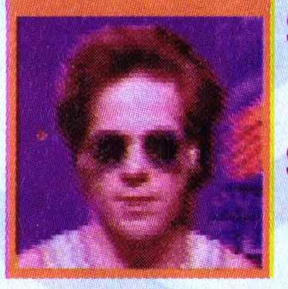
SG: SAL
Start and C

Kabuki

SNES: QB(Space)
L, R, Start, and X

SG: QB(Space)
Start and A

Weasal



SNES: SAX
L, R, Start, and X

SG: SAX
Start and C

P-Funk

SNES: DIS
L, R, Start, and A

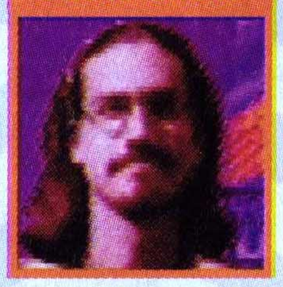
SG: DIS
Start and C

Rivett

SNES: RJR
L, R, Start, and X

SG: RJR
Start and B

Chow-Chow



SNES: CAR
L, R, Start, and X

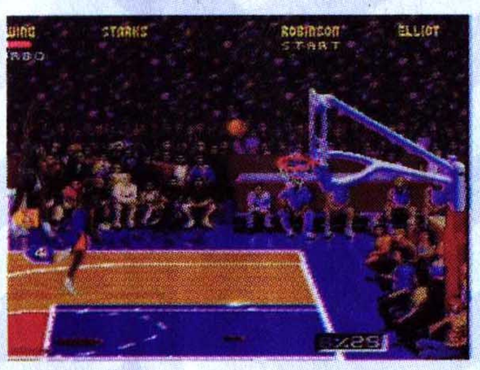
SG: CAR
Start and C

Clinton

SNES: ARK
L, R, Start, and X

SG: ARK
Start and A

NBA Jam – SNES



SNES Shot Percentage

To get the Shot Percentage readings in the corner of the screen enter this code at the "Tonight's Match-Up" screen: button A once, then hold A, B, and Down on the control pad until the Tip-off.

Power-Up Intercept

At the "Tonight's Match-Up" screen rotate the controller 360° and press any button repeatedly until the Tip-off.

Fire Power-Up

At the "Tonight's Match-Up" screen press the Y button 8 times then press and hold Y, B, and Up until the Tip-off.

NBA Jam – Genesis

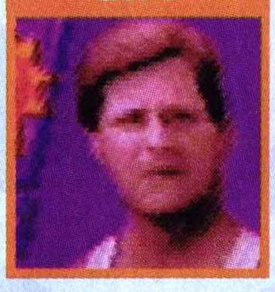
Shot Percentage

To get the Shot Percentage readings in the corner of the screen enter this code at the "Tonight's Match-Up" screen: button A once, then hold A, B, and Down on the control pad until the Tip-off.

Fire Power-Up

At the "Tonight's Match-Up" screen press the C button 8 times then press and hold B, C, and Up until the Tip-off.

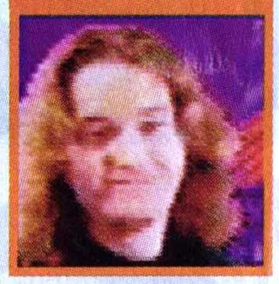
Gore



SNES: NET
L, R, Start, and A

SG: NET
Start and B

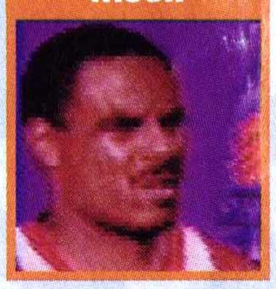
Turmell



SNES: MJT
L, R, Start, and A

SG: MJT
Start and A

Moon



SNES: UW(Space)
L, R, Start, and A

SG: UW(Space)
Start and A

MULTITAP "JAMS".

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- **Cart Size:** 4 Meg
- **Style:** 1 or 2-Player Action/Shooter
- **Special Features:** Password Save Option
- **Created by:** Teeny Weeny Games for Extreme Entertainment Group
- **Available:** Now on Game Gear

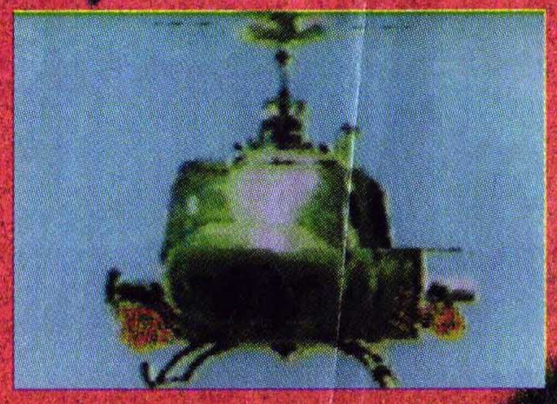
THE BOTTOM LINE 7.5

CHOPLIFTER III

"I Love the Smell of Napalm in the Morning!"

