

# GAMEPRO

THE #1 VIDEO GAME MAGAZINE!

## NBA JAM!

SNES, Genesis, and Game Gear!  
Plus: President Clinton Jams!

**FREE!** Monster Guide to the  
**GAME GEAR**  
Strategies & PreViews!



16  
pages

### 39 ProReviews!

Sonic the Hedgehog 3 • Raiden  
Bugs Bunny in Rabbit Rampage  
Alfred Chicken • NHL Stanley Cup  
Ground Zero, Texas • Double Switch  
Young Merlin • Kirby's Pinball Land  
Castlevania Bloodlines and **MORE!**

### PreViews!

Fatal Fury 2 • Bubsy II  
Skitchin' • The Horde  
and **MORE!**



**Mortal  
Kombat II**  
Beginner's  
Survival Guide  
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An IDG Communications Publication

March 1994

\$4.95 Canada \$5.95



**Super Soccer  
Roundup!**  
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# Castlevania

BELMONT

SIMON

ERIC

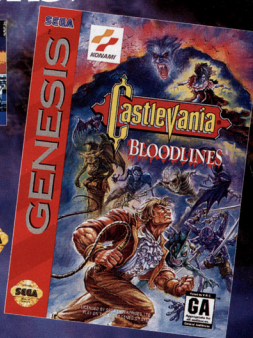
JOHN

## The Plot Thickens.

Konami unearths Castlevania-Bloodlines for Sega Genesis, the most challenging, most chilling adventure in vampire hunting history! As whip-wielding John or master lanceman Eric, pursue your bloodstained destiny across Europe chasing the latest, vilest incarnation of horror, Countess Bartley. Shudder at 6 stages of shocking new graphic sights and sounds from your worst nightmare. Skele-dragons, spear thrusting minotaurs, grotesque giants and ghostly creatures are dying to slay you with gruesome attacks and strange powers. So take up your sacred weapons and begin. Just remember that you already have one foot in the grave.



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KONAMI®

# And the #1 reason to play Clay Fighter™ is...



**The #1 reason for playing Clay Fighters:**  
It will make you laugh out loud until you need to change your underwear.

(by Jared Shapiro)  
Summerville, SC

For a little cash you get a lot of "dough".

DENNIS C. McMILLAN  
Pendleton, Oregon

#1  
#2  
#3

1. It beats playing Candyland with Aunt Edna.

JAMES HAULER  
FAIRFAX, VA.

CUZ' CLAY IS THE WAY,  
AND ITS HERE TO STAY!

Phillip Hohenberger

THE NUMBER ONE REASON TO PLAY CLAY FIGHTERS IS:

BECAUSE HELGA SINGS BETTER THAN ANYONE ON THE GLEE CLUB

ZACHARY SHAW, NY.

Reason To Play Clay Fighters:  
It will give you ideas to use on your little sister.

Smith Wilkinson  
Forsyth, MN 55331

HEY! THESE AIN'T NO WIMPY RAISINS!

Bad Mr. Frosty is really cool,  
He makes all the girls stare and drool.

Brandon Harding  
Clinton Twp, MI

Blue Suede Goo is having a killer hair day.

JOEY ARNDT  
Philadelphia, PA

Reid Wilson  
AV, ARIZONA

Helga has a bigger mouth than Hillary Clinton!

We asked you why Clay Fighter™ stands the rest, and you answered big-time—with hundreds of reasons why these cool characters burn up your SNES hotter than those other lame blood 'n' guts fighting games. And these are the reasons that had us laughing hard enough to squirt milk out of our nose. Thanks for the killer comments, and for telling everyone why Clay Fighter has 'em beat in the streets!

#### First Prize

(New 27-inch stereo RCA Color Track television, three Interplay SNES games, Clay Fighter baseball cap, poster and temporary tattoos)  
— Jared Shapiro, Summerville, SC

#### Second Prize

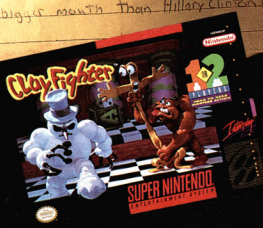
(Three Interplay SNES games, Clay Fighter baseball cap, poster and temporary tattoos)  
— Dennis McMillan, Pendleton, OR

#### Third Prize

(One Interplay SNES game, Clay Fighter baseball cap, poster and temporary tattoos)  
— James Houser, Fairfax, VA

#### Honorable Mentions

(Clay Fighter baseball cap, poster and temporary tattoos)  
— Phillip Hohenberger, Smith Wilkinson, Reid Wilson, Joey Arndt, Zachary Shaw, Paul Albin, Brandon Harding



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Interplay Productions, Inc.  
17922 Fitch Avenue  
Irvine, CA 92714  
(714) 553-6655



# It all began

when I pushed  
the start button  
on my new asciiPad



SG-6. There was this  
gigantic flash, and suddenly, I  
was floating in space. Just then,  
hundreds of vicious alligators solar-  
surfing past me, heading towards Earth. If  
you've never seen an alligator with an attitude,  
trust me, they're scary. Lots of teeth, and they're not  
vegetarians. "We're sick of our swamp planet," they  
snarled. "We're taking Nebraska!" I live in  
California, so I'm thinking, "So what?"—but then I

remembered my buddy Travis, from Omaha.

Besides, sooner or later, I knew they'd add  
Los Angeles to the menu. So, the fate of  
the World was in my hands. Actually,  
a Fighter Stick was in my hands—so I  
flicked on the slow motion control to  
buy some time. Just then, a spy  
satellite flew past, with —get  
this—a laser cannon. I plugged  
the cord in, switched on turbo  
fire and blasted those lizards at  
over 30 shots  
per second.



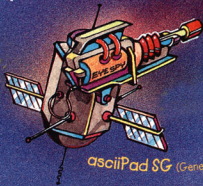
Power Clutch (Genesis) The joystick that revolutionized the Sega



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



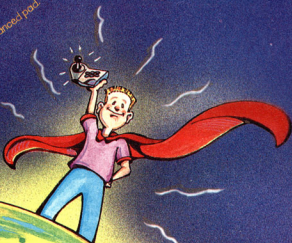
asciiPad SG (Genesis) Turbo-Fire, Auto-Turbo and Slow Mo. It fits and cool looks, too.



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

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



# HOW I SAVED THE WORLD FROM THE ALLIGATOR PEOPLE FROM

Fighter Stick SG-6 (Genesis)

Great, not really. But these kind of features are barely street legal.



Soon, I had 'em all rounded up, and boy, were they faced.

I showed them the secret weapon.

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

**ASCIIWARE**

Fighter Stick SN (SNES)

The heavyweight of fight controllers. Imagine. Imagine. Imagine.

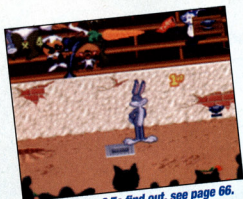
asciiPad SG-6 (Genesis)

Six buttons, and killer fighting. Back half not included. Street fight. Road Boy.





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# ALMOST NUCLEAR

**WARNING:** NAKI battery paks cause extended play which has been known to result in mind melt!



**Snap in all the power you need** with the hottest new rechargeable battery paks from NAKI. Battery paks for **GAME BOY** and **Game Gear** so powerful they'll create a **gaming explosion!**

Forget conventional batteries. Be kind to the environment. No tangling wires to slow you down. **Nuke your GAME BOY or Game Gear** with pure power for hours of playing action! Recharge overnight or plug in and play. NAKI's battery paks help you get a grip with their ribbed playgrip surface.



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"Genesis" or  
"Super Nintendo"



**Mini Arcade™** for GAME BOY



**Solar Pak™** for GAME BOY

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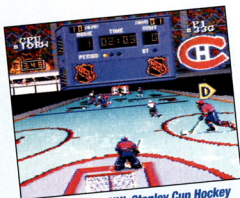
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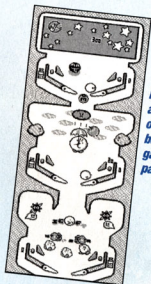
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Here's everything you always wanted to know about your Game Gear, but were afraid to ask. See our 16-page ProStrategy Guide.

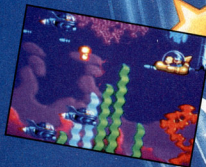


# GIVE YOUR BUDDY THE BOOT!

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

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

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



SUNSOFT





# Are Games Facing a Finishing Move?

## GAMEPRO

Lately, there's been story after story in the newspapers, magazines, and on television about the hottest topic around: violence and sexism in electronic games. Senators are calling some video games "trash" and "sexist" – Mortal Kombat and Night Trap seem to be the main targets. Other legislators are calling for a ban on controversial games.

To say that the debate is heated is an understatement. On the table are issues like

ship as the answer, though, because if even one person is in line to buy a product, it deserves to be on the store shelf. At the same time, we're all for a system that provides everyone with clear game-content information, so that video game consumers – from the youngest gamer to the grandparent buying a gift for a grandchild – is better informed. For that reason alone, we encourage an industry-wide rating standard that everyone is happy with.



**"...what makes titles like Mortal Kombat and Street Fighter II popular isn't the violence, it's the game play."**

whether violent video games cause players to be more aggressive, and if a video game rating system would help curtail excessive violence in society as a whole.

The release of CD games with full-motion video and the advent of more advanced systems like 3DO and Jaguar – hardware that can display near photo-realistic graphics – means that games are evolving into interactive movies. Most parents wouldn't let their preteen watch Terminator II, but they permit them to pull the heart out of an opponent in a video game.

Yessir, we're in the middle of this issue. The GamePros here in the office like playing games and feel that what makes titles like Mortal Kombat and Street Fighter II popular isn't the violence, it's the game play. We're not looking for censor-

Take a look at our masthead. The name of the group that heads up GamePro is Infotainment World. Break out the word "infotainment," and you'll understand our mission. We are here to provide you with "info" about your "entertainment." In the case of GamePro, it's the best information on the most popular video game products. With PlayRight, it's a newsletter for parents, to inform them about the electronic entertainment products their kids are playing. With the new Electronic Entertainment magazine, it's a look at the higher-level gaming offered by computers, CDs, on-line services, and other game platforms. To paraphrase a famous saying, we believe Infotainment means "power" – the power for you to make an informed decision about electronic entertainment.

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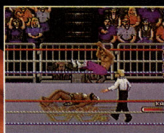
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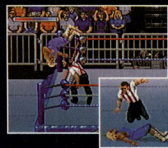


ONLY ONE WILL SURVIVE!

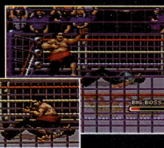


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# THE SEGA CD RAGE!



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BWARE THE BANZAI DROP!



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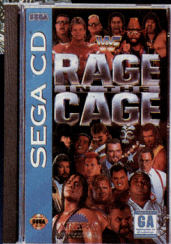
Do **you** have what it takes to escape this ring of steel? It's time to unleash the Rage in the Cage™!



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MORTAL KOMBAT®  
ON SEGA CD™!**



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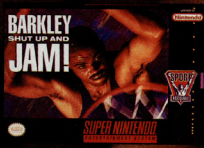
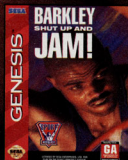
**Quit** *crying*  
about getting **hacked,**

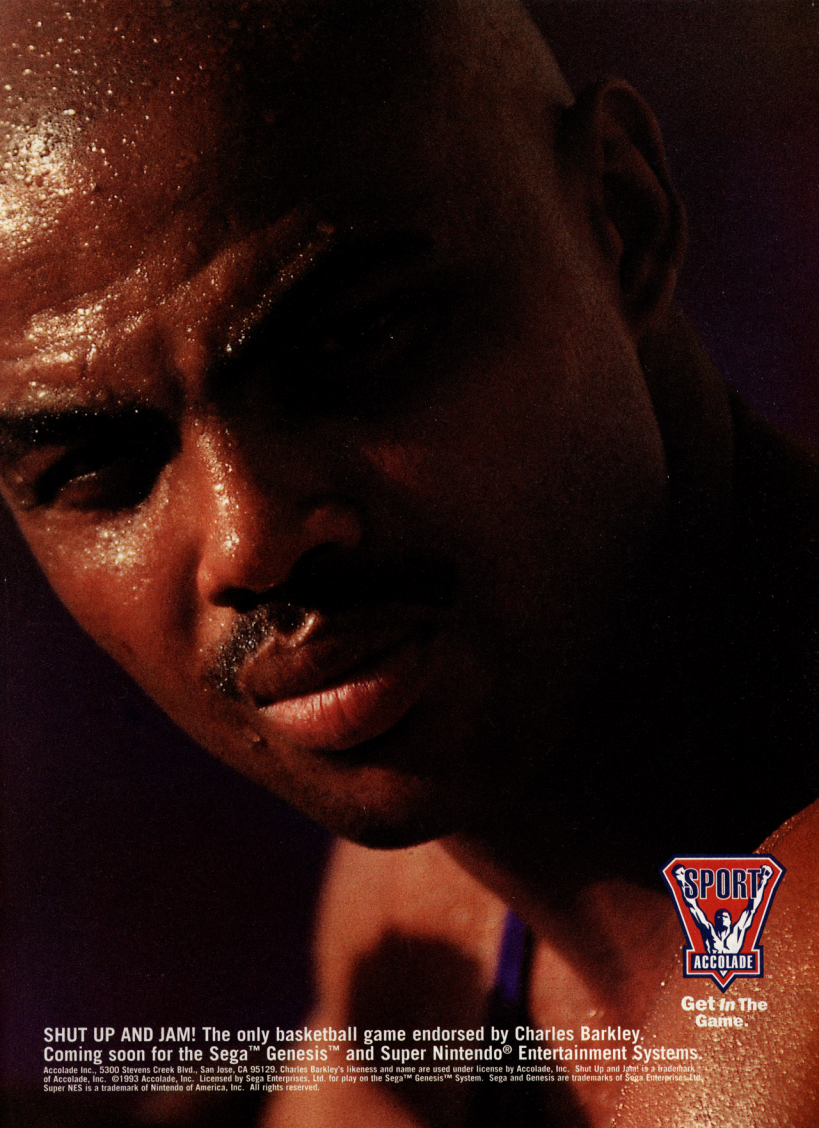
or how your  
*shoes hurt,*

or how you

*can't shoot*  
*outdoors.*

Just *shut up*  
and **jam.**





Get In The  
Game.

**SHUT UP AND JAM!** The only basketball game endorsed by Charles Barkley.  
Coming soon for the Sega™ Genesis™ and Super Nintendo® Entertainment Systems.

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## GamePro Readers Speak Out!

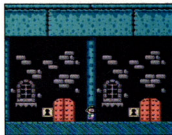
### Video Vixens – The Sexism Debate

I'm writing about Sue Packard's November letter in which she claims that women wear only bikinis in video games. Well, here are three who wear more – Chun Li in SF II, Sonya in MK, and Ripley in Alien 3. And anyone who thinks that there are no men in underwear hasn't seen the guys in Super Adventure Island, Super Ghouls 'n Ghosts, and WWF Royal Rumble.  
Patrick McKeegan  
Brampton, Ontario



Arthur's underwear in Super Ghouls 'n Ghosts for the SNES.

Women aren't the only ones in distress in video games. How about Mario in Mario is Missing? Marvin Mahayag, NY, NY



Mario in distress.

### Video Vices – Cut the Commercials

Please print this message to Sega: I'm sick of your commercials that imply we Game Boy players are vulgar freaks of nature. Nor are we as stupid as dogs, as another commercial suggests. Stop insulting me and my friends.

Tomasz Strzelczyk  
Ontario, Canada

### The Magazine Biz

How can I write to Scary Larry or Slasher Quan?

Steven Schrandt, Mansfield, OH

(You can reach any of us by writing to our office. The address is on page 14. All the letters, which add up to thousands per month, are opened and read. – Bonehead)



In your December issue, you reviewed Turtles Tournament Fighters for the SNES, but there were no ratings. Why was that?

Hector Escobedo, Los Angeles, CA

(Talk about embarrassing! The ratings were there when we proofed the pages – I think Shredder got to them at the printer! Here ya go. – Bro' Buzz)



I need tips for old games. Can you help me out? Aaron Burgin, Long Beach, CA

(SWATPro can! Check out our other magazine, SWATPro. In addition to having hundreds of tactics and strategies for the latest games, it's got a section called Classic SWAT, which gives tips for all of those not-so-motley oldies. – Andromeda)



Super NES Game Profile  
**Teenage Mutant  
Ninja Turtles:  
Tournament Fighters**  
(By Konami)

You want Street Fighter action without Street Fighter II? Here's a serious SFII clone that can bring Street snobs as well as fledgling fighters out of their shells.

Graphics	Sound	Control	Full/Fair	Challenge
4.5	4.5	5.0	5.0	ADJ.
Price not available		Fighting Game		
20 megs		2 players		
Available December		Side view		



Classic SWAT, and way more.

When you give release dates for games, are you talking about the release in California? Preston Eckman, Boise, ID

(Those dates are for the nationwide release. The manufacturers tell us when they are planning to release the games nationwide, but the dates sometimes change at the last moment. – The Unknown Gamer)



In your magazine, Chips & Bits is advertising Super Return of the Jedi for sale at \$59. I thought it wasn't coming out until later.

Tony Gutierrez, Manteca, CA

(You have sharp eyes, Tony. Chips & Bits takes advance orders on merchandise that is expected in the next six months or so. Super Return will be out later in '94, although no release date is set. Call Chips & Bits at (802) 767-3033 for more info. – Lance Boyle)



Can aspiring artists like me send in art on regular paper for your monthly art contest, or do we have to draw on envelopes?

Ivan Diaz, Modesto, CA

(We'll consider everything for the contest. Here are some tips: Use strong colors; portray game characters in creative ways; put your name and city on the back; don't use regular pencil; don't cover the envelope with tape; and don't write messages all over your art. Good luck! Maybe you'll win the cool prize we're giving away! – Captain Squideo)



### Let's Get Technical

How many colors can the Game Gear show on-screen at once?

Chris Schiaffo, Allentown, PA

(The Game Gear can display 32 colors at one time. – Video Head)



There may be only 32 of 'em, but the colors are dazzling in Eco the Dolphin for the Game Gear.

You've often mentioned something called the Game Gear cable. What is it?

Mrs. Charlene Cooper, Claymont, DE

(You can buy the Gear-to-Gear cable separately for about \$15. It enables you to link up two Game Gears for simultaneous head-to-head competition in games, such as Mortal Kombat and Streets of Rage 2. Note that you need to have two copies of whatever game you're playing, one for each hand-held system. – Miss Chievous)



Is it possible to convert Pro Action Replay codes to Game Genie codes, or the other way around?

Nick Lauseng, Herington, KS

**(There's no way to do this as of now, but it may happen some day. - The Lab Rat)**



## Out with the Old, In with the New

I must have a Jaguar. Where can I get one?

Greg Lalone, Sterling Heights, MI

**(The car? At a dealership near you. The game system? For now, only in New York or San Francisco toy or electronics stores. A national roll-out of the Jag is coming soon. - The Whizz)**



**If you want to drive a Jag, you'll have to head for the coast.**

I'm confused. The cover of your October issue announced Atari's 64-bit Jaguar, but your November cover said it was "Nintendo's New 64-bit System!" Which is it?

Ryan Celeslie, Arnold, MO

**(Both! Atari started selling its 64-bit Jag in New York and San Francisco just before Thanksgiving, and Nintendo has announced its new 64-bit system, Project Reality, which is due in '95. - Earth Angel)**



## Fightin' Words

What does the Japanese writing in the background of Chun Li's stage in SF II mean?

Jon Graves, Allen, TX

**(These are signs. One advertises a Poultry Shop, another reads High Voltage, and the last says General Store. - Boss Music)**



When I'm fighting in China in Super SF II, there's this strange laugh that randomly comes on. Also, when I finish the game with M. Bison, his closing statement is something like "Not even the ancient one was brave enough to challenge me." Are these clues to a secret character?

Long Yu, Vancouver, British Columbia

**(Nope. That cackling sound is from a chicken, according to Capcom, because there's a Poultry Shop nearby. Capcom also says that there are no secret characters to be found. - Hack 'n' Slash)**



On the cover of the SF II Turbo manual there's a blurry old man in the center under the word Turbo. What's going on?

Mitch Cook, Greensboro, NC

**(That's Dhalsim. He's teleporting, which is why he looks ready to disappear. - Game Over Man)**



Dhalsim teleports from the center.



Halloween in Hawaii - eight-year-old Teal Willingham of Kaneohe shows off Chun Li's moves.

Why are there High Scores in Mortal Kombat? It's impossible to get my initials among them, even though I've won the game with enough points to qualify for a High Score.

Chris Kunigenas, Berkeley, CA

**(Those scores are simply targets to aim for - there's no battery to store your own high scores. - Scary Larry)**



LONGEST WINNING STREAKS		
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7. JOE	13 WINS	4152800
8. CHK	9 WINS	3944200
9. CHS	7 WINS	3765300
10. HAL	6 WINS	2859800

Mortal scores.

I recently beat Super SF II. Since I did it without continuing once, I got to see the credits. Under Special Thanks, they listed the name Dr. Dave. Is this the Dr. Dave from GamePro?

Ed Haggard, Honolulu, HI

**(That's him! Dave Winstead, AKA Dr. Dave, used to work for GamePro, but he now works for Capcom as an R & D specialist. He no longer writes for the magazine. - Slasher Quan)**



What's with the white blood in Samurai Shodown for the Neo-Geo? I paid big bucks to have an accurate, uncensored version of the arcade game. If I wanted a "milk mode," I would've waited for Nintendo to come out with their version.

**(You'd have to get the Japanese Neo-Geo to see what you want. The Japanese version of Samurai Shodown has all the uncensored blood and fatalities. - Lawrence of Arcadia)**



Samurai milk.

What was the best-selling Sega Genesis game of 1993?

Chris Stassis, Canada

**(Many Karts battled for number one, but the Most Cash resulted from a record-setting Marketing Kraze. The actual sales figures won't be official for another few months, but it's unlikely that Sonic Spinball, Aladdin, or Jurassic Park will come out on top in the world of Money Kombat. Any More Klues necessary? - Manny La Mancha)**





## Games, Games, Games

When the goalies score in NHLPA Hockey '93 and NHL Hockey '94 for the Genesis, why don't they get credit for it in the stats?

Greg Sayuk, Vallejo, CA

**(Goalies rarely score, either in real life or in video games. According to EA Sports, software limitations prevent the goalie's stats from showing both the goals he prevents and the goals he scores. Should the goalie accidentally knock the puck into his own goal, it's credited to the last opponent to touch it. - Coach Kyle)**



Danny Leone, 12, of Weston, Ontario, will check anyone who gets between him and his GamePro!

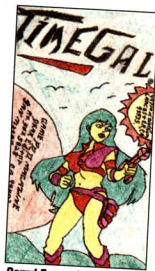
## Envelope Art Award

Attention, artists! Each month the creator of our Envelope of the Month will receive Acclaim's Dual Turbo Wireless Remote System for the SNES or the Genesis.

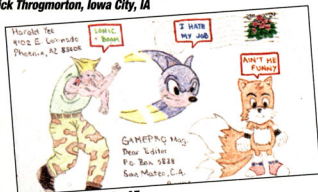
## Envelope of the Month



Patrick Throgmorton, Iowa City, IA



Darryl Evans, Lancaster, CA



Harold Yee, Phoenix, AZ

## Reader Report

Of the thousands of letters we receive each month, almost half comment on violence in video games. Here's the estimated breakdown for those letters that express opinions:

**84%** - Violence in games has no effect, parents should back off.

**14%** - Extreme violence in games should be censored, parents should monitor closely.

**1.9%** - All violence, no matter how minor, should be deleted from games.

**.1%** - Can't understand the fuss about games with violins.

## Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

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Dear Editor  
P.O. Box 5828  
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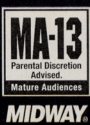


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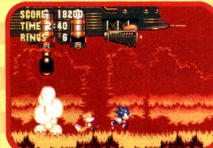
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# THE CUTTING EDGE

Taking You into the Technology of Tomorrow



By the Whizz

When electronic games begin flowing across the information superhighway, they may very well take gamers into virtual reality. RPI: Advanced Technology Group is a hot San Francisco-based VR company that's creating a new brand of VR hardware, and it's even tested an on-line VR computer network called ImagiNet.

## Hardware, VR-style

The hardware's impressive. Put on their 3D head-mounted stereoscopic glasses equipped with speakers, then hook a special game unit into your telephone line, and you'll be able to explore virtual ImagiNet worlds and adventures with people around the globe.

driving game or a flight simulator. Like some arcade machines, the Cyberchair can produce rumble and thump effects, but it can also produce hot and cold sensations to create the illusion of zipping through different environments.

For the ultimate VR experience, RPI has an awesome full-body device called the Orbotron. You've probably seen something like it in the movie *Lawnmower Man*. You hook yourself into an elevated seat that looks like a chair suspended inside several concentric circles. As you dangle off the ground with a VR head-unit on, you're completely at the mercy of a 360-degree virtual world.

If on-line VR appears, the core of the operation will likely be a system unit and head-mounted display (HMD), which RPI already has available. Their Personal Simulator MediaStation2 is a variation of a 486 notebook personal computer. In fact, although one of the MediaStation's primary functions is as an on-line VR game system, it will also serve as a personal computer and telecommunications device.

The HMSI glasses look like a pair of ultra-high-tech sunglasses - you can even fold them up and stick them in your pocket. The unit contains a built-in movement tracker and a CD-quality audio system. According to RPI, the HMSI uses technology developed by the Air Force, based on their research into human visual dynamics for their own virtual reality display systems.

## Virtual Reality Calling

Welcome to  
**ImagiNET.**

ImagiNet will bring VR into your home.



HMSI glasses: VR with style.



The Orbotron, for well-rounded VR gaming.

Conzo VR gamers may want to jump into RPI's Cyberchair. The full-body unit automatically adjusts to the contour of your body and contains a built-in joystick. The high-tech hot seat senses and responds to hand and arm motions as well as the controls. For example, the chair tilts and swivels if you lean into turns during a

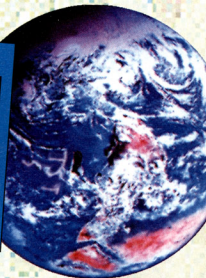
## Not as "Virtual" as You Think

As far-out as this setup sounds, it may be a reality soon. If RPI's game plan is successful, the company's on-line system will be operational next year on a major telecommunications carrier; RPI is reportedly looking into AT&T, U.S. Sprint, and MCI, among others.

The guts of the MediaStation is an RPI video card called the PixelPump, which produces the unique look-around stereo visuals necessary for virtual reality graphics. To see the MediaStation's VR environment, you can use RPI VR glasses called the HMSI (for Head Mount Sensory Interface) or plug in an external monitor.

## VR Games, the Reality

RPI has three unnamed on-line VR games in development now, which may or may not appear as final products. When they become available, RPI reports that you'll be able to download upgrades, new levels, better weapons, and new characters on a weekly basis.



# REALITY CALLING



A 3D multi-player sculpture art system will enable users to create a lifelike piece of art in three dimensions. Several people will be able to contribute "hands-on" design input to an art piece, and on-line art patrons will be able to order their own copy of the finished product.

Another RPI game enables you to create and destroy objects. In *Cybot*, you and other on-line engineers will be able to create one robot or several robots, again in 3D space. Then you'll guide the 'bots to build their own mechanized city. You'll be able to store cities on-line and modify them. Of course, if your video game tastes tend toward more aggressive activities, you can build robots for battle and engage in mechanical warfare with on-line adversaries.

You'll be able to fly in VR via RPI, too. There's a game in the works that will blast off for sci-fi combat inside a battle-scarred, artificial planet. You'll have to negotiate a massive system of tunnels, which, like a roller coaster, will take you on sudden dips, dives, and loops. RPI plans to make this game interactive in arcades as well as in home VR systems. You'll be able to join in the action either as a friend or a foe anytime, anywhere.

Additionally, according to RPI, game developers such as Electronic Arts, Origin Systems, and Spectrum HoloByte are working on game codes for VR gaming, in the event on-line VR hardware becomes a reality soon. In fact, some computer games already have VR tracking capability programmed into them for eventual use with virtual reality hardware.

**(RPI: Advanced Technology Group, San Francisco, CA, 415/777-3226)**

## **Surfing with the Aliens, AWT, and Division**

### **By the Whizz**

If you can't wait for virtual reality games to reach your home, you'll likely have the opportunity to dive into unique VR worlds in your arcades, courtesy of Alternate Worlds Technology and Division Inc. AWT has already put its foot into the VR arcade world. Maybe you've checked out their *Wolfenstein* VR system. Based on the classic computer game, *Wolfenstein*, it's a fast-paced, first-person-perspective gun game, where you fight Nazis. Now they've joined forces with Division, a VR hardware developer, to bring a new VR experience, into the arcades.

Division has developed multiprocess or accelerator boards and graphics boards that provide conventional PCs with the capability of displaying VR arcade visuals. The boards pump stereo graphics through a proprietary Division

head-mounted display. The muscle behind all this VR graphics power is the Division VR computer called the ProVision 100. The ProVision is a compact, workstation-size unit that you can set up anywhere. That's really all you need to know about the complexity of the hardware, except that basing VR in a PC makes it simple for your local arcade operator to load and unload ProVision AWT VR games.

### **Surf's Up**

The first game off the drawing boards will be *Surfing with the Aliens*. This game is so fresh that the story line is still undergoing fine-tuning. Basically, it's a multi-player space station shoot-em-up. Up to four players undertake a close-quarters bug hunt. To move through the alien-filled station, you must find weapons, door keys, and tools. Players can zap each other, but destroying some creatures and beating some obstacles requires cooperative game play. In the arcades, players will be able to buy into a game at any time. *Surfing* was never more lethal. **G**

**(Alternate Worlds Technology, Louisville, KY, 502/585-4246; Division, Redwood City, CA, 415/364-6067)**



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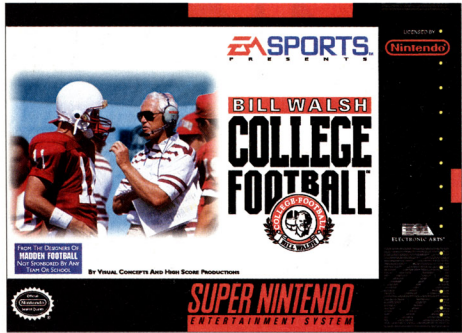
Because the game includes the top 24 greatest teams since the '70s. Teams like Alabama '78, Pittsburgh '80, Nebraska '83, Auburn '83, Oklahoma '85, and Colorado '90.

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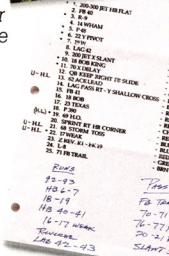
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# ON LOCATION: EA Canada Skitchin



**By Bro' Buzz**

There's more happenin' in Canada than just ice hockey: Video games are happenin'!

Electronics Arts Canada (EAC) is the brains behind the Great White North's awesome answer to Road Rash 2... Skitchin for the Genesis! The rough-and-tumble action will be the same, but with smaller wheels - Skitchin is all about the unrefined art of roller-blading.

## On a Roll

Roller blades are fast overtaking skateboards as the transportation of choice among many urban young people, so EA's Canadian programming team took to the streets to find real bladers for the action and real graffiti artists to give the game an unusually realistic look and feel.



**Two-player split-screen mode for competitive Skitchin.**

What's Skitchin? It's a term spawned in the streets of New York City. According to Stan Chow, EA Canada's home-grown Skitchin producer, "Skitchin is the combination of two terms - skating and hitchin'. A New York newspaper reporter saw a bunch of people roller-blading and grabbing onto cars for extra added acceleration, and he coined the term."



**You pick CD tunes like "Psycho Deep Fry."**

## Don't Try This at Home

Therein lies the game's potential popularity. In fact, Skitchin probably skates as close to the edge of the current debate over violence in video games as any cart EA's produced. "Everybody knows it's illegal. No way is it a sanctioned sport," Chow explains. "We point out that it's an outlaw, rebellious activity."



**Grabbing cars is what this game is all about.**



**Weapons are legal.**



**The Shop Dude has the good stuff.**

# SKITCHIN



**Catch air and three judges score your move!**



**Don't lose your balance.**



**Wipe out!**

## The Disclaimers

Chow says the design team went back into the cart several times to temper or delete any thing that could be considered overly violent. "Most of what could be considered violent is portrayed in a humorous way as slapstick," he says. "It's our responsibility to take out any gratuitous images."



**The Spectre reports live for Outlaw Sports.**

## WARNING

THIS GAME CONTAINS FICTIONALIZED PORTRAYALS OF ACTIONS AND GROUPS. SOME OF WHICH ARE EXTREMELY DANGEROUS. ATTEMPTING THESE ACTIONS OR STUNTS MAY CAUSE SERIOUS INJURY. DO NOT Imitate OR ANY OF THE DANGEROUS ACTIVITIES PORTRAYED IN THIS GAME.

**Warning: Don't try this at home... or anywhere!**

In fact, another first in Skitchin will be a disclaimer at the beginning of the program, warning players that the cart contains fictionalized portrayals of stunts and activities that are extremely dangerous, and that attempting these actions or stunts may cause serious injury.

## Skitchin!

Skitchin is a wild, urban roller-blading cart. Similar to Road Rash 2, you play via a behind-the-skater view, and the object is survival of the fittest. You and several CPU opponents glide down traffic-clogged, debris-laden blacktop in a race for bucks. Naturally, you can bump and dump the opposition or pick up objects for king-size trashing. You'll be able to skate against a bud or fire up a tournament for eight players.

The main way to get ahead, however, is...right, Skitchin. The game interface features a rear-view window that shows you when cars are moving up behind you. If your timing's right you can slide to the side and hitch a ride for speed, distance, and power. If your timing's off, the resultant collision sends you flying off the road!

If you like to show off, you'll be able to hit ramps during the race and grab some air. The controls will enable you to pull slick airborne moves, which three judges will rate...if you can avoid taking a header when you land.

Rough? You bet! If you have any qualms about impressionable youthful bladers getting a crazy notion, you might want to pass on this skating adventure.



The Graffiti Game Mode screen

The rockin' roller-blading will cover 12 locations around Canada and the U.S. and will feature digitized skylines of actual cities. But that's not all that's real in this cart. Check out the following interviews. **G**

## INTERVIEW WITH STAN CHOW:

### WAREHOUSE SKATING

**GamePro:** Stan, how did you figure out all the slick blade moves for Skitchin?

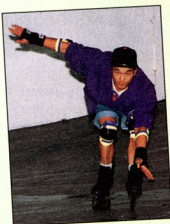
**Stan Chow:** We went to the Skate Ranch in Toronto. It's a big skating area, which used to be for skateboarders, but now it's where all the cool bladers hang. Basically, we met some guys and asked them who was the best skater. They turned us on to Troy.

**GP:** So you videotaped him at the Ranch?

**Stan:** No. We rented a huge warehouse and set up some ramps. Then we videotaped Troy doing all his best moves and anything else we could think up.

**GP:** How long did the taping take?

**Stan:** It took several days, but Troy was cool. He gave us some great ideas for choreographing every move.



We rotoscoped all of his moves for the main characters.

**GP:** So how's it look?

**Stan:** The animation in Skitchin' is awesome. It's all right, blows Road Rash away! Skitchin' has more animations and more variety of game play.

**GP:** Hey, Stan, do you skate? Are you in the cart?

**Stan:** No way! I wasn't into roller blades when we made the cart, but I'm into it now!

## Check Out These Air Moves!





## INTERVIEW WITH STAN CHOW: ON GRAFFITI & GRUNGE

**GamePro:** Stan, there's some great graffiti art in Skitchin that really gives the game a unique urban grunge personality. Who did the art?

**Stan Chow:** The graffiti artists were a hard crew to pin down. We actually got in a car and did an exhaustive tour of the city to find every piece of graffiti art on every wall in Toronto.

**GP:** So then you found these guys bombing a wall?

**Stan:** Well, we picked a style we liked and took some photos. The tough part was trying to get in touch with the mystery artists. Luckily, we found a phone number on one wall. Yup, we called it and those guys put us in touch with our artists.

**GP:** These guys are good. Who are they?

**Stan:** They don't want to reveal their identities. That's

their thing. They're three young kids around 18. They couldn't drive, so we actually met them and interviewed them at a train station.

**GP:** Were they impressed?

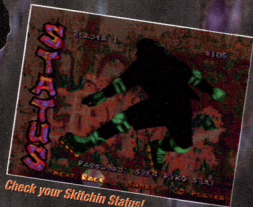
**Stan:** We took them to EAC offices and showed them the young people working there. They thought the whole idea was the coolest thing. They even suggested we use grunge music in the cart.

**GP:** There are about 15 tracks in the cart. How'd you lay down the tracks?

**Stan:** It was a great idea, but our staff musician wasn't into grunge. We had to lock him in a room with a bunch of CDs of bands from the Seattle grunge scene. Slowly he caught on, so we let him out of the room.