Watch out for Anti-Aircraft fire.

Always attack a jet from above.



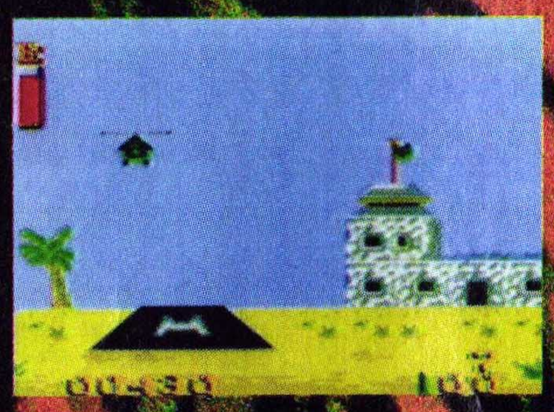
In a quickly degenerating society, a band of terrorists called the New World League have begun a plan of world domination. They have started the plan by taking a troop of U.N. peacekeepers hostage and are using them as a shield. Enter you, the pilot of an AH-90 Comanche Attack Helicopter. Your mission: penetrate enemy lines and rescue the hostages, destroying all who attempt to stop you.

The AH-90, equipped with a built-in tactical nuclear rocket launcher with unlimited ammo, has the capacity to carry other weapons such as Napalm bombs and a flamethrower. Using these will be important for the rescue of the hostages.

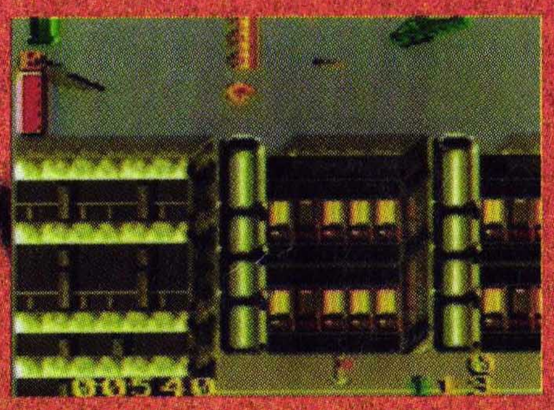
The landscape throughout the missions not only looks dangerous, it is. Even the clouds can have a storm in them that will cause you damage if hit. However, the enemies aren't all bad. The birds and some of the enemies can release a special star. Catch the star and your damage will be completely repaired.

The levels consist of rescuing a certain number of hostages and dropping them off at the main base. The chopper can only hold ten passengers aboard at a time, and if at any time you are shot down with passengers you have failed the mission, game over. At the end of each sector, there will be a boss that you must defeat to move on to a new sector.

Saving lives, wasting the enemy, and trying like a madman to not get shot down. War is hell!



Return survivors to your base.



Fly low in the city-scape.

Battle on land, sea or air.

And you thought your city was rough!

ROSS, THE REBEL GAMER

Concept:	**8**	*"Choplifter makes its first showing on the Game Gear, and with perfect timing. This is a game that I used to play years ago, and I'm sure that I will begin to play it all over again. I am really surprised to see the awesome detail that is put into this cart, considering the usual graphics on the hand-helds. There is not much to say about the sound in this game, but the control and playability were incredible. Great job Extreme!"*
Graphics:	**9**	
Sound:	**6**	
Playability:	**9**	
Entertainment:	**9**	
OVERALL:	**8.25**	

ANDY, THE GAME HOMBRÉ

Concept:	**8**	*"These old games are perfect for hand-helds; I don't know why we haven't seen more of the older hits. The graphics were better than the sound, but both were just average. The best part of this game, hands down, is the playability. It's fun to play and has lots to keep you busy."*
Graphics:	**7**	
Sound:	**6**	
Playability:	**7.5**	
Entertainment:	**7**	
OVERALL:	**7**	

PAUL, THE PRO PLAYER

Concept:	**7**	*"Choplifter was one of the first games I owned for the Apple II, in the days of monochrome vids. The Game Gear is a perfect machine for this simple style of game. It has a very addictive play style, which I think is ideal for a hand-held. I don't like how you have to tap directions to turn the front of the chopper. It makes it difficult to maneuver in tight quarters. Other than that, the entire package is first-rate. It's a blast if you need to kill a couple of hours or just like to game on the fly."*
Graphics:	**8**	
Sound:	**7**	
Playability:	**6**	
Entertainment:	**9**	
OVERALL:	**7.5**	

WIN! The Ultimate Gaming Rig!!

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OVER $18,000.00 IN PRIZES!