**GP:** Any aftereffects?

**Stan:** He digs grunge now!



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NINTENDO POWER, February, 1994

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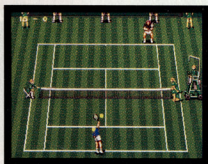
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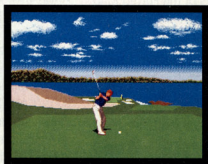
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MAR. '94



# ON LOCATION: Accolade



## By Boss Music

Last year *GamePro* gave you the jump on Accolade's top-secret bobcat project, Bubsy. This year, Accolade held a press day where all the magazine editors sampled the company's latest game creations – taking them on an adventure that included a biplane trip and Moroccan belly-dancing! Check out the action:

## Bubsy II

Bubsy's star is on the rise again. After debuting in SNES and Genesis versions of *Claws Encounters of the Furred Kind* and starring in his own TV cartoon special, the famous, fully-clawed bobcat is about to star in a game sequel that's even punnier than its predecessor. *Bubsy II*'s under simultaneous development for both 16-bit systems, and it should be out this fall.

In the return adventure, a rich capitalist boar named Oinker P. Spamm and a scientific genius named Virgil Reality have teamed up to create a device known as the World Origination and Matter Project Unification Machine (WOMPUM). In a nutshell, the WOMPUM simulates the real world in the ultimate amusement park, the Amazatorium. However, when Bubsy takes his niece and nephew, the Bubsy Twins, to visit the park, he finds out it's not a simulation but the real thing! Bubsy's off to rescue the Twins and piece reality back together.

*Bubsy II* is shaping up to be a sequel akin to the seemingly

endless Sonic installments – lots of enhancements to graphics and game play, with a whole new complement of levels to explore. Groovy characters were the hallmark of *Bubsy I*, and number 2 features a brand new crew of villains from the minds of Accolade's veteran designer/producers, including John Skeel and Cyndi Kirkpatrick.

The *Bubsy* development team listened to criticisms about the depth and playability of the previous game, so look for more to see and do.

*Bubsy* can now choose which order to traverse the five new worlds, and there are six mini-games. There will be more interactive objects including a diving suit. Additionally, play control will be smoothed out by *Bubsy*'s new ability to run directly up steep surfaces.

Check out the first pix of *Bubsy II*. With Accolade developing this game, what could possibly go wrong? ☑

**Bubsy II**  
By Accolade  
Available Fall '94



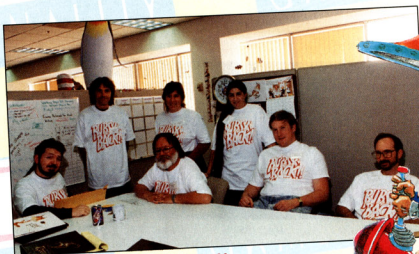
Oinker P. Spamm is a porker of an enemy in Egypt!



*Bubsy* now has two forms of the famous Gilde maneuver. And he'll need them both, or it'll be out of the fire, into the fire.



New animations, such as *Bubsy*'s bicycle legs, add appeal to the graphics.



There's no doubt about it – *Bubsy's* Back!

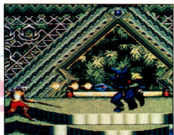


# FIRETEAM ROGUE



In the Spiral Arm galaxy, a fantastic new adventure is born from the struggle of a people to break free from the dark empire, Umbra. **Fire Team Rogue** is a band of outcasts: Chance, the young humanoid leader who's a Knight of Kirion; Zeut, a strange life form who is not only Chance's power suit but his lieutenant; Aja, the Elwyn (or Elf) female who's a mistress of the fourth Shatra of Mystic, Mind, and Power; Shadowblade, a cat-like thief/ninja; and Broc, a massive Bakouma who's vicious but logical.

the team and the primary weapon/artifact in the world, the Talis. This jewel-embedded device controls the six facets of the world: Power, Mind, Elements, Life, Magic, and Quantum Law.



*FireTeam Rogue is a side-scrolling adventure where you explore many worlds in the Spiral Arm Galaxy.*



*A variety of weapons are at your disposal. You can access and select them in an options subscreen similar to that of an RPG.*

As evidenced by the characters and their backgrounds, FTR introduces a new universe that combines sci-fi and fantasy into a game rich in story and background material. One unique aspect is the symbol of



*You can play as all four characters. Each has unique abilities.*



*Spinning blade attacks with the Power of the Talis will guide you against the forces of Umbra.*

In the game, you play as the four characters in side-scrolling segments, and between levels you pilot a Kriion battle wing against Umbra's airborne forces. **G**

**FireTeam Rogue**  
By Accolade  
Available Summer '94

# DNAction: THE NEW BREED

Comic book characters and Street Fighter II collide in Accolade's first entry in the head-to-head fighting genre. Although the details are still sketchy, **DNAction** is being developed by some heavy-duty comic fans who will create original characters in a clash-of-the-superheroes format. The characters are being modeled on Silicon Graphics workstations - check out the shading and detail! How much of that detail will translate onto the Genesis remains to be seen.

Not so many years into the future, science has discovered a way to control the rare,

evolutionary gene that causes benevolent mutation. Of course, thinking it will be for the good of mankind, the scientists create heroes with super-enhanced powers - some who they can control, and others who become corrupt. In the game, you can play as one of the four genetically-enhanced superheroes or villains. Accolade plans team-play options, and it is considering several different game-play views of the action. **G**

**DNAction: The New Breed**  
By Accolade  
Available Fall '94



*Ground Zero and Tracer are members of Overlord, the league of DNA-enhanced superheroes who have turned their powers to evil.*



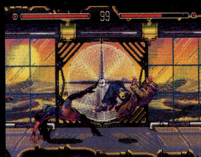
*Pit Bull and Hotshot are key members of Matrix Alpha, the alliance of superheroes who use their mutations to help society.*



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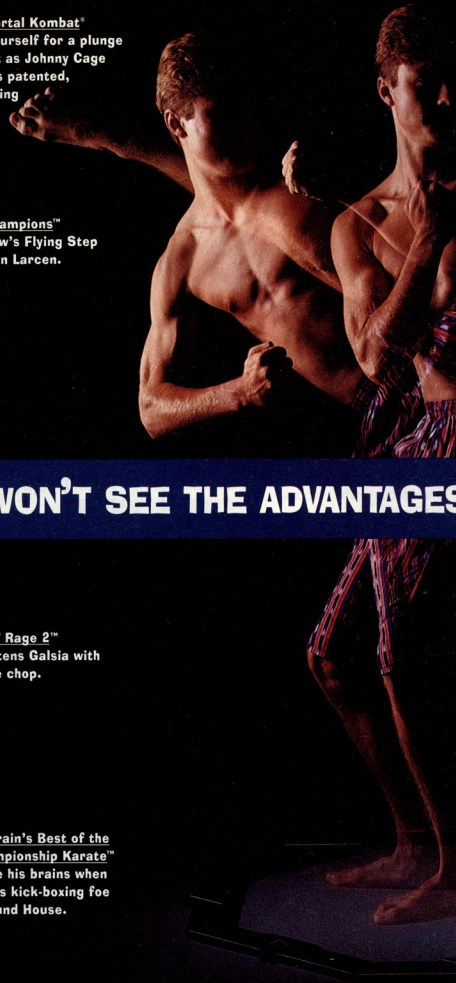


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Ryu takes a bite out of  
Sagat when you use his  
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This round is over  
when you left jab the  
big bruiser.



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You didn't. He's sitting over there moving his thumbs. You're in the middle of an infrared ring, punching and kicking. It'll hit him fast. You've got better moves because you're moving your whole body. He only uses two thumbs. With *Eternal Champions*, for example, you kick left and right and your character kicks left and right. When you punch back, your character punches back. The guy with the regular controller doesn't have a chance, unless you're completely out of shape. It's not exactly a fair fight, but who cares about being fair?

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When voting, select only ONE title from each of the following categories:

### BEST SYSTEM OF THE YEAR

- 1 Atari Jaguar
- 2 Duo
- 3 Game Boy
- 4 Game Gear
- 5 Lynx
- 6 Neo-Geo
- 7 Panasonic REAL 3DD Multiplayer
- 8 Sega CD
- 9 Sega Genesis
- 10 Super Nintendo

### BEST ACTION/ADVENTURE GAME

- 1 Aladdin (Genesis)
- 2 Alien 3 (SNES)
- 3 Flashback (Genesis)
- 4 Kirby's Adventure (SNES)
- 5 Mega Man X (SNES)
- 6 Plokki Rampage (SNES)
- 7 Sonic CD (Sega CD)
- 8 Super Empire Strikes Back (SNES)
- 9 Super Mario All-Stars (SNES)
- 10 Super Nintendo (SNES)
- 11 Tomcat & Earl: Panic on Funkotron (Genesis)
- 12 Jurassic Park (Genesis)

### BEST ROLE-PLAYING GAME

- 1 Equinox (SNES)
- 2 Landstalker (Genesis)
- 3 Lufia (SNES)
- 4 Lunax (Sega CD)
- 5 Paladin's Quest (SNES)
- 6 Rise of the Dragon (Sega CD)
- 7 Secret of Mists (SNES)
- 8 Shadowrun (SNES)
- 9 The Legend of Zelda: A Link to the Past (Game Boy)
- 10 Young Merlin (SNES)

### BEST SPORTS

- 1 Boxing Legends of the Ring (Genesis)
- 2 Boxing Legends of the Ring (SNES)
- 3 FIFA Soccer (Genesis)
- 4 Madden NFL '94 (Genesis)
- 5 Madden NFL '94 (SNES)

### BEST FOOTBALL

- 6 Major League Football (Genesis)
- 7 NBA Jam (Genesis)
- 8 NBA Jam (SNES)
- 9 NFL '94 Starting Joe Montana (Genesis)
- 10 NHL Hockey '94 (Genesis)
- 11 NHL Hockey '94 (SNES)
- 12 NHL Hockey '94 (Sega CD)
- 13 Nigel Mansell's World Championship (SNES)
- 14 Prize Fighter (Sega CD)
- 15 Virtua Racing (Genesis)
- 16 World Series Baseball (Genesis)

### BEST SHOOTER

- 1 CyberHench (Jaguar)
- 2 Lethal Enforcers (Genesis)
- 3 Lightning Fera (Genesis)
- 4 Lords of Thunder (Duo)
- 5 Sphindex (Sega CD)
- 6 StarFox (SNES)
- 7 Total Eclipse (Duo)
- 8 Traver McFar in the Crescent Galaxy (Jaguar)

### BEST HEAD-TO-HEAD FIGHTING GAME

- 1 ClayFighter (SNES)
- 2 Eternal Champions (Genesis)
- 3 Fatal Fury 2 (SNES)
- 4 Fatal Fury Special (Neo-Geo)
- 5 Mortal Kombat (Genesis)
- 6 Mortal Kombat (SNES)
- 7 Samurai Showdown (Arcade Neo-Geo)
- 8 Street Fighter II Turbo (SNES)
- 9 TMNT Tournament Fighters (Genesis)
- 10 TMNT Tournament Fighters (SNES)
- 11 World Heroes 2 (Neo-Geo)

### BEST STRATEGY/PUZZLE GAME

- 1 Bomberman '93 (Duo)

### BEST EDUCATIONAL GAME

- 1 Barney's Hide & Seek (Genesis)
- 2 Carmen Sandiego (SNES)
- 3 Morio's Missing (SNES)
- 4 Morio's Time Machine (SNES)
- 5 My Pond (Sega CD)
- 6 SimAnt (Duo)
- 7 SimEarth (SNES)

### BEST VEHICLE SIMULATION

- 1 Top Gear 2 (SNES)
- 2 Turm 'N' Burn 2 (SNES)
- 3 Jungle Strike (Genesis)
- 4 Wing Commander II (SNES)
- 5 Nigel Mansell Racing (SNES)

### BEST MOVIE ADAPTATION

- 1 Aladdin (Genesis)
- 2 Aladdin (SNES)
- 3 Alien 3 (SNES)
- 4 Duo (Sega CD)
- 5 Jurassic Park (Genesis)
- 6 Jurassic Park (Sega CD)
- 7 Jurassic Park (SNES)
- 8 Lawnmower Man (SNES)
- 9 Super Empire Strikes Back (SNES)
- 10 T2: Judgment Day (SNES)

### T2: The Arcade Game (SNES)

- 11 ClayFighter (SNES)
- 12 Crash 'N' Burn (Duo)
- 13 Flashback (Genesis)
- 14 Flashback (SNES)
- 15 Aladdin (Genesis)
- 16 Mortal Kombat (SNES)
- 17 Night Trap (Sega CD)
- 18 Robbi Rampage (SNES)
- 19 Samurai Showdown (Arcade Neo-Geo)
- 20 Sphindex (Sega CD)
- 21 Sonic CD (Sega CD)
- 22 Street Fighter II Turbo (SNES)
- 23 Super Empire Strikes Back (SNES)

### BEST SOUND ACHIEVEMENT

- 1 Achitraz 2 (SNES)
- 2 Aladdin (Genesis)
- 3 Mortal Kombat (SNES)
- 4 NHL Hockey CD (Sega CD)
- 5 Shinobi III (Genesis)
- 6 ClayFighter (SNES)
- 7 Street Fighter II Turbo (SNES)
- 8 Super Empire Strikes Back (SNES)
- 9 Tomcat & Earl: Panic on Funkotron (Genesis)

### BEST OVERALL GAME

- 1 Achitraz 2 (SNES)
- 2 Alien 3 (SNES)
- 3 ClayFighter (SNES)
- 4 Jurassic Park (Genesis)
- 5 Mega Man X (SNES)
- 6 Mortal Kombat (SNES)
- 7 Mortal Kombat (SNES)
- 8 NHL Hockey '94 (Genesis)
- 9 NHL Hockey '94 (SNES)
- 10 Samurai Showdown (Arcade Neo-Geo)
- 11 Secret of Mists (SNES)
- 12 StarFox (SNES)
- 13 Street Fighter II Turbo (SNES)
- 14 Super Bomberman (SNES)
- 15 Super Empire Strikes Back (SNES)
- 16 Super Mario All-Stars (SNES)

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# HOT AT THE ARCADES



By Manny LaMancha

## Raiden II (By Fabtek)

Raiden, which was recently and faithfully recreated for the Atari Jaguar (see ProReview in this issue), is a classic arcade game. It set the trend for vertically scrolling, overhead-view shooters. Not seeing much to improve upon, Fabtek has built Raiden II as a very comfortable and familiar game with a few new bells and whistles.

As in the original Raiden, you – and a friend, if you choose to fly competitively – soar through and fire upon myriad tanks, planes, and other anti-spacecraft armament. Control is simple: One button fires weapons, another button dumps bombs, and a joystick moves your space fighter around the playfield.

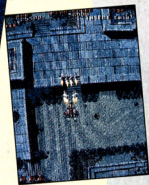
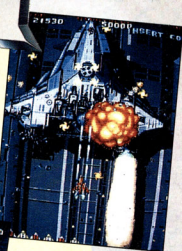
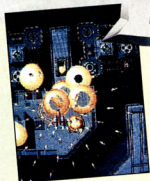
Fabtek upgraded Raiden's arsenal in this sequel. In addition to the basic bullets and

lasers, there's a plasma weapon, which you can fix on a target. When it's fully powered up, this purple energy "ribbon" puts on an impressive fireworks display, snaking and looping around the screen, blasting anything in its path. The bomb selection is also improved with a cluster bomb that sprays destruction across the screen.

Primarily, Raiden II is a basic, challenging test of your reflexes. As you progress through the eight levels, the enemy fire grows in intensity, and it's nearly impossible to find a small opening to fly through safely. Survive and you face gigantic bosses.

Raiden "raids" the arcades once again! **C**

# RAIDEN



## Survival Arts

(By American Sammy)

Street Fighter II and Mortal Kombat have scared up a gang of competitors, all battling for a piece of the fighting game pie. One of the newcomers in the field is American Sammy's Survival Arts, which takes a swing at the Mortal Kombat design, featuring the digitized moves of eight real actors. The graphics have punch, but in the long haul Mortal Kombat rules.

Survival Arts attempts to go with larger characters, with the fighters standing three-quarters of a screen high. Unfortunately, the character

animations and color palette aren't as clean as MK II's. The sprites just don't move as smoothly. Moreover, because the characters are so large, when you leap, the entire screen bounces to keep the fighters in view.

It's not all bad news, though. American Sammy has added weapons in some scenarios, which adds spice to the fight with guns and swords. The game, which American Sammy claims will be converted to SNES and Genesis this year, also has a bunch of secret moves.

While the recent release of a nicely improved Mortal Kombat II will get most of the fighting-game coins, Survival Arts offers an intriguing option. It's worth a peek. **C**





# COVER FEATURE

# NBA JAM

## ALTITUDE WITH AN ATTITUDE!

### SUPER SLAM



By Lawrence of Arcadia

It's here! The biggest, baddest, rim-rockinest b-ball coin-op extravaganza finally makes it to the SNES. Although the ball comes up just short of the basket a couple of times, this is one you gotta have!



**PRO TIP:** Be careful when you jump to steal the ball after an opposing player takes a shot. If you're called for Goal Tending, the other team is awarded the points. Try tapping the Pass and Turbo buttons when you go up, and you'll pass the ball, but barely touch it.



**PRO TIP:** If you try to steal and you knock down a player (but they retain the ball), go back and try the steal again. You should get the ball this time.

### You Gotta Jam!

There are no rules, no refs, and no regrets as you press down the boards on your way to glory.

You play as one of 27 NBA two-man teams. You can play as either one of the two men on your team, and each team member has a meter of strengths and weaknesses: Some are slam masters, others are three-point princes. You're trying to beat each of the other teams and become the NBA Jam champs. A password system lets each player save their progress, and the passwords can be plugged into different games.



**PRO TIP:** Don't drain your Turbo. Save some for defending the rim.



**PRO TIP:** Keep your finger on the Turbo button as you hit the Steal button, and you should be able to wrestle the ball away from an opposing player.

You can play against a bud or the computer, or you and a friend can play on the same team against the CPU. With the Hudson Multitap you can get up to four players on the court at a time.

The additional buttons on the SNES controller make the shoot, steal, and block controls easy. The players move smoothly, and it's easy to kick in the Turbo using the R or L trigger on top of the pad.

The multiplayer game play is a blast. The computer, though, likes to make shots that only a player's mother could hope for. Being 20 points ahead only means that the computer will score seven three-pointers in the last ten seconds.

### Boo! Shakalaka

The player sprites are smooth and clean, better than those in the Genesis version. The speed is just as fast as you would have expected for this hot-shot game, although a tad slower than in the Genesis. The graphics for the Super Slam Dunks are superb. The detail

on the players is not as good as in the arcade, but it's close. A little crowd movement would have improved the view.

The sound in this game, though, needs to be sent to the showers. If you loved the speaker-shakin' arcade sounds, you're in for some letdown when you hear the SNES cart's "Boom shakalaka" and the derisive "Can't buy a bucket." They sound like they're coming from the rusty end of a tin can telephone.



**PRO TIP:** When you see an opposing player jump up for a slam, jump with him, and at the peak of the jump press Turbo and Steal to stop the jam.

### Go for the Glory

Forget the sound, though. Once you start playing this one-on-one basketball game, you're gonna want to go for it all. Sharp graphics, easy controls, and great game play make this one worth bringing home. Even if it's not an exact translation, it's a good one — and the better of the two cartridge versions. Just be prepared to eat a little parquet now and then. **G**

# JAM It HOME



You rocked the arcades with NBA Jam's thunderous dunks! Now you can bring the awesome action of the most successful arcade game of all time into your own home. NBA Jam has exploded onto the SNES, Genesis, and Game Gear to instant acclaim.

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### Super NES Game Profile

## NBA Jam

(By Arena)

The most anticipated sports game of the year is finally here, and, despite a few misfires, this long-awaited arcade translation's worth all the fanfare.

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	4.0	5.0	Intermediate

\$74.99  
Available now  
Basketball  
4 players (with Hudson Multitap)

27 teams  
Side view  
Passwords

# is it the SHOES?



**...You could be a backboard shatterin'...**



**...360° rim rockin'...**



**...one-hand slammin'...**



**...reverse dunkin'...**



**...monster jammin'...**



**...air mailin'...**



**...sideways shootin'...**



**...Tarzan yellin'...**



**...comin' round the mountain...**



**...hang glidin'...**



**...windmill action NBA Super Star!**





# COVER FEATURE

# NBA JAM

## ATTITUDE WITH AN ATTITUDE

### GENESIS



By The Sporthog

Basketball's bad boys are all lined up for a one-on-one hoop holiday that delivers fast action, quick moves, and awesome slams. But don't let the smooth taste fool ya! Some parts of this game could've been better.



**PRO TIP:** Try crossing up opposing players in the corner by attempting to steal. The shot clock will wear down faster than you can say "Boom shakalaka!"



**PRO TIP:** Watch the clock! If you've got fewer than five seconds left and you're down by a couple, toss the ball from across the court! If you're up by a couple and you've got the ball, be careful of passing. The computer is waiting for the steal.

Genesis Game ProFile

## NBA Jam

(By Acclaim)

Sports fans have enjoyed a wealth of sports games on the Genesis, and now they are rewarded with the best slam-damma feast ever. But the feast may be short a few dishes.

Graphics Sound Control Funfactor Challenge



\$64.99  
Available now  
Basketball  
4 players (with Sega Team Player)

27 teams  
Side view  
Passwords

puter, or against a friend. Get a Sega Team Player and you can play with four players! You can keep a record of your wins, and get back in the action with a password feature.

## Hangin' on the Rim

The sights in NBA Jam for the Genesis far outweigh the sounds. The graphics are clean, but they're not as defined as those in the SNES version. The players seem more colorful, but less sharp here (compare the pics yourself). The speed of the players is about the same, with the Genesis being just a tiny bit faster than the SNES version. The crowd remains as listless and lifeless as the crowd at an Air Supply concert.

The sounds don't get much above Air Supply either. Forget rockin' your speakers. You're lucky if your volume control goes to the left of "0." The announcer sounds as excited about the game as the fans are. All the great arcade sound effects, like sneaker-squeaking and net-swishing, are muted, as if the players were underwater.



**PRO TIP:** If you go for the long shot, Turbo a man down to the basket to grab (or fight for) the rebound.

The three-button controls (steal, block, shoot) are as simple as in the arcade version. The players are easy to maneuver, and you'll quickly get the hang of slammin' on the turbo with Button B. You can also, of course, make some of the most awesome slam dunks in video hoops history.



**PRO TIP:** When you're "On Fire," you can Goal Tend until the cows come home.

Occasionally, the computer cheats enormously. This is frustrating, especially when you're driving to win and the computer scores two, three, maybe four times in a row! And don't expect to see the ref make an appearance unless you're Goal Tending. The game is much more fun as a multiplayer contest.



**PRO TIP:** Two of the most balanced players are Pippen (Chicago) and Mourning (Charlotte).

## Jam Sandwich

Don't let all that deter you, though. This cart's still a first-rate ball bouncer, and one of the best hoops games out there, especially when you ram it on home with a Tarzan Slam or a 360-degree Rim-Rocker. Acclaim's game for the slam dunk with NBA Jam, and although it's not an exact translation of the arcade, it's still gonna score big with most fans of the classic coin op. This one's more fun than an NBA contract. **C**

# TRICKS & CHEATS

Both 16-bit versions of NBA Jam are loaded with secrets. Here's a samplin' to get your thumb tappin'. Send us your NBA Jam discoveries and we'll stick your name in *GamePro* and send you a cool shirt!



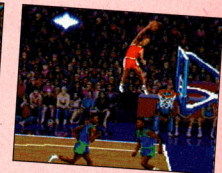
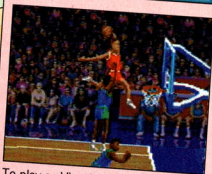
## Clinton's Supreme Court



To play as President Bill Clinton, use the code ARK. Repeat the same procedure, but use the following codes:

**Super Nintendo:** Button L, Button R, and Button X  
**Genesis:** Start and Button A

## He Shoots, He Gores!



To play as Vice-President Al Gore, use the code NET. Go to the Enter Initials screen, and put in the first two initials without entering the third. Move to the third and instead of entering the initial, enter one of the following codes:

**Super Nintendo:** Button L, Button R, and Button A  
**Genesis:** Start and Button B



## Play as Bill Clinton and Al Gore!



# presidentialPAGE

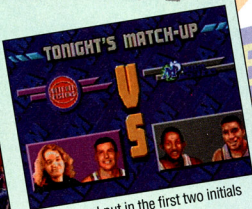






# X Marks the Shot

**Play as Midway's NBA Jam Designer, Mark Turmell!**



To play as the game's designer, Mark Turmell, use the code MJT. Go to the Enter Initials screen, and put in the first two initials without entering the third. Move to the third and instead of entering the initial, enter one of the following codes:

**Super Nintendo:** Button R, Start, and Button A  
**Genesis:** Start and Button A

# SLAM Masters

**NBA Jam Super Slam Dunk**



Use this code to pull off a super powered-up slam dunk. Right after you've selected your team on either system, and before the tip-off screen, tap any button 13 times while rotating the directional pad. When a button is pressed for the 13th time, hold it down and continue rotating the directional pad until the tip-off occurs.

# COVER FEATURE

# NBA JAM

## ATTITUDE WITH AN ATTITUDE!

### GAME GEAR

By **Weekend Warrior**

Continuing its simultaneous full-court press of all game systems, NBA Jam leaps onto the Game Gear with mixed success. While this cart is a praiseworthy attempt to squeeze all the teams, features, and spirit of the smash arcade hit into the tiny confines of a hand-held system, much is lost in the translation.



**PRO TIP:** There are no fouls, so shove away the defense to clear a path for your partner when he's driving with the ball.

### Jam-med In

The fundamental drawback of putting NBA Jam in a hand-held format is the size of the players on the tiny screen. Although the graphics are sharp, colorful, and detailed, their quality is limited by the LCD resolution and the physical size of the screen. While the players move smoothly across the side-scrolling court, it's often difficult to see the details that would help you line up a defender to steal the ball, or enable you to shoot a basket in a crowd.



**PRO TIP:** If the basket is too well-defended, drive into the paint and pass the ball back to your partner to make the shot.



**PRO TIP:** Tapping the Shoot button often fakes out the defense.

Graphics problems aside, this version of NBA Jam tries hard to resemble its arcade predecessor. You're still in a two-on-two match highlighted by monster dunks, bone-crushing slams, and fiery basketballs. As always, two stars from all 27 NBA teams are available, rated in Speed, Dunks, Three-Pointers, and Defense. Additional features allow adjustment of timer speed, difficulty level, control of one or both players on a team, and computer assistance if a team falls way behind.



**PRO TIP:** Don't be a gloryhound and go for fast breaks all the time. Allow your partner to catch up to you to set up an offensive front.

The weakest part of NBA Jam on the Game Gear is the sound palette, which is limited. Simple sound effects highlight the action, and they're backed by tinny crowd noise. Unfortunately, 8-bit limitations eliminated the familiar announcer, who belted infamous phrases like "Boom shakalaka!" in the arcade.

### Turbo Time!

NBA Jam's control configuration has been simplified to accommodate the two-button Game Gear, with the Start button substituting for the invaluable Turbo boost. Turbo helps players run super-fast, shove opponents out of the court, and make backboard-shattering Super Slam Dunks. However, Turbo power is limited. On-screen actions are very responsive to controls, but unfortunately there's no way to pause the game.



**PRO TIP:** Shooting the ball at the highest point of your jump gives you the best chance of making the basket.

### Not Ready for Prime Time

NBA Jam fans will be disappointed by this Game Gear version, not from lack of effort by the programmers, but because of the limitations of the platform. Nevertheless, it's still a tasty treat that you can take with you. **B**



**PRO TIP:** When moving toward the basket with the ball, hit Turbo to execute a classic arcade dunk.

### Game Gear Game Profile

#### NBA Jam

(By Arena Entertainment)

This cart is a noble attempt to squeeze the features and spirit of the arcade hit into a hand-held, but much is lost in the translation.

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	3.0	4.0	4.0	ADJ.

Price not available  
Available now  
Basketball  
1 player  
27 teams  
Side-scrolling  
Side view  
Passwords



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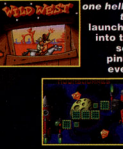


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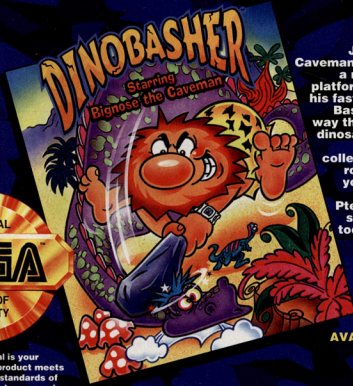
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GAME GEAR  
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## Genesis



**By The Unknown Gamer**

Sequels can be deadly, but a few classic characters can successfully return to video games again and again. Until now, Mega Man and Mario have been the kings of the replay pile, but the popular 'hog's making a bid to wallow at the top with this excellent addition to his collection of adventures.

### Here's the Story...

Okay, so the story line never changes much, but think of it as part of a saga. Sonic and Tails destroyed the Death Egg ship at the end of Sonic 2...or so they thought. It seems the scrambled vessel crash-landed on the Floating Island, which is powered by Chaos Emeralds. The Emeralds are guarded by a new character in the saga, Knuckles, an engaging echidna (a "spiny-coated toothless burrowing nocturnal mammal," according to Webster's dictionary). Robotnik cons Knuckles into believing that Sonic and Tails are trying to steal the Emeralds. Bet you can guess what happens next!



**PROTIP:** To defeat the boss at the end of the first Act in HydroCity, leap over him as he rotates around the water. Then, when he comes to rest on the post, bonk him four or five times from below to destroy him.



**PROTIP:** Stand on the blue tops in the Marble Garden Zone, and Spin Dash. They'll soar through the air and take you to otherwise unreachable spots.



**PROTIP:** Don't forget to breathe when you're underwater.

At first glance, Sonic 3's game play is identical to the prior Sonic sagas. A closer look, though, shows some very def additions and improvements to the formula.

The six Zones on the Floating Island are new. Each Zone has two huge Acts, and Sonic battles Robotnik at the end of almost every Act. There are loads of secret rooms and other surprises throughout each Act. The Acts have multiple pathways, but they are more linear than those in the first games.

# SONIC

## THE HEDGEHOG



**PROTIP:** To defeat the boss at the end of the first Marble Garden Act, dodge the spikes he drops and then simply bonk him.

If Sonic finishes any Act with 50 or more Rings, he enters the Bonus Stage, where a giant gumball machine coughs up power-ups.



**PROTIP:** At the beginning of Act 2 in HydroCity, an advancing wall threatens to crush Sonic. As you leap to each new platform, turn right, Spin Dash, and leap to the next platform to the right. If your timing's quick, you can escape.



**PROTIP:** After you skid across the water in the second HydroCity Act, leap up and to the left to discover a 1-up just past the spider.

Special Stages are Sonic's forte, and he's upped the ante with two delightfully original kinds. When Sonic locates a



giant gold Ring, he taps to the Special Stage, where he has to race to transform blue spheres into gold Rings. If he collects all the spheres, he gets one of the Chaos Emeralds. If you snag all the Emeralds, you see the game's real ending.

### Genesis Game Profile

#### Sonic the Hedgehog 3

(By Sega)

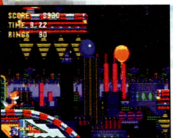
**Sonic 3 proves that you can teach an old hedgehog new and exciting tricks. Take that old Sonic magic, add fun new variations, and you have another spectacular game.**

Origins	Sound	Controls	Features	Challenge
5.0	4.0	5.0	5.0	Intermediate
\$59.99	16 megs	Available February	Action/Adventure	2 players
	6 zones	Side view	Multi-scrolling	Battery back-up

# Sonic 3



**PRO TIP:** Don't forget to use Tails to air-lift Sonic to hard-to-reach spots.



**PRO TIP:** The balloons in the Carnival Night Zone are often the only way that Sonic can reach higher spots. Leap on them as if they were stepping stones.



**PRO TIP:** In the Carnival Night Zone, launch Sonic to new heights with the Cannons. The Cannon automatically rocks back and forth. Wait 'til it's pointed in the right direction, then tap any button to launch Sonic.



**PRO TIP:** Jump up and down on these platforms in the Carnival Night Zone to make them go up in the air.

## Sonic Boom

Sonic's as fast as ever, and even faster in some areas of the game. He has his usual repertoire of moves and a new move called the Insta-Shield. If you quickly tap any button twice, Sonic gets a few seconds of Shield protection. Tails can fly or swim for a limited time, and, when you're playing as Sonic, Tails can grab Sonic and airlift him away. The airlift is a little tricky, but the rest of Sonic's moves are simple, and the precise controls make him easy to maneuver.



**PRO TIP:** There's a button hidden under the first rock you reach in Act 1 of Angel Island. Break it, ricochet to another button and then up to the left to a secret ledge that holds several power-ups.

Look for the familiar power-up Monitors, but also look for new contraptions. There are now three shields. The Fireball Shield protects Sonic from fire attacks and gives him a Fireball Spin Dash attack. The Water Shield enables Sonic to breathe underwater and to bounce like a ball. The Lightning Shield attracts Rings like a magnet, protects him from electric attacks, and enables him to double-jump in mid-air. The shields add a new strategy element to the game play. Also, beware of the Robotnik power-up. Robotnik's face is on it, and if you grab it you'll take damage.



**PRO TIP:** In the second Act of the Marble Garden Zone, an earthquake hits. Speed through this area before you're trapped by falling pillars.



**PRO TIP:** At the base of the first cliff in Act 1 of Angel Island, use the Spin Dash to break through the blocks on the left. Inside is a secret room with a Special Stage Ring.

## Solo Flight

If you're playing solo, you can take on Robotnik as either Sonic or Tails. Tails' ability to fly gives the game a different twist when you play as him. Either way, the other character tags along. Remember that Controller Two can be used to maneuver the other character.



**PRO TIP:** If you've got the Bubble Shield, you don't have to worry about taking breaths underwater.



The Two-Player mode's new face-lift ups the fun factor and saves your eyesight, too. The split screen has been enlarged to full-screen size, making it a heck of a lot easier to track your racer. Each of this mode's five Zones are unique, and you can play three ways. Practice in the Time Attack mode, then take on another player for the best time in a Match Race in a one-zone contest. Or, duke it out in all five Zones in the Grand Prix mode. Two-Player still isn't as fun as the main game, but it's much improved over Sonic 2.



**PRO TIP:** Sonic battles the final Marble Garden Boss in the sky. Try to hit him two or three times on the ground. Then, when he takes off, hover above him, leap from Tails' arms, and try to hit Robotnik on the top of his ship.

### Hedge Your Bets

Sonic 3 looks as good as it plays. The new Zones have gorgeous background detail and lots of visual treats. It's still impressive to watch Sonic hit top speeds, especially on new obstacles like HydroCity's curving pipes and waterslides. Sonic himself is a slightly larger sprite, with a more well-rounded 3D look. Robotnik's creations are always entertaining to look at — and Sonic 3's contraptions are no exception.

The tunes are similar to those in the other Sonic sagas. Each Act has a theme song that's catchy...until you've heard it a hundred times. The sound effects are the familiar bounce and boing noises.

Challenge-wise, Sonic's a zip through the game and beat



### Shield Power

Sonic's new collection of shields give him special powers:



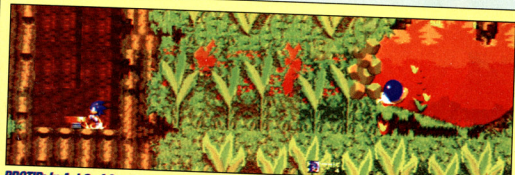
Sonic can use the Bubble Shield to activate a special Bounce Attack.



The Electric Shield boasts a high-voltage attack that fires electric enemies. It also attracts Rings with its magnetic powers.



The Fire Shield powers up a zinging special Fire Dash move.



**PRO TIP:** In Act 2 of Angel Island, jump off the cliff at the beginning of the Act and bust through these rocks to Sonic's left. You'll discover a hidden room with a Special Stage Ring inside.

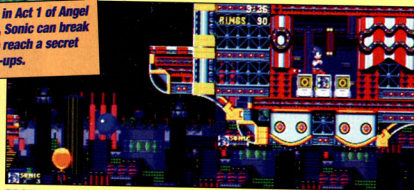


**PRO TIP:** Push this rock in Act 1 of Angel Island to the left. Then, Sonic can break a hole in the ground to reach a secret cave that hides power-ups.

the bosses easily, but they'll probably miss out on most of the secrets. Advanced gamers can search for hidden areas, try to snag all the Chaos Emeralds, and discover the real ending. There's enough here to satisfy a range of players.

### Who's Hogging the Genesis?

Okay, so maybe you're secretly wishing that hedgehogs were extinct. But when you've got a good thing going, there's no reason to give up on it. Sega's taken that motto to heart, and as long as they enhance every Sonic sequel to make it a winner, there's no reason to stop. This 'hog's gonna take the blue ribbon at the state fair...and probably in this year's game-cart sweepstakes, as well. **G**



**PRO TIP:** Near the beginning of the first Act of the Carnival Night Zone, you discover these yellow and blue balloons. Bounce off them and up to the right to reach a secret room with a 1-up and two Ring Monitors.

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Code Number 1



## Genesis



By Slasher Quan

Konami sought to bare its Genesis fangs with the debut of its longest-running and most critically acclaimed series of all time, Castlevania. Mourfully, veteran vampire hunters will find that Castlevania suffered a heavy loss of game play, as well as visual and audio appeal, during the jump from the immortal SNES version, Super Castlevania IV.

### Descended from Greatness

The continent: Europe. The date: June 1914. The evil: Dracula.

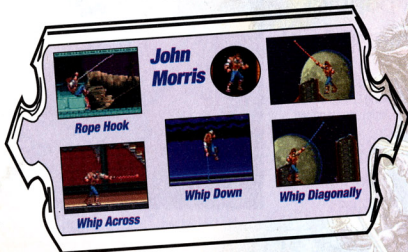
The immortal Count's niece, Elizabeth Bartley, has been resurrected. Elizabeth's no stranger to blood-letting, having slain more than 800 young women in her 15th century vampiric heyday. Secretly she precipitates the assassination of Archduke Ferdinand in Sarajevo, touching off World War I. She plans to use the souls of the slaughtered bodies from the war to bring her uncle back to life. Gruesome, eh? Would this kind of story line ever appear in a Nintendo game?



The fate of Atlantis and the world is in your hands.



PRO TIP: The tip of Eric's spear must touch walls to break blocks.



Out for the Count's blood are John Morris, a descendant of the great Simon Belmont, and Eric Lecarde, a vengeful young lad who lost his girlfriend to Elizabeth's carnage. The only thing that stands between them and the Count are six levels of Castlevania mania.



PRO TIP: The skele-dragons only turn around if you hit them.

### Fearless Vampire Hunters

One of Bloodlines' more unique features is your ability to play as either John Morris or Eric Lecarde. Morris packs the familiar whip. He can strike horizontally or diagonally, and he has the ability to rope-hook the ceiling and swing across. Lecarde carries a versatile spear, which can strike horizontally or vertically, and it can also be used to attack surrounding enemies in a cool back-and-forth motion. Lecarde's also got a Spear High Jump, which resembles the Super Squat Jump from Super Mario Bros. 2.

The format of game play is identical to the classic NES carts. You run and jump over platforms, whipping any

undead creatures that stand in your path as you hunt for the final boss monster. The power-up weapons are the usual: Boomerang, Axe, and Holy Water. In Bloodlines, if you pick up a weapon more than once, you increase its strength. Unfortunately, some of the best power-ups from the previous games are now missing (such as the Shot Multiplier, the Pocket Watch, and the Dagger).

Due to the limited continents, Bloodlines is more challenging than its predecessors,



### Genesis Game Profile Castlevania Bloodlines (By Konami)

The Count and his undead cohorts lead you on an acceptable chase, but if you've got Castlevania bloodlust, Bloodlines will freeze your heart.

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	4.0	4.5	3.5	ADJ.
Price not available	1 player			
8 megs	8 stages			
Available now	Side view			
Action	Multi-scrolling			

even though it has only half the levels of other Castlevanias. Replays can be infuriating, since you must enter the entire icon-based password every time you lose a game if you wish to conserve the precious continues.



**PROTIP:** Whip this giant head to open a path.



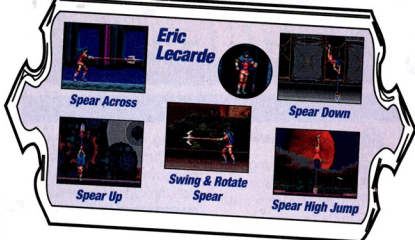
**PROTIP:** In this weird multi-scrolling room, watch the placement of your feet to calculate the jumps.



**PROTIP:** In Level 2, you can walk underwater, but don't let the screen drag you or you'll take a hit.

### Haunted Graphics and Sounds

Bloodlines' graphics look like they've risen from the 8-bit grave. The sparse colors and small sprites have all the quality of an NES game. The small characters and somber, often limited backgrounds leave you wanting more. However, the cart does have some cool effects and big, bold scenery in places, such as the giant collapsing skull bridge,



the upside-down room, and an innovative multi-scrolling technique that moves the platforms at different speeds.

While the music and sounds are pretty good by Genesis standards, they are a definite downgrade from the orchestral, near-CD quality of Castlevania IV's SNES audio. For Castlevania fans, it's a downer.



**PROTIP:** The skeletons regenerate in the Munitions Factory.

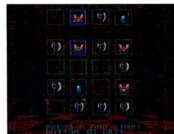


**PROTIP:** To defeat these eye-patch soldiers, keep your distance and throw Boomerangs.

### Simon Wouldn't Be Proud

The ghost-hunting, undead-busting action in Castlevania satisfies the average bloodlust, but for Castlevania crazies it's more of a sip than a gulp. Missing in Bloodlines are Castlevania IV's more refined whip techniques: using your whip as a shield, whipping in eight directions from any position, and ample opportunities to swing from your whip.

Also, Bloodlines has only two warriors; even Castlevania III for the NES had four. Additionally, in III you could swap between characters in mid-stage, and that's not possible in Bloodlines.



**PROTIP:** Be very careful when you copy down passwords. Try devising an A-D and 1-4 grid and coding each entry on the grid. That way you can write passwords down by hand.



**PROTIP:** Hit the Level 2 boss from below with axes and your whip to cut him down to size. Use the slowdown to your advantage and dodge the falling rocks.

### Down for the Count

Bloodlines is a satisfactory action cart, but it belongs in the lower reaches of the Castlevania lineage. One wonders how Konami could make games so perfect in heart, body, and soul as Castlevanias I through IV, and then drive a stake through the Genesis version. The Bloodlines run dry. **C**

# Vanania

# BLOODLINES



## Genesis



By King Fisher

The evil Krool has overtaken seven worlds in the "Nth" dimension, and Gametek has armed you with a new hero to rescue them. Enter Zool, Ninja of the Nth Dimension and interstellar freedom fighter. As Zool, you must battle through 28 levels of gut-wrenching action. Be prepared to master all of Zool's skills, 'cuz you'll need 'em to survive!

### Nth Ninja Action

Zool is a slick, side-scrolling action game that gives you a solid dose of arcade-style

fighting, even at the easiest setting. There are no save options or passwords, so you must beat this cart in one session.



**PRO TIP:** Restart points enable you to continue from that particular location. Be sure to hit every Restart you find, but also keep in mind that you want to activate a Restart that's as close to the end of a level as possible.

You fight a weird army of enemies that changes in each world, and then you fight the usual end boss. Zool's movements are fluid and fast. They're easy to master, and master them you should, since enemies must be destroyed in different ways. You simply zap some head-on, while you jump on others. Zool blasts energy bolts, swings blades for a spinning mid-air attack, and doubles his firepower with a spectral body double. Overall, the controls are right on.

get repetitious, however, and you may want to turn the volume down. At least each world has its own sound effects and musical scores.



**PRO TIP:** Having trouble getting to an overhead location in the Music World? Ride up on the horn's musical notes.



**PRO TIP:** When Zool slides down a slope in the Sweet World, make him fire straight out to destroy any Humble Bees directly in his path.



**PRO TIP:** When you come across any pit, climb over the ledge to see what awaits you below.



**PRO TIP:** Climbing up these blocks is impossible, but sometimes if you wait, a bubble bounces you up to the next level.

### Dash with Flash

A techno jam session best describes Zool's sounds and music. It tends to

Zool's graphics are attractive - sharp and colorful. While all of its visuals are eye-pleasing, some backgrounds might give you the impression that Zool is a kid's game, especially the sugar-coated candy land. Don't fret. This mean cart will turn your knuckles white!

### Zool's Cool

Zool challenges all comers, from beginners to hard-core hack-n-slathers. If you're looking for a cart with thumb-numbing action to whip you into a gaming frenzy, Zool takes you to school. **G**

# ZOOL



#### Genesis Game Profile

### Zool

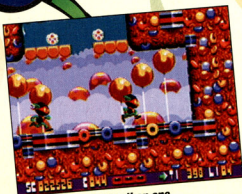
(By Gametek)

Watch out, Sonic, here comes Zool! Although the cart's graphics and sounds are not as refined as Sonic's, this speedy ninja's got style as he accelerates through levels and jams past obstacles in fierce fighting action.

Graphics	Sound	Control	Fun/Fair	Challenge
4.8	4.0	4.5	4.5	ADJ.

\$59.95  
8 mags  
Available February  
Action/adventure

1 player  
28 levels  
Side view  
Multi-scrolling



Two Zools are better than one.



Introducing the Sweet World Boss - the Hum-Bug.

# ALIENS HAVE COME TO TEXAS TO ENJOY BARBECUED RIBS. YOURS.



THE BLOOD-THIRSTIEST ALIENS IN THE UNIVERSE

MAKING THE ULTIMATE INTERACTIVE GAME. THEN WE DIGITIZED

HAVE LANDED AND YOUR JOB IS TO STOP THEM  
IN THEIR SIX-TOED TRACKS. (IN TEXAS PARLANCE, THAT'S  
KICK SOME ALIEN BUTT.) IT WON'T BE EASY. YOU'LL  
HAVE TO BLAST THEM WITH THEIR OWN ARTILLERY.

THE WHOLE THING. THE RESULT IS A GAME  
WHERE EVERY DECISION YOU MAKE CHANGES  
THE ACTION EVERY TIME YOU PLAY. GROUND ZERO,  
TEXAS IS SO REALISTIC THAT IT WILL PROBABLY



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TO DO A LITTLE SHOOTING OF OUR OWN  
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IN THE FUTURE. IF THERE IS A FUTURE.

THAT'S UP TO YOU, PARTNER.



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AVAILABLE FOR SEGA CD.

COMMENCE 5 LEVELS OF  
EXTRATERRESTRIAL-BASHING.  
IT'S ALL LIVE ACTION WITH LIVE  
ACTORS. AT LEAST THEY'RE ALIVE  
WHEN YOU START.

VIEW ACTION THROUGH  
BATTLECAM'S ARMED WITH PLASMA  
DISRUPTER PARTICLE BEAMS.  
MESSY BUT EFFECTIVE.

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

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



(sure, it's just a game.)



Digital Pictures

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## Genesis



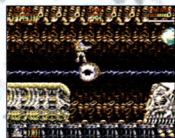
By Scary Larry

Mega Turrican's a shoot-n-scoot bonanza that delivers a tough blast-em-up with great sounds and fast-scrolling graphics.

### If the Shoot Fits

You're Bren McGuire, a Freedom Forces fighter who answers the desperate cry for help from a young girl, whose planet is being overrun by the Machine. Don your Turrican Assault Suit and charge headfirst into battle.

onto hard-to-reach ledges, where you'll find weapon power-ups, extra lives, and health hearts.



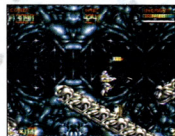
**PROTIP:** To clear seemingly endless gaps in World 4, jump on these rotating mouths.

scape, the Queen's Alien dungeon, and finally to your battle with the Machine.



**PROTIP:** World 3 is chock-full of bosses. The best remedy is to use your Smart Bombs right away on the bosses, and then shoot. To knock off the last boss, aim for the crane.

some practice, but you really need the Rope to find hidden areas and power-ups.



**PROTIP:** Jumping on the Alien egg pods will destroy them quicker than shooting them.



**PROTIP:** To beat the World 1 Boss, shoot at the cluster of eyes that appear on the monster's body. If the eyes move to the other side of the body, swing over to that side and shoot from there.

The graphics in Mega Turrican are sometimes hard to see, sometimes repetitive, but

# MEGA TURRICAN

### Gunned 'n Roasted

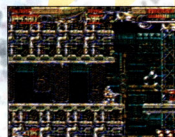
Mega Turrican lays down mega-action, even though play-through should be a mild task for intermediate gamers. The bosses never really pose much of a challenge, and the screen-clearing Smart Bombs make short work of the levels.

Just stay on your toes, keep the pedal to the metal, and your rendezvous with the Machine will come quicker than you cared for. **G**



**PROTIP:** To destroy the World 4 Boss, use all your Smart Bombs, then jump and shoot at his exposed face.

Your Turrican is equipped with a gun and a Plasma Rope. The gun can be powered up to a Multiple Shot Cannon, an armor-bustin' Laser, or a Rebound Gun, which fires shots above and below you. The Plasma Rope swings you



**PROTIP:** In the Underwater stage, be careful of the bubbles that the Crabs spit out. They are far more dangerous (and a lot harder to destroy) than other enemies you'll face.

Why the maximum artillery? Because the Machine isn't kidding around, and it's guarded by deadly robots, electric eels, Turrican-crushing machines, and more. You weave through a bio-lab, an underwater mutant factory, a desolate war-ravaged land-

never slow. The bosses are big-screen hogs, and some of the levels (like the Alien Dungeon) are very nicely drawn.

The sounds and music are topnotch, pushing the envelope of the Genesis' sound capabilities. Every blast, every explosion, and all weapon power-ups (which are announced by voice) are sure to rock your speakers.

The controls are primo. Since the game automatically switches weapons for you every time you pick up a weapon sphere, all you really have to do is shoot and avoid obstacles. Using the tricky Plasma Rope takes



**PROTIP:** To beat the World 2 Boss, aim at his eyes, and be careful around his tentacles. It sometimes seems as if he's going to rush you, but stand your ground and he may turn around at the last moment.

### Genesis Game ProFile Mega Turrican

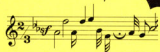
(By Data East)

Quick but blurry graphics and fast-paced action come together smoothly in this thumb-bisecting side-scroller. It's sure to knock the shoot out of you!

Graphics	Sound	Control	Fun/Factor	Challenges
4.0	4.0	4.5	4.5	Intermediate

\$59.95	1 player
8 megs	15 levels
Available March	Side view
Action/Adventure	Multi-scrolling

$$E=MC^2$$



"Cogito Ergo Sum"

## INTRODUCING THE ULTIMATE BRAIN GAME

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

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



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



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## Genesis



By Manny LaMancha

Action 52 shoe-horns 52 different games into one cartridge. Active Enterprises promises the games are "new and original." While you can debate both claims, you mostly get a batch of games that appear to have been programmed in a college course.

### Lights, Camera, Action 52!

Even with the card-deck of titles on hand, you won't find much that makes you feel like you got a bargain.



**PROTIP:** When you're playing *Freeway*, keep your dog near the center of the screen as much as possible. This gives you the maximum response time for vehicles coming from either side.

Obviously the programmers had to cut corners to cram 52 games into one cart,

and it shows. Much of the software looks like first-generation NES or Atari 2600 games (one game, 1st Video Game, is just a remake of Pong). While some of the titles try to use advanced visual effects like multi-plane scrolling to add the illusion of depth, it looks like two pieces of paper sliding on top of each other. Most playfields are very flat, and the character animation and backgrounds are uninspired.

In a similar memory-saving move, most of the games duplicate sound effects or use rudimentary audio. A flying jet is accompanied by static as engine noise. A driving game offers monotonous squealing around corners.

Overall, the music fares better, with some nice, though repetitive, stereo in spots. Of



**PROTIP:** In *Billy Bob*, any part of the cross hairs touching an enemy when you fire scores a hit. This gives you a lot of leeway in shooting.



**PROTIP:** In the *Depth Charge* game, concentrate on the ships coming from the left. The ships on the right can trap you against the screen edge.

higher quality is the voice that announces the level in each game. Some of Sega's licensees could learn from Action 52's clean, digitized voices, though they get redundant.

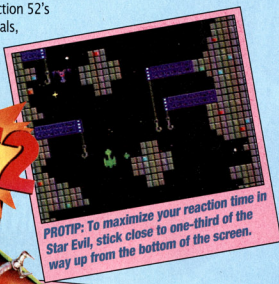
### Take 52

The controls are the worst. For example, in *Star Ball*, with its featureless pinball table, you can't tell when the ball has touched the flipper, so it rolls right by. This and numerous other examples add to Action 52's low-quality feel.

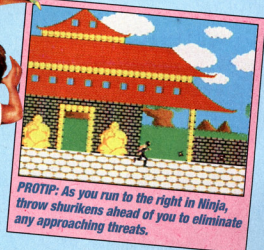
Granted, there are some intriguing games, such as *Darksyne*, *Freeway*, and *Bonkers*. However, most of the games appear to have been thrown together without much concern for quality or fun.

### 52 Pickup?

It's not likely you'll find Action 52 at your local software store, because non-licensed products like this are pretty rare. Where you'd likely see it is in a rental location, and it might be worth the couple of bucks to give this cart the once-over. Beyond that, Action 52's a has-been. **G**



**PROTIP:** To maximize your reaction time in *Star Evil*, stick close to one-third of the way up from the bottom of the screen.



**PROTIP:** As you run to the right in *Ninja*, throw shurikens ahead of you to eliminate any approaching threats.

#### Genesis Game Profile

### Action 52

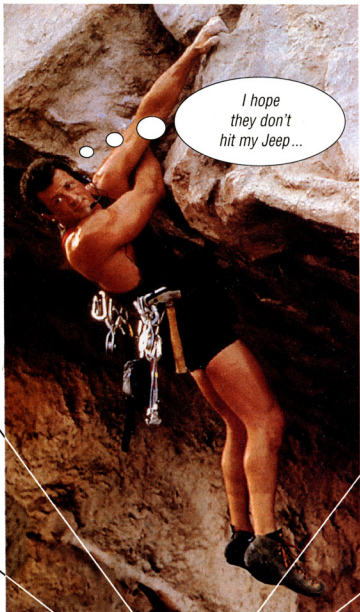
(By Active Enterprises)

When does more give you less?  
When you cram 52 sub-par games into one cartridge.  
Though there's some entertainment value here, most of the games are weak.

Graphics	Sound	Control	Fun/Factor	Challenge
2.0	2.5	2.0	1.5	Adjustable

Price not available  
Available now  
Multi-cart game  
2 players

Varying perspectives  
Multi-scrolling  
Limited lives



# CLIFFHANGER™



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

*"Cliffhanger could send gamers over the edge." - Gamepro, October 1993*

*"Non-stop, pulse-pounding adventure that won't give you a break." - Electronic Gaming Monthly, October 1993*



Climb, fight, and shoot your way through 7 ice-kicking levels, with unbelievable digitized film clips. The 3-D action sequences and incredible CD sound on the Sega CD version will blow you out of your chair.



Talk about rugged terrain—the mountain is a boss you'll have to defeat as you master wicked rockslides, decaying bridges, and a deadly avalanche. Learn the lay of the land, or you'll be laying under it.



Battle the heavily armed attack helicopter, rescue the hostages and finish off the sadistic terrorist kingpin... before he turns you into a blood-flavored slushee.



Hang on! For the first time ever on any video game, test your survival skills on a high-speed snowboarding level that Electronic Gaming Monthly says "has to be seen to be believed."

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By Manny LaMancha

Family Feud by Gametek has all the queries of the TV game show - all it's missing is the kiss on the cheek for all the female members of the family.

**Fortune and Family** Pitting two families against each other, the bottom line of Family Feud is to answer intriguing questions like "What animal do people most sound like when they laugh?" The opposing family can be played either by the computer or by another player.



**PROTIP:** Turn off the timer to get additional seconds (or minutes) to answer questions.

Game play is simple: Just punch in the answers one letter at a time (some spelling skill is required). This may take the game out of the hands of younger players, but light spelling mistakes and answer variations are forgiven. Gametek has made the control-pad widdling as easy as possible.



**PROTIP:** If a question pops on-screen and you know the answer before it's fully appeared, hit the button and get a head start over the other player.

Family Feud (By Gametek)				
Graphics	Sound	Control	FanFactor	Challenge
4.0	4.0	5.0	3.5	Intermediat
\$59.95	2 players			
4 megs	Viewer perspective			
Available now	Passwords			
TV quiz show				

# PRO REVIEW

## Genesis



By Bonehead

It took awhile, but Joe and his cave-buddy Mac have finally made it to the Genesis. If you played the arcade original or Data East's fun SNES version in 1992, you'll recognize Takara's enjoyable, but familiar, peek into the prehistoric past.

has the same bright technical or backgrounds, though there's more multi-scrolling, and more enemies are on the screen at one time.



**PROTIP:** This Mammoth throws rocks OVER you, so don't jump up into them. When you knock off his trunk, he quickly charges.

# FAMILY FEUD

If there's any complaint, it's that the computer doesn't always interpret your answers well enough, and some answers are just plain goofy. To the question "What would you sit down and enjoy at home?", I would answer "Television." Sitting and enjoying an aquarium isn't what I had in mind. In another, the answer "Eating with hands" doesn't work, but "Eating with fingers" is a winner.



**PROTIP:** When you reach the Fast Money Round, you can use Button C to pass on a question and return to it later. That will help you get through the easier questions first.

## Survey Says?

You won't find thumb-busting action in Family Feud, but if the quiz biz is your cup of tea, Family Feud will fill your glass. **B**



## Prehistoric Pranks

Fans of the SNES game will like this Joe & Mac, which has very similar game play. Armed with various weapons, our two shirtless heroes hop-n-bop through five zones of prehistoric wilderness looking for their kidnapped cave babes.

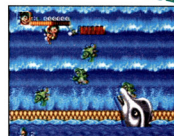


**PROTIP:** Don't bop these Pteradactyls until they're positioned to drop their Eggs onto solid ground.

Your projectiles fly faster than they did on the SNES, but you'll wish the boys could run to evade monsters or grab the special items before they disappear. Still, you'll have a pretty easy time of it, especially in the entertaining two-player mode.

You'll probably recognize the sounds and graphics, too. The familiar music bounces happily along to keep the mood light, and the sound effects are as comical as they were on the SNES. The game

# Joe & Mac



**PROTIP:** Bounce on the fish coughed up by this sea monster, and fling your weapons at the top of its head.

## Ancient History

If you admired the previous versions, you'll get a kave kick out of this one. On the other hand, if you wondered what all the fuss was about when these lightweight cartoon covers first hit the screen, you'll ask why Takara created such a similar game. It's fun, but this style of game is gradually going the way of the dinosaur. **B**

Joe & Mac (By Takara)				
Graphics	Sound	Control	FanFactor	Challenge
4.0	4.0	3.5	3.5	Adjustable
\$59.95	2 players			
8 megs	15 levels			
Available January	Side view			
Action/adventure	Multi-scrolling			

# "I Was Thinking Of All The Ways To Make A Soccer Game Seem Real.

## Then It Hit Me."



What makes Pele! Soccer for the Sega™ Genesis™ the best? It's not only designed by a game expert, it's designed by the world's greatest soccer expert, Pele. With special features like a 30°/35° slanted field perspective, designed to give you the truest sense of how enormous a real soccer field is. Team Logic, which makes players move toward passes. Plus, extra-large images that are actually rotoscoped from video of international players. Fix player



attributes like ball control, shot accuracy, stamina, speed and aggressiveness. Sharpen your skills in goalie or shootout mode. Master moves like bicycle kicks, sliding tackles, headers, traps and dives. Then play world-class soccer in either tournament play or a 40-



SELECT ROSTER		SAO PAULO	GP	GL	AS	P	F	I	F
MURRINS	DL	40	0	0	0	0	0	0	0
MONTANA	SM	40	6	8	14	28			
PANDORA	CB	40	6	2	19	21			
BARRETT	LB	40	11	7	20	13			

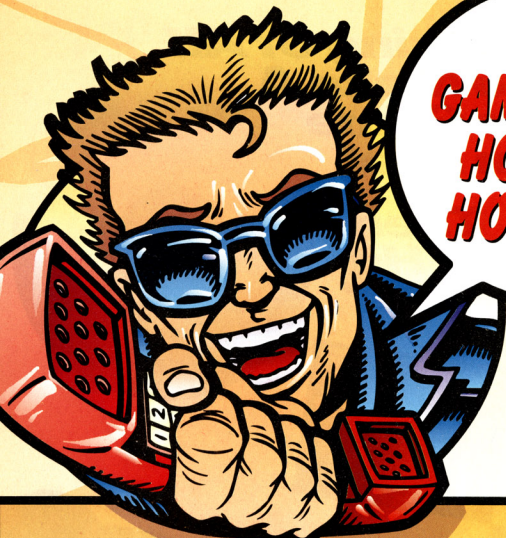
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game season. Not finished with a match? No problem. The "memory chip" allows you to save season and tournament play, win-loss tie records, and goals scored. What's more, for your team, the memory chip also saves individual player stats like games played, goals, assists and fouls. This is how soccer was meant to be played. How would we know? Pele did the research. To order, head to your favorite retailer. Or call 1-800-245-7744.



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1 TIP**



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Leave or pick-up some of the *best* tips from the most serious gamers around!



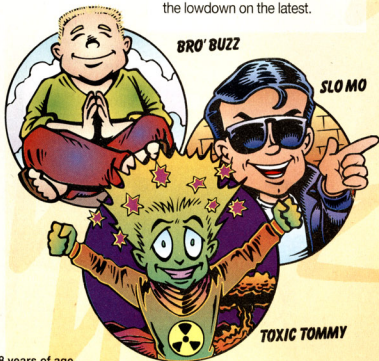
**NINTENDO**



**SUPER NINTENDO**



**SEGA GENESIS**



**BRO' BUZZ**

**SLO MO**

**TOXIC TOMMY**



### By Boss Music

The wiry character Fido Dido – best known for his Sprite commercials – has made an unexpected return to the public eye in a spoofy, puzzle-heavy side-scroller from Kaneko.

# Fido Dido

### Eraser Head

Fido Dido is a black-and-white teenage stick-figure who carries a giant pencil and an air of coolness wherever he goes. The cool attitude carries over to the game, but slow-moving action drags it down a bit.

As Fido you play through six fantasy levels of fun and survival, when the artist who draws you falls asleep at the drawing board. Saving your sister from killer flies, returning the color to a carnival, and reassembling a dinosaur are just some of the strange plots in each stage.



**PRO TIP:** In Level 1, use your pencil to draw generic blocks so you can reach the red button on the ruler.

Fido Dido is a slow but rewarding platform jumper. You search for items and use them in creative ways to overcome some pretty odd obstacles. Giant coffee pots, out-of-control pencil drawings, mouse traps, and spider webs populate the large levels.

Fido Dido by Kaneko				
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	3.5	3.5
Price not available	6 levels			
8 megs	Side view			
Available now	Multi-scrolling			
Action	Passwords			
1 player				



## Genesis

You can jump, snap your fingers, and use pick-ups, including sugar cubes, refrigerator magnets, and helicopters.



**Fido drops into trouble when his artist falls asleep!**



**PRO TIP:** Touch the Score Enhancers to increase your score. (Like, duh!)

The game's biggest faults are its pokey controls and its overall lack of speed. Sometimes you ride skateboards for a change of pace, but often you wish more events would happen faster, and Dido doesn't always respond when you tell him to jump.

The cart's graphics are intriguing. Ordinary household appliances seem imposing as big sprites. There's not a lot of color detail (Dido's b & w!), but the catchy backgrounds make up for it.

The audio in this cart is just a tad above average. The sound effects are sparse, and the music has a monotonal beat that's cool at first, but repetitive after a while.

### Fido Meato

Even if you can't pronounce his name, Fido Dido is a fairly happenin' dude. Like its namesake, this cart deserves a good 15 minutes of fame. **C**



### By Lance Boyle

High on the list of unnecessary sequels is Chester Cheetah... Wild Wild Quest. The first game, Too Cool to Fool, wasn't a big hit with reviewers, and this hop-n-bop search for Map Pieces does nothing to enhance Chester's reputation.

### Mild, Mild Test

Chester's a corporate symbol who thinks he's much cooler than he actually is – basically, Chester's feeble. His run is more like running in place, he has no weapons, and he loses lives quickly. Frustrating control makes this Quest more like a test of your patience.



**PRO TIP:** Hit the Euphreaka's Beach Lady as she drops onto the sand. Four hits will send her packing.



**The coolest thing on two wheels? Chester certainly thinks so.**

There's some humor in these unfrantic antics. The cross-country Quest takes Chester to towns such as Little Shock, Arkansas, and Omahog, Nebraska. The enemies are comical characters like a fat Beach Lady and a skateboard-riding dog. Chester gets to ride a motorcycle and drive a car, but these entertaining sequences don't show up until the end.

The graphics are inconsistent. The settings are generally colorful, but they're not very detailed

and are often too brief. The cartoony characters are simple and stiff-moving throughout.



**PRO TIP:** Dodge Mean Eugene's bombs and hop the top of his Biplane.

## Chester Cheetah...

# WILD WILD QUEST



**PRO TIP:** Swim under the Lostin Harbor ships and head to the far right. You'll find these three Large Paws and the missing Map Piece.

The music adds some personality to the action, but where are the clever sound effects? A game that claims to be so hip should have more than an occasional boing or ping to enliven the action.

### Chester Cheats Ya

Who's surprised that this snack-food symbol is all style and no substance? Like the Cheese Puffs themselves, Chester might sound like a tempting idea, but you'll get no nourishment and you'll soon be hungry again. **G**

Chester Cheetah... Wild Wild Quest by Kaneko				
Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	2.5	2.0	Adjustable
Price not available	1 player			
8 megs	10 levels			
Available January	Side view			
Action	Multi-scrolling			



# You won't find in any

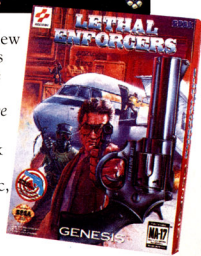


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Upgrade your firepower along the way to magnum, 12-round automatic, assault rifle or grenade gun. Six levels, including target training, will put your skill to the test in the parts of the Windy City the tourists never see.



# a toy like this Cracker Jack<sup>®</sup> box.



Be on the lookout for a bank job in progress, high speed chase, helicopter pursuit and volatile Heat of the Night Vision during a chemical plant sabotage. See and hear it all in intense digitized graphics, realistic settings and painful sound effects. But watch out for the innocent bystanders or you may lose more than your badge.

For one or two top cops.  
(2nd player can use controller or mail in for another "Justifier." See details inside package.)  
A Super NES<sup>®</sup> game may be released. Please check with Konami for availability.



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## KONAMI<sup>®</sup>



## Sega CD



**By Brother Buzz**

In Ground Zero, Texas, strange invaders from outer space have infiltrated human society. They look like us, they talk like us, and they like to eat us!

This solid first-person-perspective Sega CD gun game was designed for Sony by Digital Pictures, the Night Trap folks. As in that CD, real actors play out the story line and the frenetic action flows in real time, as if you're watching a television show. It's a good show, but feisty controls will make some gunners want to switch channels.

### Real Unreal People

A beleaguered team of special agents is fighting a secret war, and you're the new Tactical Expert...don't ask what happened to the last three TacExps. Your assets: a sharpshooter's eye and tough thumbs. The agents have the town wired with four Battle Cams/Particle Beam Disrupters. You must switch among the Cams to "catch" the aliens and blast 'em before they knock out your electronic eyes.

The full-motion graphics look good, like a grainy made-for-TV movie. The game's loca-

tion shots, props, and effects are excellent, and the actors put on entertaining performances.

**VIOLENCE ALERT:** Real actors means real people herking and jerking as you zap 'em. Even though your energy bolts really only knock out aliens, the realistic visuals make the game unsuitable for little kids.



**PRO TIP:** Since long-range shots present you with a smaller target area, keep your cross hairs glued to the far scenery. You can get to distant aliens more quickly and more accurately that way, and it's easy to swing down to the foreground.

**PRO TIP:** When the Battle Cam signal flashes, there's usually several seconds of dialogue going on before you actually have to switch Cams. Don't wait too long, though!



### The Battle Cam



**PRO TIP:** Always listen to the advice of your team members, such as DiSalvo.



**PRO TIP:** Shoot fast. Ties go to the aliens.

**PRO TIP:** When you're in the obvious shooting situations, characters who saunter into the scene are always harmless.

### The Eye Is Quicker than the Hand

As a you-are-there shoot-em-up, Ground Zero offers titillating thrills, but the murderous

challenge is a mixed bag. This is a gun game without a gun, so you move cross hairs across the screen with a directional pad. This sluggish design makes it tough to aim your shots precisely and quickly.



**PRO TIP:** Taking three potshots at the good guys makes Mr. Reese veeeerrry unhappy.

Just the same, the energetic game play makes your thumbs burn, even though most gun battles occur during obvious shooting gallery setups, where aliens pop out from behind objects. There's one particularly impressive strategic challenge and cool visual effect. As aliens blast your Cam, the picture fuzzes out. You must continue to fight using the hazy screen until it finally goes dead.

### An Alienated Game

Overall, Ground Zero, Texas is a satisfactory gun game that packs everything...except a gun. That key omission keeps Ground Zero grounded. **G**

### Sega CD Game Profile

## Ground Zero, Texas

(By Sony Imagesoft)

**Great graphics and an intriguing story line keep you around, but clunky controls team up with aggressive aliens to make you earn your fun.**

Graphics	Sound	Control	Full-Scale	Challenge
4.5	4.0	3.5	3.5	Advanced

\$59.95  
CD  
Available now  
Shoot-em-up

1 player  
4 areas  
First-person view  
Limited save feature

# GROUND ZERO, TEXAS



Us!



Them!

Well into the future,  
the world's only hope is  
a weapon from the past.

# X-KALIBER

## 2097

As Slash, you defeat all six formidable foes and their alien leader. Or go one-on-one in two-player mode.



Slash



Dr. Blast



Kane



Spuke



Chainsaw



Raptor



Tattoo



Leap into the most surreal world imaginable: a future terrorized by evil aliens, laser-shooting robots, mad doctors and mutants that morph into nightmarish creatures.

If you hope to save the world—and your captured partner—you'll have to slash your way through six hair-raising levels of constant combat.

But you have an edge: X-Kaliber, the legendary sword with incredible power. Hurl deadly lightning bolts from its tip as you fight to the pulsating techno beat of Psykosonik.

Don't let the future pass you by. Get your hands on the cutting-edge excitement of X-Kaliber 2097.



**ACTIVISION**

**SUPER NINTENDO**  
ENTERTAINMENT SYSTEM

©1994 Activision  
©1993 MCA Records. All songs ©1993 TIV Music  
from the self-titled album available on MCA Records/TIV Records,  
featuring the single "Welcome to my Mind."





By Manny LaMancha

You don't normally read movie reviews in GamePro, but games like Double Switch are changing that. This CD is as much a movie as it is a game. You'll have your hands full in Double Switch, as you trap hotel invaders and search every room for clues that will help you solve a mystery, but you'll be glad you stuck it out.

### Shut Yer Trap!

The Edward Arms is a strange mansion and has its share of weird tenants. There's a punk band named Scream in an upstairs flat, a beautiful blonde journalist who's writing a story on the building, and a criminal named Brutus who has a secret. The Edward Arms also houses a whole batch of intruders - even a mummy! The host is a kid named Eddie (played by Corey Haim, from the movie *Lost Boys*, among others).

To capture the undesirable and protect his ancestral home, Eddie has set up elaborate traps, which serve as your main weapons in the game. You set a trap, your foe steps on it unwittingly, and

BAM! you've got 'em. It will take some forethought, however: If you set too many traps without triggering them, you'll overload the building's fragile electrical system. Likewise, you'll want to spare some of the criminals to get the video hints that they sometimes dole out.



**PROTIP:** Keep an eye on the Storage room, where your power box is located. If an enemy shuts off the electricity, you're cut off right away.



**PROTIP:** You don't get a telltale chime when there's a threat to your power box, but you can nail 'em when they grab the switch.

### The Key to Success

Since this is a new kind of game, you have to practice the controls. It won't be long, though, before you're setting and disabling traps instinctively. You can save games, but only a limited number of times. Unlimited continues would have helped more.



The full-motion video is better than other Sega CD games to date. It still isn't great, and there are some editing glitches, but that's easily overlooked. Likewise, there are no complaints in the audio department. Clear, comical conversation accompanies the video, and Thomas Dolby, best known for his song "She Blinded Me with Science," contributed a haunting score.



**PROTIP:** If you learn where the traps are located in each room, you'll be better able to handle Act II, where you must quickly arm and disarm them to stay ahead of the enemy.

### Lock, Stock, and Barrel

You'll tire of Eddie's repetitious "game over" clips when you blow it. Similarly, you'll overdose on the early sections, which you inevitably play over and over. However, Double Switch is good enough that it'll sit in your CD tray until you're done - and you'll be glad you stuck it through to the end. Isn't that what it's all about? ☐



**PROTIP:** In Act I, when the lobby fills up with yellow dots, first head off Lyle in Brutus' room, then go back and trap a lobby dweller.



**PROTIP:** The manual says the Act I codes appear in the same order. The first is in Brutus' room. The next two follow each other quickly. If you stick around to trap the intruder who gives up the second code, you'll miss the third. You'll have to find the fourth yourself!



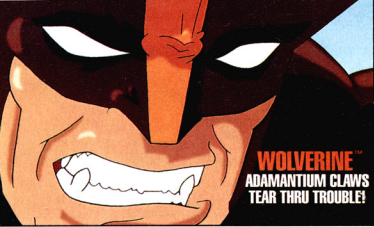
**PROTIP:** When you reach Act II, be there when Lyle does his handiwork. Stick around, no matter what happens in other rooms. Otherwise, you won't be able to help the tenants with their troubles.

### Sega CD Game Profile Double Switch (By Sega)

This strategy game heralds a new "interactive-movie" style. You'll have a ball setting traps and solving the mystery in this star-studded CD.

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	4.5	5.0	4.5	intermediate

\$59.99	1 player
CD	3 acts
Available now	Side view
Strategy	Multi-scrolling



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ADAMANTIUM CLAWS  
TEAR THRU TROUBLE!