You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Video Game Contest. Play any 16-bit game you want with this line-up: Neo Geo Gold, Super NES with Super Scope, Sega Genesis with CD-ROM and Menacer and Panasonic 3DO (not shown). Get all four or trade the ones you don't want for CA$H! Bonus options include: Sega Virtual Reality Helmet, 33" monitor, $1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Pro Logic Surround Sound, Infinity speakers, subwoofer, CD player, graphic EQ, dual cassette and laser disc. This rig will blow you away (literally!)!! You'll not only see but feel it too!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at $2.00 each and one tie-breaker at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 61% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will each receive the grand prize they are playing for.

Mystery Word Grid

				S	___
		E			___
E	N	T	R	Y	W
	T				___
				M	___

MYSTERY WORD

WORD LIST and LETTER CODE chart

ENTRY .....W	CHASE .....G	WINGS .....P	STORM .....E
MAJOR ....H	MICRO .....M	DREAM .....R	NINJA .....B
METER .....F	QUEST .....O	TURBO .....T	RULER .....S
RANGE ....A	TOWER .....J	FLINT .....U	HEAVY .....Z

MYSTERY WORD CLUE: WORLD RULERS HAVE IT, IT COMES OUT OF AN OUTLET AND IN THIS CONTEST YOU HAVE IT!

Yes! ENTER ME TODAY, HERE'S MY ENTREE FEE:

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- ☐ ($3.00) Media Rig Contest
- ☐ ($5.00) SPECIAL! Enter Both (SAVE $1.00)

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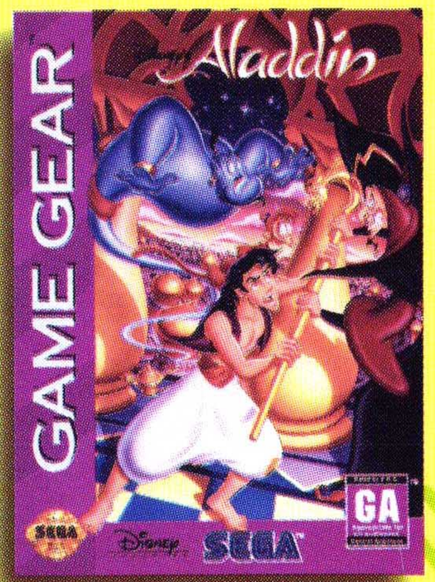

Your wish is our command. Did you wish for Aladdin on Game Gear™? 'Cause that's what you're getting. You've got the lamp, the magic carpet and Princess Jasmine. Things are good. In fact, the only thing that might worry you--just a little--is that the most powerful and twisted guy in Agrabah wishes you were dead. But you're Aladdin. Don't let it get to you. Have a good time. Visit the Sultan's Palace. Check out the Cave of Wonders. And most importantly, teach Jafar something about the business end of a scimitar.

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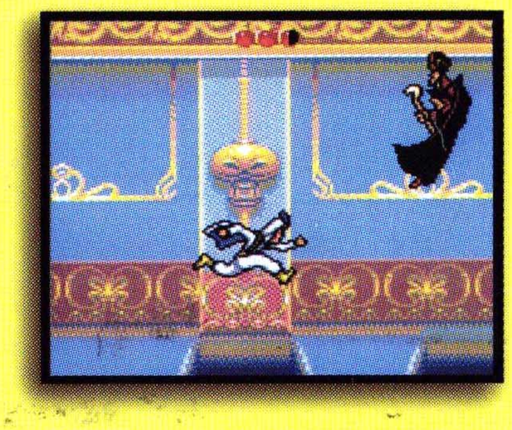
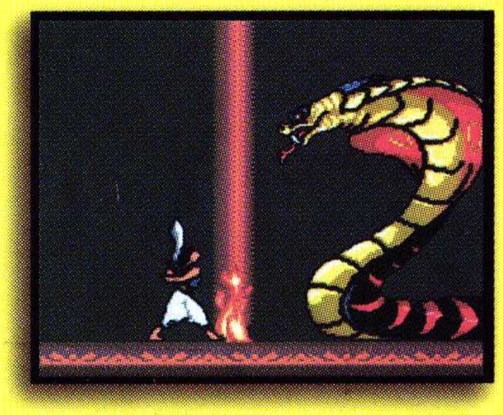
Disney's Aladdin

Dodge flame bursts, burning lava and rocks on your magic carpet. In short--escape the Cave of Wonders before you become a shish kebab.



It's come to this. Good vs. Evil. You vs. Jafar. Seem like a fair fight? Well, he's got the lamp. Then again, you're Aladdin. You'll figure something out.



He's a cobra. A big cobra. And he's a little upset. Use that scimitar to let him know what's up. (It's the only thing he'll understand, trust us.)

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GAMEGEAR

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Appropriate for all audiences.
General Audiences

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