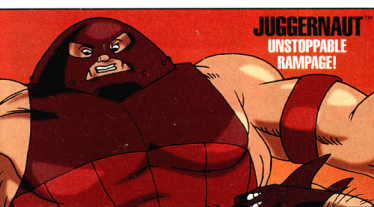
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THE  
RAGIN'  
CAJUN!



**CYCLOPS™**  
OPTIC BLAST  
YOUR OPPONENTS!



**SPIDER-MAN™**  
KEEP YOUR SPIDER-  
SENSES ON ALERT!



**JUGGERNAUT™**  
UNSTOPPABLE  
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**SPIDER-MAN® AND THE X-MEN™**  
TEAM UP IN ARCADE™'S REVENGE



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**TAKE REVENGE  
WITH YOU!**



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— TO —  
PREPARE FOR  
ETERNAL  
CHAMPIONS,  
USE STREET FIGHTER II  
AS YOUR  
TRAINING  
WHEELS.



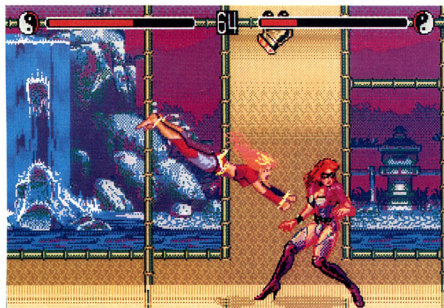
*In a full force attack, Blade bumbles Slash in China. Look at these warriors, they're huge. A wimp like Blanka wouldn't stand a chance.*



*In the Tournament Mode, Trident pulls a downward flying attack on Midnight. 52 players can compete here, 20 more than any other fighting game.*



*Check out Rax doing a few kicks in the practice mode. Name another game that lets you hone your skills before battle. Don't rack your brain, there isn't any.*



*The Battle Room, where the room itself can sap your strength. Here, Jettie does a little sapping of her own with a double-fisted air-dive on Shaboo. Hey Johnny Cage, scared you'll get whipped by a girl?*

You probably aren't prepared for such an intense fighting game. Few are. That's why we've included the Holo-Trainer and Instant Replay, to help ready you for fierce competition. You'll battle nine huge warriors, each with their own martial arts fighting style, like Jeet Kune Do and Ninjitsu. With 35 killer moves, any of these guys could kick Guile's butt. Get good enough and you'll discover all the cool Overkills. Prepare yourself. Because when it comes to pain, it's better to give than receive.

SEGA  
GENESIS

# ETERNAL CHAMPIONS







By Lawrence  
of Arcadia

Bugs Bunny is one of the most recognized cartoon characters in history. Now Bugs – along with some of his most memorable friends – brings his antics to the SNES in this great-looking and fun-tastic game!

### You're in the Funny

You play Rabbit Rampage as Bugs, and you're hoppin' mad. It appears that an animator is on the loose and he's painting you into tight spots and sticky situations. You travel through ten levels of Looney madness, knocking off cartoon characters left and right as you try to find the animator responsible for this detestable deconstruction. Among others, you'll meet and fight the maniacal wrestler The Crusher, the wily Wile E. Coyote, the terrible Tasmanian Devil, and of course, Elmer Fudd.

You defend against enemies by tossing pies, kicking, spinning, and bopping heads. Helping you out is the Acme Company, which has strewn various contraptions around the areas where Bugs is

trapped. Acme, always known for its backfiring inventions, has spared no expense with these clever items. You can find Exploding Dog Bones, Anvils, Falling Safes, Pies, TNT, Bombs, Corks (for blow-hard Wolves), and Jelly (sticky traps for Gingerbread soldiers).

For those of you who never wanted the cartoons to end, here's your game!

### Cartoon Crisp

The graphics in Rabbit Rampage are outstanding. You'll immediately recognize every character, and the innovative backgrounds are funny and eye-catching. The animation highlights the humor in this game, with funny cuts from the cartoons showing up in

levels, as when Yosemite Sam shows up with his sneezing dragon ("Dragons is so stuuuupid!"). Bugs isn't the only star here, and a lot of attention is paid to the detail of every character in each level.

The game varies from the cartoons in one noticeable way: sound. Although the game does have two familiar themes at the beginning, "What's Up, Doc?" and "The Merry-Go-Round Broke Down," the music throughout the game is barely noticeable. What's more, the voices and sound effects in the game are infrequent and inconsequential.

### That Wascally Wabbit

It won't be all fun and loony games, either. Some of the

# BUGS BUN RABBIT



### Wascally Winter Wonderland



**PROTIP:** Kick against these snooping hounds – bouncing on them takes too long. Or, jump over them to avoid a confrontation.



**PROTIP:** Use Acme items as soon as you find them. You can't carry items from one level to the next.

### Elmer Fudd



**PROTIP:** Keep jumping over Elmer and kicking him from behind. Use any remaining Acme items on him.

### Super NES Game Profile Rabbit Rampage

(By Sunsoft)

*That smooth-talking, wise-cracking wabbit has a new game, and you're gonna love it – especially if you're a fan of Looney Tunes. Heck, you're gonna love this game even if you hate rabbits!*

Graphics	Sound	Control	Feel/Factor	Challenge	EXP.
4.5	4.5	4.5	5.0		Expert

\$64.95	1 player
12 megs	10 levels
Available March	Side view
Action/adventure	Multi-scrolling

### Way, Way Out West



**PROTIP:** The most important Acme tools are the Level Markers. Try to hang onto these as long as possible, and use them only after you've gone through a difficult part of the stage.



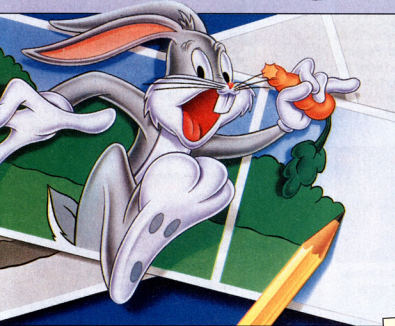
**PROTIP:** Stay even with the cowboys and you won't be harmed by their guns. Bounce on their heads to get rid of them.

### Nasty Canasta



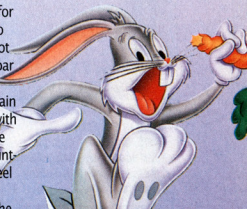
**PROTIP:** Keep bouncing on Canasta's head to knock him out. Stay even with his body and watch the tip of his gun barrel (you wouldn't want to get shot accidentally).

# NY T RAMPAGE



levels (the Haunted House, for instance) are very difficult to get through, and require a lot of trial and error. As with Roar of the Beast (see ProReview, January '94), Sunsoft has again given us a beautiful game with some very challenging game play. However, don't be daunted by a couple of banana-peel falls. Stick with Rabbit Rampage and you'll see one of the funniest ending levels on any video game system.

You gotta be loony to pass up this cart. Weak sound and daunting game play aside, this game is a keeper; it's a solid addition to any SNES library. **G**



## A Spaced-Out Odd-yssey



**PROTIP:** This level hides a few surprises. You can jump into the Martian buses and snag Acme devices.



**PROTIP:** If you get shrunk by a blue laser, one stomp by a Martian will cost you a life. If you shrink, run under the Martian that shrank you.

## Full of Bull



**PROTIP:** At the start of this bull-ish level, go to your right and collect the Anvils and the 1-up. Then, go left and meet El Toro.



**PROTIP:** Let El Toro break the walls for you. Wait until you see his horns appear on the right side of the screen, then jump over the barricade (or jump up and let El Toro hit the wall). Keep moving left.

## El Toro



**PROTIP:** Don't use any Anvils until after you turn the switch, because you need them on the return trip. Move right and use an Anvil whenever you see El Toro's horns. Keep moving right until you lead him into the steel wall.

## Blow the Varmint Down



**PROTIP:** You have to beat all three of the Big Bad Wolves to get through this level. Save Corks and Dynamite for the last Wolf at the Brick House. He's the toughest.



**PROTIP:** Check in the chimney for a Cork.

## Yosemite Sam



**PROTIP:** Duck whenever the Lance gets too close for comfort, and jump on Sam's nose when it swells and turns red. You have to hit him right on the money, so be careful.

## Marvin the Martian



**PROTIP:** He's not really an end-level boss, but you have to watch out for Marvin just the same. He releases small exploding robots and instant, freeze-dried Martians, so avoid him at all costs.



## Devil in Disguise



**PROTIP:** You've entered the world of the Tasmanian Devil, and you're going to need some help. Behind this first totem pole is a Turkey Surprise.



**PROTIP:** Use the Turkey Surprises to distract Taz after he barrels through a tree. Now jump over him and repeat until you get to the Petrified Tree.

## Taz and the Missus

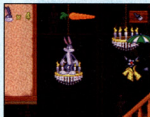


**PROTIP:** Let Taz continually bonk his head into the last tree. Fruit will fall from the tree and bonk him. Keep this up and Mrs. Taz will come by and take care of the rest.

## A-Haunting We Will Go



**PROTIP:** If you're in a tight jam in the Haunted House, try falling through holes in the floor. Some lead to disaster, but others don't.



**PROTIP:** Some chandeliers can hold your weight, but not for long. Use them as launching pads.

## No 'Bots About It



**PROTIP:** The Robot Factory has an automated army that wants to put a certain dumb bunny to rest. The Toy Tanks work best against any kind of robot drone.



**PROTIP:** Put a Level Marker just before these metal mashers.

## Wile E. Coyote



**PROTIP:** To get the conniving Coyote, you have to get him to come down. Jump on the two safety levers by his booth, and he'll come crashing down. Now, go below, knock off the two drones, and he'll resurface. Keep jumping on his head to knock him off. You may have to do this more than once.

## The Animator



**PROTIP:** That detpicable Daffy is behind the hijinks, and you have to empty all his paint cans so that he can't paint his way out of the corner you've forced him into. Be careful of Duck Dodgers, Robin Hood-winked, and Hop-Along Daffy.

## Big-Time Wrestling



**PROTIP:** To pacify The Crusher, jump up and grab the Ring Bells. When you use these Acme devices, a bell rings, and The Crusher will stop, thinking the round is over. Pound him!



**PROTIP:** You're invincible when you come off the ropes, but be careful not to get too close to The Crusher, or he'll give you an aviation lesson you won't soon forget.

## The Crusher



**PROTIP:** Keep at The Crusher with spinning moves and head bops. When you see a black hole fall from the top of the screen, grab it and use it, and The Crusher will be down for the count.







## Super NES



By Bro' Buzz

Who says you can't save the world if you're chicken? Alfred Chicken is the fine-feathered, super-hero-wannabe star of Mindscape's fun platform/action game. Yeah, this is another attempt to create a signature character, but Alfred's a bold bird who's hot after Mario's tail.

### Meka Madness

The evil Meka Chickens have kidnapped Alfred's friends, the Billy Eggs, and they plan to hatch the eggs into a vile Meka Army. The game play's no mystery, but it's entertaining and challenging.

This flop-hop-n-bop adventure covers 21 stages set in five worlds. The stages are laid out as increasingly complex platform mazes that are off-limits to birdbrains. The early going is a breeze, but later on tricky traps, time limits, and flocks of adversaries will definitely ruffle your feathers.

**PROTIP:** Invisible springs can spring up anywhere. Look for 'em.

**PROTIP:** Grab every Balloon on every level.

**PROTIP:** You won't activate Sleeping Mines if you fly over them.

## SUPER



**The old shell game is a good way to earn extra lives.**

**PROTIP:** There's a secret room in every level. Grab the Watering Can in each room to see a special ending.

Your curiosity can assist your travels by uncovering camouflaged passages and secret warp rooms on every level. Bonus rounds include brain-teasing mini-contests like the old shell game, which you play for extra lives.

### Chicken-Lickin' Foes

Mindscape claims that 100 feisty foes overrun A.C.'s world, and there's certainly a bunch on hand. Encounters with Jack-in-a-Bomb, Mag-Mine, and the Sleepy Mines

have explosive consequences. Animal adversaries, such as Alice Ladybird Ladybug, Meka Mice, and Mino the Whale, try to make Alfred a fried chicken.

**PROTIP:** If you must jump into unseeable depths, hold down C to make Alfred flutter and slow his descent until he can observe the terrain below.

cles and moving platforms. His primary enemy-bustin' maneuver is a dive-bombing attack with his bionic beak.

**PROTIP:** Stay alert. Some Moving Platforms boot you off at the beginning and end of their runs.



Alfred Meka Chicken Fricassee!



**PROTIP:** When you find On/Off Blocks, peck 'em or remember where they are. You almost always have to use them.

### Hen-Pecked Sights & Sounds

A.C.'s graphics are cute, cartoony, and brightly colored, which gives the game a festive, kiddie appeal. The pix create a wacky, way-out world. Alfred himself looks alright, but he doesn't have much personality, even for a bird.

The sounds won't set your ears on fire, but at least the effects put on an enthusiastic show. The repetitive, bouncy, upbeat music will drive some players batty.

### A Most Eggs-cellent Adventure

Alfred Chicken puts on a fast-paced, brain-draining platform performance. Action game fans can definitely put their eggs in Alfred's basket. **G**

Alfred's fiercest foes are the three Meka Chickens. These boss confrontations don't sound like much challenge, but fighting these tough mechanical birds will bruise your beak. Further complicating the challenge is the fact that you can only score two passwords for the entire 21-stage game!



**PROTIP:** Each Meka Chicken has one vulnerable spot. Keep pecking away at it if you can.

The straightforward controls put you in excellent command of Alfred's moves. Chicken that he is, Al has limited flying abilities, so he must flutter and hop across obsta-

### Super NES Game Profile Super Alfred Chicken (By Mindscape)

If you're a platform fan who can take a lickin' and keep on tickin', try Alfred Chicken. Twenty-one stages, two passwords, and secret areas galore will test your precision game-playing skills.

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	3.5	5.0	4.0	Adjustable

\$64.95	5 worlds
8 megs	21 stages
Available now	Side view
Action	Multi-scrolling
1 player	Passwords

# SUPER STAR THE EMPIRE STRIKES BACK WARS™



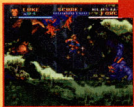
## Will You Accept the Challenge of a Jedi Knight?



Track a grumpy ice bear a few manners as only a Jedi Knight can!



Battle menacing probe droids and Imperial Walkers on the ice planet Hoth!



Learn the secrets of the Force as you train in the hostile world of Dagobah with the Jedi Master Yoda.

Pursued across the galaxy, you and your Rebel Forces now marshal new strength on the remote ice world of Hoth. Although tracked by probe droids, attacked by ice monsters, and confronted by an army of gigantic Imperial Walkers, you must not give in. You are the Alliance's only hope. Learn the ways of the Force, then test your skills in this fast-paced, action-packed sequel to the hit game, Super Star Wars.

Alternate between sideways scrolling, dizzying Mode 7 flight sequences and first person cockpit views. Experience the richness of a 12-megabit, interactive Star Wars universe, loaded with new enemies, exciting dialogue, movie sound effects, cool vehicles, and intense 3-D space battles. Join Luke Skywalker, Han Solo and Chewbacca in a continuation of their epic action/adventure in Super Empire Strikes Back.

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**SUPER NINTENDO**





## Super NES



By Captain Squideo

It's X-citing, but it's not quite X-tasy.

X-Caliber 2097, Activision's new hack-n-slasher, backs futuristic swordplay with a driving soundtrack to deliver a good game you can dance to.

### Solid Swordplay

The year is 2097, and Raptor has taken over Neo New York. You play his nemesis, Slash (no, not the rock guitarist), battling through the mean streets against hordes of enemies in search of the head queso himself. Each of the six stages has a vicious end boss with a name like Spuke, Dr. Blaster, or Chainsaw. These vile villains morph during the fight, changing into deadly new enemies you must then destroy. Two-Player Duel mode enables you to mix and match Slash and all the bosses in head-to-head competition. It's a good alternative to the search-and-destroy fights.

Your only weapon against Raptor's rowdies is X-Caliber, a wondrous sword that has a variety of attacks. Control is generally quick and easy, but one major drawback hinders

the sword's efficiency: a time-delay of the slow Energy Bolt attack. This is one of your main maneuvers, but you're frozen into position and vulnerable to attack as you wait for the Energy Bolt to gradually float across the screen. Though you'll sustain lots of damage, you'll find 1990s-style food power-ups on your quest – evidently the future includes sodas and burgers.

The sounds steal the show, a typical feature of recent Activision games. As with 1993's BioMetal, there's a propulsive soundtrack from a name band. Here Psykosonik adds a powerful technobeat to the proceedings. You'll also hear some decent sound effects – growls, echoes, and so on – as you bite the Neo Big Apple.

### X-tra! X-tra! Read All About It!

While it's not the greatest hack-n-slash of all time, it's still in the upper echelon. Whip out X-Caliber – it's sharp. **G**



### X-citing Graphics and Sounds

Realistic urban backgrounds and an army of quick-moving enemies make this a fine-looking game. You might wish the bosses were bigger and more awesome, as they were in Mazin Saga, Vic Tokai's recent hack-n-slash cart for the Genesis. In X-Caliber most of the bosses are no bigger than you are. Still, this game is worth a look.



**PROTIP:** Stage 3's Kane blocks your Energy Bolt effectively with his cane, so rely on your Thrust and Swipe moves.



**PROTIP:** When Tattoo, the stage 1 boss, goes into a crouch, he's about to nail you with his long-range Rose attack.



**PROTIP:** At the end of Stage 2, Chainsaw morphs into this killer robot. Fight him from a distance – in close he'll saw you with his arm.



**PROTIP:** Wonder whatever happened to the Rocketeer? Looks like he's on Level 3! Hack him up before he flies over you with his bombs.



**PROTIP:** You have to be airborne to successfully hit Stage 4's morphing blue blobs. Be sure to grab the 1-up and the snacks just before you tackle these tough enemies.

### SNES Game Profile X-Caliber 2097

(By Activision)

High-tech music propels exciting action when you whip out your futuristic sword, X-Caliber, and hack through six well-illustrated stages.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.5	4.0	Adjustable
\$69.95	16 megs	Available March	2 players	6 stages
			Side view	Multi-scrolling

### Sword Shots



The Sword Thrust



The Sword Swipe



The Sword Parry



The Energy Bolt

Are you a Sega-maniac? Or an SNES success? Would you rather duke it out in the street? Or at an altitude of 30,000 feet?

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## Super NES



By Captain Squideo

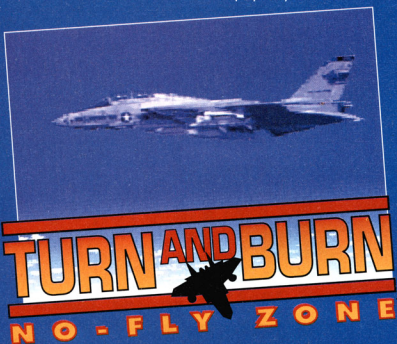
Fasten your seatbelts, jet jockeys, a hot new flight simulator is blazing across the sky. Turn and Burn grabs you from the moment you wind up your F-14's engines to the moment you land safely back on your aircraft carrier.

### Learn and Yearn

Some dictators never get the message. When a certain country ignores America's No-Fly Zone and sends top-of-the-line MiG-29s flying over the Mediterranean, the Navy jumps into action. To sweep the skies clear, you take off from your carrier in one of America's premiere fighters, the F-14 Tomcat, armed with a 20mm cannon, three kinds of air-to-air missiles, and two types of electronic countermeasures (ECMs). Intense dogfights result as you blast through 16 missions against swarms of MiGs, subs, a Blackbird spy plane, an oil rig, and an island military base.

The tough missions are complicated by tricky controls. You don't have any con-

trol over your jet's rudder, which means every turn you make is a banked turn. Later in the game, when the enemy pilots are more numerous and more evasive, accurate targeting becomes a deadly problem as you careen all over the sky trying to keep a single bogey in your sights.



# TURN AND BURN

## NO-FLY ZONE™



**PROTIP:** Oncoming fighters won't ram you. As they charge past you...



**PROTIP:** ...switch to the rear view to see if the enemy circles around behind you. If he does, accelerate and try to lose him before he gets off a clean shot.

### Tomcat? Topcat!

The look of the game makes you want to immediately strap yourself into the cockpit. You have a standard from-the-cockpit view that gives you a wide look at the skies and seas as the Mode 7 graphics rotate in front of you. On view within the cockpit are all your weapons systems and radar displays, plus you have a screen in the center for full-motion video replays of your kills.

**PROTIP:** To launch, hold Up and Button B until your Thrust hits 210 percent. When the Flight Officer salutes, the Catapult engages and off you go.



**PROTIP:** As every pilot knows, taking off is easy, but landing is tricky, especially on a moving carrier. Master the Practice Landings mode before you attempt missions. Your approach speed is crucial.



**PROTIP:** When it's hard to see, as in foggy Mission 15, rely on your AWACS Operational Radar Grid to find subs, missiles, fighters, and even your own carrier.

Decent sounds partially complement the exciting visuals. While you get the full sonic thrust of your engines as you take off and hit the wild blue yonder, you don't get the powerful explosions you expect when you blast an enemy from the sky. The full-motion replays, your own splashdown after a crash, and the radio are all, unfortunately, silent. The music is appropriately martial but doesn't add enough drama to the action.

### Fly Me

Despite the average sound effects and the occasional targeting difficulty, the game has enough graphics excellence to make it an Ace. One look, and you'll want to earn your wings with Turn and Burn. **6**

**PROTIP:** Try to stay level as you fire your missiles. When you're locked onto a bogey while banking, even your self-guided Sidewinder and Phoenix missiles sometimes miss.

### Super NES Game Profile

#### Turn and Burn

(By Absolute)

Despite some sound and control problems, eye-popping Mode 7 graphics make Turn and Burn one of the most realistic, and most involving, flight sims of the year.

Graphics	Sound	Control	Fun/Factor	Challenge
4.5	3.0	3.5	4.0	Adjustable

\$59.95	16 missions
16 megs	Cockpit and rear views
Available now	Multi-scrolling
Flight simulator	Passwords
1 player	



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# PROREVIEW

## Super NES



By **Andromeda**

Fievel's got a big problem. His family, the Mousekowitzs, are about to become dinner for Cat R. Waul. Fievel has to snarl the cat's plans, or resign himself to becoming a mouse-size entree.

### A Tail as Old as Time

As Fievel, your task is as straightforward as gaming gets: Survive to the end of each of the five side-scrolling action/adventure levels. Although this game's gonna seem like old hat to experienced gamers, it kicks up enough dust to keep dude cowboys and other novices happy.



**PROTIP:** You'll find the first large Heart in this money block at the beginning of Stage 1-1. These Hearts give you greater health capacity.



**PROTIP:** Shoot money blocks for power-ups, but first make sure you don't need to leap off them to reach higher spots.

Each level mirrors a scene from the animated movie, *An American Tail: Fievel Goes West*. Fievel has to pass the obstacles and fend off hungry cats with his pistol, which fires corks and then water if you grab the right power-up. Besides weapon power-ups, Fievel can nab extra life and health, a continue icon, invin-

cibility, and, of course, 1-ups. The power-ups are hidden inside boxes, and appear when Fievel shoots at the boxes.

The movie's famous stars, like Cat R. Waul, Chula, One Eye, and Puppet, are the big bosses at the end of each stage. They're nice to look at, but have predictable patterns and are easy to stomp.



**PROTIP:** In Stage 2, it's easier to dodge the fish by jumping into the water and wading.

Fievel's easy to maneuver, with simple two-button jump-and-shoot controls. Like so many platform games, though, he has an annoying habit of jumping in the wrong place at

the wrong time. You'd swear his feet landed on that block, partner, but he plunges to the big corral in the sky anyway.

An American Tail is set in the western frontier, complete with cowpokes and other varmints. The game's graphics are nicely drawn. They capture the qualities of the movie animation and are quite charming. Unfortunately, the stage graphics are repetitive and the side-scrolling action is linear, which combine to give the game a mechanical predictability.



**PROTIP:** Watch out for the pit that opens at the beginning of Stage 4-1.



**PROTIP:** If you fall off the train in Stage 3, just keep runnin' to the right and you'll mosey right on out of the stage.

# AN AMERICAN TAIL FIEVEL GOES WEST™



What's more, Hudson's license didn't include the rights to use any of the great tunes from the movie. Their addition would have made the soundtrack shine.

### America the Beautiful

Overall, *An American Tail's* just what it claims to be: a simple platform game based on a popular animated movie. It's a good first game for beginning cowpokes, but it's too linear and predictable for anyone used to more advanced range riding. **G**



**PROTIP:** To defeat the Stage 1 Boss, stand on top of the yellow money blocks and use your rapid-fire weapon on him. Fievel makes short work of him in no time at all.

### Super NES Game Profile An American Tail: Fievel Goes West (By Hudson Soft)

Fievel's a big hero to the under-ten set, and his first video game adventure is geared to please his biggest fans. The amusing graphics and easy game play are perfect for beginning gamers.

Graphics	Sound	Control	FunFactor	Challenge
6.5	3.5	3.5	4.0	Beginner

Price not available  
Available April  
Action/adventure  
1 player

5 levels  
Side view  
Side-scrolling

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## Super NES

### Beethoven's 2nd

#### By Boss Music

Beethoven was a great classical music composer. He's also Hollywood's latest canine star. Only this time, the creation isn't a masterpiece, it's a dog.

You play as that slobbering, smelly St. Bernard known as Beethoven. Your dogged mission is to rescue your entire family – the mommy dog and all the puppies.



**PROTIP:** In Level 1, Scene 2, carry Chubby to his mother to beat the level.

The controls in this mangy side-scroller need a flea dip. Your dog is slow, hard to turn, and frustrating. The constant object-jumping is repetitive, and often you can't help taking a hit. Stale graphics and poorly tuned music add little to the cart.

This cart has some cute, cuddly elements, and it's great for little kids, but the slow game play and the weak premise belong in the doghouse.



**PROTIP:** Shimmy to put out the barbecue.

#### Beethoven's 2nd (By Hi Tech Expressions)

Graphics	Sound	Control	Fun/Factor	Challenges	INT.
3.0	2.5	2.5	2.0	Intermediate	

\$59.95  
1 player  
8 levels  
Available now  
Action

Side view  
Side view

## Super NES

### Kendo Rage

#### By Andromeda

Jo's having a weird summer. She went to Japan to study Kendo and ended up having to banish evil from the world.



**PROTIP:** Don't sink too far into the snow during Stage 2.

Kendo's an ancient martial art that uses a bamboo stick as a weapon. Jo battles through seven stages of hand-to-hand combat with a host of strange monsters and bosses.

Jo can run, jump, hit with her stick, and use her psychic powers to summon powerful special attacks. Power-ups abound during the predictable side-scrolling levels, but all you really have to do to survive is whack everything in sight.

Colorful Japanese-style graphics live up to this otherwise dull game. Poor control and weak game play don't make this worth playing through more than once or twice – never mind for an entire summer vacation.



**PROTIP:** Jump up above the water in Stage 3 to search for hidden special items.

#### Kendo Rage (By Seta)

Graphics	Sound	Control	Fun/Factor	Challenges	INT.
3.5	3.0	2.5	2.5	Intermediate	

\$58.95  
1 player  
7 rounds  
Available now  
Action/adventure

Side view  
Multi-scrolling

## Super NES

### Barbie Supermodel

#### By Miss Chievous

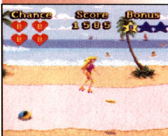
Warning: If you're not a Barbie fan, don't read any further. This game's only going to appeal to Barbie fanatics and beginning gamers.



**PROTIP:** Speed kills. Vary your speed to pick up special items and avoid obstacles.

Barbie's set her sights on becoming a world-famous fashion model. She cruises the streets in her pink convertible, making important pit stops to learn how to dress, use make-up, pirouette down the runway, and other modeling skills.

The graphics and sound aren't top quality, and the action is very slow. Barbie's car crawls down the highway and she leisurely skates down the beach. Unless you're a novice, the game play is too simplistic. But, hey, if you're looking for a gift for your little sister, and Barbie's her best bud, this cart may be just the ticket. Then again, maybe not.



**PROTIP:** Stay at the upper part of roads and walkways so that you have enough time to react to the objects that fly up at you.

#### Barbie Supermodel (By Hi Tech Expressions)

Graphics	Sound	Control	Fun/Factor	Challenges	BEG.
3.5	3.0	2.5	2.5	Beginner	

\$69.95  
1 player  
8 megs  
3 areas  
Available now  
Action/adventure

Side view  
Side-scrolling

## Super NES

### Chester Cheetah... Wild, Wild Quest

#### By The Unknown Gamer

It's not easy being cheesy, and Chester should know – he's the cheesiest cat around in his latest action/adventure game.



**PROTIP:** "Swim" to the top of each level to find helpful special items and to reach otherwise unreachable spots.

Chester looks pretty cool here. He's bigger than he was in his first adventure. Once you've seen Chester's repertoire of faces, though, there isn't much about this game to enjoy. The game play is simple hop-n-bop, with a lackluster story line, uninspiring power-ups, and a damage system that'll make you feel like you're choking on your Cheetahs (one hit and Chester's history – unless he's got a bag of Cheese Puffs).

It takes more than a pretty face to make a video game – you gotta put a video game behind the license, or you're not gonna fool anyone. Sorry Chester!



**PROTIP:** "Swimming" is the best way to dodge projectiles and to land on bosses when they're vulnerable.

#### Chester Cheetah... Wild, Wild Quest (By Kaneko)

Graphics	Sound	Control	Fun/Factor	Challenges	ADJ.
3.5	3.0	2.5	2.0	Advanced	

Price not available  
8 megs  
Available January  
Action/adventure

1 player  
10 levels  
Side view  
Multi-scrolling



TM

# YOUNG MERLIN FOR THE SUPER NES

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# PREVIEW

## Super NES



By Lawrence  
of Arcadia

This may be the game that proves you don't need a Neo-Geo home system to play Neo-Geo fighting games. This early version of Takara's Fatal Fury 2 translation for the SNES has the graphics and the speedy game play that made the game a classic in the 100 Mega Shock series for the Geo.



Kim does a tap dance that'll make your head spin.



Cheng loves to throw his considerable weight around.

### Fatal and Furious

Fatal Fury 2 looks like a heavy-weight contender. Takara's kept intact the gorgeous background scenery, the foreground and background fighting shifts, and each character's special moves.

The sprites are large and in charge, and although some system limitations are evident, the scrolling looks smooth, and the main character sprites are clean and colorful.

You're fighting to avenge the death of the Bogards' father, who was killed by the notorious



Andy puts a fatal new spin on some old moves.



Terry's Rising Knuckle is still effective...and deadly.

Geese Howard. You can play as any of the eight original characters, including Mai Shiranui, the Bogard boys, or Jubei Yamada. After defeating each of the first eight characters in a standard best-of-three match, you have to go against three bosses to reach the last boss, Wolfgang Krauser.



Big Bear slams the competition into the dust.



Joe Higashi has a knuckle with your name on it.



Billy Kane is back, and he's swinging that stick, trying to get you into the gears.



Axel puts a little punch of his own into the party!

### Fight for Your Right

It looks like Street Fighter II and Mortal Kombat will get a run for their money when Fatal Fury 2 hits the shelves. Here are some awesome scenes from the game to tide you over until then.



Mai knows she shouldn't play with fire...



...but she's been burned before.



Laurence Blood will show you just how full of bull he is!



Wolfgang Krauser (and his orchestra) are back for a one-night-only engagement with your face!

Fatal Fury 2  
By Takara  
Available April

# FATAL FURY 2



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\*Must continue after each match

**DAFFY DUCK: THE MARVIN MISSIONS™ Game**

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C2B3-3D6F	Invincibility
DDA2-C76C	Infinite continues
DD85-17DD	Infinite ammo (must have some)

**TEENAGE MUTANT NINJA TURTLES TOURNAMENT FIGHTERS™ Game**

DCCA-1405	Leonardo™ is replaced by Rat King™
D8CA-14A5	Raphael™ is replaced by Karai™
82A6-4FA4	Automatic and infinite continues

### GENESIS™

**ROBOCOP vs. TERMINATOR Game**

A4MB-TA6C	Invincibility
RHEV-R60A	Infinite lives
A4RB-TA20	Infinite continues
AJ5B-TA32	Enemies killed with 1 shot, except bosses
DLLB-TA3N	Don't lose special weapons when you die

**DR. ROBOTNIK'S MEAN BEAN MACHINE™ Game**

BB9A-AAH8	Start on Stage 13
ALNT-AA66	Refugee beans are disabled
C8NT-AAHE	Refugee beans come in larger amounts

**REN & STIMPY SHOW PRESENTS STIMPY'S INVENTION™ Game**

AT6T-GAAA	Infinite lives
VBLA-BGCE	Extra life after 1st 5,000 points
AT6A-GA3N	Invincibility
AD6A-GA7G	Infinite continues

### GAME BOY®

**SPEEDY GONZALEZ™ Game**

FAC-A9B-4C1	Infinite lives
FA9-40B-4C1	Infinite timer
09D-87B-E66	Start continued game with 10 lives

**PUGSLEY'S SCAVENGER HUNT™ Game**

FAA-DCF-4C1	Lose 1 heart and become invincible
FA4-28F-4C1	Infinite lives
009-11C-E6D	Infinite hearts

### GAME GEAR™

**DESERT SPEEDTRAP™ Game**

212 39B 19D	Infinite energy
094 74E E66	10 energy points allowed for 1st life only
001 59B A2A	Infinite time

**ECCO THE DOLPHIN™ Game**

3E3 48B C46	Infinite air
21C D49 6E2	Infinite energy
217 AD8 6E2	No extra air when jumping out of water

### NES®

**FLINTSTONES - SURPRISE AT DINOSAUR PEAK™ Game**

SXEETVK	Infinite lives
AANONPPA	Infinite energy
SXXOUVSE	Infinite stone hammers once you have them
VYNEXOSE	Start on level 2

**CLIFFHANGER™ Game**

SXEKSVK	Infinite lives
SZVPOVKK	Protection from most hits
VGVKUKSE	Start with \$450,000



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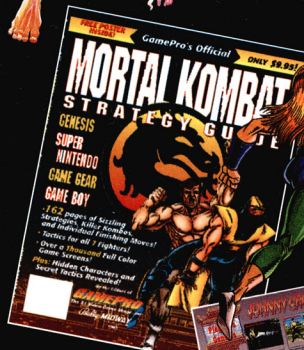
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FOR THE

# GAME GEAR



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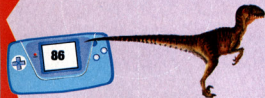
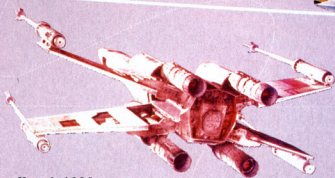
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# Game Gear Trivia

How well do you know the specs of your Game Gear? Answer the following questions, tally your score, and rate your Game Gear I.Q. The answers are at the bottom of the page.



- 1 What kind of batteries does your Game Gear use, and how long do they last?
- 2 What other ways are there to power your Game Gear?
- 3 What kind of a CPU does your Game Gear run on?
- 4 How big is the RAM of your Game Gear?
- 5 How big is the V-RAM of your Game Gear?
- 6 What size dot matrix display does the Game Gear screen have, and how many colors can it display on-screen at once?
- 7 How many sprites can the Game Gear display on-screen at once, what size dot matrix can they be, and how many colors can each sprite have?
- 8 What is the total number of colors available in the Game Gear?
- 9 In what directions can Game Gear graphics scroll?
- 10 What are the dimensions of the Game Gear screen in millimeters?



## Your Game Gear Quotient:

- 0 points:** The only hand-held device you should carry is a book.
- 1-4 points:** Well, at least you know which side the screen is on.
- 5-8 points:** It's good to see you're making use of the opposable thumbs Mother Nature gave you.
- 9-10 points:** Unbelievable! You're a Game Gear Pro. Get the Nobel committee on the phone.

- Answer: 1: Six AA batteries (3 hours)  
 Answer: 2: An AC adaptor, a battery pack, or a car adaptor  
 Answer: 3: The CPU is a 3.58 MHz Z80A (CMOS Type)  
 Answer: 4: 64 Kbit  
 Answer: 5: 128 Kbit  
 Answer: 6: Scrolling screens can display a 160 x 146 dot matrix, with 22 on-screen colors.  
 Answer: 7: It can display 64 sprites on-screen with dimensions of 8 x 8 or 16 x 16 dot and 16 colors each.  
 Answer: 8: 4096 colors are available in the Game Gear's palette.  
 Answer: 9: They can scroll horizontally, vertically, or diagonally.  
 Answer: 10: The screen is 65.27 mm wide x 48.90 mm tall.

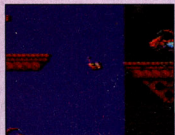
**Answers:**





# X-Men Mark the Spot

## Spelunking



Search the Brood Caves carefully. Many secret platforms are behind the waterfalls.

## Give Him the Cold Shoulder



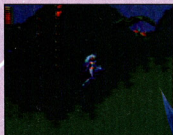
Direct attacks only make Sebastian Shaw grow stronger. Try to maneuver him into one of his own traps. Cold showers do the most damage to him.

## Secret Passage



Go to the basement in the Hellfire Club and walk to the far right-hand corner. You'll find a hidden passage that leads to a secret floor in the club. The floor is filled with power-up icons.

## Savage Strategies



When you reach the Savage Land, use the X-Men with flying powers to fight Sauron. You'll need Storm or Rogue's fast flight and maneuverability to defeat him.

## Save Your Strength



Save your mutant powers when you're fighting the Brood warriors. Your reach is slightly longer than theirs, giving you the advantage.

## Leap to New Heights



Nightcrawler can leap higher than you may have thought possible. Use his BAMF! at the apex of his jump to reach places you never dreamed of.

## Power Up to Defeat Omega Red



When you reach the Madripoor boss, Omega Red, continue to walk to the right. Just past him you'll find a health icon that will restore your energy and prepare you for the battle ahead.

## Morlock Tunnels Shortcut



In the Morlock Tunnels, a shortcut leads directly to the boss, Callisto. To find it, go to the lowest platform and walk to the far right. Walk through the sewage (you'll take some damage) and under the tunnel walls. Look up, and you'll be face to face with Callisto. Beware, though, if you take this route you'll miss out on special power-ups and health icons you may need later on.



# SUPER SONIC CHAOS TRICKS

## Pogo Strategies



Use the pogo springs to reach higher places in the Sleeping Egg Zone. Jump off just at the top of the button's arc to leap even higher.

## Gigapolis Zone Boss



At the beginning of the third act of the Gigapolis Zone, head left for a hidden Ring Monitor. You'll need these Rings before you take on the boss. To beat the boss, keep bonkin' him on the head.

## Mecha Green Hill Zone 1-Up



There's a 1-up at the beginning of the first act in the Mecha Green Hill Zone. Just break through the blocks and drop to a secret room below. After you've grabbed the 1-up, break out of the room by bustin' through the blocks to your right.

## Gigapolis Zone 1-Up



Look for small, square blocks in the Gigapolis Zone and others. You can usually bust through 'em to reach hidden tunnels for secret surprises. Bust through here in the first Act of the Gigapolis Zone, and you'll find a 1-up.

## Sleeping Egg Zone 1-Up



To find an easy 1-up in the Sleeping Egg Zone, go left at the beginning of the Act, then use the jumping buttons to vault up to a ledge with a 1-up.

## Unplug the Electric Egg Zone Boss



Beating the Egg Zone Boss is tough. Sonic has to nail him on the top of his head while dodging his ricocheting shots.

## Aqua Planet Zone Boss



To reach the Ring Monitor for the boss in the Aqua Planet Zone, go to the Invincibility Monitor and bust through the blocks to your right. You'll be zapped to the Ring Monitor. This boss is the trickiest in the game. To beat the little



birdies the easy way, stand in the center of the screen and do the Spin Dash, but don't move. When the birdies are gone, bounce and bonk the ship until it blows. Finally, dodge the missiles and bonk the ship a final time.

# SONIC CHAOS



## Turquoise Hill 1-Up #1



You'll find a 1-up in the first Act of the Turquoise Hill Zone. It's in a hidden tunnel. Walk past the cliff with the Invincibility Monitor on the ledge and proceed to the next cliff. To enter the tunnel, jump to a ledge in the side of the cliff. The easiest way for Sonic to reach this spot is to use the Rocket Shoes to fly to the ledge.

## Turquoise Hill 1-Up #2



To find a 1-up in the second Act of the Turquoise Hill Zone, drop down to the ground at the beginning of the Act. Head left and blast through the blocks. The 1-up is hidden inside.





# The Magic Kingdom Tricks for Disney Games

## Ariel: Disney's The Little Mermaid

### Read the Map



Take time to scan the map. It notes where all the power-ups and other key items are in each stage.

### Don't Bother



Don't bother to try and break through this platform in the sunken ship. There's no way through it until you've gathered all the imprisoned mer-people. Once you find them all, you can return to this blocked exit to face off against a pair of sharks and complete the stage.

## Deep Duck Trouble Starring Donald Duck

### Run For It



To escape from this big ape, run to the right as fast as you can. Whenever you pass the small, silver mines, you're about to jump over a spiked ditch or up onto a cliff.

### Kick It Out



It's usually a good idea to kick the silver blocks that lie scattered throughout each scene. When you kick them, they often reveal hidden power-ups. Sometimes in Scene 2, The Inlet, they'll break open blocked doorways that lead to other parts of the sunken ship.

## Down in the Valley



To get past this tough waterfall, you have to leap up the logs quickly to the top of the ledge.

### You Turkey



If you kick this metal block in the rising-lava scene of the Volcano, you can grab a tasty Turkey. It's pretty dicey, though, and may not be worth the risk.

## TaleSpin

### Beat the First Boss



To beat the first boss, run toward him, nail him with your Yo-Yo, then retreat. Repeat this move until the boss is finished.

### Exit, Straight up



When you get stuck in this part of the level, you must get over the window to the right. The only way to do this is by standing on a box. You'll find one down below, in the bottom of the well. Grab it and use it to make your escape.



## Land of Illusion Starring Mickey Mouse

### Go Spelunking



Always search the caves in Forest Land. You'll find something useful in every one — either a treasure chest or a jar with an "M" on it. Use the jar as a stepping stool to get you to higher ground.

### Put Out the Fire

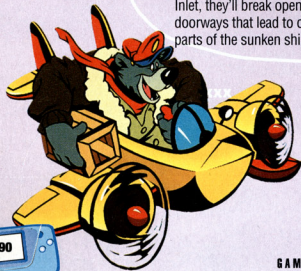


To defeat the fire-breathing Dragon Boss, start from the top of the block piles and begin throwing them toward the Dragon. It only takes three hits to extinguish his anger.

### Jumpin' the Wall



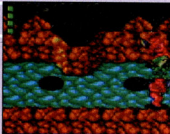
In the Blacksmith's castle, pick up the second coiled Spring you come to and place it in front of the wall. Then bounce yourself up onto the wall to get over it.



# CARTOON CRAZINESS

## Battleloads

### Super Punch Strategies



Slam opponents off the edges of the screen, and continue hammering away at them. This keeps them off-balance and prevents them from retaliating. You can also wait until two or more enemies come at you at once. Use your Super Punch to simultaneously take them all out.

### Speeder Bike Madness



The Speeder Bike stage is as tough as ever. The best way to get through is to time your jumps to avoid obstacles. Stay near the top half of the screen and jump accordingly. Remember to maintain full speed as you hit the ramp for the super-long jump to the next level.

## Chuck Rock II: Son of Chuck

### Secret Platforms



Jump everywhere. You'll find hidden platforms in every stage. Sweets and other out-of-reach bonuses in the air are a dead giveaway that a hidden platform is nearby.

### Swing It, Chucky



Swing Chuck Junior's club constantly. There are many hidden items throughout each stage, and Chuck'll score more points if he tags them.

## Cool Spot

### Spelling Test



Head to the top of the bottle in bonus rounds. If you can snag enough letters to spell the word U-N-C-O-L-A, you'll earn a Continue.

## Beat the Clock



Always grab Clock power-ups. Spot gets bonus points and 1-ups for time left over at the end of a level.

## Desert Speedtrap Starring Road Runner & Wile E. Coyote

### Teleport



Stand under these strange metallic contraptions and you'll be zapped to secret bonus rooms filled with stars.

### It's So Seedy



Some stashes of Birdseed fill up more than one health point. Peck several times to see if you've found one of these super bowls.

## Taz-Mania

### Going Up



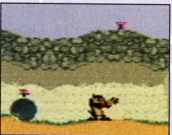
Take the first two ramps that lead up in the mine stage (push Up when you see the ramp), then coast and avoid obstacles until you see the first ramp on the right side of the screen. Take that ramp to reach the end of the stage.

### Cool, Taz



Take the summit route in the snow level. It has fewer obstacles and many more fish.

### Bombs Away



To stay ahead of the bomb in Stage 1, spin as soon as it comes within tail range. When your spin runs out, walk to the next bottle, drink it, and walk a little bit to the right until you find the turkey. Eat the turkey and spin again, but stop short of the next bottle (if you spin over the bottle, you lose it). Drink this bottle and spin to the end of the stage.



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# The Sports Pages

XXXXXXXXXX  
XXXXXXXXXX

## Formula One

### Configure Your Car



Use the Set Up screen to change the features on your Formula One racer.

### Track Your Progress



Italy's Monza is probably the easiest and fastest track, while Japan's figure-eight Suzuka is probably the toughest.

### Take It Slow



The brakes are touchy, so slow your car by running onto the shoulder.

## World Cup Soccer



Kick into Game Gear Soccer Madness action with tips from this month's Sports Pages.

### Ayrton Senna's Super Monaco GP II

#### Ending Password

Here's a cool code that sends you straight to the end of the game to view the championship sequence. Just select the World Champion mode, and plug in this code: **CHAM-PION.**



POWER



### NBA Jam



It's the one you've been waiting for. For great on-court action, check the NBA Jam Special Feature in this issue.



## Evander Holyfield's "Real Deal" Boxing

### Power Up

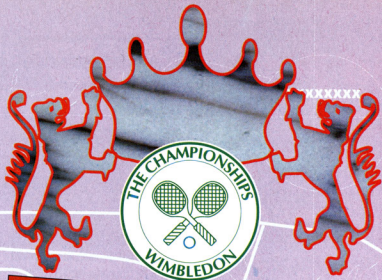


If you get knocked to the mat, replenish your stamina by pressing Buttons A and B as fast as you can. Take a count of nine before you climb to your feet to get the maximum amount of stamina built up.

### KO!



Make like Rocky, and work your opponent's body for a quick KO.



## Wimbledon Tennis

### Super Password

Here's the ultimate Wimbledon password that enables you to take to the courts as a player with 20s in every category (Speed, Power, and Skill). You'll begin playing at the beginning of the Wimbledon Tournament. The password is: NEO CPO SHJ UFG.

## PGA Tour Golf

### Course of Action



Play the other three courses before you try out Sterling Shores. Use the map to help you on this long, tough course.

### The Perfect Drive



Yardage estimates include rolls, so be sure to hit your shots hard enough to clear hazards on the fly.

### Figure It Out



Use the yardage info to calculate how hard you need to hit a shot. You won't always hit with 100 percent power.

## World Series Baseball

### Pitch Strategy



For a brush-back pitch against free swingers like Jose Canseco, position your catcher inside.

### Close, But No Cigar

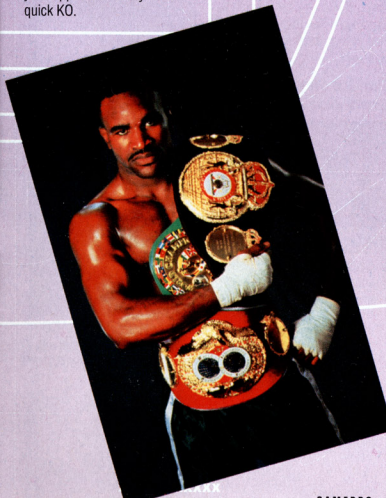


If it's a close game and you've got runners on base but no outs, bunt to advance the runners and put them into scoring position. In most cases, this will cost you an out, but a base hit will generally score a runner from second.

### Double Trouble



Stay out of a double play by executing a hit and run. Just be sure that if the ball is hit in the air, you tag up before advancing to the next base.





# Stupid Pet Tricks

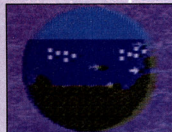
## Ecco the Dolphin

### Fly Me



Need a lift? Sing to the Pteranodon, and he'll take Ecco for a quick flight.

### Second Sight



Ecco's got sonar that'll help him in two ways. Use the Sonar Map frequently, especially in the later levels when you need to plan your route from air pocket to air pocket. You can also zap other sea creatures with the sonar, as well as the Glyphs. You'll get secret messages that give you helpful game hints.

## Jurassic Park

### Trample the Triceratops



When the Triceratops charges you, wait until he runs past, then shoot him from behind as he retreats. While he's charging you, you're safe if you hang out on the branches just above the ground.

### Defeat the Raptor Boss



To defeat the Raptor Boss, stay in the middle of the screen and shoot it whenever it runs at you. Once you've hit it, it can't harm you until it goes back in the door.

### Extra Health



During the game's shooting sequences, be sure to pick up the extra life bars (they look like small cans with Xs on them). You'll need 'em!

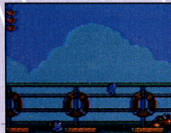
## Tom & Jerry - The Movie

### Pouncin'



If you're down to half a heart, you won't have the energy for your Pounce attack. Conserve enough energy to ensure that you'll be able to Pounce on Jerry at the end of a stage.

### By the Sea, By the Sea



When you're crossing the sea in Stage 3, don't Pounce from platform to platform. You'll last longer if you wait for the fish to jump, walk into the water, and then pull yourself onto the next platform.

### Beat the Stage 5 Snake Boss



To beat Stage 5's Snake Boss, bounce off the third platform...but avoid the skulls.



## Quest for the Shaven Yak Starring Ren Höek & Stimpy

### Ouch!



Watch out for the light green cacti in the Stinking Dry Desert. They inflate and fire quills at you if you get too close.

### Look Out Below



In the Blacker than Black Forest, don't jump over the beavers until they open their eyes wide.

### Fire When Ready



Shoot into the air to find hidden power-ups and other surprises. For example, you'll discover this canoe.



# GAME GEAR COMBAT



## Shinobi 2

### Passwords!



Yellow, Pink, Green, and Blue Ninjas: **D09F9**  
All Ninjas and Yellow Crystal: **11817**  
All Ninjas and Yellow, Pink, and Blue Crystal: **B9B12**  
All items: **1FEDF**

### Stay Low



You're less vulnerable if you crouch low while you attack your opponents. If you stand, it's easier for your foes to hit you.

### Jump Higher



Use the conveyor belt to give yourself a running start. You'll jump higher and longer.

## Mortal Kombat

### How to Reach the Secret Arcade Mode, Mode A



When the last of the three "Code of Honor" screens appear (the one that talks about secret codes) press **Button 2, 1, 2, Down, and Up**. If you've done the trick correctly, the words "Now entering Kombar" appear.

### The Finishing Moves

**Johnny Cage:** Press Toward, Toward, Toward, then Button 1.  
**Rayden:** Tap Toward, Away, Away, and Button 1.  
**Liu Kang:** Hit Toward, Down, Away, Up, and Toward.  
**Scorpion:** Press Start, and hit Up two times.  
**Sub-Zero:** Tap Toward, Down, Toward, and Button 1.  
**Sonya Blade:** Press Toward, Toward, Away, Away, and Start.

### The Mode A Finishing Moves

**Sub-Zero:** Hit Toward, Down, Toward, and Button 1.  
**Rayden:** Press Toward, Away, Away, Away, and Button 1.  
**Johnny Cage:** Tap Toward, Toward, Toward, and Button 1.

## Streets of Rage 2

### Take 'Em Out the Easy Way



Jam your opponents off-screen, then continuously swing the crowbar at them when they try to enter the screen again.

### Blaze Away



Blaze's fireballs don't span the entire length of the screen. It does take extra time to launch her fireballs, so move to a safe distance before you shoot.

## Skate Straight

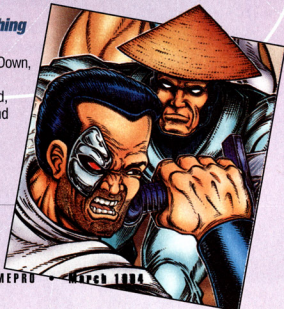
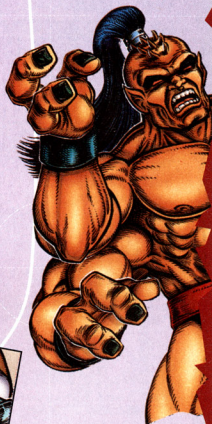


To connect with this spin attack, Skate must be aligned horizontally with an enemy.

## Adam's Apple



Adam can't move while he's executing his special move. Stand in a safe area with all your enemies in front of you before you activate it.





# Sci Fi

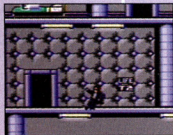
## Terminator 2: Judgment Day

### Hasta La Vista, Baby



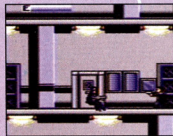
To knock off the first boss in the game, run up to him, hit him, then run away. Repeat this pattern until you've hit him five times.

### Don't Get Lost



The hospital is a confusing maze of passageways. Keep track of where you are, but check each room carefully. There are 1-ups hidden throughout the level.

### Duck and Cover



Don't feel you always have to go head-to-head with the T-1000. Sometimes it's safer to duck into the nearest room when he appears.

## Robocop vs. The Terminator

### Hidden 1-Up



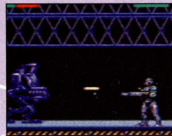
There's a 1-up hidden just inside this fence at the end of Stage 2. Move to the left side of the fence, shoot the Terminator from there, and he won't advance toward you. You can safely snag the 1-up.

### Hide and Seek



It's easiest to shoot the floor cannons from behind the metal drums.

### Destroy the Stage 3 Boss



To defeat the mighty metal boss at the end of Stage 3, pick a corner and stay in it. Shoot constantly, and leap over the metal bomb-disc the boss hurtles at you. Continue to shoot as you jump.

## Star Wars

### 1-Up



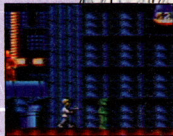
When you see the dripping acid at the beginning of the cave in the Sand People stage, jump to the rock it's dripping on, then fall just to the right into the gap between the two sets of spikes. When you reach the rock at the bottom, keep left and you'll see an extra life.

### Find Princess Leia



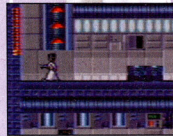
Princess Leia is locked in the lower right-hand portion of the Death Star's Detonation Level. Check only the cell doors with the lights on.

### Indestructible Aliens



You can easily destroy the green Greedo aliens in the Cantina, but leave the blue alien alone. He's almost indestructible. Head right and grab Han Solo. His blaster is more powerful than Luke's and is more effective against Stormtroopers.

### Up, Up, and Away



While floating up air shafts, hold Up on the directional pad. You'll float even higher, and you may even see other areas of the stage.



## Robocop 3

### Reincarnation, Robocop-Style



Shoot your opponents dead in Robocop 3, or they'll come back at you — from behind.

### Dodge the Biker Boys



When the motorcycle madmen come spinning in your direction, leap on top of this set of crates until they've gone past.



# Puzzling Puzzlers: Put the Pieces Together

## Gear Works

### Get to Know Your Gears



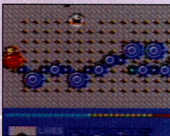
Take some time to learn which gears fit together to make a working chain. If you don't, you'll never successfully make it from one side of the screen to the other.

### Save Your Bombs



Bombs are crucial. Don't waste them on blowing up gears unless they're blocking you from completing the stage. You're gonna need them in later stages.

### Beat the Clock



Don't bother messin' with the Poffins who are wandering around the screen. Beating the clock is your biggest problem.

# GEAR WORKS

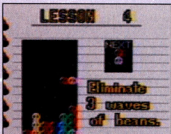
## Dr. Robotnik's Mean Bean Machine

### Rack Up the Points



Create a series of three beans of the same color at the bottom of the Dungeon. This increases your chances of causing a series of beans to match, scoring you big points and sabotaging your opponent.

### Sneak Preview



Glance at the "Next" window to get a sneak preview of what's coming.

## Don't Wanna Live Like a Refugee



Look to the top of the screen to see where Refugee Beans from your opponent will drop – an icon indicates which row they'll fall into. This gives you a few seconds to strategize.

### Bombs Away



The faster you make the beans fall into the Dungeon, the more points you score.

### Psyche Out



Each of Robotnik's henchbots in the Scenario Mode uses a different strategy. Watch what they do to pick up a few play pointers.

## Poker Face Paul's Poker

### You're Looking Flushed



In this game, drawing two cards to a Flush is the best bet.

### Cash In In



If you're into cash, Video Poker is the way to play. If you're into a challenging game, draw 5 Card Stud.

## Poker Face Paul's Blackjack

### Go For It!

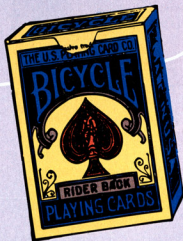


Since this isn't real-life Blackjack, any time your bankroll is under \$50, bet it all!

### Stand By Me



Stand pat as often as you can, and make the dealer do all the work.





# Evasive Maneuvers

## Desert Strike

### Take It Slow and Easy



You can creep up on a target without getting blown to pieces by the artillery surrounding it. Go slow when you're near your mark.

### Secret Info



After you blow up the second Command center, don't kill the little guy that's running around the debris. Instead, pick him up, and he'll give you the whereabouts of the Secret Agent.

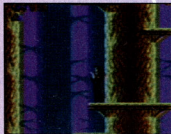
### Hidden Power-Ups



Not all the Fuel and Ammo supplies are listed on the map. Try blowing up certain installations to find hidden power-ups.

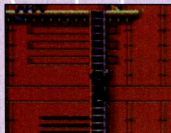
## James Bond 007: The Duel

### Take to the Trees



In the Jungle, climb all the way to the tops of the trees using the tree on the right-hand side of the screen. Then, proceed through the level across the treetops.

### Going Down

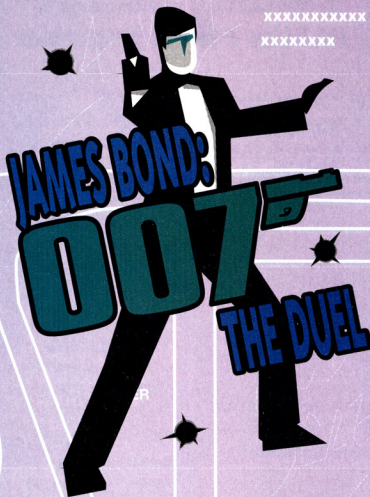


To easily slide down ladders, push Down, then push Up when you're near the bottom. Don't fall too fast. Long falls will drain your health bar.

### Wire Jaws Shut



To take out Jaws, stay in the corner of the screen until you've fired on him at least three times. Then, jump down a level and wait for Jaws to jump back to the other side of the screen. When he does, jump back up a level and shoot him again.



### Quite a Catch



When you start out on the ship, keep watching below you for flying fish. They leap up in tight arcs and are hard to jump over.

### Fire Up



It's better to crouch and shoot at oncoming enemies. Some of the armed enemies are faster on the trigger than you.

### It's a Case for Q



Don't pass up Q Cases — they offer more than just points. They also enable you to gain 1-ups and continues in the bonus rounds.

### It's a Snap



In the Jungle, beware of the twigs in the trees. Although they help you get your footing, they break off after a second or two.

# SNEAK PREVIEWS

AN ADVANCE LOOK AT  
THE NEWEST GAME GEAR CARS



## Disney's Aladdin



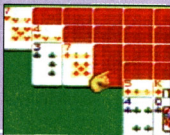
If you can stuff a Genie into a lamp, you can sure as heck stuff Disney's Aladdin into a Game Gear. In this all-new adventure for the street rat, you play Aladdin and dodge through the streets of Agrabah, explore the Cave of Wonders, and, of course, take a magic carpet ride. Battle the Palace Guards, solve puzzle mazes, and rescue Princess Jasmine — all with Jafar in hot pursuit.

## GP Rider



Climb on your bad motor scooter and get ready to ride. You can compete in four modes (Arcade, Tournament, Grand Prix, and World Tour). The Grand Prix circuit has 15 courses from around the world. Once you've picked your racin' style, you choose from three types of bikes, and get ready for hair pin curves and speeds up to 200 mph. Two players can tear up the tracks with a Gear-to-Gear cable.

## Poker Face Paul's Solitaire



It's cards without all the mess. Play four kinds of Solitaire: Klondike, Monte Carlo, Elevens, and Calculation. You can use up to four decks at once, and even play timed versions of the games.

## Incredible Hulk



Mild-mannered David Banner is transformed by rage into the Incredible Hulk. Join the Hulk in a side-scrolling action romp based on the Marvel superhero's comic book adventures.

## NBA Action Starring David Robinson



Take to the court for five-on-five hoops action with all 27 NBA teams, complete NBA rosters, and 1993-94 stats. See just how good you are when you take on David Robinson and other NBA stars. You can track your team and individual statistics. Play against the CPU or battle a buddy via your Gear-to-Gear cable.

## Road Rash



Get ready to rip down the roads one more time in the first handheld version of the classic motorcycle racing cart. Road Rash boasts all the cool stuff that made the Genesis version so popular: eight different bikes, five California tracks (like the Redwood Forest), and the ability to tangle with your opponents at top speeds. A password system enables you to race again and again, even when you wipe out.

## Sonic Pinball



Sonic's first pinball extravaganza is coming to a Game Gear near you in a pocket-size version. In this change-of-pace adventure, the crafty 'hog ricochets around Dr. Robotnik's sinister island. As usual, Sonic has to stop Dr. R. from taking over the world. The game play is entirely different in this version, though. Sonic becomes a pinball, and you use flippers to send him careening around the screen.





# Gear Gadgets

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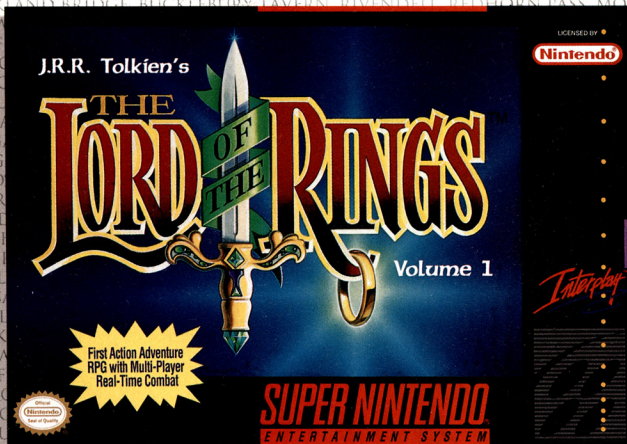


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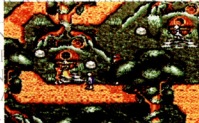


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## Nintendo



By Data Carvey

You laughed at their TV show. You stole jokes from their movies. But you'll hurt at their eight-bit game. Wayne's World may be fun to visit, but you wouldn't want to play there.

### Party Off

This game does have some goofy charm. The boys crack jokes between levels, the manual is full of clever Wayneisms, and enemies include a Stack of Barry Manilow Records and Flying T.V. Test Patterns.

Unfortunately, you didn't come to this game to laugh, you came to play, and this is where the game spews. You alternate between the two teenage heroes, Wayne and Garth, as they fight through

five urban settings in search of Benjamin, a slimy TV exec. As they walk and jump from the local music store to a nightclub and on to Benjamin's babe lair, the pair kick and shoot past a weak army of enemies. There's virtually no challenge—the enemies are dodgeable, hittable, and beatable as they approach you one at a time. This is remedial game play for bored beginners.



**PRO TIP:** Use Wayne's Flip Jump to get behind the Gasworks' Boss.



**PRO TIP:** Wayne can avoid some Creepy Electric Cord Cobras if he stays on the platforms of Benjamin's Chicago Stadio.



**PRO TIP:** Walk to the right far edge of the Gasworks' platforms before you jump, or the feeble Wayne won't make it.

# WAYNE'S WORLD

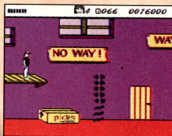
### NES Game Profile Wayne's World (By T+HQ)

Wayne and Garth have a certain goofy charm on the NES, but weak graphics and remedial game play banish them to their basement.

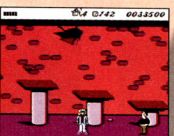
Graphics	Sound	Control	FunFactor	Challenge
2.0	2.0	3.0	2.5	Beginner

\$49.95  
2 megs  
Available now  
Action  
1 player

5 levels  
Side view  
Manual scrolling  
No continues



**PRO TIP:** Don't let the Level 1 Boss back Wayne into the corner. Jump up on the platforms to dodge the Stack of Barry Manilow Records.



**PRO TIP:** Garth doesn't need to go to the right on Level 2. Avoid the energy-draining fights there and bounce up to the left, where the exit is.



**PRO TIP:** Scoop up all the donuts in Stan Mikita's Donut Shop, and you'll scoop up an extra life.

### They're Not Worthy

Great graphics - NOT! If you wondered why the NES is becoming extinct, take a look at these flat backgrounds and undetailed sprites. In some of the levels—the Gasworks of Level 2, for instance—you'd have no idea where you were if the manual didn't tell you. The Gasworks is a nightclub? Uh, OK.

As bad as the graphics are, the sounds are even worse. For two guys who love cool music, Wayne and Garth do their fighting to a pretty cheesy soundtrack. The boing and ping sound effects are reminiscent of mid-'80s games, and the only vocal is Wayne's cry of "No way!" when you lose. Great sounds? "No way" is right.



**PRO TIP:** Garth can safely stand on some of the Level 1 enemies he's supposed to shoot.

### Back to the Basement

Wayne's World is a cart you wish you could like, if only because there's the potential for good-natured fun with these average-joe heroes. And with so few NES carts coming out, every game needs to be a hit to keep the system alive. Sadly, Wayne's World is not nearly as cool as Wayne thinks it is. **G**

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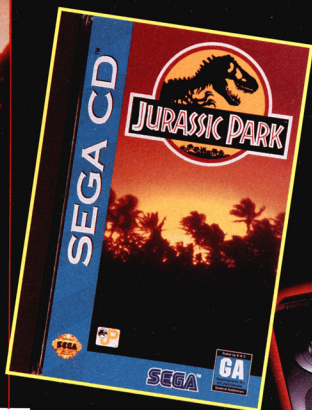
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3DO



By Bro' Buzz

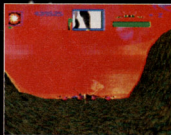
Every new video game system needs a good outer-space shooter. Now 3DO has one. Total Eclipse paints a pretty picture over familiar but fearsome space ways.

## A-Hunting They Will Go

The dreaded Drak-sai are a ruthless extraterrestrial race of hunters. They go after only the most formidable prey. Unfortunately, Earthlings qualify. What's more, the Draks have moved their star-killing Sun Dagger cannon into the solar system.



Totally familiar controls



The Pulse Bomb!



Lord Zedak, Drak-sai Supreme Predator

Earth's only hope, of course, is you! You pilot a formidable spacecraft called the FireWing via a typical behind-the-ship, forward-scrolling perspective. The lengthy war against the Drak-sai covers five planets, each consisting of four killer rounds and a morale-busting close encounter with a boss. Veteran star fighters will feel right at home, and newcomers are in for an exciting learning experience.

## Inside-Out Fighting

If you're familiar with StarFox for the SNES, then you'll recognize Total Eclipse. The game looks and plays like last year's top 16-bit flyer, but with cool pix pasted on the polygons. In addition, two types of flying are involved here. Initially you zoom over and through various surface terrains, seeking out Drak-sai gun emplacements and interceptors. Survive topside and you drop inside the planet for a wild tunnel tumble.



**PRO TIP:** You can avoid most Drak-sai surface fire if you hug the ground and fly through canyons.

**PRO TIP:** Watch out for red blasts. One hit and you're toast.



**PRO TIP:** It's hard to maintain control when you roll left or right. Use this move only for emergency maneuvers.

During surface battles you can take various paths past different Drak-sai fortifications. However, you can't fly just "anywhere," because your altitude and lateral movement are limited. Sometimes the overall feeling is that you're flying inside an invisible box — it's a big box, but a box just the same.

The controls are crisp and capable, but it takes time to develop a feel for the flying. You can pull killer 360-degree barrel rolls, for example, but until you're a FireWing ace you'll find yourself plastered against the side of a mountain more often than not. It's especially hard at first to judge how high or low you can fly, because the rapid forward-scrolling graphics bombard your eyes with visuals to near-lethal distraction. This causes mucho body-scraping along the ground or inside the planet tunnels. And, unfortunately, every collision saps the vital Shield strength on which your survival depends.

### 3DO Game Profile

## Total Eclipse

(By Crystal Dynamics)

**Total Eclipse blasts off into familiar fighting space ways, but the graphic look of this cool shooter is truly out of this world.**

Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.0	4.0	4.0	INT.

\$69.00  
CD  
Available now  
Shoot-em-up

1 player  
5 worlds  
Behind-the-ship view  
Forward-scrolling



**PROTIP:** Always grab Shield power-ups.

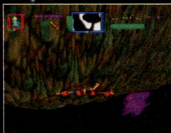
**PROTIP:** You can "swing" shots wide, left and right, by quickly pressing Left or Right and immediately hitting the Fire button.

### Destroying Drak-sai

Stay focused, because the Drak-sai have zeroed in on you! Your main opponents are determined horseshoe-shaped spacefighters, but they're supported by murderous ground fire from various anti-FireWing installations. By the time you reach the vicious round bosses, you're pretty well softened up.



**PROTIP:** You need as many Pulse Bombs and other special weapons as you can carry to beat the end bosses.



**Think you're good? Okay, fly a round upside down!**

Your offense consists of a blaster, which you can juice to three levels with three types of power-ups. Nothing special here, but all the blasts are effective and cool-looking. Your aces-in-the-hole are Pulse Bombs, which clear Drak-sai off the screen with an awesome-looking, rolling bomb burst that spreads straight out in front of your ship.



**PROTIP:** Inside the tunnels, fire your guns to judge heights. Watch where the blasts burst.

### A Visual Assault

The 3D0 graphics are a knock-out. The planet-side terrain features eye-catching texture-mapped graphics that scroll beautifully as you fly through canyons, dip into valleys, and zip between mountains. The claustrophobic interior tunnels take on a psychedelic appearance as weird wall designs, massive metal obstacles, and assorted machines shoot past you.



**PROTIP:** Blast everything in sight! Any Drak-sai equipment you destroy increases your Shield strength.

**PROTIP:** It's much better to concentrate on powering up one-weapon than it is to fly indiscriminately through weapon icons.

The sounds won't prime your adrenaline pumps, but they swing when they need to. The music pumps above-average rock background sounds - they're worth medium volume settings, anyway. The sound effects are minimal, but effective.



**PROTIP:** Use Pulse Bombs often during early rounds, when there are plenty of Pulse icons to find.



**PROTIP:** Watch it when you bank left or right - mountainsides can come out of nowhere.

**PROTIP:** Pulse Bomb blasts do not stop enemy shots.

### Total Commitment

This is a worthy first-time 3D0 sci-fi battle. Space aces will get their planet-rocking, missile-locking fix, and new 3D0 owners can feel satisfied with their investment. Total Eclipse is totally cool! **G**

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3DO



By Toxic Tommy

Night Trap is banned in England, banned in the U.S. Senate, and most importantly, banned in Toys "R" Us. Its use of real actors in a handful of C-grade horror movie death scenes makes this 3DO CD inappropriate for impressionable preteens. But if you're old enough to shell out 3DO bucks, view any current horror movie, or read a Stephen King novel, you'll wonder what all the commotion concerning this below-average CD game is really about.



**PROTIP:** Better save Lisa in the first disc.

**PROTIP:** Don't stick around to watch the trapped Augers. Move quickly to the next trap.

**PROTIP:** The Augers in this 3DO version appear at the same times and places as those in the Sega CD version.

## The Last of Its Kind

Night Trap was the first Sega CD game, and this 3DO version is exactly the same game with minor cosmetic changes to the interface. The use of live actors in video, the TV-like props and dialogue, and the CD-quality sound were innovative at one time, but Trap's graphics and sounds now play like standard stuff.



Nubile, unmarried females!

# NIGHT TRAP

## Makes You Want to Scream

Night Trap is a low-energy, real-time action game that puts the "couch" in couch potato. A house full of suspected vampires is rigged with eight cameras and trapdoors. Your task is to switch among the cameras and activate the traps to protect five unsuspecting visitors. Allow one fatality, and you're booted out of the game.



Dana Plato sighting!

**PROTIP:** Every Auger counts, so pause often and get your bearings. You want to know exactly when to be in what room.

**PROTIP:** Each time you hear a "click" it means Augers have entered the house and you missed 'em! Jot down the time when the click sounds to help you nail the Auger next time.

**PROTIP:** There aren't many code changes, but you'll never make it if you miss 'em. Follow the Martins and listen.

The trick is to simply jot down the time on the game clock whenever you discover bloodsuckers. Eventually, you create a time log. Then it's a simple matter of watching the

## The Horror, the Horror!

The acting is so bad it's funny, but your own twisted sense of humor is really all that juices this game's appeal. The vampire villains are blood-sucking yuppies. The five designated victims are nubile, young, unmarried, all-American "babes." Lumbering, masked secondary vampires called Augers do the real dirty work. An "auger," as defined by Webster's dictionary, is "a tool for boring holes in wood," which one could argue is essentially what happens when the Augers catch one of the air-head victims.

## Trap those Augers!



clock, moving to a room, waiting for a Trap Sensor to light up, and pressing one button. The game asks very little of the controls, and they respond well.



The Martins, yuppie vampires

## Good Night

Thanks to all the media hype, Night Trap has earned a place in video-game history as the first banned CD game. However, if you really want to see the scary undead, rent *Dracula* the movie. If you want graphic video game blood and guts...well, there's always Mortal Kombat. **C**

### 3DO Game Profile

#### Night Trap

By Digital Pictures

Slow game play, bad acting, and a too-bouncy rendition of the Night Trap theme suck the blood out of this low-action CD.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	4.0

Price not available  
Available now  
Action

1 player  
Multiple views  
Multi-scrolling

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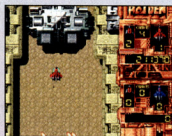


Jaguar



By Scary Larry

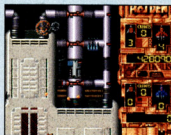
Overhead arcade shooters were the rage in the mid-to-late 80s'. Xevious, Raiden, Twin Cobra, and others challenged gamers with their unique perspective and challenging game play. Now, though, it's the 90s', players are more discriminating. With 64 bits of power under its belt, Atari should have revamped – not just rehased – this classic game.



**PROTIP:** Stay dead center for this boss, and the gunfire raining down won't touch you.

## Just Shootin' the Ship

It seems that ol' Mother Earth is under attack from militant alien invaders again. And, as usual, it's up to you and your Raiden Super-Sonic Attack Fighter to go on the offensive and flush out these intergalactic idiots.



**PROTIP:** Beware of the crawling blue arachni-tanks. You can shoot them only when they're on the top of the metal framework.

## Seen it, Done It

The graphics in Raiden are basic and one-dimensional. Nothing moves in or out of the background, and the detail on the alien crafts is minimal. The bosses are just larger versions of the military equipment, and the backgrounds are plain and uninspired. Although there's no slowdown, the game feels sluggish at times (maybe because nothing is happening).



**PROTIP:** When you release Bombs, use the resulting explosion as a shield and move your ship into any approaching enemies.



**PROTIP:** You cannot release more than one Bomb at a time, so if you're trying to obliterate a boss with Bombs, wait until just before the explosion settles down to release the next Bomb. Your enemy won't have a chance to breathe.

The sound isn't bad, but it isn't spectacular either. The explosions and Laser shots are defined, but not aggressive. There's no speaker rockin' here, unless you've tipped over your TV.

The controls are responsive, but you must continually tap the Fire button to get off a shot (there's no rapid fire on the Jaguar controls). Sometimes weaving the ship from one side of the screen to the other seems to take longer than you want, but that may be because you wish you were somewhere else.

As for challenge, you've got this game whipped if you ever beat any of the progressive SNES shooters like Axelay or Super E.D.F. With the eight continues, the game seems easy. And, since your bombs are re-stocked every time you lose a ship, blasting through the bosses is a no-brainer.



**PROTIP:** Don't worry about saving your Bombs. Your supply is replenished when you're killed. Use the Bomb whenever you're in a tight pinch.

## Look to the Skies

The time has come to demand more for our megabits. A snoozer like Raiden just seems out of place on a powerful system like the Jaguar. Let's hope Atari gets into the cartridge rental arena soon. ☐

# RAIDEN

Jaguar Game Profile

Raiden

(By Atari)

Although Raiden does have some nice graphics and there's no sign of slowdown, it's not a 64-bit showcase. The game play isn't spectacular, and it's all too familiar. You may find yourself lost in this wild blue yawner.

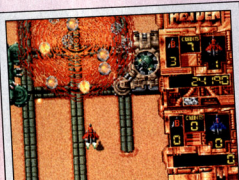
Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.5	3.0	2.0

\$49.95  
Available now  
Shoot-em-up  
2 players

8 levels  
Overhead view  
Multi-scrolling  
INT.



**PROTIP:** As you begin to knock off this waterborne mechanical boss in Stage 2, look for the Ultra Power Up it releases. This will take your weapon to maximum charge.

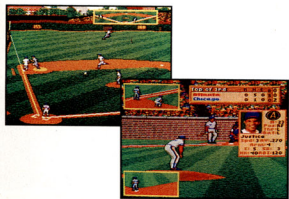


**PROTIP:** Take out the first boss in a two-pronged attack. Land Bombs in between both machines to score a lethal hit. Strafe with gunfire, then release another Bomb.



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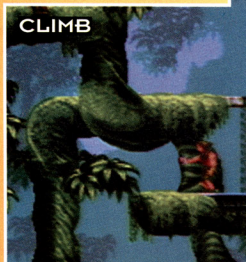
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**NEW WASHINGTON:** You found your memory. Now if only you could loose those mutants . . .

**PARADISE CLUB:** Funny, for a nightclub it looks a lot like a prison. And where's your gun when you need it?



**PLANET TITAN:** Outwit traps. Outgun mutants. And keep your eyes open; it's a jungle out there.



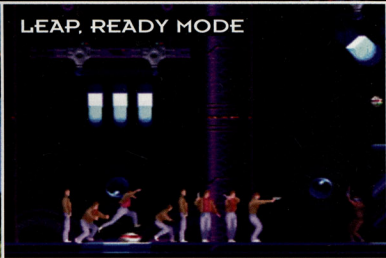
RUN, ROLL AND SHOOT



RUN AND JUMP



LEAP, READY MODE



**CYBER TOWER:** The game show where you compete with violent replicants for the grand-prize — your life.

**PLANET MORPH:** On this planet of oozing, form-changing aliens enemies come in all shapes and sizes.

RUN, JUMP AND CLIMB



## NHL Stanley Cup's Mode 7 Looks Nice on Ice

### NHL Stanley Cup

SNES

By Weekend Warrior

Nintendo's latest hockey cart is an eye-catching showcase of the Super Nintendo's Mode 7 graphic capabilities. Unlike most hockey games, which present the action from an overhead or side-scrolling point of view, NHL Stanley Cup shoots you a player's s-eye view of a rink that rotates 360 degrees to match the movement of the puck. Much like Nintendo's other Mode 7 sports hit, NCAA Basketball, this game is constantly in motion, and it's as close as you can get to the real experience without losing any teeth.

### NHL Authentic

NHL Stanley Cup has great game play features. Play solo or against a friend in a single-round exhibition, or try an entire 84-game season with any NHL team, including the new Mighty Ducks. The battery back-up keeps track of your performance throughout a season, supplying passwords so you can pick up where you left off. Unlike the real NHL, you have the option of skipping a game on the schedule or deleting losing performances from your record.

This cart is extremely faithful to real hockey, and all NHL rules are strictly enforced. However, a bevy of options enables



you to customize the game to your play level — as examples, you can deactivate penalties, make manual or automatic roster changes, and change the length of the periods.



**PROTIP:** Always have your goalie cover the net as he shoots the puck back into play. This prevents an opponent from intercepting the shot and slapping it quickly into an open net.

The control is sharp and responsive, a necessary requirement for fast-moving games like this. You control all of your player's actions, from choosing

between wrist and slap shots, poking in to steal the puck, or rendering a bone-crushing body check. On-screen actions are very responsive to your button presses, and it's easy to switch from one player to another to stay with the puck.



**PROTIP:** Don't waste time chasing down opponents. Anticipate where the opponent is going or which team member he might pass the puck to, and switch to the defender closest to that point.



**PROTIP:** Goalies will often fall for fakes, thus providing an opening for your shot at the goal.



**PROTIP:** Slap shots take extra time to pull off and are hard to execute right in front of the goal. Try a quick wrist shot instead.

**PROTIP:** There are no icing calls if you are down a man.



**PROTIP:** Hip checks are at their most effective when you're playing against the boards.



**PROTIP:** Use your aggressive moves only on players with the puck, or the zebras will call you for roughing.

### Mode 7 Heaven

Clearly, the highlight of NHL Stanley Cup is its excellent use of Nintendo's Mode 7 technology. All of the on-screen elements scroll smoothly as you whip completely around the virtual environment. Up close, the players are large, detailed, and well-animated, and all on-screen elements scroll cleanly without any flicker or slow down. The graphics aren't perfect,

Go 360! NHL Stanley Cup's Mode 7 — it's as smooth as ice.



however – the speed of the action takes some getting used to, and the ice-level camera angle often makes it difficult to discern players when there's a sudden pileup in front of the goal.

In addition to the great graphics, sharp, distinct digitized sound effects round out the believable hockey experience. Among the sounds you hear are skates on ice, slap shots, and awesome body checks.

### Hit the Ice!

NHL Stanley Cup faces stiff competition from EA Sports' NHL Hockey '94. While NHL Hockey

'94 may appeal more to true hockey die-hards with its extensive features, stats, and actual NHL player's names and faces, NHL Stanley Cup is a fast-paced, action-oriented cart with awesome visual pizzazz that'll appeal to all types of gamers. NHL Stanley Cup scores high on fun! **C**

NHL Stanley Cup by Nintendo				
Graphics	Sound	Control	Funfactor	Challenge
1.5	2.0	3.0	4.0	5.0
\$49.95		2 players		
8 mags		First-person view		
Available now		360-degree rotation		
Hockey		Passwords		

## Racing on the Edge with Winter Extreme



### Winter Extreme

By Toxic Tommy

Winter Extreme by Electro Brain takes video skiing/snowboarding to...well, extremes. Electro Brain is based in Utah, and if there's one thing they know in Utah it's snow. Moreover, the cart was designed by Loricel in France, a locale famous for spectacular skiing and superstar skiers. If this cart doesn't prime your adrenaline pump, few games will.

### Welcome to Vertical Reality

There's no cutesy, weekend skiing here; it's the ferocity of the velocity that will make you want to strap on this game. This hard-chargin' cart has the same appeal as a

behind-the-car view auto racing game. Speed is your creed, and it's murder to stay on the course. In fact, kids and those with low tolerance for wipeouts ought to stick to the bunny slopes and stay away from this cart.

You can choose to use skis or ride a snowboard, a cosmetic decision since they play exactly the same. If you're some sort of snowboard stud, forget about it. This cart doesn't showcase that sport's unique airborne moves, although you can do the occasional quick flip.

You get three types of challenge in Winter Extreme: a Slalom, a Giant Slalom, and the Downhill. The slaloms require you to twist and turn as fast as you can, racing

against the clock through a series of gates. The Downhill is a banzai, breakneck drop down the slopes. You have a limited amount of time to hit checkpoints, or your run's over.



**PROTIP:** When you're trying to qualify, one spill can sabotage your attempt.

**PROTIP:** No way you can stay on the course if you just hold down B, the speed button. Learn when to coast or you're toast!

**PROTIP:** Always press B, the speed button, when you wipe out to quickly get back on the course.



**PROTIP:** If you catch air after jumping a mogul, you can still turn.



**PROTIP:** Unless you're a gonzo ripper, study the course map before you hit the slopes.



**PROTIP:** Avoid dirt patches, because they'll slow you down and kill your time.

At least the crisp controls provide you with a fighting chance to complete any course. You can make sharp mega turns, speed up,

or slow down. For fun you can also bust a few jumps, but they're just for show. Expect to wipe out early and often!

### Extreme Conditions

Outrageously fast-and-furious forward-scrolling action pushes WE's graphics to the limit. This is what a racing game should look like. The dizzying dips and sudden turns make you bob and weave like you're really there.

The awesome animation gives the game visual polish, but it's tempered by just average-looking sprites and repetitive backgrounds. A few spectacular wipe-out scenes would have broken up the monotony.



Skis or snowboard, it's all the same in Winter Extreme.

The sounds are just snow-so. The tiny music freezes your ears, although the shushing sounds good. You'd best tune in your favorite hard-rockin' CD.

### Ice Cream, You'll Scream

If you feel the need for speed, whether you're housebound or snowbound, Winter Extreme is fast-paced video fun. Just fire up a fan to blow air into your face and get some buddies to bomb you with snow cones, and you're there! **C**

Winter Extreme by Electro Brain				
Graphics	Sound	Control	Funfactor	Challenge
1.5	2.0	3.0	4.0	5.0
Price not available		2 players		
8 mags		Behind-the-player view		
Available February		Forward-scrolling		
Skiing/snowboarding				



# Soccer Madness

Get your kicks with this roundup of recent soccer carts.

## Super Soccer from Super Goal 2

### Super Goal 2

SNES

By Athletic Supporter

Jaleco's Super Goal 2 for the SNES looks and plays like a World Cup contender. This game has it all—tons of options, colorful graphics, and good control. It's a winner across the board.

### Super Soccer

Super Goal 2 is strong in the options department. The game has two playing modes, Exhibition and Tournament. You get to pick from 20 of the world's top

Goal 2 also has four fields, each with a different surface that has its own effect on the ball.



**PROTIP:** On offense, the computer loves to center the ball from the wing. Keep an extra defensive player around your goal to deflect any balls in the air.



**PROTIP:** Know your team's strengths. If you've got a good defensive team, use a formation that has a strong defensive setting.

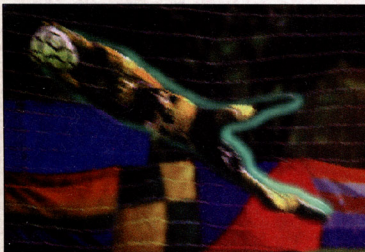
To take full advantage of these game play variables, you have responsive controls. This cart has the most effective headers and bicycle kicks of any of the SNES games reviewed in this issue. The only complaint about the controls is the confusion that results when you switch defenders. Sometimes you don't get the player you want to control, but this is only a minor flaw.

### Super Graphics

The graphics for Super Goal 2 are, in a word, super! The colors show up well on the screen, and the players are detailed. Their movements, especially when executing aerial jumps or headers, are definitely cool to watch.

In contrast, the sound is merely OK. Like most soccer carts, this one features one of those mind-numbing soundtracks that become annoying after awhile.

Overall, Super Goal 2 is the leading scorer of all the SNES soccer games in this Soccer Madness roundup. It's not the greatest of all time, but for now this one shoots and scores! **G**



soccer countries, including the up-and-coming U.S. squad and the powerful German team that won the last World Cup. Each team has its own set of strengths, with ratings in Speed, Defense, Offense, and Aggressiveness based on the actual teams (Brazil is the fastest team, Germany has the best defense and offense, and Argentina is among the most aggressive; the U.S., as expected, is near the bottom in most categories). Super



**PROTIP:** Different players have different abilities. Don't let your full-back take a lot of shots, because he's not going to score much. Your strikers can control the ball in mid-flight, so let them take most of the shots.

## Play Pelé's Way

Pelé

Genesis

By Athletic Supporter

With the World Cup coming to the U.S. next summer, it seems fitting that a soccer cart named after one of the only players recognizable in America would finally appear. While the game doesn't quite live up to the reputation of its namesake, tons of options and good special effects make this a pretty cool cart.

### Pelé Play

Pelé scores with a lot of options. There are four ways to play Pelé. You can have Exhibition matches between 40 teams. Or, you can play in a 16-team Tournament or a 40-game Season. The best playing mode of all is Practice, something all soccer carts should (but don't) have. The Practice mode gives you a chance to perfect your on-field moves without having to lose a match.

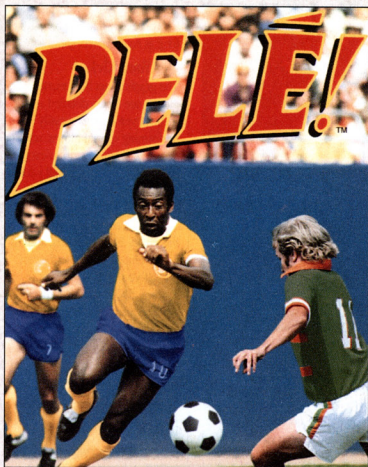


**PROTIP:** The zebras make too many calls, so turn off the Foul option and let the play get physical.

You'll need practice, because the controls aren't strong enough. The players respond sluggishly, which is not what you expect from a 16-meg Genesis game.

Super Goal 2 by Jaleco

Graphics	Sound	Control	Fun/Factor	Challenge
4.0	3.5	4.0	4.0	Intermediate
Price not available	2 tournaments			
4 megs	¾-overhead view			
Available February	Multi-scrolling			
Soccer	Passwords			
2 players				



**PROTIP:** Dribble the ball to one side of the penalty box and then press either Button A or Button C to center the ball in the middle of the field. This sets up a perfect header for a goal.



**PROTIP:** Since you can change formations at anytime, pick the best formations that suit the situation. Pelé himself will give helpful hints on what formation to choose.

The game play has two other minor problems: the fouls and the clock. The zebras call the games closely, which severely cuts into the excitement. Also, you can't see the clock, so you don't know exactly how much time is left.

### The Sounds and Sights of Soccer

The graphics for Pelé are above average, but they're nothing to write home about. The players are large enough to identify easily, and at least you can always tell which player has the ball, which you can't always tell in other carts.

The crowd noise is pretty cool, too. When a team scores a goal, the throng goes crazy and sounds a lot like those boisterous stadiums you hear in Europe and South America.

The graphics and sounds help compensate for what is at times frustrating, penalty-filled game play. Combine the technical effects with all the team options, and there's enough here to keep any aspiring soccer player entertained for hours. **C**

Pelé by Accolade				
Graphics	Sound	Control	FanFactor	Challenge
2.5	4.0	2.5	3.5	4.0
Price not available		2 tournaments		
16 megs		Multiple views		
Available now		Multi-scrolling		
Soccer		Passwords		
2 players				

## Fast Fun from World Soccer '94

World Soccer '94: Road to Glory

SNES

By Athletic Supporter

To say that Atlas' World Soccer '94: Road to Glory for the SNES plays at a high rate of speed is like saying Pelé was just an average soccer player. This game looks and plays like a VCR tape running on fast-forward, and it takes some getting used to. However, despite its intimidating high-speed challenge, in the final analysis this game scores big-time.

### Shooting and Scoring

World Soccer has a stadium full of options. There are almost as many ways to play this game as there are teams. (And that's 64 teams!) Virtually every aspect of the game is adjustable, from the type of match you want to the weather conditions and your player's hair color. The best feature is the Indoor option, which is a great version of the Major Indoor Soccer League.



**PROTIP:** If you're playing the Indoor option, use the walls to set up your shots and pass the ball to teammates.

What will startle you, though, is the game's speed. Even at its slowest setting, World Soccer's players run at a dizzying pace and the ball zings all over the screen. Fortunately, the controls are pretty responsive. You can even control

the flight of the ball after you kick it. Once you master the controls, you might find it hard to go back to playing a slower cart.



**PROTIP:** Move your striker inside the penalty box to lure the keeper out of the goal. Once he's out, kick the ball past him for an easy goal.



**PROTIP:** Since the game moves quickly, get ready for a lot of rebounded shots. The computer's keeper doesn't always catch the ball cleanly, so if you hang around the goal you can pick up an easy score.

### Shooting and Boring

Unfortunately, World Soccer's graphics don't keep up with the game's other features. The small players and the bland fields suggest first-generation NES graphics, rather than the detailed graphics you'd expect to find in a 16-meg cart.

The sound isn't much better. Disappointingly, the roar of the crowd is reduced to something from an old horror flick.

World Soccer has its flaws, but overall it's as fun as any soccer cart around. If you can overlook the graphics and learn to handle the speed, you'll want to get on this Road to Glory. **C**

World Soccer '94: Road to Glory by Atlas				
Graphics	Sound	Control	FanFactor	Challenge
2.0	2.5	4.5	4.0	Adjustable
\$59.99		4 tournaments		
16 megs		Overhead view		
Available February		Multi-scrolling		
Soccer		Passwords		
2 players				



# Acclaim's Champions of Frustration

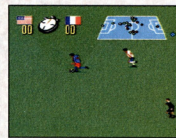
## Champions World Class Soccer

By Athletic Supporter

Champions World Class Soccer for the SNES looks good, has excellent sound, and offers above-average control, so you'd think this cart would be a World Cup finalist. Unfortunately, frustrating game play sinks the FunFactor to the bottom of the league standings.

### Out of Bounds

World Class Soccer is frustrating because it's so difficult to keep control of the ball. All of its good features and options are nullified by the difficult game play. Even Pelé would have a hard time scoring in this game.



**PROTIP:** Press X for an extra burst of speed to catch up to an opponent and take the ball away.

The problem stems from the physical style of game play. Because the game allows so much extra contact without a penalty, it's almost impossible to dribble or pass the ball downfield on offense. No matter what player or team you've got, the opposition can easily steal the ball by bumping into your player.



**PROTIP:** When going for a steal, don't tackle your opponent. Just bump into him, and you'll come away with the ball.



**PROTIP:** If your opponent is near your goal and you steal the ball, press Y to clear the ball from his attack zone and end his scoring threat.

Apart from this fundamental problem, the controls are merely decent. On defense you can't switch players quickly enough, while on offense it's almost impossible to shoot on the run. The only saving

grace is that your players respond well once they have the ball, as long as no defenders are near.

### Get Your Kicks

The graphics get high marks. The players are nicely detailed and their movements, especially when performing special moves, are excellent. The players are easy to see, so you can always tell which player you control.

The sound is also top-notch. The crowd noise is based upon the rowdy European fans, adding a touch more realism to the cart.

If you're in the market for thrilling SNES soccer, look elsewhere. Despite World Class's few good points, the bottom line is the FunFactor, and that's where this cart trips up. **C**

Champions World Class Soccer by Acclaim				
Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.0	2.0	Advs.
\$59.95		1/2-overhead/from-behind view		
18 megs		Multi-scrolling		
Available now		Soccer		
2 players		Passwords		

# World Cup Is World Class

## World Cup Soccer

By Athletic Supporter

Sometimes that old saying about good things coming in small packages is true. Such is the case with Tengen's World Cup Soccer for the Game Gear. Surprisingly, this simple, fun-to-play cart has most of the features of its 16-bit counterparts.

### Play the Field

World Cup Soccer showcases 24 of the world's top soccer countries, including the U.S. You can play against the computer or use a Gear-to-Gear Cable to challenge a friend in the Exhibition mode. When you think you're ready to go for the gold, you can enter your team in the World Cup tourney. Earn enough points in the Elimination League, and you can go into

the Final Tournament. The Final Tournament is a sudden-death tournament for the World Cup.



**PROTIP:** Move the ball from player to player in the attack zone to confuse the computer's keeper. Quick passing will result in an easy goal.



**PROTIP:** Press A for a sliding tackle to take the ball away from your opponent. Most soccer carts will tell you to stay away from tackling, but here it's an integral part of your defense.

The graphics, like the cart itself, are simple, but they're crisp and well suited for the Game Gear screen. The scrolling is smooth and fast and keeps up with the action.

The controls are as quick and responsive as any soccer cart on the market. The only complaint is on the defensive side, where the game is a little slow when you switch from one player to the next, a problem common to most soccer carts.



**PROTIP:** When taking your shot, come at the goal from a 45-degree angle and aim for the back post.

The sound is the weakest part of the game. The repetitive, mind-numbing soundtrack should come with some kind of mental-health advisory.

### Rock 'Em Sock 'Em Soccer

World Cup Soccer is in a class by itself on the Game Gear. This one's a real kick. **A**

World Cup Soccer by Tengen				
Graphics	Sound	Control	FunFactor	Challenge
4.0	2.5	4.0	4.0	Adjustable
\$29.95		2 players (using Gear-to-Gear Cable)		
2 megs		Side view		
Available now		Side-scrolling		
Soccer		Passwords		

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# Coach's Corner

By Coach Kyle

Start takin' notes, rookies. The Coach has consulted with game designers to score inside scoops on some of the best sports games of recent months.

## NBA Showdown (SNES)

This game from EA Sports has got the moves, and here are two of the best:



**COACH'S TIP:** To activate Michael Jordan's Kiss the Rim signature slam, approach the hoop from straight down the court. Enter the key from the right side, and when Jordan's just past the foul line, hit Button Y. Check out this dynamic dunk on instant replay!

**COACH'S TIP:** To give your players Turbo speed, call a time-out after the tip-off, then hold R while pressing Up, Down, Right, Left on the directional pad. Keep holding R and tap L, then press Up, Down, Left, then Right. Tap L once more. Now when you re-enter the game, holding down L will make your man run at Turbo speed.

## NFL Football (SNES)

Being able to pass is crucial in Konami's solid game. Here's how to get airborne:



**COACH'S TIP:** To time your passes precisely, have your QB release the ball just as the receiver turns colors.

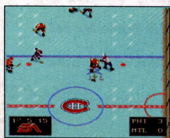
Once you've mastered the timing, choose the San Francisco 49ers as your team, because they were given the most powerful passing attack by the programmers.

## NHL Hockey '94 (SNES and Genesis)

EA Sports won several major awards with this exciting title. Here are some offensive and defensive strategies:



**COACH'S TIP:** On defense, use the Hold button to stop your opponent when he's bearing down on you for a one-on-one confrontation. Don't go for the risky all-or-nothing body check.



**COACH'S TIP:** For a great scoring opportunity when you're skating up the ice with the puck, draw the defense toward you, then pass to an open man at the last second.



**COACH'S TIP:** Skate right into the goalie while holding the puck out to the side. As your skater collides with the goalie, you don't even have to shoot and the puck will slide right into the goal!

## F-1 Pole Position (SNES)

Customize your car for each track, and you'll master UBI Soft's fine Formula One racing game.



**COACH'S TIP:** Use a lower Wing setting on fast tracks, such as Italy's Autodromo Nazionale di Monza.

**COACH'S TIP:** A softer Suspension setting makes your car more flexible and better able to take the tight turns of tracks like Circuit de Monaco.



**COACH'S TIP:** Choose a low Steering setting for a track with many straightaways (like Mexico's Autodromo Hermano Rodriguez), and a high setting for tracks with many curves (like Japan's Suzuka International Circuit). The higher the setting, the faster you'll take the turns.

Here are recommended settings. For fast tracks: Steering 2, Tires B/C, Gears 5-7, Brakes 2, Wing 5-7. For tight tracks: Steering 1-2, Tires C/D, Gears 4-6, Brakes 2, Wing 6.

## FIFA International Soccer (Genesis)

Get your kicks with this hot game from EA Sports.



**COACH'S TIP:** On corner kicks, use the Aftertouch feature to curve the ball to your midfielder at the top of the box. If it's timed right, he'll blast a one-timer that's virtually unstoppable.

## Greatest Heavyweights (Genesis)

Rock 'em and sock 'em with Sega's awesome boxing game.



**COACH'S TIP:** According to the game's designer, the best strategy for any fighter is to hit your opponent's head and then immediately hit his body. This high-low pattern will almost always give you the upper hand.

## Madden NFL '94 (SNES and Genesis)

Get big yardage with these tips from the designers at EA Sports.



**COACH'S TIP:** Set two offensive audibles - flipped Deep Outs (Run & Shoot), and Weak Flood (Far). At the line, use your man-in-motion to see if the defense is in Man or Zone coverage. If they're in Man, audible to flipped Deep Outs and burn them down the sideline. If they're going Zone, audible to Weak Flood and pass to one of your backs coming out of the backfield.



**COACH'S TIP:** Sweep right for easy yardage, and if that side is covered, immediately run in the other direction. The defense will be moving away from you.



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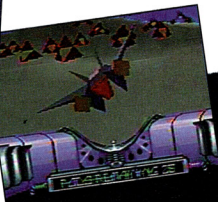
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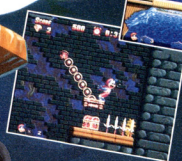


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# Role-Blayer's Realm

The Monthly Guide to the World of Role-Playing Games · Mar '94

## Young Merlin

By Lawrence of Arcadia

Virgin enters the realm of the fantasy kingdom with a simple and entertaining graphic adventure. Similar to King's Quest for the PC and NES, Young Merlin takes you on a magical, whimsical ride that proves to be more funny than it is challenging.

### Merlin, She Wrote

The lands of West Wood and Pinedale are being overrun by servants of the Shadow King. The Shadow King has ordered his henchmen, the Meanies, to go out into the land and destroy anything of beauty. Everything goes his way until young Merlin shows up and uncovers the shadowy plot of the Shadow King. With help from the Lady of the Lake, Merlin is determined to put a stop to the dark deity once and for all.

Although you start the game with nothing, you collect various magic-inducing items, some of which have a purpose that is unknown to you at first. You must determine the use of each item and apply it in the appropriate situation. For example, when you get the fishbowl, you'll have to wait to discover its use. You also get



various weapons, such as the Shooting Star, the Lightning Wand, and the Snowflake, to name a few.

### Have Magic, Will Travel

You'll be using every weapon 'cuz the Shadow King will send more henchmen to kill you than a jealous ex-wife. Not only are those Meanies mean, they're also versatile and will turn into evil trees, hedge monsters, and more. You also battle spiders, sharks, dwarves, and a dragon, so keep on your toes.

Not all these enemies, or all the clues, are in the same place. You have to do a lot of walking back and forth between places. What's annoying about this is that every time you find a Gem, you have to walk it back to the waterfall at

the beginning of the game to redeem it for an item. What Merlin needs is a magic carpet.

Fortunately, with all this walking, control is not a problem. You just move your character from place to place and pick up (or use) objects. In this linear story, you cannot lose objects, or use them improperly, so it's not possible to lead your character astray.

### Merlin Monroe

How does Young Merlin look? It has a very colorful, very animated, and at the same time, very detailed look to it. The backgrounds are lively (the underwater scenes are just swimming with strange creatures), and the characters all have a very humorous, cartoonish look to them.

The music and sound effects in this game belong in a dungeon somewhere. The Meanies make high-pitched squealing noises, and secondary characters, like Casolari, mumble unintelligibly. Real voices would have gone a long way here.

### Easy Strider

The game doesn't get any points for being too challenging. Most enemies are easily defeated, and a combination of items will defeat those enemies who linger too long. When you die in the game, you're placed very near the spot where you perished, with all items intact... and there are passwords to make it even easier!

Most of the fun is figuring out which items work in which situations, and unraveling the story line as you find and use each clue. Although most intermediate gamers should breeze through this game, beginning gamers may need a hand.

### Merlin Makes His Mark

Young Merlin is a fun and entertaining sidebar to more serious RPGs. If you love fantasy games with dragons, damsels, and danger, but you don't want to worry about hit points or personality alignments, then sit down with Young Merlin and give him a hand in his quest. **G**



Young Merlin (By Virgin)			
Graphics	Sound	Control	Fun/Factor
4.0	3.5	4.0	4.0
\$69.99	16 megs	Available now	Graphic adventure
		Side view	Passwords



## Humble Beginnings



You start off the game lying near a bridge. Toss the Gem near you into the waterfall to get your first weapon, the Shooting Star.



Proceed right until you come to a Meanie Tree. Shoot stars to kill the Tree, then grab the Orange Gem and the Empty Bottle to the right. Go back to the waterfall and toss in the Orange Gem. You'll receive Stun Dust.



Fill up your Empty Bottle from the waterfall. The water will replenish some of your Hearts.



Use the Stun Dust on the carnivorous Snarl Shoots, then proceed right.



Drink your water and fill up your Bottle at this stream. This water has greater restorative power than the waterfall. Pick the flower in the lower right corner. You need it later.



Keep the Shooting Star in one hand and the Stun Dust in the other, and travel due south from the stream. You'll come across this Heart container. Grab it and go left.



Get ready to battle Thunder Pig, one of the Shadow King's hench-things. Use the Stun Dust and the Shooting Star.

## Into the Fray



Travel a bit farther to the southwest and you'll cross a log bridge. To the left of the bridge is a small pond. The Fairy will fill you in on the rest of the story here.

Stay tuned for future tips to help Merlin against other creatures like the Shroom Goons, Spyder, the Stone Knight, and Trolls!



Pick the flower just under the sign. You need it later. Fill your Bottle from the pond and travel southeast.



When you come to another Meanie Tree, drink the Fairy Water (it makes you temporarily invincible) and battle the tree with the Shooting Star.



Grab the Gem that's left behind and proceed right. You'll get into a tussle with some Meanies. Keep going right.



You need something different against these Meanies. Take the Gem back to the waterfall and redeem it for a balloon. What for? We'll see.

# You Stro



Go back to the log bridge, but head south just before you cross it. You'll find a Lantern. Now go south until you see a bridge. Cross the bridge and go to the Mine.



In the Mine, freeze the Dark Dwarves, then nail 'em with stars. Keep going north.



Use the Balloon to float up the broken ladders.



# Young Merlin Strategy Guide



If you continue north, you come across another Gem. Take it back to the waterfall and toss it in.



The Gem turns into the Bubble Wand. The Bubble Wand sends Meanies floating away.



Go back to the trapped Fairy and use the Bubble Wand on the Meanies guarding it. Return the Fairy to the pond, and in reward the Fairy will open the road to Pinedale. Go east to Pinedale.



East of the Pinedale Forest is a small cottage, home to Melody and her over-protective father, Stern. On the doorstep is a wrench. Take it.



Travel farther east and cross the bridge. Go north and you'll find the house of Casolari, the bumbling magician. He's looking for his key. Go north into the hedge maze and look for his key.



You can walk through some of the hedges in the maze. This Heart is in the upper right corner of the maze.



In the center of the maze is a large fountain. Drink from it and grab the flower just above it near the bench.



Go back and give Casolari the key, and he'll reward you with a... fishbowl? He wants you to find his pet herring. Go back to the Mine.



Just outside the Mine, use the wrench to take the wheel off the abandoned cart. Take the wheel with you into the Mine.



Crawling into boarded-up entrances will warp you to different parts of the Mine. Do this to survey the Mine.



Search the Mine carefully, and eventually make your way to

the northwest corner, where you'll find this old Mining Cart. Put the wheel on the Cart and weave your way to...



...the southeast corner. Crash your Cart into the wall to make an opening.



Walk through the opening into the water. Make your way to the northwest corner and use the Balloon to float into this opening. Grab the Blue Gem and head back to the waterfall.

The Blue Gem gets you a Water Helmet. The helmet gives you twice the air power you'd normally have. Search the southwest corner of the underwater caverns for Casolari's herring. When you find it, go back to Casolari's house.



Casolari gives you a Spring. Use the Spring in the area where you found the Blue Gem.



Knock off the Dark Dwarf and jump across the chasm to enter the Cave of Riddles.







By Lawrence  
of Arcadia

Just in time to rejuvenate the shrinking Game Boy cart list, Kirby's Pinball Land goes back to an old game theme. Just how good is this game? Good enough to please both Game Boy owners and pinball wizards.

### Kickin' with Kirby

Three Pinball Lands have been invaded by King Dedede, and it's up to Kirby to rout the evil King and his minions from the land. Each pinball board represents a captured land, and at the top of each board you face off with one of the King's Henchmen (or rather, hench-things): Wispy Woods, a maleficent maple tree; Kracko, a boisterous thundercloud; or the Poppy Brothers, two bomb-happy brothers who want to put Kirby out of commission.

Kirby needs help against these foes, and he gets it from Chilly, Nimbus, Cloudy, and Big Boo. No, they're not a jazz band, they're various Kirby-esque helpers who rebound balls, take you into Warp Zones, and help you get to the bosses.

And the action doesn't stop; each board has Bonus Games and boss levels. You could play this game all the way through and never see the same enemy twice! The Bonus Games take place on soccer fields and cloud conveyor belts, and there's even an Arkanoid-type block-busting game!

### Fast and Fat

The graphics in Kirby's Pinball Land are smooth and well-defined. The ball (which is Kirby) moves so fast that you've got to struggle to keep up with it visually. Every detail stands out – you can clearly see the cringing faces on your enemies.

The music is a treat as well, with different music for each stage. There's even accompanying music for the bosses. You can hear every bell, whistle, whoop, and clank, so it's just like a real machine!

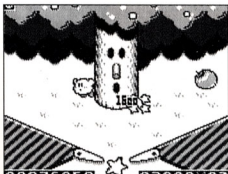
### No Pinball Pushover

Kirby won't let your thumbs rest, either. The game requires patience, dexterity, and very fast reflexes. Just like with a real pinball machine, sometimes you just have to watch the ball slide away.

Occasionally, though, some rejected balls shoot back into the playing field. Add to this a unique Save feature that saves your game exactly where you left off (it even remembers the ball's position), and you've got an unusual and very playable pinball cart. Don't let the cute graphics and young-ish theme deter you. Kirby's Pinball Land is just as much fun – and as challenging – as any of the top Game Boy titles. **C**

# Kirby's Pinball

## The Boss: Wispy Woods



**PRO TIP:** To knock off Wispy Woods, aim for his wooden snout, but be careful of his apple attack which will immobilize one of the flippers.

**A** Lighting up the letters for **WARPSTAR** will send you back to the board selection screen. You may want to avoid this if you've been on one board for a long time.

**B** Get three Warp Stars in the slot machine, and you zoom to the Bonus Stage!

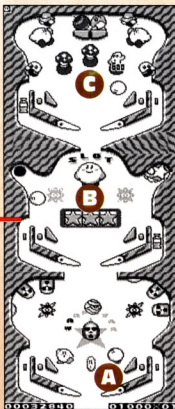
### Bonus Game



Block attack!

**C** To get to the boss in the Wispy Woods Land, just knock off the three mushrooms above the flippers. This will put a Warp Star in the top of the screen. Reach the Warp Star and you'll be whisked away to the boss, Wispy Woods.

## The Wispy Woods



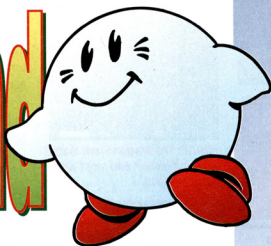
Game Boy Game ProFile  
**Kirby's Pinball Land**  
(By Nintendo)

**What's pudgy, white, and inhales but never swallows? Well...er...it's Kirby, of course. He's back and in action in a very cool pinball adventure that's gonna put the TILT on you!**

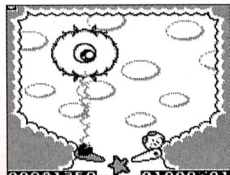
Graphics	Sound	Control	Features	Challenge
4.5	4.5	4.5	5.0	Intermediate

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2 mags  
3 boards  
Available now  
Overhead view  
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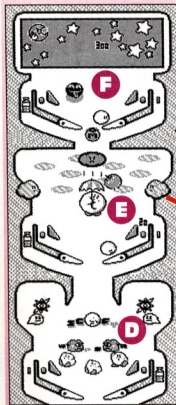


## The Boss: Kracko



**PRO TIP:** Kracko will spin and weave through the top part of the stage. Be sure to hit him before he starts spinning. Beware of the thunderbolts he throws at the flippers. If you see one flipper being hit, continually move the other flipper so you don't lose the ball.

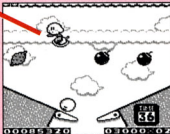
## Kracko Land



**D** Knocking all the letters in SCARFY makes a triumvirate of Scarfys that will push Kirby onto the middle board if he hits the top Scarfy.

**E** Stay on top in this stage and continually hit Nimbus, the moving cloud at the top. When it rains on the big Kirby, get on top of his umbrella and you'll jettison to the top stage.

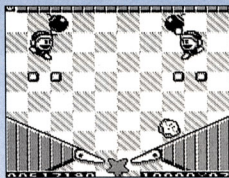
### Bonus Game



The Cloud Conveyor!

**F** To get to Kracko, you must hit the sun three times, then the moon three times. A Warp Star will appear, which you must hit.

## The Boss: The Poppy Brothers



**PRO TIP:** To knock off the Poppy Brothers, just bounce up and try to stay on top of the blocks as you knock into them. If you see a bomb headed toward your flipper, try using the other flipper as the springboard for the ball.

**G** Light up FROSTY and you'll get some help from him in the middle of the board. He'll catch you and send you up a level if you time it right.

**H** Knock items from the Kirby on the left and they'll appear in the middle. Now get them from the middle. Do this when you see a Warp Star and you'll go to...

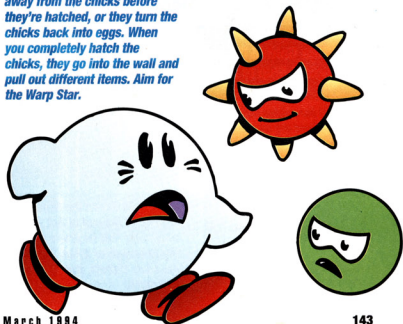
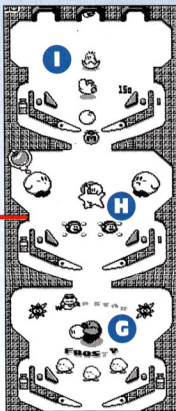
### Bonus Game



...soccer practice!

**I** Crack open the three eggs and chicks appear. Make sure to keep the Junior Poppies away from the chicks before they're hatched, or they turn the chicks back into eggs. When you completely hatch the chicks, they go into the wall and pull out different items. Aim for the Warp Star.

## The Poppy Brothers





# PRO REVIEW

## Lynx



### By Bro' Buzz

Ninja Gaiden III's a blast from the past in more ways than one. This is a faithful Lynx adaptation of the third adventure in the classic NES ninja series that helped define the term hack-n-slash. Unfortunately, you need ninja vision to see all the power-ups, monsters, and bad guys because of the tiny Lynx display.



A cutting classic!

### Unkind Cuts

The Ninja Gaiden tale of revenge transcends time as well as video game systems. An evil being spawned at the dawn of civilization descends on modern mankind to build the Empire of Darkness. Ninja Ryū Hayabusa takes his powerful Dragon Sword to avenge his father's death at the hands of the Empire.

Lynx Game Profile  
**Ninja Gaiden III:  
 The Ancient Ship of Doom**  
 (By Alari)

**Any hard core video ninja will tell you, there are no small Ninja Gaiden games - only small screens.**

Graphics	Sound	Control	Fun/Factor	Challenge
3.5	4.0	5.0	4.5	4.5
<b>INT.</b>				
\$39.95	2 megs	Available now	1 player	4 acts
Action/adventure		Multi-scrolling		



Familiar (but still ugly) faces

### A Fighting Tradition

The traditional side-scrolling fighting formula still works here. You charge through four sizzling side-view Acts into a ravenous horde of monsters, robots, and creatures run amuck. Then the demon/robot end-level-bosses knock you silly.



**PROTIP:** The Dragon Spirit Sword is your handiest and most versatile weapon.

**PROTIP:** Jump over the Windmill Throwing Star when it makes its return run to you to complete a cool-looking and effective rear attack.

**PROTIP:** Ninja Scrolls are critical power-ups you shouldn't pass up.

**PROTIP:** In a pinch you make some regular beasties disappear by just scrolling the screen past them.

**PROTIP:** In the Desert Act 2 the little 'bots in the sand are deadly. You can only blast them in the air.

# NINJA GAIDEN III

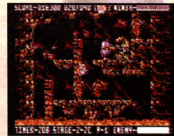


Ryu's back!

The crisp Lynx controls prove that two buttons and a directional pad still produce great game play. Ryū climbs walls, swings hand-over-hand, and pulls a life-saving somersault. Attack moves include sword slashing and Ninja Arts attacks from hanging and climbing positions.



**PROTIP:** To defeat the Mantiss Warrior at the end of Act 1, remember that he drops rolling fire in groups of three. Hop over the triple threats, then run up and slash!



**Don't stop moving upward when you reach the rising lava!**

In addition to the thumb-riding swordplay, the fighting strategy involves your ability to choose and use six Ninja Arts, which you chop down as icon orbs. The Windmill Throwing Stars, Dragon Spirit Sword, and the Invincible Fire Wheel are among the deadly weapons that fry the bad guys and make Ninja Gaiden fans nostalgic.

### Hard on the Eyes

Gaiden III's ninjitsu loses some of its magic to teeny Lynx graphics. It's nearly impossible to read the Ninja Arts icons, and using the right Art at the right time is the key to fun and strategy in the game. Moreover, enemy firepower can be too small for you to see or avoid. What's worse is

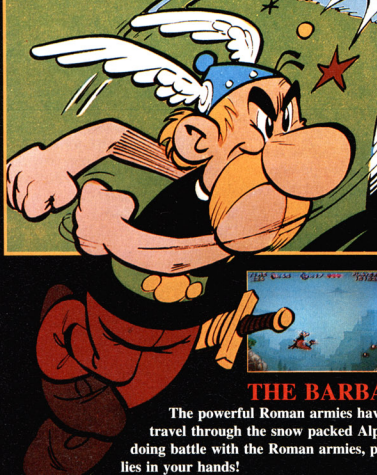
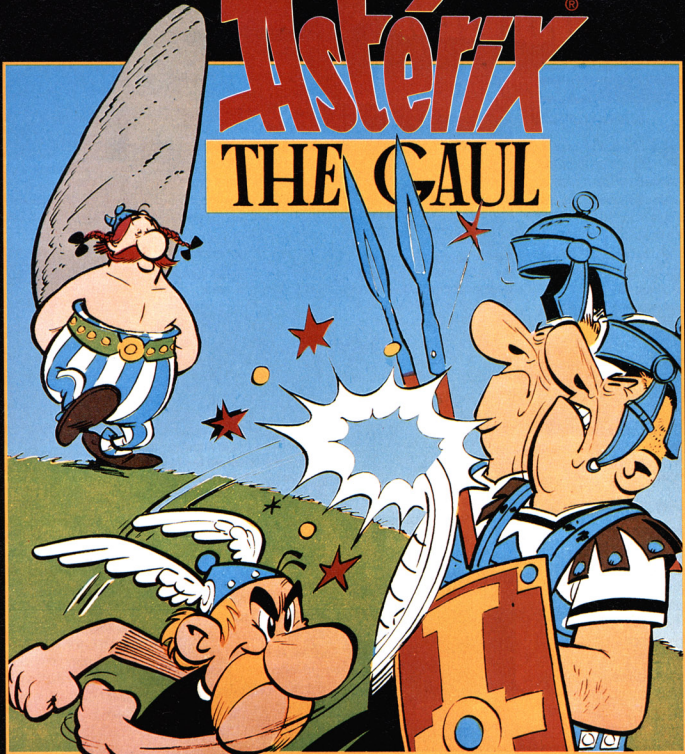
that Gaiden students will go nuts when they're unable to see the cool creature sprites. If you like weird and spacy audio, however, Ninja Gaiden's sounds will grow on you. Even Ryū's repetitive grunts sound clean (and they don't get on your nerves).

### I'll Be Seeing Ryū

If you're an action gamer who doesn't like Ninja Gaiden, you belong in the video game nerd-house. However, this version adds eyestrain and nerve-twisting challenge to wither the will of all but the most determined Gaiden followers. Oh please, don't let it end here! ☑

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## Game Gear



By Manny LaMancha

EA's Road Rash was popular on the Genesis—so much so that it prompted last year's sequel, Road Rash 2. It's only natural that it would make a run to the portable market, and U.S. Gold's Game Gear version revs up some mini-motorcycling fun!



**PROTIP:** Natasha and the others will give you pre-race advice. Keep your eyes open for it.

### You're Not Pedaling Those Wares

The story begins with some friendly off-track cycling. Okay, so there's nothing friendly about it as racers take their bikes to 150 mph while kicking, punching, and clawing their competition. Winning is simple: Handle your throttle and keep your opponents from throttling you. If you're lucky, you'll clean up with some greenbacks to get yourself a better bike.



**PROTIP:** Get used to pumping the accelerator while holding down the Punch button—that is, if you want to play the part of the tough biker.

Controlling your bike and your rider's actions is a piece of cake. There's little more to it than keeping your cycle between the lane lines and taking an occasional poke at a nearby racer. Just be sure you don't get taken out yourself on some corner. The action gets more intense—and more difficult to get through in one piece—as you successfully compete from race to race.



**PROTIP:** If you get knocked off your bike, be sure to move to the side of the road, where it's unlikely another bike will bonk you.

### Riding a Vicious Cycle

The graphics are very clean, especially given the size of the screen. The animations of the riders don't need to be too extensive, but they are easy to see on the Game Gear. The landscape graphics move by seamlessly and without a flicker. You'll quickly get caught up in the behind-the-bike perspective, leaning as you swoop through tight turns on the beautiful road.



**PROTIP:** The keys to reaching the highest speed are to stay on the road and to avoid skidding around corners. You can prevent some skids by anticipating tight turns and easing into them.

The audio treatment in Road Rash is equally good, offering ample sound effects and accompanying music. The sounds don't get in the way, but it's still easy to get into the action as the tires chatter and your opponents thump to the pavement as they slide out in the turns.



**PROTIP:** Obviously, it's most important to stay on your bike. Keep your eyes peeled for obstacles in the road, like cars and animals.



**PROTIP:** Booting someone off their bike will take them out of your hair, but the timing is key. A few seconds before you're abreast of a racer, hold Up on the control pad, then hit Button 2 a split second before you want to give him some shoe. POW!

### Give Me a Brake!

All the elements put together create a wonderful game—and a real task to battle through. It's a lot of fun to work from level to level, to conquer the windy roads and your quality competitors. The challenge is high, so you'll have hours of fun in the Road Rash. **Q**

#### Game Gear Game Profile

### Road Rash

(By U.S. Gold)

Road Rash for the Game Gear has all the excitement of the Electronic Arts original. It twists open the throttle for highway hijinks on the small screen.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	5.0	4.5	4.5

Price not available  
Available March  
Motorcycle racing  
2 players  
5 courses

Behind-the-driver view  
Multi-scrolling  
Passwords

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70¢ PER MINUTE CHARGE. MINORS MUST HAVE PARENTAL PERMISSION BEFORE CALLING.  
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**KONAMI®**





By Manny LaMancha

Bart's comic-book hero, Radioactive Man, is in trouble, so Bart dons his own super-hero duds to save the day. Bartman may be able to save Radioactive Man from a horrible fate, but you may not want to bother sticking around to find out how it ends.

## the Simpsons

# BARTMAN MEETS RADIOACTIVE MAN

### Don't Be a Simp, Son!

This basic side-scrolling action game features a typical hop-n-bop design. There's a fair share of blind jumps, and a bunch of Simpsons-esque enemies to keep you on your toes. Bartman Meets Radioactive Man could have been fun, but it's a pain to make progress, get killed and have to return to the start of a level.



**PROTIP:** Don't waste your shots on just any creature. Be selective in your firing, so you'll have shots when you really need 'em.

Controlling Bart is not easy, and his movement could be crisper. It's hard to make him change directions, and it can be difficult to reach platforms without a running jump.

### Art for Bart's Sake

The character graphics aren't too bad. However, the screen virtually stutter-stops before some adversaries appear. This unexpected glitch is pretty annoying.

The average background music and sound effects fit the bill just fine, never overshadowing the action.



**PROTIP:** Plan out your jumps. Scan your surroundings to make sure you're not jumping into limbo and out of a life.



**PROTIP:** Look overhead for power-ups hidden just out of view.

### A Nuclear Family

Though it's not a toxic wave of time, Bartman Meets Radioactive Man is an average game with handicaps that affect its playability and your enjoyment. Only you can determine if it's a meltdown or not. **G**

# PRO REVIEW

## Game Gear



By Lawrence of Arcadia

They're spooky, a little kooky, and on the Game Gear, they're boring in this repetitive side-scroller by Flying Edge. The Addams Family should seriously consider some family counseling.

### The Family that Plays Together

As in the Genesis version, you guide Gomez through graveyards, haunted mansions, and hidden rooms, solving puzzles and searching for other members of The Family. You clear out enemies by bouncing on their heads. The head-jumping thing may suit Mario just fine, but Gomez seems ill at ease with all that hoppin' and boppin'. You often fall into crevices or onto spikes before you even know what's happening (later you'll be able to enlist Thing as a shield). Enemies run the gamut from A to B, with a lot of skeletons and ghosts.



**PROTIP:** Bounce on the carnivorous plants in the beginning of this level and you'll find some food.



**PROTIP:** In this icy cavern, get a running start before you leap across the chasm.

The graphics and sound are detailed but repetitive (you can see minor creatures like the carnivorous plants, but the Bone Rooms are all the same). The enemies are one-dimensional and easy to avoid. The music is also very repetitive. The Addams Family theme song will be burned into your brain.



**PROTIP:** To get into the house, travel to the right of the first level until you can go no further. Then press Button 2, and you'll come to the room with the skeleton. Bounce on his head three times and he coughs up the key.

# Addams Family

### A Family Matter

The game is long and involved, but if you could channel surf on your Game Gear, you'd probably be watching something else right now.

If you're tired of repetitive side-scrollers with little to offer but a brand name (the Flinstones, Rocky and Bullwinkle), then stay away from this family. But, if you've got time (and brain cells) to kill, you may want to go over to the house and see how the Addamses are doing. **G**

The Simpsons: Bartman Meets Radioactive Man  
(By Arena Entertainment)

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.0	2.5	Intermediate
<b>\$34.99</b>				
Available February	Side view	14 levels		
Action/adventure	Side-scrolling			
1 player	Limited continues			

Addams Family (By Flying Edge)

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.5	3.5	Intermediate
<b>\$34.95</b>				
Available now	Side view	1 player		
Action/adventure	Multi-scrolling			

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SEGA CD

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# GamePro Products

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### Editors of GAMEPRO Magazine

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# To Order: Turn the page



## A Player's Guide to Power Peripherals



**By The Lab Rat**

How are my favorite April Fools? I've got a gnawing feeling that you've been waiting for some great new stuff, and I've got it. This April, Innovation's living up to its name with some imaginative controllers, while Tyco enters the video-game peripheral arena with the Power Plug. Read on, Rats!

### Action Accessories

**Tyco Toys**, known for its line of action figures, electric racing sets, and radio-controlled vehicles, has its sights set on the video game industry. They've developed the **Power Plug**, a plug-in joystick accessory for 16-bit controllers that allows smoother corner turning (for such games as Super Mario Kart), faster firing (for shooters like *Lightening Force*), and multiple move sequences.

Tyco may be a little late in the game, however. There are a number of new joysticks that are already either pre-programmed with special moves for different games, or that enable you to program the moves yourself. As for faster firing and smoother cornering, Turbo and Auto Fire switches can do that.

The Power Plug may give some new life to your tired old joypads, but at \$40 a pop, you just may want to let the old joysticks die and spend your hard-earned cash on new ones.



### The Power Plug

**Type:** Accessory  
**System:** Genesis, NES, and Super NES  
**Features:** Smoother cornering, faster firing, and pre-programmed game play may have been hot when joysticks didn't do this kind of stuff, but now they do. For \$40, you could probably find one that does this and more.  
**Price:** \$40.00 (for 16-bit systems)  
**Available:** Now  
**Contact:** Tyco Toys (800) FOR-TYCO

### Jammin' Joysticks

**Innovation** is back in the video-game saddle with a great new joystick that covers just about all your gaming needs. The **Ultra Stick**, a new universal six-button joystick, has a Street Fighter layout (a joystick on the left, and on the right, three buttons above, three below), a sturdy design, and oh, before I forget, it can be used on six different systems!

The Ultra Stick is good for the SNES, the Genesis, the Turbo Duo, the Neo-Geo, the Super Famicom, the Mega Drive, and the PC Engine. It also comes with Turbo buttons, Slow Motion, and an Auto Detect feature (it allows the 'stick to determine which system you're on). You'll never want for joysticks again, and Mom won't have to decide which 'stick goes in the closet with which unused system!

### Power Peripherals

**Innovation's** really doin' the multi-system thing. They've also got a new universal power supply called the **Super Charger**. The Super Charger is a Ni-CAD rechargeable battery pack that works for the Game Boy, Game Gear,



### The Super Charger

**Type:** Rechargeable battery pack  
**System:** Game Boy, Game Gear, Lynx, and Turbo Express  
**Features:** Multi-system man-lacs can now go portable with this, the first multiple-system rechargeable battery. If you own two or three of these systems, you should own one of these battery packs.  
**Price:** \$49.99  
**Available:** Now  
**Contact:** Innovation (800) INN-OVAT



### The Ultra Stick

**Type:** Joystick  
**System:** Genesis, SNES, Duo, Neo-Geo, Super Famicom, Mega Drive, and PC Engine.  
**Features:** Six-button layout similar to Street Fighter in the arcades. The money you save on joysticks this year can go toward more fighting carts!  
**Price:** \$59.99  
**Available:** Now  
**Contact:** Innovation (800) INN-OVAT

Lynx, and Turbo Express. This is truly a first for rechargeables, and for owners of multiple handheld systems, it's a must.

The sturdy clip-on unit takes six hours to charge, and once charged, it's good for 30 hours on the Game Boy, and three to four hours on the Game Gear, Lynx, or Turbo Express. A sliding door reveals three separate input jacks (one for the Game Boy, one for the Game Gear, and one for both the Turbo Express and Lynx), and two lights that tell you when the unit is charging and when the charge is full. ☐







**As much excitement as you can  
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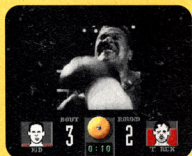
Why just play games, when you can live them? Forget those digitized cartoons, Sega TruVideo™ games use real video footage. Meaning the action in the games is real. So's the rush of adrenaline you get while playing them. These aren't video games as you understand them. They're more like Hollywood movies, only you control the plots. And they have CD quality sound effects and music tracks, adding to the realism. So, when someone screams, it sounds

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You find yourself in a turn-of-the-century mansion full of surveillance cameras, traps, shady characters and unexpected secrets. It's rumored there's treasure buried somewhere, but no one knows for sure. You control the plot as the mystery of this mansion unravels.



**JOE MONTANA NFL FOOTBALL™**—It's game day and you're calling the action. You choose your team—you have access to all 28 teams and stats. You choose your plays—TruVideo™ Joe Montana will help you. And there are four different field views, creating endless hours of gridiron action.



**PRIZE FIGHTER™**—This interactive movie game is played entirely from your point of view. Land a punch and watch as your opponent reels. Take a punch, your screen rocks. Take too many punches, you're flat on your back—looking up at the ref as he gives you the count. Don't forget your mouthpiece because this is classic interactive boxing at its best.



**GROUND ZERO, TEXAS™**—Aliens disguised as humans are ready to exterminate the entire human race. It's up to you to stop them. Uncover their plot, figure out how to kill them (man-made weapons only stan them) and annihilate their forces before it's too late. But be careful. Screw up and you'll be reduced to subatomic particles of radioactive fallout.



like you're in the room with them. Which, in a way, you are. What does all this TruVideo™ stuff mean? It means your optic nerves are in for a workout.

It means you should go try these games. It means you may soon be wearing your hair differently. It means these games are indeed the next level. It means 110 volts never felt so good.

**SEGA CD™**  
WELCOMETO THENEXTLEVEL™

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# S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics



Genesis

## Rocket Knight Adventures

Wanna Be in Pictures?



Begin a normal game and play as far as you like. When you're ready for a break, hit Start to pause your game. Then, **press Up seven times, Down once, Left three times, and Right once.** If you've done the trick correctly, the word Pause will move. Now, press Reset. When the game's demo begins, you'll notice that it's your game that's being demoed!

Matt Sarken, Fargo, ND

Genesis

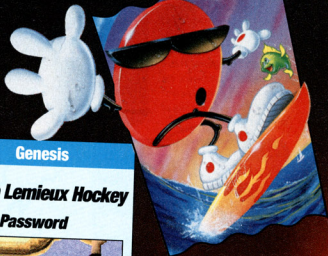
## Mario Lemieux Hockey

Black Ice



Here's a way to turn the ice black: Enter the password **CEMENTBLADES**. Press Start, and the screen will say "Bad Password." Move the cursor to Cancel, and press Start. Choose Exhibition or Tournament, select your teams, and hit Start to begin your game.

Dustin Howard, Costa Mesa, CA



Genesis

## Mario Lemieux Hockey

Super Password



Here's a password that lets the gamer change any or all of his team's skills. Choose Password, and enter the code **ABRACADABRA2**. Press Start, and the words "Bad Password" will appear. Move the cursor to Cancel and press Start. Choose Exhibition or Tournament, and select your teams. At the Today's Match screen, use Up and Down on the directional pad to cycle through the team skills. When you've selected a team skill, press Button A or B to change the Skill. Press Start to begin play.

Dustin Howard, Costa Mesa, CA

Genesis

## Cool Spot

Debug Mode



Here's a strange debug mode worth checking out. Go to the Options mode and then **press Button A twice, B twice, C four times, B twice, A four times, B twice, and C twice.** Cool!

Rick Stanton, Jackson, MS

## Mortal Kombat

## Secret Sonya



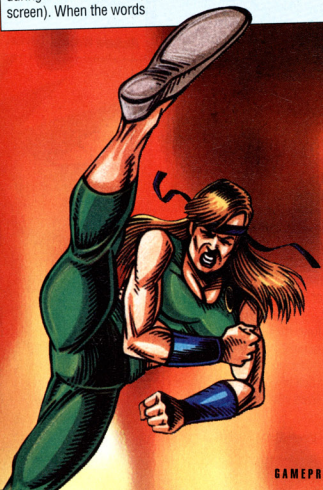
Use the D,U,L,L,A,R,D code (press Down, Up, Left, Left, Button A, Right, and Down during the Game Start/Options screen). When the words

"Cheat Enabled" appear, choose the Cheat option, and then switch on Flag Two and Flag Three. Set the Plan Base for three and the first map to the Pit. Fight your way to the second endurance match. This should also be fought in the Pit unless you had to continue along the way. If you aren't in the Pit, let the computer opponents kill you and keep continuing until you are in the Pit.

Get a Double Flawless and begin the fight with Reptile. Since this is the endurance round, you'll have to fight two Reptiles. If Sonya is the second person of the second endurance round, then the second Reptile will be the secret Sonya!

This Sonya is a glowing green color. She's got some awesome moves, including a Shadow punch that changes into a harpoon when it hits and pulls you to her like Scorpion, and a Ring attack that freezes her opponents.

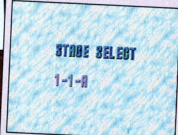
Jason Coggeshall, Anaheim, CA



## Sega CD

## Sonic CD

## Stage Select



To choose any stage in Sonic, wait until the title screen appears and then press Up, Down, Down, Left, Right, Button B, and Start on your control pad. You'll hear a bell if the trick worked. You'll be able to choose any stage in the game.

John Slater, San Jose, CA

## Sega CD

## Sonic CD

## Super Secrets



Beat Sonic in the Attack mode with special times to access secret play modes:

If you beat the game in the Attack Mode with an overall time of under 37:27:57, you'll return to the title screen to discover a new option called D.A. Garden. Choose it and you can play with Sonic's world, scaling and rotating it for fun.

Or, beat the game in the Attack mode with a time under 30:21:05, and then push Left on the control pad. A new menu will appear that enables you to play any special stage you choose.

Finally, beat the game in the Attack mode with a total time under 25:46:12, and you'll discover an option called the Visual mode when you return to the title screen. You can check out the game's real ending, plus a special Drawing mode where you can see animations of Sonic.

Larry Stark, Pittsburgh, PA



# S.W.A.T. PRO

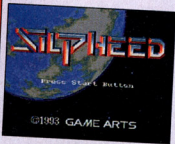
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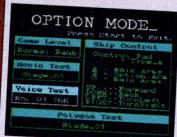
Sega CD

## Silpheed

### Voice Test



©1993 GAME ARTS



If you want to hear more than just the sounds of this awesome game, here's a trick that'll let you access the voices. Wait until the demo finishes, and press Start when the title screen appears. Select Option, then **simultaneously press and hold Buttons A, B, and C on Controller Two**. Then, press Start on Controller One. A new selection called Voice Test will appear in the Option mode.

J. Salton, Chicago, IL

Super NES

## Super Empire Strikes Back

### 1-Up Loop



Use the password NGM5JB to reach the Carbon Freezing Chamber. Play through this level until you reach a pit. Fall off the ledge into the pit, and jump on one of the Freeze lamps. Descend by jumping from lamp to lamp. When you reach the bottom, head to the right until you discover a secret room (you'll see a spider web-like figure in the background). Shoot all around the hidden Grenades, 1-ups, a Health Sword, Blaster power-ups, and Hearts. After you've grabbed the goods, jump off the ledge and die. You'll begin again just above the secret room. Repeat until you've maxed out on power-ups.

Jack Stewart, Madison, WI

Super NES

## Super Empire Strikes Back

### Another 1-Up Loop



Here's an easy 1-up loop in the first level of Super Empire that enables you to quickly build up lives. When you reach the first area where Luke rides the Tauntaun, go forward until you reach the breakaway bridge (you'll know it's the right bridge if you see a big Heart under the arch).

In front of you you'll see a deep spiked pit. Step off the ledge and fall into the pit, pushing Left as you fall. You'll land on an invisible platform. Jump straight up until you're sure you're on the top platform. Next, move to the left until you fall, and then push Right as you fall. You'll land on another invisible platform. You'll also reveal and collect an invisible 1-up that was sitting on the platform. Continue to edge left off the platforms (eight in all from the top), pushing Right as you fall each time. You should collect a total of four 1-ups.

After you've collected all four, drop onto the spikes below. You'll die, but you'll be three 1-ups richer. Repeat this trick until you've got all the lives you need.

Virgil Hyde, Tooele, UT

Super NES

## Super Empire Strikes Back

### Passwords



Here are codes for every stage of Super Empire Strikes Back:

Stage 2	WDWDB
Stage 3	CSPTNP
Stage 4	NSRSL
Stage 5	WFBJTB
Stage 6	BHRDHL
Stage 7	HMGPWJ
Stage 8	LDGLTJ
Stage 9	LLJFBG
Stage 10	WLJWDN
Stage 11	WBWHRW
Stage 12	NCCGSP
Stage 13	GLTTDJ
Stage 14	GJBHNF
Stage 15	MCDGRJ
Stage 16	PGPNMJ
Stage 17	NGMSJB
Stage 18	RLMSWJ
Stage 19	SWPMSS

Richard Wooten, Dayton, TX



## Super NES

### Rock 'N' Roll Racing

#### Sound Test



To hear Larry "Supermouth" Huffman sound off, go to the Options screen and turn Larry Off. Then, using either Button A, B, X, or Y, turn him back on and continue to hold the button down. Now, for every time you press Button L, you'll hear one of the different things Larry says.

Fred Brumwell, Whitby, Canada

## Super NES

### Rock 'N' Roll Racing

#### Find a Lost Viking



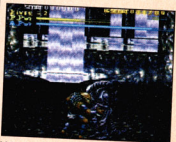
When the game begins, you can snag one of the Lost Vikings to drive your racer. When picking your driver, press and hold Buttons L, R, and Select, and then push Right until a Lost Viking appears on-screen. He's got better stats than the other drivers!

Stew Dehls, Piggott, AK

## Super NES

### Alien vs. Predator

#### Stage Select



When the title screen appears, press Select to reach a configuration mode. Press Start once again and the Option Menu will appear. On Controller Two simultaneously press and hold Buttons L, R, X, and A. Press Start on Controller One and the Stage Select will appear.

Chris Smith, W. Hartford, CT

## Super NES

### Sunset Riders

#### Extra Continues



It's the old two-player trick! To earn an extra set of continues, begin a one-player game. When you run out of continues, but before you lose your last man, press Start on Controller Two. You can continue the game as Player Two with a full set of continues.

Beto Villegas, Chicago, IL



# YOU MAY BE A

## ASCIIWARE'S™ ULTIMATE FIGHTING SYSTEM GIVEAWAY!

Let's be honest, here. Not everybody can win. But wouldn't you feel like a real loser if you blew off this sweepstakes, and that kid across the street — y'know, the one who's always hanging around — scored the grand prize?

Just imagine watching the delivery guy, parked in that other kid's driveway, unloading box after box of the greatest stuff ever hooked to a TV. And you'd just have to suck it up, 'cause you were too lazy to search for a 29¢ stamp.

Of course, we'd be calling this the "Pretty Okay Fighting System Giveaway" if it weren't for the controllers — two ASCIIWARE™ Fighter Sticks, the best enhanced joysticks on the market. Auto Turbo, Turbo Fire (on every button), Super Slow Mo—and tough enough to go the distance. If that kid across the street gets his grubby little hands on one — well, you better



take up bowling.

The odds here are way better than any of those Zillion dollar giveaways that they don't let kids enter, and if you *do* win, we promise not to send a fat guy to your house, armed with a microphone, hoping to catch you in some embarrassing family moment.

Whether or not the unthinkable happens — namely, the delivery truck pulls up at that kid's house — there's only one guaranteed way to keep on top of all the games — a subscription to GamePro for less than \$20 per year. That's 66% off the newsstand price.

Sure, it's not free, like our giveaway, but who knows? Maybe your parents will be so impressed with your smart \$\$ decision, they'll buy you an Ultimate Fighting System.

Hey, we all gotta dream.

ASCIIWARE™

### The Little Lawyer's Corner!



**Contest Regulations - Awarding of Prizes** - Winners will be determined on June 15, 1994 in a random drawing by GamePro magazine. Odds of winning depend upon the number of all eligible entries received. Some titles must be available at time of drawing, and officially licensed for the respective game system. Approximate value of prizes: Grand prize-\$450, First Prize-\$60, Second Prize-\$35. Winners will be notified by phone and/or mail. **Winners** entry and acceptance of prize constitutes permission to use their names, photographs, and likeness for purposes of advertising and promotion on behalf of GamePro and/or ASCII without further compensation. Winner is responsible for any and all federal, state, and local taxes if necessary. A complete list of prize winners will appear in a future issue of GamePro magazine. **Eligibility** - Employees of Infotainment World, Inc., ASCII Entertainment Software, Inc., and all participating vendors, their subsidiaries, affiliates, advertising agencies, and their immediate families are not eligible. **Liabilities** - This promotion is operated by Infotainment World, Inc., and ASCII Entertainment Software, Inc., which is solely responsible for its conduct, completion and awarding of prizes. All decisions of Infotainment World, Inc., and ASCII Entertainment Software, Inc., on all matters relating to this promotion are final. **Infotainment World, Inc., and ASCII Entertainment Software, Inc., and participating sponsors assume no liability resulting from the use of this prize. **Prize Restrictions** - Alternative prizes or cash will not be offered in lieu of prizes described above. Prize may not be substituted, transferred, or exchanged. **Copyrights** - ©1994 ASCII Entertainment Software, Inc. ASCIIWARE, Fighter Stick SH, Fighter Stick SG-6, ASCIIpad SH, and ASCIIpad SG-6 are trademarks of ASCII Entertainment Software, Inc. Super Nintendo Entertainment System is a registered trademark of Nintendo of America Inc. Sega and Genesis are registered trademarks of Sega Enterprises, LTD. All rights reserved.**

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"Tough luck Bobby,  
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# S.W.A.T. PRO

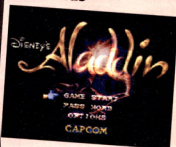
Video Game Strategies, Weapons, and Tactics



Super NES

## Disney's Aladdin

### Passwords



Climb aboard your magic carpet and ride with these passwords:

- Level Two:**  
Genie/Abu/Aladdin/Sultan
- Level Three:**  
Jafar/Abu/Jasmine/Genie
- Level Four:**  
Genie/Jafar/Aladdin/Abu
- Level Five:**  
Abu/Aladdin/Genie/Jasmine
- Bonus Level:**  
Jasmine/Jafar/Sultan/Jasmine
- Level Six:**  
Jafar/Jasmine/Aladdin/Jafar
- Level Seven:**  
Aladdin/Jasmine/Abu/Sultan

Jeff Chamberlain, Liverpool, NY

Super NES

## Super Bomberman

### Sound Test



To check out Bomberman's tunes, plug your Multitap into the second port on your SNES, and plug a controller into the fifth port. Wait until the title screen appears, and then press and hold Button R on the controller. A Sound Test option will appear.

Andy Senter, Tucson, AZ

Super NES

## Super Bomberman

### Shrink Code



Want a teeny, weeny, itty, bitty Bomberman? When the title screen appears, select the Password option and press Start. Enter the code 5656. Begin a normal game, and you'll have tiny Bombermen.

Andy Senter, Tucson, AZ

Super NES

## Super Bomberman

### Passwords



Here are passwords for every stage in Super Bomberman:

#### Stage 1:

- Part 1: 5555  
Part 2: 7503  
Part 3: 5543  
Part 4: 0513  
Part 5: 5522  
Part 6: 7564  
Part 7: 3535

#### Stage 2:

- Part 1: 0055  
Part 2: 4005  
Part 3: 0043  
Part 4: 5012  
Part 5: 7024  
Part 6: 5064  
Part 7: 0034

#### Stage 3:

- Part 1: 5453  
Part 2: 7402  
Part 3: 3444  
Part 4: 0412  
Part 5: 2423  
Part 6: 0464  
Part 7: 4434

#### Stage 4:

- Part 1: 6154  
Part 2: 4103  
Part 3: 7144  
Part 4: 5114  
Part 5: 1122

- Part 6: 4164  
Part 7: 0135

#### Stage 5:

- Part 1: 5252  
Part 2: 7204  
Part 3: 5244  
Part 4: 6213  
Part 5: 4224  
Part 6: 1264  
Part 7: 3232

#### Stage 6:

- Part 1: 0652  
Part 2: 3605  
Part 3: 7645  
Part 4: 5615  
Part 5: 7623  
Part 6: 4665  
Part 7: 1635

Ricardo Morales,  
Round Hill, Puerto Rico

### Game Gear

## Tom and Jerry - The Movie

### Test Mode

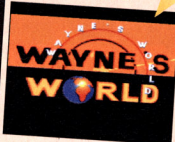


To reach a special Test Mode screen in the game, wait until the title screen appears and then press **Button One, Button Two, One, Two, One, Two, One, and Two**. If you've done the trick correctly, the Test Mode screen will appear and you can choose **Invincibility, Stage Select, or Sound Test**.

Lan Bao, Portland, ME

### Super NES

## Wayne's World



Infinite lives: C28F-0704

Infinite

Worthiness: C2BC-D728

Adam Tynder, Isle of Palms, SC

### Super NES

## Super Empire Strikes Back

Saber control doesn't drain the Force Bar: DDCC-1DDA

Big Hearts heal completely: DC8D-3D04

Force Orbs fill Force Bar: E8B-3764

# GAME GENIE

### Genesis

## Sonic Spinball

Start with five lives:

AZBT-4AHR

Start on Level 2: the Powerhouse: AFBT-5N7G

Extra man about every 1,000,000 points:

869A-4AHR & B69T-4AAA

# GAME GENIE

### Nintendo

## Ren and Stimpy

Infinite collectables:

OUEAXXOO

Infinite lives:

NYUVOZTE

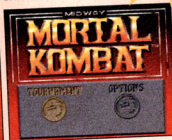
Start with nine lives:

PEUAPZLE

# PRO ACTION REPLAY

### Super NES

## Mortal Kombat



Unlimited time: 7E01-2295  
One-round fight: 7E01-F85E

Edward Contreras, Bronx, NY

### Super NES

## Zombies Ate My Neighbors

### Game Genie Code



Zeke or Julie can max out on items by standing over them: C9AE-C404

David Ginn, St. Petersburg, FL

# GAME GENIE

### Game Boy

## Bubble Bobble 2

Infinite lives: FAB-CEE-4C1  
Hold B for four seconds and big bubbles appear:

056-CEE-4C1

Kill one enemy to progress a level:

AEE-33A-19E

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**Secret Weapons**  
P.O. Box 5828  
San Mateo, CA 94402





# THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies

## Fatal Combos and Death Blows



By Erik Suzuki

Fatal Fury Special is one of the best one-on-one fighting games around. Here are some combos and the death blows (called Fatal Furies) for the first eight characters. (Please Note: Some of these combos require critical timing and correct first-hit positioning, but all are unblockable after the first hit!)



### Tournament Report • March 1994 •

The Midwest Super Street Fighter II Tournament  
**Date:** March 26, 1994  
**Prizes:** Cash prizes, t-shirts, and home game carts  
**Rules:** Double-elimination  
**Location:** Super Just Games, North Brook, IL  
**Info Line:** (708)559-8727  
Note: This is promoted as the biggest SSF II touney outside of California. Go for it, it will be super big!

## Terry Bogard

Power Wave Combo



1) Jump in with a deep Fierce Punch.



2) Land and press Fierce Punch again.



3) Now throw the Power Wave.

Fatal Fury: The Super Power Wave



1) Press Down, Down-Away, Away, Down-Away, Toward, and hit B and C simultaneously.



2) This move works best when your opponent is close to you.

## Andy Bogard

Rising Dragon Combo



1) Cross 'em up with a deep Fierce Kick.



2) When you land, hit your opponent with a standing Light Punch.



3) Finish them off with the Rising Dragon Punch.

Fatal Fury: The Super-Sonic Split



1) Charge Down three seconds, then press Down-Toward plus the B and D buttons.



2) This move is best used when your opponent is throwing a projectile at you.



## Joe Higashi

### Fatal Fury: The Super Hurricane Upper



1) Press Toward, Away, Down-Away, Down, Down-Toward, Toward, and B and C simultaneously,

2) This move is best done when your enemy is close to you.

### Hyper Fist Combo



1) Jump in with a deep Fierce Kick.



2) Immediately do the TNT Punch for at least two more hits, and up to three more hits if you're lucky.

### Next Month in *The Fighter's Edge*

- Mortal Kombat II: More Fatalities and Combos
- Fatal Fury Special: Combos and Fatal Furies for the New Characters, Plus a Secret Surprise!
- Eternal Champions: Overkills and Strategy

## Kim Kap Hwan

### Crescent Moon Combo



1) Jump in with a Fierce Kick.

2) When you land, hit 'em with a Light Punch.

3) Complete the combo with a Crescent Moon Slash for three massive hits.

### Fatal Fury: The Hyper Attack



1) Press Down, Down-Away, Away, Down-Away, Toward, and hit B and D simultaneously.

2) It's best to do this move when your opponent is landing from a jump. It lands many hits!

## Big Bear

### Cheap Bear Grab Combo



1) Jump at your opponent and press the Light Kick Button.

2) When you land, do the Bear Bomber and you'll grab them, even if they block.

### Fatal Fury: The Flame



1) Press Toward, Down-Toward, Down, Down-Away, Toward, and B and C simultaneously.

2) You can use this move best when your opponent is jumping at you.



## Cheng Sin Zan

### Bone Crushing Combo



1) Jump at your opponent with a deep Fierce Kick while Charging for the Bone Crusher Crunch.



2) After landing, two-in-one from the light Kick button...



3) ...into the Bone Crusher Crunch for three hits.



### Fatal Fury: The Super Tempest Blast

1) Hold Down-Away for three seconds, then press Down, Toward, and B and C simultaneously.



2) Your projectile has the same distance as a regular Fireball, so it's best used by hitting an opponent either out of the air or from a far distance on the ground.

## Mai Shiranui

### Fatal Fury: The Flaming Ninja Dash



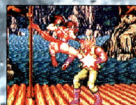
1) Press Toward, Away, Down-Away, Down, Down-Toward, Toward, and B and C simultaneously.



2) Since this move goes all the way across the screen, try to catch your opponent off guard.



### Flaming Fandango Combo



1) Jump at your opponent with a deep Fierce Kick.



2) When you land, do a standing Light Punch.



3) Now do a Fierce Dragon Flame Fandango for up to four hits.

## Jubei Yamada

### Fatal Fury: The Super Body Drop



1) Hold Down-Away for three seconds, then press Down, Down-Toward, and B and C simultaneously.



2) This move works just like Jubie's Body Drop, so remember to be within 1/2-inch of your opponent.

### Cookie Cutting Combo



1) Cross up your opponent with a deep Fierce Kick.



2) Upon landing, charge for a Cookie Cutter and hit 'em with a crouching Light Punch.



3) Do another crouching Light Punch.



4) Now two-in-one from the crouching Fierce Punch...



5) ...into the Cookie Cutter for a total of five hits.

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# MORTAL KOMBAT II

## Beginner's Survival Guide

By Slasher Quan, in cooperation with MKII designers Ed Boon and John Tobias



### The Blow-by-Blow

On the following pages are all the moves we know of currently in Mortal Kombat II. This key explains the terminology used.

**Tap** = Push the directions indicated in sequence.

**Motion** = Press the indicated points in one smooth motion.

**Hold** = Hold down the indicated buttons for the indicated time period, then release them.

**T** = Toward

**A** = Away

**D** = Down

**U** = Up

**DT** = Down-Toward

**DA** = Down-Away

**BL** = Block

**HP** = High Punch

**LP** = Low Punch

**HK** = High Kick

**LK** = Low Kick

**When Close** = You can do the move only when you are close to your opponent.

**(Moves in Parentheses)** = Push all the buttons simultaneously.

**\*** = The move can be done in the air.

## SUB-ZERO

### Ice the Ground



Motion D, DA, A, LK



### Freeze



Motion D, DT, T, LP

### Slide



Hold A, (BL, LP, LK)

## SCORPION



### Spear



Tap A, A, LP

### Trip



Motion D, DA, A, LK



### Fatality #1: Flaming Bones



Hold BL, tap U, U, HP (Distance: one-quarter-screen away)



# JOHNNY CAGE



## Shadow Uppercut



Motion or tap A, D, DA, A, HP

## High Green Flame



Motion D, DA, A, HP

## Low Green Flame



Motion D, DT, T, LP

## Shadow Kick



Tap A, T, LK

## Fatality #1: The Torso Pull



Tap D, D, D, T, T, LP (Distance: very close)

## Low Split Punch



Hold D, (LP + BL)

Note: Won't work against Mileena or Kitana.

## \*Air Throw



Jump, push BL when close in midair

## \*Disappear and Hit



Motion D, DA, A, HP

# KITANA



## Fan Suction



Tap A, A, A, HP

## Flight



Motion DT, D, DA, A, HP

## \*Throw the Fan



Tap T, T, (HP + LP)



## LIU KANG



### Bicycle Kick



Hold LK 2 seconds, release



### \*High Fireball



Tap T, T, HP

### Low Fireball



Tap T, T, LP

### Flying Kick

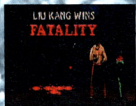


Tap T, T, HK

### Fatality #1: Dragon Food



Tap D, T, A, A, HK (Distance: very close)



## RAIDEN



### Electric Grasp



Hold HP 2 seconds, release when close

### Electricity



Motion D, DT, T, LP



### \*Superman



Tap A, A, T

### Teleport



Tap D, U



Tap = Push the directions indicated in sequence.

Motion = Press the indicated points in one smooth motion.

Hold = Hold down the indicated buttons for the indicated time period, then release them.

T = Toward

A = Away

D = Down

U = Up

DT = Down-Toward

DA = Down-Away

BL = Block

HP = High Punch

LP = Low Punch

HK = High Kick

LK = Low Kick

When Close = You can do the move only when you are close to your opponent.

(Moves in Parentheses) = Push all the buttons simultaneously.

\* = The move can be done in the air.

## KUNG LAO



### \*Flying Kick

Jump, tap U, D, HK

### Warp



Tap D, U



# JAX



## Fire Wave



Motion D, DB, B, HK

## Earthquake



Hold LK 4 seconds, then release



## Grab and Hit



Tap T, T, LP when close



## Repeated Body Slams



Throw the enemy with LP, then tap HP for extra slams



## \*Air Back Breaker

Jump, push BL when close in midair

## Fatality #1: Fist Clap



Hold LP, Tap T, T, T, T, release LP (Distance: Very close)



## Dizzy Hit



Tap T, T, HP when close



## Hat Spin



Hold BL, tap U, U, release BL, tap LK to Spin



## Toss the Hat



Tap A, T, LP, then control:

Joystick Up



Joystick Neutral

## Fatality #1: Split 'Em in Half



Hold BL, T, T, T, LK (Distance: One step away from victim, just inside sweep range)



Joystick Down



# BARAKA



## Slicing Blades



Tap A, A, LP

## Blade Throw



Motion D, DT, T, HP

## Fatality #1: Decapitation



Tap A, A, A, A, RP (Distance: very close)

Note: Easier to do if you jump first.

Tap = Push the directions indicated in sequence.

Motion = Press the indicated points in one smooth motion.

Hold = Hold down the indicated buttons for the indicated time period, then release them.

T = Toward

A = Away

D = Down

U = Up

DT = Down-Toward

DA = Down-Away

BL = Block

HP = High Punch

LP = Low Punch

HK = High Kick

LK = Low Kick

When Close = You can do the move only when you are close to your opponent.

(Moves in Parentheses) = Push all the buttons simultaneously.

\* = The move can be done in the air.

## Fatality #2: Body Impalement



Tap A, T, D, T, LP (Distance: Very close)

# MILEENA



## Fatality #1: Slice 'n' Dice



Tap T, A, T, LP (Distance: very close)

## Ground Roll

Tap A, A, D, HK



Tap T, T, LK

## \*Ice Sais



Hold HP 2 seconds, release



Can't get past a level? Keep getting killed? Don't get mad...

# CHEAT!

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Auto-Code Play Mode	Auto-Code Play Mode selects all secret codes in the Secret Code Library automatically so you can play in Super Mode!	CAN'T DO IT
Maximum Codes	<b>8 PER GAME!</b>	a wimpy 5
Support for New Games and Codes	Game•Mage™, combined with the Power•Mage™ accessory, allows you to save secret game codes for current and new games so you don't have to re-enter codes each time you play!	Spend vast amounts of time collecting codes, sorting through code books and RE-ENTERING your favorite codes each time you play BUMMER DUDE.
Upgradable	<b>YES!</b>	<b>NOT!</b>

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## REPTILE



### Disappear



Hold BL, Tap U, U, D, HP (Repeat to reappear)

### Slide

Hold A (BL, LP, LK)

### Bubble Suction



Tap A, A, (HP + LP)

### Acid Spit



Tap T, T, HP

### Fatality #1: Head Snack



Distance: A little over one-half screen (the distance of one jump)

Tap = Push the directions indicated in sequence.

Motion = Press the indicated points in one smooth motion.

Hold = Hold down the indicated buttons for the indicated time period, then release them.

T = Toward

A = Away

D = Down

U = Up

DT = Down-Toward

DA = Down-Away

BL = Block

HP = High Punch

LP = Low Punch

HK = High Kick

LK = Low Kick

When Close = You can do the

move only when you are close

to your opponent.

(Moves in Parentheses) = Push

all the buttons simultaneously.

\* = The move can be done in

the air.

## SHANG TSUNG



### Fireball x1



Tap A, A, HP

### Fireball x2



Tap A, A; T, HP

### Fireball x3



Tap A, A, T, T, HP

### Transform



Each transformation lasts about ten seconds.

Sub-Zero

Tap T, D, T, HP

Mileena

Hold HP 3 seconds, release

Scorpion

Hold BL, Tap U, U

JAX

Tap D, D, LK

Johnny Cage

Tap A, A, D, LP

Baraka

Tap D, D, LK

Liu Kang

Tap A, A, T, T, BL

Kung Lao

Motion or Tap A, D, A, HK

Raiden

Tap D, A, T, LK

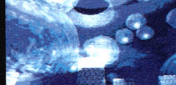
Reptile

Hold BL, Tap U, D, HP

Kitana

Tap BL 3 times

# Meet Our Soul Survivor.



Our guy looks like he made it through **MANSION OF HIDDEN SOULS** with hardly a scratch. His wired jaw works pretty well and his new dentures are shiny white. The large bald spot on the back of his head doesn't seem to bother him. All of his organs, as far as we know, are original and still in the same places. And we don't hear him complain about the hair that won't stay down or the hands that won't close. Of course, we don't know anything about his mental state.



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All Pro Bkbl 4	10	Colvina	1.60	Elm Bn Duel	10.25
1 Alpha Men	1	Colvina 2	1.50	Emp Strks Bk	12.28
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2 Ascipation	1	Cyrl Planet	8.16	Flyng Fm	8.20
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Archon	16	Chmp Bldg	16.30	F1 Hro 2	16.30
Archon Gme	8	Chmp Bldg	16.30	F1 Hro 3	16.30
Arksn Rgr	2	Chllr	6.15	F1 Frnk Yng	16.30
Arksn Rgr 2	16	Chllr 2	16.30	F1 Frnk Yng 2	16.30
Astyanax	1	Chllr Chrb	2.10	F1 Frnk Yng 3	16.30
1 Athena	1	Cin Cnnc	4.40	Faria	16.35
1 Atk Tndr	1	Cin Cnnc 2	4.40	Faria 2	16.35
Atk Tndr Klt Km	12	Cin Cnnc 3	14.32	Felis	16.30
Baby Bomer	25	Cliffhng	16.30	Ferral GP	16.30
Baby Bomer 2	1	Cin Cnnc 4	4.40	F1 Frnk Yng	16.30
Bac Fct 2/3	4	Che Chnd	1.50	Fght Ght L.T.	3.15
1 Bad Dads	1	Chng Tng	1.40	Fght Sml	1.40
1 Bad Dads 2	1	Chng Tng 2	1.40	Fght Sml 2	1.40
Bad Sw Bldg	1	Chng Dlnr	16.30	Frnk Hwks	4.40
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# SHORT PROSHOTS

Quick Hits on the Newest Games!

## Genesis

### Tennis All-Stars (Codemasters)



This new tennis game comes with a court full of options. Play with male and female players in singles and doubles competition on a variety of



court surfaces. The action includes tactical moves for each player. A behind-the-player view helps make the action intense. You can play a one-player game against a seven-level computer opponent, a two-player regular match, or a four-player simultaneous game.

(Available April)

## Sega CD

### Battlecorps (Core Design)



You'll stomp and shoot your way across 360-degree texture-mapped moons when you get behind the controls of the armored Bipedal Attack

Machine. Play as one of three characters, each with unique strengths and weaknesses, and shoot with 12 different weapons as you tackle more than 30 game objectives and nine 3D bosses. Voice-over commentary provides spoken instruction throughout the game. This first-person shoot-em-up uses the same engine as the acclaimed AH-3 Thunderstrike.

(Available April)

### Soulstar (Core Design)



You and your fellow Cryo-Commandos have a job to do—chase down and destroy the deadly Myrkoids. The hunt



takes you from the trackless wastes of the Great Divide to the starfields of Maldrum Tau, and it is highlighted by a speed-of-light chase through the Hypergate. Soulstar offers simultaneous game play for two players, who can take on 40 missions using three different vehicles. The behind-the-vehicle perspective, 3D graphics, dramatic music, and continuous game play through three warp tunnels all help intensify the battle action.

(Available May)

## Super NES

### Choplifter 3 (Absolute)



The Choplifter series continues with this four-meg action/adventure game. You fight through 16 levels of side-scrolling action as you fly from the jungles to the sea and to a city in search of hostages who were kidnapped by terrorists. Your craft is the world's most sophisticated rescue chopper, and your arsenal includes guns, flamethrowers, and napalm.

End-level bosses punctuate the action. This one-player game supports the SNES Mouse.

(Available March)

### King of the Monsters 2 (Takara)



Who is the ultimate King of the Monsters? Super Geon, Atomic Guy, and Cyber Woo battle it out with the aliens in this 16-meg game, which is coming to both the SNES and Genesis (SNES screens are shown here). Among the special powers at your command are Flaming Breath, Aerial Spins, and Radioactive Blasts, plus other new Super-Attacks. The seven levels feature fast-moving arcade-style action and two-player competition, either head-to-head or both players versus the computer.

(Available September)



**Super Solitaire**  
(Absolute)



Card sharks will want to sink their teeth into Super Solitaire. The 12 variations on traditional solitaire in this four-meg game include Klondike, Pyramid, Golf, and Poker, with themed backgrounds for each game. Helpful hint screens enable novices to master the games. Tournament and Championship modes offer races against the clock. This is a user-friendly card game: Control is via a point-and-click interface, and passwords enable players to continue later. This one-player game supports the SNES Mouse.

(Available January '94)

**FireStriker**  
(DTMC)



Combining pinball play with action/adventure, FireStriker offers 14 levels of varied chal-



lenges. In this eight-meg, overhead-view game, Slader the FireStriker must search out and destroy the villain Wylde, who has veiled the world in darkness. Bating the Trialight across the playing field like an explosive pinball, you clear out obstacle-ridden areas with tennis-like smashes from your main character. With Hudson's Multitap, up to four players can join in the frenzied fun.

(Available March)

**Time Trax**  
(T•HQ)



Darien Lambert is no ordinary police officer. He's come back to the present from the year 2193, bringing his futuristic skills and weapons with him. Based on the TV show with the same name, this one-player, eight-meg action/adventure cart features Time Stalling, a mind-control force that puts time in slow motion. You start

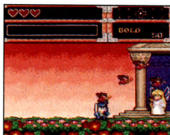
in the 22nd century, then you follow your adversaries in a time machine when they escape to 20th-century Washington, D.C. In between the eight side-view, multi-scrolling levels, helpful advice comes from Selma, Lambert's holographic sidekick.

(Available March)

**Duo**

**Dynastic Hero**  
(Hudson Soft)

The land of Tarron has seen better days. The evil Drillkor Empire is deforesting the lush kingdom, and gentle Brenna,



the benevolent Fairy Maiden who rules the peaceful people, has been captured. Only Dyna, the Dynastic Hero, can save the

3DO

**The Horde**  
(Crystal Dynamics)








A host of Hollywood hot shots is heading to 3DO. The Horde, a fast-paced action/strategy game, boasts Kirk Cameron (of TV's *Growing Pains*) as the star of its many full-motion video sequences, which are being produced by Emmy-winner MacKenzie Waggaman. The Horde is set in a medieval fantasy world where Chauncey (Cameron) must protect his village from an army of razor-fanged attackers. The nine species of voracious hordlings will eat anything, including villagers, cows, and houses! Plenty of polygon graphics, 3D texture mapping, lifelike animation, and digitized character voices will enhance the magic and the humor of the story.

(Available March)





day and defeat the five reptilian bosses in this side-view, multi-scrolling action/adventure game. Among Dyna's friends are the Insektors, cute bugs with special magic power ups.

**(Available March)**

**Godzilla**  
**(Hudson Soft)**



Godzilla, the original mean green fighting machine, is stomping over to the Super CD. In Godzilla, two players choose from among 14 classic monsters, each with its own special weapon and abilities. You compete in side-view, multi-scrolling fighting action. The fights take place in realistic settings all around the world.

**(Available Second Quarter '94)**

**Game Gear**

**C.J. - Elephant Fugitive**  
**(Codemasters)**



Travel through six zones of run-n-gun fun with the bravest little elephant ever in this arcade-style platform game targeted for younger players. Firing peanuts from his trunk, C.J. the kidnapped elephant runs, leaps, and shoots his way from a zoo and on through London, Paris, the Alps, Rome, and Cairo, finally reuniting with his herd in Africa. In addition to this one-player game, the cart includes a two-player "trunk-to-trunk" race game.

**(Available Now)**

**Micro Machines**  
**(Codemasters)**



This unique racing game was a hit in England. Instead of racing standard cars on the usual



courses, gamers maneuver tiny vehicles on 27 tracks, such as breakfast tables, pool tables, and bathroom floors. Among

the vehicles are miniature Tanks, Power Boats, and Helicopters. The overhead view provides a good look at the brightly colored, obstacle-ridden tracks. A special mode enables two players to compete against each other with just one Game Gear.

**(Available First Quarter '94)**

**Shipping in March**

**Genesis**

- Arcus Odyssey (Renovation)
- Columns III (Vic Tokai)
- The Incredible Hulk (U.S. Gold)
- NBA Action '94 (Sega)
- NBA Jam (Arena)
- Roko's Modern Life: Spunky's Dangerous Day (Viacom)
- Shanghai II: Dragon's Eye (Activision)
- Skitchin' (Electronic Arts)
- Socks the Cat (Kaneko)
- Sonic the Hedgehog 3 (Sega)
- Star Trek: The Next Generation (Sega)
- Sub-Terrania (Sega)
- Sylvester & Tweety (Teacmagik)

**Sega CD**

- Brutal (Gametek)
- Hammer vs. Evil D in Soul Fire (Sega)
- TomCat Alley (Sega)

**Super NES**

- Champions World Class Soccer (Acclaim)
- Choplifter 3 (Absolute)
- FireStriker (DTMC)
- F1-ROC II (Seta)
- NBA Jam (Acclaim)
- Runes of Virtue (FCI)
- SOS (Vic Tokai)
- Time Trax (T+HQ)
- X-Caliber 2097 (Activision)

**3DO**

- The Horde (Crystal Dynamics)
- Sewer Shark (Virgin)

**Neo-Geo**

- Super Sidekicks II: The World Championship (SNK)

**Duo**

- Dynastic Hero (Hudson Soft)

**Game Gear**

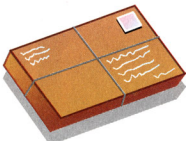
- Caesars Palace (Virgin)
- GP Rider (Sega)
- NBA Action '94 (Sega)
- NBA Jam (Arena)
- Poker Face Paul's Black Jack (Sega)
- Poker Face Paul's Poker (Sega)
- Scratch Golf (Vic Tokai)
- Spider-Man/X-Men: Arcade's Revenge (Arena)

**Game Boy**

- Prehistorik Man (Titus)

**Arcade**

- Dungeons & Dragons: Tower of Doom (Capcom)







# OVERSEAS PROSPECTS

## An International View on Video Games

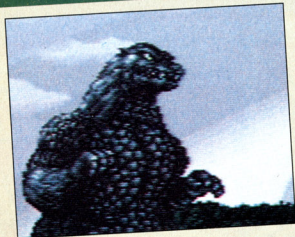


By the Trackman  
in Japan

The New Year in Japan ushered in a pack of new games. Here's a look at a few

promising Super Famicom titles due out in Japan in the beginning of 1994.

### Super Godzilla (By Toho)



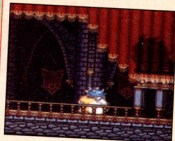
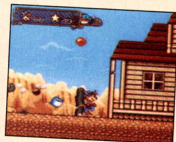
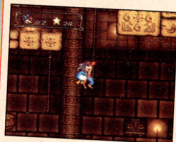
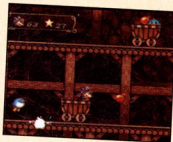
A one-on-one fighting game starring Godzilla and his many huge enemies? Wrong!

The Japanese love Godzilla as much as they love their strategy/simulation games. In this one, you roam the Japanese countryside in search of helpful items and monster-seeking information. You can find Godzilla or other famous movie monsters and take him

on in Battle mode. There's a little city trampling and arcade-style fighting action, but mostly you mobilize various military forces with a familiar point-and-click interface.

Timed to take advantage of the release of the movie *Godzilla vs. Mecha-Godzilla*, Toho hopes Super Godzilla proves their games are as fun and exciting as their movies.

### Ardy Lightfoot (By Ascii)

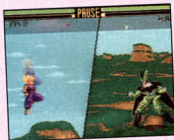


Ardy's not just another side-scrolling action game, it's a serious attempt by Ascii to create a signature character to rival Mario and Sonic.

They just might succeed, too, as Ardy has a lot going for him, including smooth moves and super cuteness (although his constant smiling

in the face of extreme peril might unnerve some). Reportedly there are 17 stages based around imaginative traps and obstacles. Ardy has all kinds of special attack moves, but this is really a fun, mind-bending game that pushes your puzzle-solving abilities to the limit. Ardy could be a sleeper mega-hit.

## Dragon Ball Z Cho-buto-den 2 (By Bandai)



Most Japanese players, like most Americans, can't seem to get enough fighting games... and so we have DBZ2. Based on the animated series and an earlier fighting game, there's very little new here.

In this one-on-one fighting format, combatants balance life and power meters to beat the other guy. The cart features the now-familiar Dragon Ball Z dual screen display for aerial attacks. Fighters can

ward off special attacks by counter-attacking with their own killer techniques. Fans of Dragon Ball Z and other fighting gamers shouldn't be disappointed.

## Katsuya Onizuka Super Virtual Boxing (By Sofel)



Unlike Riddick Bowe and Evander Holyfield, Japan's boxing hero Katsuya "Spanky" Onizuka actually held on to his world bantamweight title prior to the release of the game bearing his name.

However, the main thing that separates this boxing game contender from some of the pretenders is the first-person fighting perspective.

You actually step into the ring, where you see your gloves and your opponents up-close and ugly. It takes time to develop a feel for the fighting, but before long you're crossing, jabbing, and uppercutting your way to victory. If you don't, you get a good look at the arena ceiling when you're laid out on the mat!

## Kamen Rider (By Bandai)



Here's another Bandai cart based on a famous Japanese TV show. The Kamen Riders are hard-fighting superheroes. In this fast-paced side-scrolling action/fighting game, the vile adver-



saries also come from the Rider episodes.

The game's two-player mode is the best, since it takes two fighters to beat down the opposition. Those who tough it out to the end get to take on an original evil character drawn by Rider cre-



ator Shotaro Ishimori just for this game. Trust me, in Japan, that's super cool!

There probably aren't enough Rider fans in the U.S. to ever convince Bandai to send this rough-and-tumble action cart over, and that would be too bad. Banzai!



## Major Stores Pull Night Trap

Two weeks before Christmas, Toys "R" Us, the nation's largest chain of toy stores, pulled **Night Trap** from its shelves. The controversial Sega CD title is rated MA-17 by Sega for its violence. A few days later, **Kay-Bee**, America's second-largest toy chain, also stopped selling the game. The game depicts a woman being pursued and choked by a group of hooded men, and includes live, video-taped footage.

Toys "R" Us removed **Night Trap** from its shelves after receiving numerous complaints. Carol Fuller, spokesperson for the chain, said that the complaints seemed to be part of an orchestrated telephone campaign, but she had no further details. Sega offered no comment on the action. Both Toys "R" Us and Kay-Bee will continue to sell **Mortal Kombat**.



*Night Trap gets the hook.*

## New Genesis/CD System from Sega

Sega continues to redesign its existing video game systems into new products. The company will be showing its **Sega Genesis CDX Multimedia CD-ROM Entertainment System** at Winter CES in Las Vegas. The entire library of Genesis cartridges and Sega CD games can be played on the compact system. Audio CDs can also be played on the lightweight

unit, which weighs two pounds and is small enough to be carried as a portable audio CD player. The CDX (\$399.95) will be available in March.



*Now you can play Genesis and Sega CD games on one unit.*

## Reality Check

Dispelling doubts that **Project Reality** would ever become a reality, **Nintendo** is forging ahead with development of its 64-bit game machine. The unit, which is expected to arrive in 1995, will use chip technology supplied by three major Japanese electronics firms—NEC, Toshiba, and Sharp. More than 8 million new RISC (reduced instruction set computing) processors are being shipped to Nintendo as it works on what it considers to be the "next generation" video game system.



## Yet One More 32-Bit System

**NEC Home Electronics** is joining the race to produce a successful 32-bit video game system. The company plans to have its own 32-bit game machine on the market by the end of 1994. The system will offer a CD-ROM drive and an advanced color motion picture

board. According to NEC, the machine will be as powerful as Sega's still-unreleased 64-bit unit, and it will cost approximately \$250.

## Mega Cartoon

**Mega Man** is coming to TV. **Capcom** announced in late December that it will be financing and producing a cartoon series starring its popular video game character, **Mega Man**. The still-untitled show will most likely be based on the game **Mega Man X** and will feature most of the characters found in that SNES title. Capcom couldn't say if Dr. Wily would make an appearance. With the first show targeted to air in Fall '94, Capcom has lined up **Ruby-Spears**, a top animation company, to head production. Ruby-Spears is the award-winning company responsible for many animated shows in the last 15 years, including *Alvin and the Chipmunks*, *Mr. T*, and *RoboForce*.



*Capcom's captivating character now has a cartoon.*

## Sega Channel Adds Subscribers

Three more cable companies have signed on with the **Sega Channel**, raising the number of U.S. subscribers to more than 20 million. The addition of **MetroVision** in Atlanta, Georgia, **National Cable Television Cooperative** in Lenexa, Kansas, and **Sammons Communications** in Dallas, Texas, added 4 million new subscribers to the interactive video game TV channel.

The **Sega Channel**, which

is set to launch this summer, is the cable industry's first interactive service, supplying Genesis games on demand 24 hours a day, previews of upcoming titles, tips, news, contests, and promotions. "The **Sega Channel** concept has been enthusiastically received," says Stanley B. Thomas, president and CEO of **Sega Channel**. "We're delighted to have attracted such outstanding partners for our launch plans. Their early commitment is a testimony to future success."

## Accolade Signs On with 3DO

**Accolade**, a leading worldwide publisher of entertainment software, recently announced that it will be bringing several of its top sports titles to the new **3DO Interactive Multiplayer** system. Although it won't release any game titles yet, **Accolade** says it will definitely have golf, hockey, and football games for 3DO available by the end of this year.



*Is Jack Nicklaus' Power Challenge Golf for the Genesis heading to 3DO? Possibly.*

"Sports games lend themselves to the 3DO technology," said Mike Mathisen, vice president of product development for **Accolade**. "It is important to **Accolade** that we maximize the realism and take full advantage of our sports personalities," he added, "and the 3DO technology will contribute greatly to our ability to accomplish this." **Megan Humpal** of **Accolade** further notes that "if the system takes off as we hope, **Accolade** could conceivably bring some of



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its other popular titles, including **Bubsy**, to 3DO."

### 3DO Sales Slow, Stock Suffers

Because of slow sales of the \$699 3DO system, stock in the **3DO Company** has plummeted from over \$37 per share in November to around \$23 per share in late December. The company remains optimistic, however, and claims that more than 100 additional software companies have signed licensing agreements since the first system, made by Panasonic, hit the shelves in October. More than 500 software companies have now signed on to provide software for 3DO.

### Gateway System Gets Shanghai'd

**Nintendo's Gateway System**, the interactive entertainment, shopping, and information service that's found on select airlines, has begun including games from third-party developers. Among the first third-party titles is Activision's **Shanghai II: Dragon's Eye** for the SNES. Ten Nintendo games are already included in the Gateway System and are playable on approximately 20 Northwest, Virgin, and China Air flights. Included in the ten are **Super Mario World**, **Street Fighter II**, and **Legend of Zelda**. Shanghai II was chosen for its puzzle-solving aspects in hopes that it would be more attractive to adult players.



Go airborne with Shanghai II for the SNES.

### Atlanta Chosen as Site for Winter Trade Show

Atlanta, Georgia, will be the site of the initial "**Electronic Entertainment Expo**," the first international trade show dedicated exclusively to entertainment software titles, programming, and licensed properties. Scheduled for April 7-9, 1995, the event will be produced and promoted jointly by **Infotainment World** and **Knowledge Industry Publications**. Infotainment World is the company that publishes *GamePro*, *SWATPro*, and *Electronic Entertainment* magazines, among other projects. Knowledge Industry Publications produces leading conferences and annual trade shows such as Smart Media International and IMAGE WORLD.

Representatives from all the major retailers and over 30,000 top-level buyers of interactive software are expected to attend the show. More than 300 exhibitors will be present to display their products. With the thousands of titles debuting in 1994 for an ever-expanding list of game systems, Patrick Ferrell, president of Infotainment World, feels the time is right for a new trade show. "The content side of the home electronic entertainment industry is exploding, requiring a dedicated trade-buying event at the right time of the year for both retail buyers and vendors," he claims. Adds Eliot Minsker, chairman and CEO of Knowledge Industry Publications, "Retailers have pointed to the need for an interpretive event that will help them make smarter buying decisions by interacting with a wide range of publishers, vendors, industry influentials, and opinion leaders in a focused show setting."

### At the Deadline



The big N will be showcasing hot new SNES titles at Winter CES in Las Vegas. Three of the most eagerly awaited are **Stunt Race FX**, **Super Metroid**, and **Ken Griffey Jr. Presents: Major League Baseball**. **Nintendo** will also be updating the media on its new technological products, including the 64-bit **Project Reality** and the aerobics/video game machine known as **Life Fitness**.



**T+HQ**, makers of **Home Alone 2** and **Wayne's World** for the various Nintendo and Sega systems, continues to find popular properties for its games. Coming later this year will be **Akira**, based on the hot Japanese animated movie; **The Mask**, taken from the current comic book; and **seaQuest**, spun off from the TV show produced by Steven Spielberg. Previews of these three games will be shown at the Winter Consumer Electronics Show.



Coming soon from T+HQ.



Another hot rumor is the possibility that **American Sammy** will bring its great Neo•Geo shooter, **Viewpoint**, to both the SNES and Genesis. If current negotiations go well, a July or August release of a 16-meg translation is likely.



**Spectrum + MicroProse = MicroProse Inc.**

MicroProse Inc. is the new combined company that has resulted from the December merger of Spectrum HoloByte (makers of *Soldiers of Fortune* for the SNES) and MicroProse (*Super Strike Eagle* for the SNES). The new MicroProse Inc. will develop, license, publish, and market interactive entertainment software primarily for use on Nintendo's and Sega's video game systems, as well as for IBM-compatible personal computers.



MicroProse's Super Strike Eagle for the SNES.



**Virgin**, best known as the publishers of *Aladdin* and *Super Slap Shot* for the SNES, has formed a new company that'll focus exclusively on CD-ROM entertainment. As its first objective, **Virgin Sound & Vision** will publish non-game interactive software and interactive music products for kids and adults.



Virgin's Super Slap Shot for the SNES.



Jumping into the 16-bit arena is **Playmates**, the company best known for making *Teenage Mutant Ninja Turtles* action figures. The first offerings from the company will be **Star Trek: Deep Space 9** (based on the popular TV show), and

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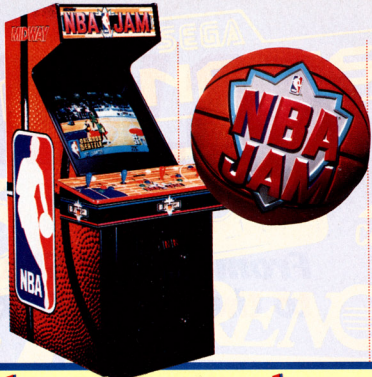


**Exo Squad** (a futuristic action game based on the cartoon). The two games will be released for both the SNES and Genesis, and will be available in September. David Perry, acclaimed producer of the Aladdin games for Virgin, has signed on to develop the company's future 16-bit games.

 Quick – what's the all-time money-making arcade game? Is it a classic oldie, like Mario Bros. or Ms. Pac-Man? A recent

fighter, like Mortal Kombat or Samurai Shodown? Rejected! According to the **Amusement & Music Operators Association**, **NBA Jam**, released approximately one year ago, is the highest-earning arcade game in the history of the industry. In this era of ultra-violent games, the irony is that NBA Jam has reached the number-one position without including any violence whatsoever.

**Jamm'n' its way to the top of the arcade pile.**



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## Top 10 Video Game Rentals

### Nintendo NES

1. Tecmo Super Bowl
2. Kirby's Adventure
3. Ren & Stimpy Show: Buckeroos
4. Tetris 2
5. Jurassic Park
6. Tecmo NBA Basketball
7. WWF King of the Ring
8. Mario Is Missing!
9. Battletode/Double Dragon: The Ultimate Team
10. Flintstones 2

### Super Nintendo

1. Mortal Kombat
2. Clayfighter
3. Disney's Aladdin
4. Tecmo Super Bowl
5. Mega Man X
6. John Madden NFL '94
7. Jurassic Park
8. Super Empire Strikes Back
9. Teenage Mutant Ninja Turtles: Tournament Fighters
10. Mario's Time Machine

### Sega Genesis

1. Sonic Spinball
2. Mortal Kombat
3. Street Fighter II Special Champion Edition
4. Disney's Aladdin
5. Eternal Champions
6. Joe Montana NFL Football '94
7. Tecmo Super Bowl
8. John Madden NFL '94
9. Lotus II R.E.C.S.
10. Lethal Enforcer

### Sega CD

1. Sonic CD
2. Ground Zero, Texas
3. Joe Montana NFL Football '94
4. Bill Walsh College Football
5. Dracula Unleashed
6. Stellar Fire
7. Prize Fighter Video Boxing
8. Jurassic Park
9. Mad Dog McCre
10. Lethal Enforcer

This information was provided exclusively to GamePro courtesy of Blockbuster Video.

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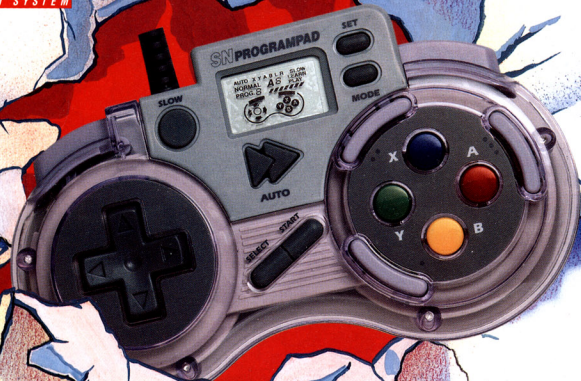


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